

PATHFINDER SOCIETY®

SEASON OF THE TEN



TAPESTRY'S TRIAL

By Alex Greenshields



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HOW TO PLAY

Pathfinder Society Scenario #10-15: Tapestry's Trial 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 Roleplaying Guild campaign, but 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 paizo.com/pathfindersociety.



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GM RESOURCES

Tapestry's Trial makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Ultimate Magic* (UM). 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, and the relevant rules from the Bestiary volumes are reprinted in the appendix for the GM's convenience.

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TAPESTRY'S TRIAL

By Alex Greenshields



With her mother an Abadaran priest and her father a painter, Hao Jin enjoyed a privileged childhood that ingrained in her both the importance of order in her life and the drive to express her creative spirit. Most of all, she loved exploring Goka's historical buildings, especially the Empress Yin Museum, dedicated to the ruler who had granted Goka its sovereignty and to countless Yixing artifacts from that fallen empire. She was a favorite among the museum stewards, who nonetheless chided her to be more careful around the exhibits. However, her reckless playfulness as a teenager resulted in the building catching fire, its flames destroying hundreds of priceless treasures and killing Hao Jin herself. At great expense, her parents gathered the funds for her resurrection. As the magic reunited Hao Jin's body and soul, it also ignited her latent magical talents and gave her hair the deep red hue that would together bestow her title: the Ruby Phoenix.

Her death, its cost to her family, and the incident's irrevocable destruction of history wore heavily on Hao Jin. As her powers developed, she strove to collect and protect treasures of the past so that all future generations might appreciate them in a specially made demiplane—much as Abadar preserved the perfect versions of all items within his First Vault. These studies took years of research and experimentation. Even then the demiplane struggled to support life until Hao Jin devised the means to siphon off tiny fractions of each departing soul's energy. Through this and other innovations, she forged a demiplane that could survive the ages and sustain thousands of inhabitants in a timeless museum world. Using a specially devised ritual, she traveled Golarion and transported at-risk sites and groups into her demiplane, where they could preserve their traditions forever.

At last content with her creation, Hao Jin departed for the Outer Planes to explore further and at last arrive in Axis, where she dreamed of collaborating with the multiverse's most brilliant minds to preserve historical lore. Rather than acclaim, she received reprimand. The Eternal City's authorities accused Hao Jin of having captured that which was not hers, threatened planar stability, and violated cosmic laws by the ways in which she created her demiplane. The verdict was

Where on Golarion?

The scenario begins in Absalom before quickly moving to Axis, the plane of law unburdened by concerns for morality. Axis is broken down into smaller, metropolis-sized "neighborhoods," many with racial, philosophical, or divine predilections. For more information on Axis, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Roleplaying Game: Planar Adventures*.



straightforward: the destruction of Hao Jin's greatest creation. She offered to make things right, but inevitables denied her request; a mortal clearly could not be trusted to fix this issue, particularly not a mortal with such conflicts of interest. At last she bargained to preserve the demiplane, offering her services to Axis and surrendering the tapestry's foundational secrets to guarantee that she never violate the same unspoken strictures again. She has upheld her promise ever since, hoping that she might prove herself to Axis and be reborn in its eyes.

Centuries of neglect have eroded the tapestry's magic, exacerbated by the Pathfinder Society and Aspis Consortium creating permanent portals on the demiplane like splinters snagging open holes in the realm's fabric. The demiplane is now on the verge of collapse, and the Society knows it. Pathfinders have been conducting salvage missions to rescue the endangered inhabitants and document the doomed

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sites, but the task is simply too massive. Thankfully, a recent venture discovered that the Ruby Phoenix may yet live on Axis, and the Society hopes that a team might find Hao Jin and negotiate her assistance. To make matters even more complicated, they're not the only ones interested in the tapestry's fate. The night hag Aslynn has also learned of Hao Jin's whereabouts and sent her own agent, the elf named 322, to learn the demiplane's greatest secrets so that Aslynn might harvest the souls within.

SUMMARY

The PCs are transported to the Plane of Axis to track down the sorcerer Hao Jin and secure her help in repairing the *Hao Jin Tapestry*. There they learn that she is voluntarily confined to Aroden's former domain. Hao Jin reviews the Society's findings and concludes that the demiplane is beyond saving, but that there is a way to salvage its places and people. She admits that she can't perform the task because to ensure her compliance, Axis authorities removed and stored portions of her magic and memories, placing these into memory engrams. She asks that the PCs retrieve these engrams, and Hao Jin's case manager asks that the PCs take this opportunity to help assess Hao Jin's character and deeds.

The first of these engrams is integrated into an inevitable's body, and the headstrong outsider is both enthralled by and slowly degrading as a result of the engram's influence. The PCs can convince the inevitable to surrender the engram or else destroy the creature. The second engram is in the floating library of Stylite. There a devil has become addicted to the engram's secrets and jealously defends its prize. The third engram is in the Serene Circle, the god Irori's divine realm. There the PCs encounter 322, a night hag's elven agent who offers the engram in exchange for the PCs' assistance in subversive deeds.

As the PCs recover engrams, they experience visions of Hao Jin's past, including key moments that led to her creating the tapestry demiplane. After recovering all of the engrams, the PCs and Hao Jin receive momentous news: a tribunal of powerful outsiders is to review her case and deeds. During Hao Jin's trial, the PCs can step forward as key witnesses to Hao Jin's actions, motivations, and character. Hao Jin honors her prior agreement with the PCs no matter the outcome, but if not absolved, her assistance is limited.

GETTING STARTED

The PCs receive an unusual summons to meet District Councilmember and priestess of Abadar **Jostlyn Ferqyr** (LN female cleric of Abadar 15) at the Vault of Abadar in Absalom's Ivy District. Upon arrival, Ferqyr is already waiting at the compound's main gate flanked by two stern paladins of Abadar. She greets the PCs politely and hands them an envelope containing their mission briefing (**Handout #1** on page 28) along with a small satchel of handwritten documents.

Ferqyr then asks the PCs to follow her into one of the Vault of Abadar's subbasements where they will be transported to the plane of Axis. Ferqyr is remarkably tight-lipped during this time—both because she knows little of the PCs' mission and because the Society has not retained her analytical services—and she responds to any questions with a curt apology and a shrug. She passes through several locked and guarded rooms and descends two staircases, and finally unlocks a vault that contains several small stone plinths, each containing a lockbox. Ferqyr unlocks one and carefully lifts out a golden miniature the size of a dinner plate in the shape of a circular city.

Read or paraphrase the following to begin the adventure.

Keeper Ferqyr carefully hands the intricate golden miniature to one of the paladins beside her and pulls out and reads from a small scroll.

"The Vault of Absalom hereby contractually gives permission to the Members of the Pathfinder Society here present to make use of the miraculous powers of the Golden City of Tumen to travel to and return from the realm of the Master of the First Vault, thrice-blessed be his name. During their stay in Axis, the Pathfinders shall conduct themselves in a matter befitting their role as representatives of the Church of Abadar, and not bring ill repute upon it or any of its subsidiary organizations."

Ferqyr looks for an affirmative answer from each of the PCs before she instructs them to place a hand on the golden model of the city. As she intones the command phrase for the device, the room disappears and the device transports them to a tasteful reception room on Axis using a variation of *plane shift*.

KNOWLEDGE (ARCANA OR HISTORY)

Based on the result of a Knowledge (arcana or history) check, the PCs might know more about the sorceress Hao Jin and her demiplane, the *Hao Jin Tapestry*. They learn all the information with a DC equal to or less than the result of their check.

15+: Hao Jin, also known as the Ruby Phoenix, was a sorcerer of incredible power and the creator of the *Hao Jin Tapestry*, a museum demiplane in which she placed entire landscapes along with her greatest treasures. She mysteriously disappeared several centuries ago and was presumed dead until very recently.

20+: Hao Jin was a master of elemental magic who earned her title from her talent for resurrecting with ever bolder red hair whenever she died.

25+: Unlike most spellcasters of her power (such as Tar-Baphon and the runelords of Thassilon), Hao Jin chose not to follow the path of power and domination, but instead studied and cataloged the wonders of the multiverse, the greatest of which she placed in her personal demiplane tied to the fabled *Hao Jin Tapestry*.

THE GUESTHOUSE OF THE CAGE

After a few moments, the PCs arrive in the second story reception room of the Guesthouse of the Cage. Located just outside one of the main gates of the city of Aktun, the guesthouse serves as the default landing point for many using magic items sacred to Abadar to reach Axis. Here they're met by a small welcoming committee to help guide their visit.

The reception room is tastefully decorated with ornate stone benches, tables, and chairs, and it overlooks an enormous circular plaza hosting the Eternal Emporium, a miles-wide expanse of colorful stalls that comprise one of the largest markets in the Great Beyond. From there waft the smells of spices, cooked meat, fresh fruits, and much more, and beings from across the multiverse are visible buying and selling all manner of goods. To the right the PCs can see one of the massive gates leading into Aktun, the center of Axis and domain of Abadar, decorated with gold- and silver-traced murals. Standing atop the wall looms the Lawgiver, Abadar's herald who takes the form of a fully armored warrior made of gold and steel.

The reception room's only occupant is **Esfir** (LN female orsheval^{ISC}). Like others of her kind, Esfir serves the will of Abadar and looks like a miniature draft horse, with dark blue metallic skin, golden eyes, and a white star-shaped patch on her forehead. She hasn't received any visitors from Golarion in quite some time and is therefore very excited to see the PCs. Esfir assumes that the PCs are clerics of the god and addresses them as such using truespeech to speak in whatever language they are most comfortable hearing. She apologizes if the PCs correct her assumptions about their identities, though this also makes her suspicious because only Abadarans are supposed to arrive here—concerns the PCs can allay with a successful DC 18 Diplomacy check and explanation of their deal with the Church of Abadar. She also becomes suspicious if the PCs masquerade as Abadarans unless at least two PCs succeed at DC 21 Bluff or Disguise checks. If one

Axis's Planar Traits

Because the plane of Axis is strongly law-aligned, some spells function differently there than elsewhere. Additionally, creatures with non-lawful alignments take penalties from being on a plane of pure law. For more information on these planar effects, see Chapter 7 of the *Pathfinder RPG GameMastery Guide*, or Chapter 2 of *Pathfinder RPG Planar Adventures*.

Strongly Law-Aligned: Creatures who are not lawful aligned take a –2 penalty on all Intelligence-, Wisdom-, and Charisma-based checks.

Enhanced Magic: A spell or spell-like ability with the lawful descriptor functions as if its caster level were 2 higher.

Impeded Magic: To cast a spell or spell-like ability with the chaotic descriptor, a caster must attempt a concentration check (DC = 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

of the more assertive PCs is an Abadaran, no checks are required to restore Esfir's faith in their intentions.

If the PCs cannot calm Esfir's suspicions, she curtly herds them out of the building without answering any significant questions (see Development). If the PCs do maintain Esfir's confidence, she can answer their questions about the area and more.

Who are you? or Where are we?

"I am Esfir, member of the 14th Order, 289th Echelon of Abadar's eternal retinue, and you have arrived at the Guesthouse of the Cage outside of Aktun, the domain of thrice-blessed Abadar."

Do you know of a human sorceress named Hao Jin?

Esfir thinks for a moment. "I have heard that name, though not for some time. Come, we can investigate."

Esfir leads the PCs to the building's ground floor



Fighting in Axis

In Axis, public violence draws the attention of an axial monitor (see page 29) within 1d4 minutes. The creature first attempts to defuse the situation, and if unsuccessful, subdues the combatants using nonlethal attacks. Should the outsider feel outmatched, it can call for 1d3 additional axial monitors that arrive in 2d6 rounds. Subdued violators are brought to dispatch stations for questioning and detention, and they're effectively removed from play for the rest of the scenario. A PC can leverage the necessary combination of influence and capital to secure their own freedom by expending Prestige Points equal to their character level. This cost increases by an amount equal to the PC's level each time they're detained in this way. If combat occurs where there are no witnesses, no axial monitors appear except under extraordinarily flashy circumstances.

Fomenting Chaos

Throughout the scenario, the citizens of Axis take note of how the PCs comport themselves. Encounters include a Chaos entry that notes likely actions that lend the PCs a reputation for troublemaking or spreading chaos, which can influence the trial at the end of the scenario. Keep a tally for each PC. In addition to these prompts, a PC might earn additional strikes for blatant acts of chaos such as inciting panic, dramatically browbeating citizens, deceiving city officials, or fighting Axis's authorities.

and consults a large book while turning pages with *mage hand*. At last she reaches a very old entry and concludes, "Here: Hao Jin, a sorcerer of considerable power arrived 333 years ago, after which there's no formal record of her having departed. This designation here indicates she received formal reprimand from the Eternal City soon afterward, and the last entry points to her performing research in the Empty Court as a guest of the axiomites."

What is the Empty Court? "It was the divine realm of Aroden. When he mysteriously perished more than a century ago, it began to collapse. Be careful, as it is no longer part of Axis and does not benefit from the Eternal City's protection."

How can we reach the Empty Court? Esfir proudly explains, "There are numerous forms of accelerated transportation in Axis, including a host of gateways for public use. I shall provide you directions to the most convenient one, which should take you to within sight of the Empty Court."

Development: Once the PCs learn of Hao Jin's approximate location from Esfir, she can guide them into the Eternal

Emporium, along several streets, and to a small rotunda where a semicircular wall partially encloses a fountain. Seven arches in the wall each have a lantern that hangs nearby, with flames that ignite and extinguish for a minute at a time. While the flame burns, creatures periodically walk into the arches and disappear, and while a given flame is out, creatures sometimes step out from that arch. This is one of numerous permanent sets of portals, each of which travels to a distant part of Axis. Esfir makes for the rightmost arch, and a petitioner serving as the rotunda's custodian briefly tries to warn her about that portal before she waves the petitioner off. She explains that this portal doesn't see much use anymore, but that it travels to within sight of the Empty Court. Esfir excuses herself and invites the PCs to call on her again should they need directions.

If Esfir evicted the PCs before they could ask questions, they have to navigate Axis and locate Hao Jin on their own. Fortunately, Axis is a cosmopolitan plane that accommodates visitors who are willing to follow the rules—most of which exist to boost efficiency and avoid logjams. A PC can quickly track down a customs authority, such as **Urutu** (LN male petitioner^{B2}), a humanoid figure whose blue-green skin bears the numerous tattooed riddles and runes common to most of the plane's petitioners. In exchange for a 50 gp processing fee, Urutu can guide the PCs to a local office, run a search for Hao Jin, and send for additional records from another district to confirm the same information that Esfir could have provided. He then provides the PCs directions, welcomes them to Axis, and sends them on their way.

Surveillance: From the moment they leave the Guesthouse, the PCs are under surveillance by 322 (see page 19), the agent of the night hag Aslynn. She arrived just before the PCs and has stationed herself in the guise of a human trader (using her many forms ability) among the tents of the market. Unless the PCs take extraordinary precautions before exiting the guesthouse, 322 spots them. PCs who succeed at a Hard Perception check get the feeling of being watched, but otherwise can't interact with 322 at this time. Once the PCs leave for the Empty Court, 322 enters the guesthouse while disguised as a priest of Abadar and asks after the PCs. With some coaxing, Esfir conveys everything that she and the PCs discussed.

MEETING A LEGEND

Several decades ago, the Axiomite Godmind pulled Hao Jin from her previous assignment in order to study the Empty Court and perhaps find clues about Aroden's death and disappearance. Hao Jin has conducted research here ever since, and although she has made several intriguing discoveries, she has yet to unravel the truth behind the god's fate.

The gateway the PCs used deposits them in a largely abandoned neighborhood several hundred feet from the Empty Court. Once a vast city with towering marble spires and broad crystal domes, Aroden's realm has crumbled into

a wasteland of dust and ruins. Axis officially cordoned off the divine realm with a golden wall guarded by inevitables, declaring the region no longer part of Axis until it could be claimed by a new ruler. As a result, sundry groups contest the realm to this day. Two axial monitors equipped with golden halberds guard the nearest entrance, and they order the PCs to pause in their approach and explain their intentions for entering the Empty Court. Any mention of Hao Jin causes the two to pause and command the PCs to wait while the outsiders summon the proper authority. So long as the PCs do as they're told—an axial monitor loudly reprimands them if they cause trouble—one of the monitors finishes a *sending* spell and then waits about 15 minutes before a harried arbiter inevitable arrives through the nearby gateway.

The inevitable is **Eleven-Sun-Truth** (LN agender advanced arbiter^{B2}), a flying metallic sphere about a foot in diameter with one eye, two decorative wings, and a pair of arms. The creature serves as Hao Jin's advocate and case manager and thus is quite familiar with her location, status, and past.

"Greetings, mortals. This one is classified Eleven-Sun-Truth and represents the one classified Hao Jin in all matters before her Tribunal. I have been informed that you have business with said individual but must inform you that the one you seek is not accessible on orders of the Godmind itself. How else may this one be of service?"

Eleven-Sun-Truth begins this meeting quite firm about not introducing the PCs to Hao Jin. The inevitable is generally friendly but puts on a show of huffing at and being offended by mortal imperfections without intending malice. A PC who succeeds at a DC 22 Diplomacy check (DC 27 in Subtier 10–11) can convince the arbiter to mediate a short discussion with the sorcerer, and the PCs can convince the inevitable automatically by citing the *Hao Jin Tapestry* demiplane's imminent collapse. Realizing that the PCs have come on a matter of dimensional stability (something very important to inevitables and axiomites) that directly involves the Ruby Phoenix, the arbiter agrees to guide them to Hao Jin. Eleven-Sun-Truth asks the axial monitors to open the gate and invites the group to follow inside, warning them that a lawless realm lies beyond.

Surveillance: After interrogating Esfir, 322 uses the travel portal and arrives after the PCs have already entered the Empty Court. 322 returns to her safe house and tries to sry on them instead using her *srying* spell (in Subtier 10–11 she uses *greater srying*). She picks a fighter- or rogue-type as her target, and GMs should secretly roll a DC 20 Will save (DC 23 in Subtier 10–11). If the save succeeds, the PC is aware that they have been the target of a hostile spell but cannot determine its origin (see pages 216–217 of *Pathfinder RPG Core Rulebook*), but 322 attempts the

spell again on the next best target. If the save fails, 322 listens to the PCs' conversations as they pass through the Empty Court. Each PC can make a DC 25 Perception check (DC 27 in Subtier 10–11) to spot the sensor created by the spell (see page 210 of *Core Rulebook*), which can be dispelled but is otherwise immune from harm. 322 maintains the spell until the group reaches Hao Jin.

AMPHITHEATER OF THE LAST AZLANTI

As advertised, distant skirmishes are visible in the Empty Court, which Eleven-Sun-Truth identifies as angels, devils, and other beings skirmishing to claim territory. During their walk, the PCs can ask questions of Eleven-Sun-Truth, who is amenable to explaining Hao Jin's confinement on Axis as described in the adventure's background. The walk takes about 20 minutes before the PCs arrive at the



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Amphitheater of the Last Azlanti, an ancient, multistory theater built into the side of a hill. The structure's outer walls bear faded murals of Aroden's life: his mortal life as a blacksmith, his leading of the Azlanti survivors from the ruins of Earthfall, his planar travels, his raising of the *Starstone* and creating Absalom, his battle with the wizard Tar-Baphon, and more. Inside, the amphitheater's stadium-style seating partly surrounds a raised, stone stage where a small tent is pitched next to a campsite.

Nearby sits **Hao Jin** (LN female human sorcerer 20/archmage^{MA} 9), who is studying and sketching several dozen broken sculpture pieces made of *throneglass*, a magically hardened glass associated with certain ruined cities in Azlant. She looks up with curiosity as the PCs approach and greets them with a courteous nod without breaking eye contact.

"Welcome, Eleven-Sun-Truth. You have not brought me visitors in some time and certainly never from my home world. What calamity has befallen Golarion that you come all the way to the Eternal City to find me? Has the Whispering Tyrant escaped his confinement? Has a new spawn of Rovagug been released in Casmaron? Or has Arazni perhaps decided to stir from her torpor and lay claim to Garund? What is the matter? I see the strain of grave news in your faces."

The PCs now have a chance to convey the reason behind their mission to Axis. Hao Jin listens closely as they explain but seems particularly interested in the recent history and state of the *Hao Jin Tapestry*. She asks follow-up questions from time to time about specific parts of the story, and if given the documents from the satchel given to the PCs at the beginning of the scenario, reads them closely. She inquires about the places and people still left in the tapestry, asking if any of the PCs have had any personal interactions with them. She becomes somewhat incensed when she reads in the documents (or learns it from the PCs) that both the Aspis Consortium and the Pathfinder Society created "backdoors" into the tapestry and explains that these actions collectively degraded the demiplane and triggered its imminent collapse. She is aware of the Pathfinder Society's Existence but asks about any other group (such as the Aspis Consortium) that began after she left Golarion in 4376 AR. Once she finishes reviewing all the documents and hearing from the PCs, Hao Jin thinks for a moment before announcing her assessment.

"Although I cannot hold the actions of the Pathfinder Society and its rivals as blameless in the Tapestry's demise, I know that at least the Society did not commit them out of malice. In the end, responsibility for the demiplane's condition is mine. My time here on Axis has shown me how reckless I acted when I created the demiplane. I did not fully understand the implications and long-term consequences of my actions, but what is done is done and cannot be taken back."

She lowers her eyes and lets out a long sigh, before continuing. "If I understand you and the documents you have shown me correctly, I'm afraid there is nothing I can do to save the Tapestry; it has unraveled beyond the point of repair. There may, however, still be a chance to save the places and people inside it. My memory is not what it once was, but I believe that I could perform a ritual that reverses the process I first used to transport various sites into the tapestry, thereby returning a site to its original location. In that way that site could serve as an ark to carry any plants and creatures aboard back to the Material Plane."

Hao Jin identifies two significant obstacles to her performing the ritual. The first is that the ritual would need to be performed on the Material Plane and reasonably close to where the structure would be deposited. That wouldn't be a problem were it not for Hao Jin's self-imposed detention in Axis, to which she is committed as she seeks to prove her dedication, self-reflection, and self-control to Axis's authorities. Fortunately, she theorizes that the Pathfinder Society has grown in the centuries since she last heard of it, and a contingent of powerful spellcasters might be able to perform the ritual in Hao Jin's place.

The second obstacle is far more significant: Hao Jin no longer knows how to perform certain parts of the ritual. When she bargained with Axis to preserve the demiplane, the sorcerer allowed select memories and technical knowledge to be extracted from her mind. Preserved on devices called *memory engrams*, these memories not only ensure that Hao Jin can't recreate the same violations that offended Axis in the first place, but they also provide a means by which scholars can study these experiences and innovations in responsible ways. Were the *engrams* brought back to her, Hao Jin might reassemble the rituals so that someone could perform one last transposition—she suspects this process would trigger the demiplane's final death throes, so there's only the one opportunity.

However, Hao Jin's also concerned that recreating these rituals would likewise violate her agreement with Axis, so she looks to Eleven-Sun-Truth for official clarification. The arbiter's eye rotates slowly in thought before snapping back to stare at Hao Jin before the inevitable states, "In the cosmos, law is the ideal, not the absolute condition, thus requiring some interpretation from the inevitables who enforce order. Likewise in this situation, there is no one answer. How you interpret it reflects your identity as the judge." Hao Jin scowls in response to this non-answer and considers the ramifications for a moment, listening to the PCs' input if any and agreeing wryly with any PC who observes that this sounds like a test. She then concludes that the lives of the demiplane inhabitants outweigh her current trials, and she tries to strike a balance: she can help the PCs recreate the ritual if they provide the *engrams*, but she intends to continue her confinement and service to Axis here in the Empty Court.

Eleven-Sun-Truth neither objects nor approves, instead producing several small electrum badges for the PCs to wear, each marked with the same three vertical lines surrounded by a border of unevenly spaced dots. The arbiter explains that these should help others recognize that the PCs are acting as Hao Jin's advocates in recovering the *engrams*, though the badges serve more as identification, not as signs of absolute authority; it is still up to the PCs to convince the current holders to let the PCs borrow the *engrams*.

The arbiter can also answer the PCs questions about the *engrams*, including the likely inquiries below.

What are the memory engrams? "These memory engrams are extracted information—memories, technical knowledge, and in some cases, raw feelings—drawn from a subject and stored within tightly rolled, metal scrolls about the size of a human hand, each clasped shut with a cartouche. The subject can no longer access that specific information, but the process usually imprints the device with many adjacent memories that are shared between the device and the subject. For example, extracting knowledge of a particular meal might also store strong memories of the subject's other meals. The stronger the memories, the more easily they're accessed."

Where can we find the memory engrams? "There are three *engrams* of note, which are part of a more extensive library system. One *engram* stores a portion of my client's creative innovation, and as an experiment, authorities in the Adamantine Forge granted it to now somewhat..." Eleven-Sun-Truth scowls with disappointment. "...eccentric inevitable in order to explore new inevitable-forging techniques. That inevitable frequents the domain of demigoddess Chaldira Zuzaristan in its downtime."

"Another engram contains elements of my client's magical theory, and it is in the Stylite." The arbiter winces and looks skyward before pointing to a floating building miles away. "There. You should just be able to present your credentials and be done."

"The last of the *engrams* I suspect she would need pertains to my client's childhood and their first death. It was last checked out by Yakomo, an Iroran acolyte. Given the hour, I expect him to be busy with religious devotions for several hours yet, after which he would likely return to his home just outside the Serene Circle, Irori's realm."

Can we open an engram? "You may. Everyday handling shouldn't harm the devices."

How do we reach these places? The arbiter floats a little higher while proudly responding, "As the foundation of order itself, Axis is an expanse of districts and departments, each connected to key partners by means of myriad forms of public transportation and sets of portals. I can provide you clear written directions."

Will you accompany us? "That should not be necessary. As is, I will need to attend to other duties shortly."

Scaling Encounter A

To accommodate a group of four PCs, the Maker's malfunctions cause her limbs to jerk spasmodically, and she suffers a 20% miss chance with her slam attacks as though the target had concealment (though the target cannot use this concealment to hide).

Development: Following their conversion, Hao Jin wishes the PCs a speedy return and asks Eleven-Sun-Truth to escort them back to the travel portal. "The streets and buildings sometimes switch places when you aren't looking. I still haven't figured that out," she mentions off-handedly.

On their walk back, Eleven-Sun-Truth makes a request of the PCs. Since the PCs are already acting as her advocates, the arbiter hopes that they might lend their mortal perspectives in interpreting Hao Jin's past actions, her present disposition, and her future potential. As Eleven-Sun-Truth points out, although a host of outsiders have analyzed Hao Jin's dossier, they approach her deeds with certain biases. Not only do the PCs have a unique perspective as members of the Pathfinder Society—most of who are the only creatures to have interacted with the tapestry demiplane's inhabitants in centuries—but they might interpret some of the memories stored on the *engrams* through their own mortal lenses. The arbiter would like to schedule interviews with the PCs once they've secured what they need and sent it to their superiors. It does not need a commitment from the PCs right now and conveys them through the rest of the Empty Court without incident.

A. THE HEARTH-GROWN HOUSE (CR 10 OR CR 13)

The Hearth-Grown House is a series of connected apartments, feasting halls, gambling parlors, inns, and courtyards that constitute the unofficial domain of the halfling deity Chaldira Zuzaristan, demigoddess of battle, luck, and mischief. The Hearth-Grown House is tucked into a small corner of Abadar's domain of Aktun. The House is a place of refuge for her followers, petitioners, and anyone else who needs a break from the unchanging perfection of the Eternal City. Abadar tolerates the gambling at the Hearth-Grown House as a necessary evil: when taken to excess it can hurt society, but in general it provides much-appreciated relaxation and stimulates the economy.

The travel portal deposits the PCs on a side-street a short distance from the Hearth-Grown House. The narrow alley is crowded with petitioners, all of whom seem to be heading for a single destination: a large, wooden gate in the twelve-foot-tall hedge wall that surrounds Chaldira's divine home. Past the gate is a large, grassy common area surrounded by

A. The Hearth-Grown House



Dislodging the Engram

It is possible for the PCs to remove the engram from the Maker in combat without damaging her. PCs can knock the Maker's memory engram loose with a successful disarm or steal combat maneuver against the Maker's CMD, causing her to lose her sorcerer spells and bloodline abilities in Subtier 10–11, or become staggered in Subtier 7–8. Succeeding at either of these maneuvers a second time dislodges the memory engram completely, ending the conflict as the Maker returns to her normal mental state.

numerous large and inviting structures that look like the homey country taverns found in Golarion's more peaceful hamlets and towns. A singing voice accompanied by string instruments and flutes can be heard from within.

Once the PCs step inside, read or paraphrase the following.

Countless chairs and tables are arranged in this large room around a central stage upon which sits a lillend azata singing a wistful song while accompanied by an unusual collection of natives of the Great Beyond playing an assortment of string and woodwind

instruments. The air is thick with sweet tobacco smoke and the smell of good food and drink, while the audience of largely remade petitioners watches the singer with obvious enthusiasm.

"Pretty good, eh?" says a metallic voice just to your left. "Emelliana the Muse, that's the singer, she only comes here to the House when she visits Axis. It's the only place she'll perform! Everywhere else is too stuffy, she says."

The voice belongs to the object of the PCs' search: the inevitable known as the Maker. She appears as an unusual ivory-colored kolyarut inevitable with two additional attached arms and is currently leaning against the back wall of the room watching the performance. Covered in dozens of small cuts, scrapes, dents, and scorch marks, she is wearing a leather apron long enough to be a skirt and is tapping her foot to the music.

If the PCs try to engage the Maker in serious conversation, she motions them to be quiet and asks them to wait until the azata finishes her performance. If they insist on talking with her during the lillend's performance, she grumbles and moves to lead the PCs outside of the tavern's amphitheater to a nearby secluded courtyard so she can speak with them, but the PCs incur a –2 penalty on skill checks made to influence the Maker from this point forward.

Influencing the Maker: The Maker was once a relatively simple kolyarut, but when Hao Jin's *memory engram* was implanted in her, she also inherited many of Hao Jin's emotions, as well as a small fraction of her power. The experiment that led to the *memory engram* being implanted inside the Maker ended nearly four years ago, but no one has returned to claim the engram due the task being a lower priority than other more pressing concerns. The Maker has integrated more and more of Hao Jin's personality during this time, making her somewhat unstable (as reflected by the malfunctioning ability in her stat block on pages 11–13). In Subtier 10–11 the Maker has better adapted to the *memory engram* and can wield a fraction of Hao Jin's power; this is represented by the Maker having the sorcerer class template, with spells and abilities appearing in (and reprinted from) the Phoenix Bloodline presented in *Pathfinder Player Companion: Heroes of Golarion*.

Having no need to eat or sleep, the Maker spends 20 hours of each day working in the Adamantine Crucible where she helps build and design inevitables. She takes great pride in her job, but the emotional elements she has inherited from Hao Jin still require breaks and diversions, so she comes to the Hearth-Grown House to relax. She enjoys spending her time here listening to music, gambling, or playing a local sport called pe-ole, a fast-paced sport reminiscent of jai-alai that involves hurling and catching a ball with the help of a hand-held basket.

Once the song ends, or once the PCs bother her enough to convince her to leave, the Maker is willing to converse with the PCs and leads them to a secluded, well-lit courtyard behind the tavern. When she learns that the PCs are looking for Hao Jin's *memory engram*, the Maker becomes defensive, each of her arms reaching up to grasp at the engram where it is implanted at the base of her neck. After decades with it integrated into her body, she has become quite attached to it. In order to convince her to give up the *memory engram*, the PCs must succeed at a series of three DC 23 skill checks (DC 27 in Subtier 10–11) for which they can use any of the following skills: Diplomacy (to simply try and convince her), Knowledge (arcana or planes) (to drive home the metaphysical ramifications of the *Tapestry's* destruction if she doesn't help), any Craft skill (to engage her about her creation and development techniques), or a

Profession skill that the GM considers relevant. Focusing on the loss of life or the destruction of the unique locations within the *Tapestry* gains the PCs no bonus, as the *memory engram* within the Maker does not house any portions of Hao Jin's empathy. Any number of PCs may aid the main PC attempting the skill check.

If a PC fails a check, they can try again, but the Maker suffers a significant malfunction following the third failed skill check as her already strained mind is overwhelmed by the PCs' badgering and attacks them. The PCs have three combat rounds to defeat the Maker before the combat attracts the attention of passerby. A PC who succeeds at a DC 23 Perception check (DC 27 in Subtier 10–11) hears the sound of approaching footsteps during the second round of combat and can attempt to convince the passerby that everything is fine by succeeding at a DC 23 Bluff check (DC 27 in Subtier 10–11) or using an appropriate illusion spell or similar solution to disguise the battle. Every two rounds thereafter another passerby arrives; PCs can continue to convince the passerby that everything is fine, though the DC for Bluff checks increases by +1 for each additional attempt. If the PCs fail to detect or reassure the passersby, the axial monitors are immediately summoned (see the **Fighting on Axis** sidebar on page 6).

If the axial monitors arrive, PCs that have not taken violent action who present one of the badges given to them by Eleven-Sun-Truth can inform the axials that the Maker is suffering from some kind of malfunction and convince them to subdue the Maker and turn over the *memory engram*. Once the Maker is unconscious or helpless, her *memory engram* can be removed with a DC 18 Disable Device or Knowledge (arcana) check (DC 21 in Subtier 10–11). PCs who render the Maker helpless can remove the *memory engram* from the back of her neck as a full-round action.

SUBTIER 7-8 (CR 10)

THE MAKER

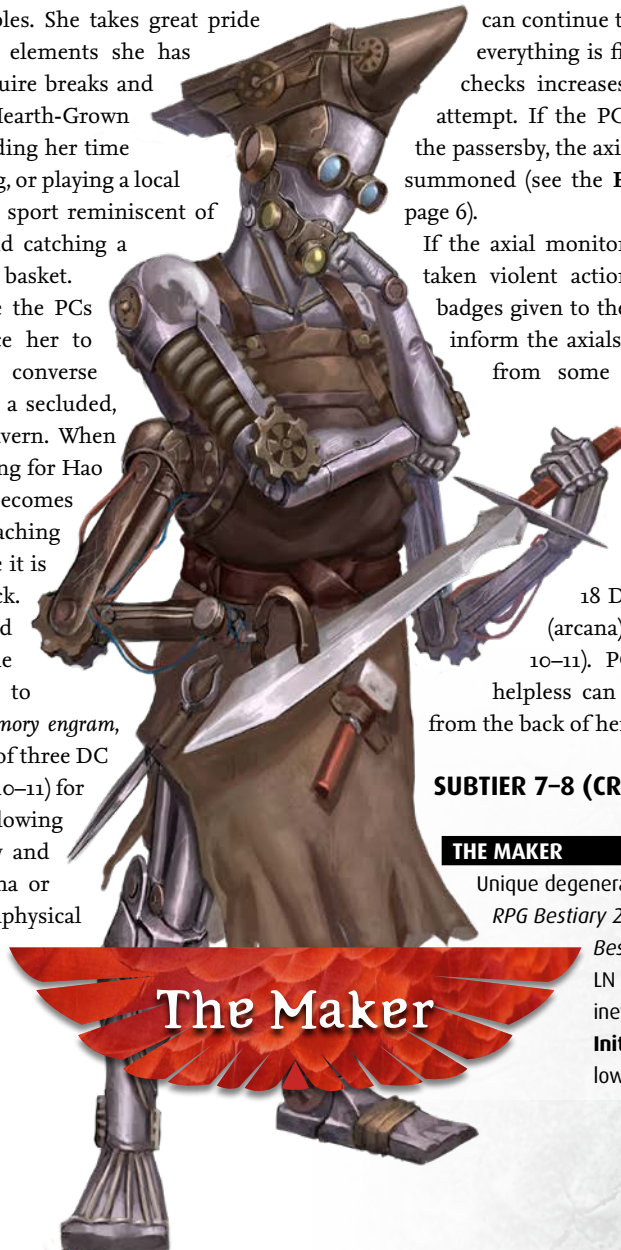
CR 10

Unique degenerate kolyarut (*Pathfinder RPG Bestiary* 2 163, *Pathfinder RPG*

Bestiary 5 288)

LN Medium outsider (extraplanar, inevitable, lawful)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +20



The Maker

Strikes

Ignoring the Maker's request for silence in the tavern earns the PCs one strike, as does reducing the Maker to 0 or fewer hit points.

DEFENSE

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)

hp 134 (12d10+68)

Fort +12, **Ref** +8, **Will** +9

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 23

OFFENSE

Speed 30 ft.

Melee 4 slams +16 (2d6+4)

Spell-Like Abilities (CL 12th; concentration +13)

At will—*disguise self*, *enervation*, *hold person* (DC 14),
invisibility (self only), *locate creature*, *suggestion* (DC 14),
vampiric touch
2/day—*hold monster* (DC 16), *mark of justice*, *quicken*
suggestion (DC 13)

TACTICS

During Combat The Maker is overwhelmed by Hao Jin's powerful personality, causing the inevitable to struggle between mortal reason and its immortal logic. She uses her *hold monster* spell-like ability to restrain the nearest PC and calls for help. She responds to damaging attacks by relentlessly swinging with her slam attacks against the last creature to injure her, using her *vampiric touch* ability when reduced to 40 or fewer hit points.

Morale If reduced to 10 or fewer hit points, the Maker uses her *invisibility* spell-like ability and stands perfectly still, her malfunctioning mind believing this keeps her safe. If attacked further, she attempts to flee.

STATISTICS

Str 18, **Dex** 15, **Con** 19, **Int** 6, **Wis** 13, **Cha** 12

Base Atk +12; **CMB** +16; **CMD** 28

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*suggestion*)

Skills Diplomacy +16, Disguise +16, Knowledge (planes) +9, Perception +16, Sense Motive +16, Survival +12; **Racial Modifiers** +4 Diplomacy, +4 Disguise

Languages truespeech

SPECIAL ABILITIES

Malfunctioning (Ex): The Maker is malfunctioning due to Hao Jin's borrowed emotions. As a result, her regeneration is suppressed, her spell-like abilities have been reduced, and she has the degenerate template. If Hao Jin's *memory engram* is removed from the Maker, she returns to normal (giving her the same statistics as a standard kolyarut, but with two additional slam attacks).

SUBTIER 10–11 (CR 13)

THE MAKER

CR 13

Unique sorcerer kolyarut (*Pathfinder RPG Bestiary* 2 163, *Pathfinder RPG Monster Codex* 248)

LN Medium outsider (extraplanar, inevitable, lawful)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

hp 158 (12d10+92);

Fort +14, **Ref** +10, **Will** +11

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 23

OFFENSE

Speed 30 ft.

Melee 4 slams +18 (2d6+6)

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

At will—*disguise self*, *enervation*, *hold person* (DC 18),
invisibility (self only), *locate creature*, *suggestion* (DC 18),
vampiric touch
3/day—*hold monster* (DC 20), *mark of justice*, *quicken*
suggestion (DC 17)

Spells Known (CL 12th; concentration +17)

3/day—*blur*, *flaming sphere* (DC17), *dispel magic*, *magic circle*
against evil (DC 18), *wall of fire*

TACTICS

During Combat Empowered by the fragments of Hao Jin contained within the memory engram, the Maker is a fearsome opponent. During the first round of combat, she uses a *quicken suggestion* to try and convince the nearest opponent to walk away from her and casts *blur* on herself. During subsequent rounds she uses *wall of fire* to create a barrier between herself and her opponents, casting *hold monster* and *flaming sphere* to maximize the amount of damage her opponents take. When an opponent is in melee reach, the Maker activates her immolation ability and full attacks with her slams.

Morale If reduced to 60 or fewer hit points, the Maker casts *flaming sphere* with her Phoenix bloodline ability and uses the flames to heal herself, attacking enemies with her *vampiric touch* in subsequent rounds until she is healed back to at least 100 hit points. If she has no remaining castings of *flaming sphere*, she instead alternates between casting *invisibility* and *vampiric touch*.

STATISTICS

Str 22, **Dex** 19, **Con** 23, **Int** 10, **Wis** 17, **Cha** 20

Base Atk +12; **CMB** +18; **CMD** 32

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*suggestion*)

Skills Diplomacy +24, Disguise +24, Knowledge (planes) +15, Perception +22, Sense Motive +22, Survival +18; **Racial Modifiers** +4 Diplomacy, +4 Disguise

Languages truespeech

SQ bloodline arcana (change fire damage spells to healing energy)

SPECIAL ABILITIES

Bloodline Arcana: Phoenix (Ex) When casting any spell that deals fire damage, you can instead heal affected creatures. The spell deals no damage, and living creatures affected by the spell instead regain a number of hit points equal to half the fire damage the spell would normally deal.

Immolation (Su): The Maker can surround herself in fire as a swift action. This fire burns for a total of 17 rounds per day. These rounds do not have to be consecutive. Any unarmed or natural attacks you make while affected by immolation deal an additional 1d6 points of fire damage, and any creature that ends its turn adjacent to you while you're affected by immolation also takes 1d6 points of fire damage.

Malfunctioning (Ex): The Maker is malfunctioning due to Hao Jin's borrowed emotions. As a result, her regeneration is suppressed and her spell-like abilities have been reduced. If Hao Jin's *memory engram* is removed from the Maker, she returns to normal (giving her the same statistics as a standard kolyarut, but with two additional slam attacks).

Vermilion Wings (Su): The maker can grow a pair of phoenix wings from her back as a standard action. The wings grant her a fly speed of 60 feet with good maneuverability. She can dismiss the wings as a free action.

Development: If the PCs succeed at the series of skill checks, or if they remove the *memory engram* from the Maker, she readily relinquishes her claim to the *memory engram*. Regardless of how the PCs obtain the engram, the first PC to touch the *memory engram* receives a brief vision of an important moment in the creation of the *Hao Jin Tapestry*. In the vision, the PC sees Hao Jin, hair a deep red and appearing younger than when they met her in person as she quietly watches a young man working at a loom. As the man's hands flicker over the threads and slowly weave a tapestry into being, a smile creases Hao Jin's face and her own fingers begin to mimic the young man's movements while trailing glimmering lines of eldritch energy. Hao Jin watches carefully, her fingers moving in measured cadences. As the light dims, Hao Jin leaves, but she returns again, and again. The PC experiences months of Hao Jin's careful study of the tapestry weaver, and feel the mental weight of innumerable calculations as Hao Jin plans her own magnificent tapestry.

The PCs receive similar visions for each of the *memory engrams* they recover, each of which shows a significant moment from Hao Jin's past. Each of the *memory engrams* radiate an overwhelming aura of divination and transmutation magic.

Rewards: If the PCs don't recover the memory engram, reduce the gold earned as follows. If the PCs destroy the Maker instead reduce the gp earned by the amount in parentheses.

Subtier 7–8: Reduce the gold earned by 1,444 gp (300 gp).

Out of Subtier: Reduce the gold earned by 2,000 gp (400 gp).

Subtier 10–11: Reduce the gold earned by 2,555 gp (500 gp).

B. THE FLOATING LIBRARY

The Stylite is a vast library that drifts above the city of Axis in mysterious patterns like a stone cloud. It is one of the greatest collections of history and lore in the Great Beyond and is said to contain secret knowledge not even found in the Akashic Record. Unbeknownst to the PCs, 322 (see page 19) has already attempted to claim the *memory engram* at this location. Unfortunately, 322 was vulnerable prey for the heresy devil's blandishments and the elf was forced to retreat, deciding that she would attempt to claim one of the other engrams first.

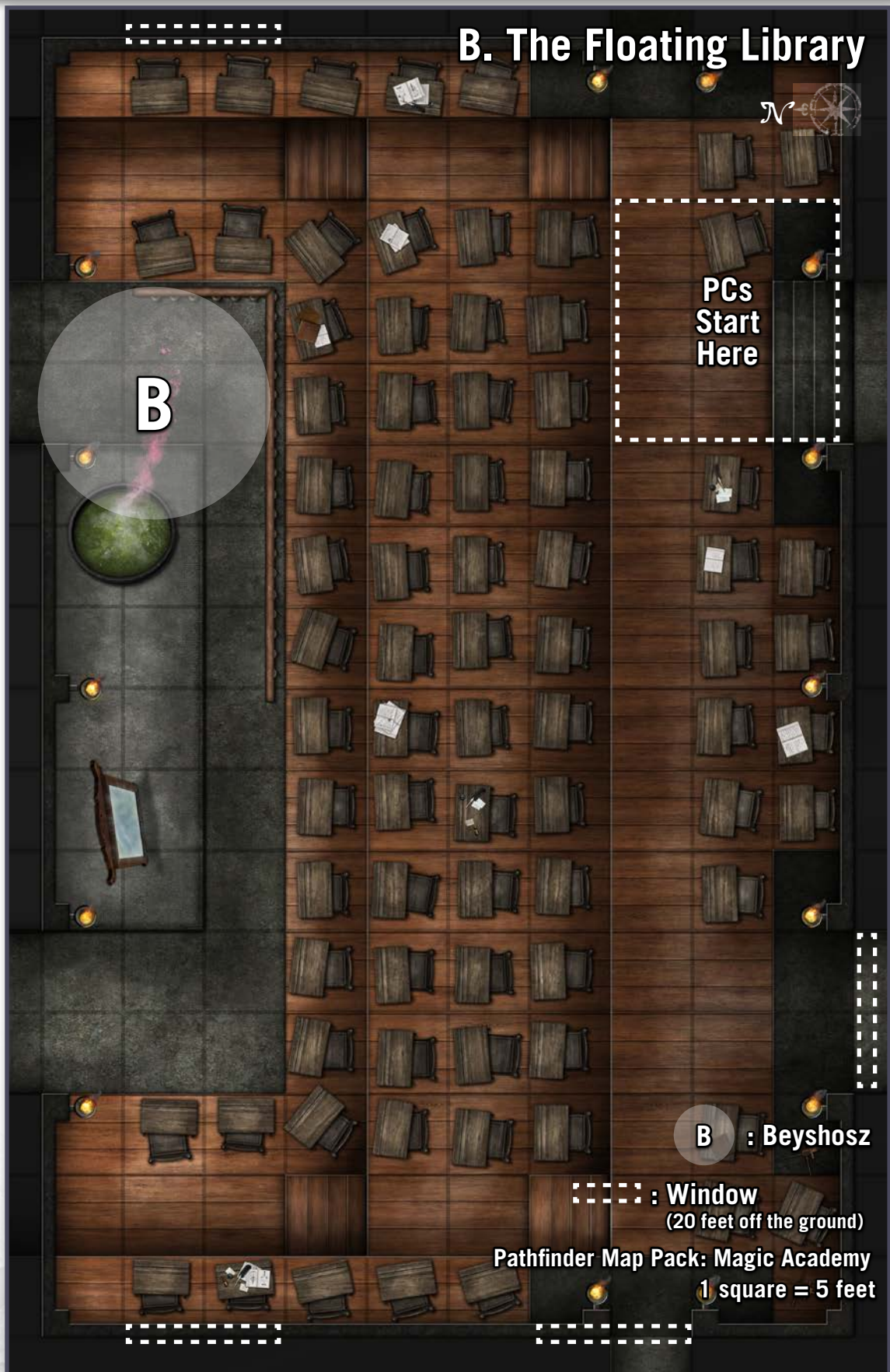
Once the PCs command a travel portal to take them to the Stylite, read or paraphrase the following:

A large open plaza comprised of octagonal, glossy black flagstones sits between a small, colonnaded building on one side and the dizzying vista of the Eternal City on the other. The wind whistles sharply over the drop down to the city thousands of feet below. From this vantage point, nearly all the major sites of Axis are spread out below like a pristinely-ordered painting: the tower of the Adamantine Crucible, alight in blue flame, the Grand Market of Abadar near the concentric circles of the golden city of Aktun, the nearly two-thousand-foot-tall Citadel of Resplendent Clockwork that serves as Brigh's domain, the crystalline Threefold Pillars of the Axiomite Godmind aglow with infinite calculations, and Pharasma's Spire behind it all, stretching up, seemingly infinite, all the way into the Astral Plane.

Besides the colonnaded building and the travel portal, the plaza contains no other features and looks like it doesn't get many visitors. Heading inside the colonnaded building, the PCs find themselves in a large, semi-circular entrance hall supported by more columns and decorated with a large floor mosaic depicting geometric symbols. Numerous colored balls of light illuminate the room, floating about at random, and a single desk has been placed in the middle of the entrance hall. At it sits a wizened-looking petitioner wearing cream and silver robes. Behind him are four closed steel doors.

The petitioner does not look up when the PCs enter, busy scribbling feverishly with a large quill in an enormous book set before him. If the PCs address him or otherwise try to get his attention, he looks up with a slightly perturbed expression on his face. This petitioner is the Stylite's current Librarian, a title bestowed on petitioners assigned to handle the basic day-to-day operations of the library. While in this position, the petitioner is protected from all mind-affecting effects and any physical harm dealt to him immediately summons an axial monitor.

"Can I help you?" he asks in a stern and impatient voice. "I wasn't aware of anyone having a scheduled visit today. Who would have ever expected so much chaos in the Perfect City? That prodigious devil overstays his scheduled visitation, and now more mortals wandering in without so much as an appointment!" As the petitioner blusters



through his tirade his voice and tone clearly convey his righteous indignation, but his quill never stops scratching away at the tome before him.

If asked for his name, the petitioner simply informs them “This cycle I am the Librarian for the Stylite, and I’m still trying to determine exactly who I offended to receive the dubious honor. I’ve spent what little free time I’m given during a duty cycle filing official complaints with the aeons who are supposed to handle these matters, but not a one of them seems interested in removing the squatter occupying my main lecture hall. He’s been here for weeks now, and he only reserved the hall for 24 hours!”

If pressed for more details, the Librarian explains that the Stylite’s main lecture hall is currently occupied by a heresy devil named Beyschosz. Beyschosz has been using the lecture hall to study one of Hao Jin’s (legally acquired) *memory engrams*. However, Beyschosz’s reservation of the lecture hall has long since expired, as has his claim to the *memory engram*. Unfortunately, the Librarian has been unable to convince the aeons responsible for securing the Stylite to remove the devil. Since the devil acquired the room through legitimate means and has not caused any disturbances beyond overstaying his appointment, he simply has not been a high enough priority for the aeons who care for the Stylite to deal with (a fact that the Librarian frequently complains about, accompanied with an occasional “They always listened when *Tabris* had something to say.”) If asked who the other mortals to visit were, the Librarian’s eyes crinkle in a sad smile and all he will say on the matter is “A very sad woman who did not find what she’s looking for.”

If the PCs present one of the badges given to them by Eleven-Sun Truth and explain why they’ve come, the Librarian purses his lips and eyes them shrewdly before saying “Well now. Well now indeed. It turns out perhaps you *do* have an appointment after all. The engram you seek is in the possession of that prodigious interloper overstaying his welcome in my lecture hall. If you were to agree to escort him off the premises, I can see to it that the engram is remitted to your possession. Don’t worry, the Stylite won’t allow the devil to take it with him since all receptacles of knowledge here can only be removed with proper authorization.”

If the PCs agree to remove the heresy devil for him, the Librarian quickly ushers them to a large door which he opens with a wrought-iron key. “Best of luck now! I’ll be closing the door behind you, just knock three times when you’re ready to leave. Don’t worry if you have to get a little rough with the devil now but make certain that you don’t break anything!”

B1. LECTURE HALL (CR 11 OR CR 14)

The lecture hall is dimly lit by sconces set at regular intervals around the room, and its vaulted ceiling stretches 60 feet high. There are four windows set 20 feet above the ground;

Scaling the Lecture Hall

To accommodate a group of four PCs, Beyschosz’s refusal to leave the Stylite after his reserved time has caused minor dissonance both within his own lawful essence and with the greater plane of Axis, giving him the sickened condition.

one on either side of the southwestern corner, one on the northern end of the west wall, and one on the northern corner of the eastern wall. These windows are currently covered by heavy drapes which can be torn down with a DC 18 Strength check. Uncovering at least one of these windows raises the light level in the room by 1 step. The windows in the southwest corner can be reached by climbing the bookcases set beneath them. These bookcases are not intended for use and require a DC 20 Climb check. Failing this check causes the bookcase to tumble down, knocking the climber prone and dealing 1d6 points of bludgeoning damage to them and anyone adjacent to the bookcase at the time it falls. A PC who is not attempting to climb the bookcase can use a move action to stabilize it and prevent the possibility of it falling for 1 round.

Creatures: Sitting behind the podium at the back of the room opposite the entrance is a heresy devil, or *ayngavhaul*, named Beyschosz. *Ayngavhaul* devils are corpulent scholars of corruption and despair who seek to lead virtuous intellectuals astray with cleverly worded syllogisms and beautiful, yet hollow, rhetoric. As a lawful creature, Beyschosz is allowed within the city of Axis as long as he obeys its laws. He came to the Stylite several months ago to conduct research into powerful figures from the Material Plane whose legends could be twisted into false religions or destructive dogmas. Here he discovered Hao Jin’s *memory engram*, which contained a significant part of the Ruby Phoenix’s understanding of magical theory. Beyschosz, realizing that the memories of a sorcerer of Hao Jin’s power and talent could be parlayed into immediate power as well new heresies, has become obsessed with unlocking all the secrets hidden with the engram. The *ayngavhaul* has been holed up in this lecture hall for several weeks, unwilling to release or return the magical treasure.

When the PCs enter the room, Beyschosz chortles, a wet, phlegmy sound. “I told that delightfully broken little soul that I’m busy. Did she not pass along the message?”

If the PCs try to convince Beyschosz to hand over the *memory engram*, the devil is too entranced by the power and knowledge contained within to willingly let it go and responds by attacking the PCs with his searing words. During the fight, Beyschosz casts *deeper darkness*, which he sees through easily thanks to his see in darkness ability, and strikes out with his searing words while attempting to fly out of reach of any melee opponents.

Strikes

Tearing the drapes loose and not repairing them (such as with a mending spell) earns the PCs one strike. Attempting to magically coerce the Librarian earns the PCs two strikes.

SUBTIER 7-8 (CR 11)

BEYSCHOSZ

CR 11

Heresy devil (*Pathfinder RPG Bestiary* 5 80; see page 29)

hp 175

TACTICS

During Combat Beyschosz is unwilling to attract the attention of the aeons responsible for guarding the Stylite, so he avoids using his blasphemous bile and summon abilities, nor does he cast any of the following spells: *stinking cloud*, *unhallow*, or *unholy blight*.

Morale Beyschosz is unwilling to risk destruction at the PCs' hands and uses *greater teleport* to escape if reduced to 40 or fewer hit points.

SUBTIER 10-11 (CR 14)

BEYSCHOSZ

CR 14

Rogue heresy devil (*Pathfinder RPG Monster Codex* 248,

Pathfinder RPG Bestiary 5 80)

LE Huge outsider (devil, evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 27, touch 9, flat-footed 26 (+1 Dex, +18 natural, -2 size)

hp 175 (13d10+104); fast healing 5

Fort +17, **Ref** +5, **Will** +13

Defensive Abilities evasion, improved uncanny dodge;

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +18 (2d6+7), 2 slams +18 (2d8+7)

Ranged 3 searing words +12 touch (4d6 fire and divine)

Space 15 ft.; **Reach** 5 ft.

Special Attacks blasphemous bile, sneak attack +6d6 plus 6 bleed

Spell-Like Abilities (CL 13th; concentration +18)

At will—*deathwatch*, *greater teleport* (self plus 50 lbs. of objects only), *illusory script* (DC 18), *mage hand*, *major image* (DC 18), *message*

3/day—*contagion* (DC 19), *deeper darkness*, *dispel good*, *dispel magic*, *invisibility purge*, *magic circle against good*, *speak with dead* (DC 18), *stinking cloud* (DC 18), *telekinesis* (DC 20), *unholy blight* (DC 19), *zone of silence*

1/day—*blasphemy* (DC 22), *legend lore*, *mislead* (DC 21), summon (level 6, 2 bone devils 100% or 1 contract devil 70%), *unhallow*

TACTICS

During Combat Beyschosz is unwilling to attract the attention of the aeons responsible for guarding the Stylite and will not use his blasphemous bile or summon abilities, nor will he cast any of the following spells: *stinking cloud*, *unhallow*, or *unholy blight*. He casts deeper darkness at the first opportunity and attacks the PCs from range with his searing words, attempting to deal sneak attack damage whenever possible.

Morale Beyschosz is unwilling to risk destruction at the PCs' hands and uses *greater teleport* to escape if reduced to 40 or fewer hit points, or as soon as possible after using his defensive roll ability (whichever comes first).

STATISTICS

Str 24, **Dex** 12, **Con** 24, **Int** 22, **Wis** 21, **Cha** 20

Base Atk +13; **CMB** +22; **CMD** 43

Feats Combat Casting, Diehard, Endurance, Great Fortitude, Improved Initiative, Persuasive, Toughness

Skills Acrobatics +1 (-7 to jump), Bluff +21, Diplomacy +25, Fly +14, Intimidate +25, Knowledge (arcana) +22, Knowledge (history) +19, Knowledge (planes) +22, Knowledge (religion) +22, Perception +21, Perform (oratory) +18, Profession (librarian) +12, Sense Motive +21, Spellcraft +22

Languages Abyssal, Celestial, Common, Draconic, Infernal, Minkaian, Tien

SQ corpulence

SPECIAL ABILITIES

Blasphemous Bile (Su) Once per hour, Beyschosz can expel a 30-foot line of putrid bile. The bile deals 4d6 acid damage (Reflex DC 23 half). Even on a successful save, those struck by this bile are drenched in liquid corruption. Any non-evil divine spellcaster who casts a spell targeting a creature soaked in this bile must make a DC 23 caster level check to affect the creature or the spell fails. This bile can be washed off by a creature or ally that spends a round and uses at least a gallon of fluid; otherwise the effect last for 130 minutes. The save DC is Constitution-based.

Corpulence (Ex) Beyschosz is so greasy and grossly obese that he gains a +10 bonus to CMD.

Defensive Roll (Ex) Beyschosz can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), Beyschosz can attempt to roll with the damage. To use this ability, Beyschosz must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. Beyschosz must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, Beyschosz's evasion ability does not apply to the defensive roll.

Searing Words (Su) Beyschosz can speak words of torment, giving them shape and sending them streaking toward his enemies as ranged touch attacks. Any good-aligned creature struck by one of these infernal words takes 4d6 points of hellfire damage (half fire, half profane); non-good creatures take half damage. This is a sonic effect.

Development: Whatever the outcome of the encounter, Beyschosz is not able to remove the *memory engram* from the library due to the magic of the Stylite. If he teleports away it simply clatters to the floor. When touched, the *memory engram* releases another flash of memory to the first PC to pick it up, in which they see Hao Jin during an early period of when she was creating the *Tapestry* and struggling with how to keep its plants and animals from dying off soon after being transported there. The vision then shifts to Hao Jin working on an enormous black sapphire radiating necromantic magic embedded in the floor of a room. A PC who has played *Pathfinder Society Scenario #4–16: The Fabric of Reality* recognizes the room from within the Sacred Vault within the *Hao Jin Tapestry*. The PC understands that Hao Jin is using the sapphire to siphon off energy from dying souls departing the demiplane for the Great Beyond and infusing it into the fabric of the *Tapestry*. The scene shifts once more to a time occurring many centuries after the first. Here Hao Jin is being confronted by an olethros psychopomp who informs her that Pharasma has become aware that Hao Jin is stealing soul energy from her and is displeased. Hao Jin ignores the warning and leaves to visit Axis soon thereafter.

The PCs can leave the classroom with the *memory engram* but cannot leave the Stylite with it unless first cleared by the Librarian in the entrance hall. The Librarian is happy to note the PCs as the current legitimate possessors of the *memory engram* now that the heresy devil is gone and the lecture hall is no longer occupied. If the PCs succeeded in defeating the heresy devil without using any damaging area of effect abilities or causing any other damage to the lecture hall, the Librarian also rewards them with access to a discounted selection of magical tomes. If the PCs did damage the library, cross out the manuals and tomes in the equipment section of their Chronicle sheets.

Rewards: If the PCs fail to drive Beyschosz out of the lecture hall, reduce their gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,444 gp.

Out of Subtier: Reduce each PC's gold earned by 2,000 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,555 gp.

C. OUTSKIRTS OF THE SERENE CIRCLE

Travel portals to the Serene Circle do not take travelers directly to the Circle itself, but instead deposit them in one of the small neighborhoods bordering the plaza proper. These neighborhoods are comprised of simple dwellings with plain but visually-pleasing architecture and designs.

C1. YAKOMO'S ABODE

Acolyte Yakomo lives just a short walk away from both the travel portal and the Serene Circle proper. The area is largely uninhabited as the majority of the petitioners who live in this area are either attending the ritual at the Serene Circle or (depending on the time of day) socializing and meditating following the ritual. There are still a small handful of petitioners still in the area, enough that the PCs are able to easily identify Acolyte Yakomo's abode following Eleven-Sun-Truth's directions.

The reinforced stone door to Acolyte Yakomo's humble abode is shut and locked. PCs who succeed at a DC 18 Perception check (DC 21 in Subtier 10–11) hear the muffled sounds of someone struggling and trying to call out from within the building. The lock on the door can be picked with a DC 21 Disable Device check (DC 26 in Subtier 10–11) or broken down with a DC 19 Strength check. PCs who use a spell or ability such as *rusting grasp* or *stone shape* automatically succeed at opening the door.

Inside the dwelling, the PCs discover Acolyte Yakomo tied up, gagged, and shoved into a corner of the room. When Yakomo is released he calmly rises to his feet and addresses the PCs.

"You must be agents of the Pathfinder Society, I assume? Someone is looking for you."

Yakomo then explains to the PCs that he was attacked and tied up by a gloomy elfen woman shortly after the time the PCs arrived in Axis. "She seemed... troubled, more than malicious," Yakomo says, "as though she carried the weight of far more hardship than even an elf's long life could justify. While I am not pleased that I appear to have been drawn into a conflict between you and this woman..." Yakomo pauses for just a moment. "Perhaps all is happening as it should. I find that is often the case in this city. Regardless, the woman seemed to know you would arrive. She bade me tell you that you should seek me out in the Serene Circle. Given what I saw of her magic, I expect she was being quite literal and waits there in my guise even now."

Yakomo is not interested in returning to the Serene Circle until the PCs have dealt with 322; while Yakomo does not fear an encounter with the elf within the protective magic of the Serene Circle, he suspects that there is a lesson in personal growth that he might learn by letting the PCs and 322 settle their affairs. PCs who succeed at a DC 28 Diplomacy check (DC 33 in Subtier 10–11) are able to draw more details out of Yakomo, including the fact that Yakomo overheard 322 muttering to herself about someone named "Aslynn" who 322 apparently believes has been manipulating and taking advantage of her. Gaining this information allows the PCs to attempt to convince 322 to abandon her plans to enter Skyreach (see page 19) even if they do not possess the "Acquainted with 322" boon.

C2. THE SERENE CIRCLE

The night hag Aslynn has been a thorn in the side of the Pathfinder Society for many years and has once again stuck her nose into their business and sent the mysterious elf 322 to spy on the PCs. During the scenario, 322 discovers that the PCs are attempting to recover Hao Jin's *memory engrams*. 322 acquires the one currently in the possession of Acolyte Yakomo and now watches the travel portals to the Serene Circle, watching for the PCs. 322 plans to trade the engram for access to Skyreach, the inner sanctum of the Society's Grand Lodge in Absalom. 322 patiently waits for the PCs to arrive, but the forlorn elf's mind is not at rest.

After escaping the Aspis Consortium and its allies in Conference Z, 322 has been working for Aslynn for several years in the hopes that the night hag might help her understand her own background and the source of her powers. She has begun to realize that Aslynn has very little substantive to offer and now just takes advantage of her unusual powers, just as the Aspis Consortium did before her. During their negotiations with 322 over the fate of the *memory engram*, the PCs have a chance to convince 322 to leave Aslynn's service for good.

If the PCs travel to the Serene Circle before they investigate Yakomo's abode, 322 is still returning from Yakomo's abode disguised as a random petitioner and has not yet entered the Serene Circle disguised as Yakomo. Petitioners in the Serene Circle respond to any inquiries the PCs make into the engram or Acolyte Yakomo by informing them that Yakomo never attended the ritual as expected. PCs who inquire into where Yakomo might be are directed to his home, which can be reached in just a few minutes walking from the Serene Circle.

Read or paraphrase the following once the PCs arrive.

The Serene Circle is an open-air plaza where Irori's followers meditate, learn, and discuss the intricacies of the multiverse with one another. Miles across, it is covered in light-colored sand and dotted with tranquil fountains, reflecting pools, and carefully managed gardens. Countless remade petitioners dressed in loose, white robes stroll about engaging in quiet contemplation or are in conversation with others of their kind. Others sit and meditate quietly in the shade of blossoming fruit trees. The entire area is suffused with a deep sense of tranquility and peace.

The Serene Circle is under the effect of permanent *calm emotions* and *calm animals* spells (caster level 20th). Anyone entering the area must succeed at a DC 19 Will save (DC 23 in Subtier 10–11) or suffer their effects. PCs who fail their save are unable to take violent actions or do anything destructive for 24 hours unless they leave the Circle; leaving and reentering the circle does not grant an additional Will save. Because of the large size and open layout of the Serene Circle, no encounter map is included for this area. If the PCs do engage

in combat with 322, use a basic flip-mat with the edge of a massive fountain drawn along the southern edge.

Tracking down 322 and the *memory engram* requires a DC 18 Diplomacy (gather information) check (DC 21 in Subtier 10–11); 322 has made no secret of her return, and has in fact made a point of ensuring that the other petitioners see her in Yakomo's guise carrying the *memory engram*. The PCs are directed to speak to "acolyte Yakomo" where he currently meditates before a fountain shaped like an open lotus blossom, located about three-quarters of a mile from the edge of the Serene Circle. While gathering information the PCs also discover that any loud noises or fighting in the Serene Circle are prohibited and will result in the axial monitors being summoned (see the Fighting in Axis sidebar on page 6).

Creature: 322, in the guise of acolyte Yakomo, awaits the PCs on the far side of the lotus fountain. She succeeded on her saving throw against the Circle's calming effects but does not fight unless provoked. She also has the *memory engram*. Once the PCs are within 50 feet of her, she reverts to her true Form to begin negotiations. During the conversation, PCs who succeed at a DC 17 Sense Motive check (DC 22 in Subtier 10–11) get the feeling that 322 is upset about something that has nothing to do with this encounter. PCs who have the "Acquainted with 322" boon from #7-23 *Abducted in Aether* receive a +4 bonus on the check and know that 322 has been looking to break free from outside control for some time.

Who are you? "I am the one with the *memory engram* you are missing. You can address me as 322."

What do you want? "I just want a trade. One of you gets me into Skyreach at the Grand Lodge and I'll give you the *engram* when we return. It's that simple."

You want to transport one of us to Absalom right now? "Good, you understand me, that's exactly what I want. You get me through the door, I do a little business at Skyreach and then I'll bring us back."

What are you plan on doing in Skyreach? "Just a bit of snooping. Shouldn't take more than five minutes. Then I'll bring us both back and we'll finish our transaction."

Is something the matter? You seem upset. (If a PC has the "Acquainted with 322" Boon) 322's face takes on an uncharacteristic softness. "Oh, it's you again. Still have that bleeding heart, I see. Maybe you were right, though, back at the Veiled Bazaar. Maybe it's time for me to be my own boss and stop being everyone's lackey."

(If none of the PCs have the "Acquainted with 322" boon) "Mind your own business! Do we have a deal or not?"

PCs who possess the "Acquainted with 322" boon can try and convince 322 to abandon whatever she has planned for Skyreach. If such a PC succeeds at a DC 27 Diplomacy check (DC 33 in Subtier 10–11, they convince 322 that she is better off without Aslynn. If that occurs, 322 offers the *memory engram* to the PCs as a show of good faith informs them that if the time comes where she needs protection from Aslynn's wrath, 322

expects them to answer her call for aid. After this exchange 322 quickly retreats with a *word of recall*.

If the PCs agree to 322's demands, she asks for a volunteer to come with her to Absalom. She tells that PC to follow all her commands and not raise any alarms or the deal is off, and then transports with them to the grounds of the Grand Lodge using a *plane shift* spell aided by her *ring of planar focus*. There, she transforms her appearance again and commands the PC to lead her into Skyreach tower. Once inside, 322 commands the PC to wait and disappears for three minutes. When she returns, she carries what appears to be a *bag of holding*, into which she slides a sealed wooden box a bit larger than a human head, such as one might keep a helmet or trophy in. After securing the box and bag, 322 transports both herself and the PC to Axis via another *plane shift* before handing the *memory engram* over to the PCs. After handing over the engram, 322 immediately leaves the area via a *word of recall* spell. If the PCs attempt to apprehend her or prevent 322 from leaving, she immediately attacks, looking to disable the PCs as quickly as possible before making her escape. If the PCs should manage to capture or kill 322 at this point, they discover that the *bag of holding* she took from Skyreach is actually one half of a paired set of magical bags that grant access to the same dimensional space; someone or something has already removed the box 322 placed inside.

SUBTIER 7-8 (CR 11)

322	CR 11
Female elf oracle 12 (<i>Pathfinder RPG Advanced Player's Guide</i> 42)	
CN Medium humanoid (elf)	
Init +2; Senses low-light vision; Perception +2	
DEFENSE	
AC 21, touch 13, flat-footed 19 (+8 armor, +1 deflection, +2 Dex)	
hp 93 (12d8+36)	
Fort +8, Ref +9, Will +13; +2 vs. enchantments	
Immune sleep	
OFFENSE	
Speed 30 ft.	
Melee mwk dagger +12/+7 (1d4+2/19-20)	
Oracle Spells Known (CL 12th; concentration +17)	
6th (3/day)— <i>mass cure moderate wounds</i> , <i>planar binding</i> (DC 21), <i>word of recall</i>	
5th (6/day)— <i>mass cure light wounds</i> , <i>feeblemind</i> (DC 20), <i>hold monster</i> (DC 20), <i>plane shift</i> (DC 20), <i>scrying</i> (DC 20)	
4th (7/day)— <i>black tentacles</i> , <i>chaos hammer</i> (DC 19), <i>cure critical wounds</i> , <i>freedom of movement</i> , <i>spell immunity</i>	
3rd (7/day)— <i>bestow curse</i> (DC 18), <i>blindness/deafness</i> (DC 18), <i>cure serious wounds</i> , <i>dispel magic</i> , <i>inflict serious wounds</i> (DC 18), <i>tongues</i>	
2nd (7/day)— <i>cure moderate wounds</i> , <i>darkness</i> , <i>delay poison</i> , <i>dust of twilight</i> ^{APG} (DC 17), <i>hold person</i> (DC 17), <i>invisibility</i> , <i>oracle's burden</i> ^{APG} (DC 17), <i>silence</i> (DC 17)	

1st (8/day)—*comprehend languages*, *cure light wounds*, *deathwatch*, *entropic shield*, *obscuring mist*, *ray of sickening*^{UM} (DC 16), *shield of faith*
 0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *light*, *mending*, *purify food and drink* (DC 15), *read magic*, *resistance*, *stabilize*

Mystery Dark tapestry

TACTICS

Before Combat 322 uses her cloak of darkness ability, then casts *freedom of movement* and *spell immunity* (*hold monster*, *fireball*, *lightning bolt*, *slow*) before the PCs's arrival.

During Combat 322 casts *black tentacles* to hinder as many opponents as possible, then targets spellcasters with *feeblemind*, and others with *hold monster* and *chaos hammer*.

Morale Unwilling to risk her life, 322 casts *word of recall* or *plane shift* when she reaches 30 hp or lower.

STATISTICS

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

Base Atk +9; **CMB** +11; **CMD** 24

Feats Combat Casting, Dreamed Secrets, Extra Revelation^{APG}, Improved Iron Will, Iron Will, Toughness

Skills Bluff +7, Disguise +18, Heal +10, Intimidate +15, Knowledge (arcana) +7, Knowledge (planes) +7, Knowledge (religion) +11, Perception +2, Sense Motive +13, Spellcraft +7, Stealth +19

Languages Aklo, Auran, Common, Draconic, Elven; tongues (understand)

SQ elven magic, oracle's curse (tongues [aklo, auran]), revelations (cloak of darkness^{UM}, gift of madness^{UM}, interstellar void^{UM}, many forms^{UM}, wings of darkness^{UM})

Other Gear mwk daggers (4), *cloak of resistance* +3, *headband of alluring charisma* +2, *ring of protection* +1, *ring of planar focus*^{PA}

SPECIAL ABILITIES

Cloak of Darkness (Su) 322 can conjure a cloak of shadowy darkness that grants +8 armor bonus to AC, and a +6 circumstance bonus on Stealth checks. She can use this cloak for 12 hours a day. The duration doesn't need to be consecutive, but must be spent in 1-hour increments.

Dreamed Secrets (Su) 322 adds *invisibility* and *hold monster* to her list of spells known. Each time she attempts to cast these spells, she must make a DC 20 Will save or take 1d2 points of Wisdom damage and fail to cast, though she does not lose the spell.

Gift of Madness (Su) 8 times a day as a standard action, 322 can project the void between the stars to cause a living creature within 30 feet to become confused for 12 rounds (DC 21 Will save negates). This is a mind-affecting compulsion effect.

Interstellar Void (Su) Twice a day as a standard action, 322 can cloak one target within 30 feet in the void of space, dealing 12d6 points of cold damage and causing the target to become fatigued (DC 21 Fortitude half and no fatigue).

Many Forms (Su) As a standard action, 322 can assume the form of a small or medium humanoid, animal, or magical beast for 12 minutes a day as *alter self*. The duration need not be consecutive but must be spent in 1-minute increments.

Strikes

Dealing lethal damage to any creature within the Serene Circle or surrounding neighborhoods earns the PC who dealt the damage 1 strike in addition to any other consequences the action would normally cause.

Tongues (Su) 322 can understand any language, as if under the effects of *tongues*, even in combat, but can only speak Aklo and Auran while in combat.

Wings of Darkness (Su) As a swift action, 322 can manifest a set of translucent, inky wings that grant her a fly speed of 60 feet with good maneuverability for 12 minutes a day. Once a day she can use these wings to fly as with *overland flight*. Used in this way, the ability lasts for 12 hours, but counts as the total use of the ability for the day.

SUBTIER 10–11 (CR 14)

322

CR 14

Female elf oracle 15 (*Pathfinder RPG Advanced Player's Guide* 42)
CN Medium humanoid (elf)

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

DEFENSE

AC 25, touch 14, flat-footed 23 (+10 armor, +2 deflection, +2 Dex, +1 natural)

hp 116 (15d8+45)

Fort +9, **Ref** +10, **Will** +14; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 dagger +14/+9/+4 (1d4+3/19-20) or mwk dagger +14/+9/+4 (1d4+2/19-20)

Oracle Spells Known (CL 15th; concentration +21)

7th (4/day)—*mass cure serious wounds*, *dictum* (DC 23), *insanity* (DC 23), *greater scrying* (DC 23)

6th (7/day)—*mass cure moderate wounds*, *greater dispel magic*, *harm* (DC 22), *planar binding* (DC 22), *word of recall*

5th (7/day)—*breath of life* (DC 21), *mass cure light wounds*, *feeblemind* (DC 21), *hold monster* (DC 21), *plane shift* (DC 21), *scrying* (DC 21), *true seeing*

4th (7/day)—*black tentacles*, *chaos hammer* (DC 20), *cure critical wounds*, *death ward*, *freedom of movement*, *spell immunity*

3rd (7/day)—*blindness/deafness* (DC 19), *cure serious wounds*, *deeper darkness*, *dispel magic*, *inflict serious wounds* (DC 19), *tongues*

2nd (8/day)—*cure moderate wounds*, *undetected alignment*, *delay poison*, *dust of twilight*^{APG} (DC 18), *hold person* (DC 18), *invisibility*, *oracle's burden*^{APG} (DC 18), *silence* (DC 18)

1st (8/day)—*comprehend languages*, *cure light wounds*, *deathwatch*, *entropic shield*, *obscuring mist*, *ray of sickening*^{UM} (DC 17), *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *light*, *mending*, *purify food and drink* (DC 16), *read magic*, *resistance*, *stabilize*

Mystery Dark tapestry

TACTICS

Use tactics from Subtier 7–8.

STATISTICS

Str 14, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 22

Base Atk +11; **CMB** +13; **CMD** 27

Feats Combat Casting, Dreamed Secrets, Extra Revelation^{APG}, Heighten Spell, Improved Iron Will, Iron Will, Quicken Spell, Toughness

Skills Bluff +12, Disguise +21, Heal +10, Intimidate +16, Knowledge (arcana) +9, Knowledge (planes) +9, Knowledge (religion) +11, Perception +2, Sense Motive +13, Spellcraft +12, Stealth +21

Languages Aklo, Auran, Common, Draconic, Elven; *tongues* (understand)

SQ elven magic, oracle's curse (*tongues* [aklo, auran]), revelations (cloak of darkness^{UM}, gift of madness^{UM}, interstellar void^{UM}, many forms^{UM}, pierce the veil^{UM}, wings of darkness^{UM})

Combat Gear *potion of resist cold 30*, *potion of resist fire 30*, *ring of counterspells (dispel magic)*; **Other Gear** +1 dagger, mwk daggers (3), *amulet of natural armor* +1, *cloak of resistance* +3, *headband of alluring charisma* +4, *ring of protection* +2, *ring of planar focus*^{PA}, assorted gems worth 500 gp, 92 gp

SPECIAL ABILITIES

Cloak of Darkness (Su) 322 can conjure a cloak of shadowy darkness that grants +10 armor bonus to AC, and a +8 circumstance bonus on Stealth checks. She can use this cloak for 15 hours a day. The duration doesn't need to be consecutive but must be spent in 1-hour increments.

Dreamed Secrets (Su) 322 adds *invisibility* and *hold monster* to her list of spells known. Each time she attempts to cast these spells, she must make a DC 20 Will save or take 1d2 points of Wisdom damage and fail to cast, though she does not lose the spell.

Gift of Madness (Su) 9 times a day as a standard action, 322 can tap into the unthinkable void between the stars and can cause a single living creature within 30 feet to become confused for 15 rounds (DC 23 Will save negates). This is a mind-affecting compulsion effect.

Interstellar Void (Su) Twice a day as a standard action, 322 can cloak one target within 30 feet in the void of space, dealing 15d6 points of cold damage and causing the target to become fatigued (DC 23 Fortitude half and no fatigue).

Many Forms (Su) As a standard action, 322 can assume a variety of forms as *greater polymorph* for 15 minutes a day. The duration need not be consecutive but must be spent in 1-minute increments.

Pierce the Veil (Su) Thanks to her bond with the alien denizens of the Dark Tapestry, 322 can see perfectly in darkness of any kind, even in absolute darkness or the darkness created by a *deeper darkness* spell.

Tongues (Su) 322 can understand and speak any language, as if under the effects of *tongues*, but can only speak Aklo and Auran while in combat.

Wings of Darkness (Su) As a swift action, 322 can manifest a set of translucent, inky wings that grant her a fly speed of 60 feet with good maneuverability for 15 minutes a day. Once a day she can use these wings to fly as with *overland flight*. Used in this way, the ability lasts for 15 hours, but counts as the total use of the ability for the day.

Development: The first PC who touches the *memory engram* receives another vision from Hao Jin's past, this time of her as a child of perhaps ten, her hair glossy black without a hint of the sorcerer's signature ruby locks. Hao Jin dances and sings as she explores the wonders of a magnificent museum. She climbs about the displays, enacting mock battles with taxidermied drakes or old suits of armor. As the young Hao Jin climbs atop a suit of ancient Minkaian armor, her foot slips and she grabs at a hanging lantern to steady herself. Suddenly everything is pain and fire, chaos, and then... silence and empty darkness. The silence and empty darkness end suddenly with a burst of pain and a strange pulsating that wracks her entire body. The final scene the PC sees is a young Hao Jin, her hair now a brilliant shade of red, her small face crumbling into tears as she learns that not only is the glorious museum gone, burned to ash, but her family has spent almost their entire fortune returning the young girl to life. As the scene ends, the PC is left with a strong, lingering sense of Hao Jin's regret, as well as her resolve to master the strange new magic burning inside her along with her emotions, so that she is never the source of such a tragedy again.

Rewards: To earn the full rewards, the PCs must aid Acolyte Yakomo, secure the *memory engram*, and avoid injuring the Serene Circle's petitioners. For each of these that the PCs fail to accomplish, reduce their gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 481 gp.

Out of Subtier: Reduce each PC's gold earned by 666 gp.

Subtier 10–11: Reduce each PC's gold earned by 851 gp.

THE TRIBUNAL

Eleven-Sun-Truth intercepts the PCs once they've recovered the *memory engrams* and are on their way back to the Empty Court. Excitedly, the arbiter explains that after making their report about the PCs and Hao Jin's decision, its superiors scheduled a tribunal to reopen Hao Jin's case, set for tomorrow. Not only does the speed with which this is happening suggest a momentous development, but Eleven-Sun-Truth interpreted its superiors' remarks to suggest that there would be very influential judges

presiding over the trial. Because the PCs operated as Hao Jin's advocates, the arbiter hopes that they might attend. As the PCs can later learn after reuniting with Hao Jin, she needs the better part of a day with the *engrams* to devise and transcribe the promised ritual, so their remaining for the trial does not impede their mission.

The PCs could choose not to attend, which ensures Hao Jin is not vindicated by the proceedings. This has a modest impact on the rewards on their Chronicle sheet, yet by that point the PCs have secured the necessary ritual. Whether they choose to support Hao Jin, abandon her in her time of need, or even testify against her is their choice. By this point, Hao Jin's actions have shaped about 7 years of the Pathfinder Society campaign narrative, and the PCs and players alike may have their own interpretations of Hao Jin after all this time.

If the PCs ask Hao Jin about the vision of her studying the weaver, she explains that she found the technical skill with which he created cloth was not only the inspiration for how she bound together her demiplane, but also that his meticulous detail and care conveyed the importance of taking her time and abiding by the multiverse's laws as she understood them. Even one figurative thread out of place could unravel the whole creation, and she spent many years studying arcane and planar theory before even attempting to build the tapestry.

If the PCs ask Hao Jin about the vision of the black sapphire, she explains that the multiverse renews itself thanks to the cycle of souls, in which souls gradually meld with the Outer Planes, are eroded by the Maelstrom, and return to the Antipode to create new souls. Her demiplane did not have the benefit of new matter and energy being infused into it in the same way, so she borrowed trace amounts from those who perished on the demiplane—all in order to sustain the life-giving environment. The process ultimately didn't impact those souls' afterlives, though it did infuriate an *olethros* psychopomp who refused to accept any of Hao Jin's explanations. Although she recognizes in retrospect that there were better techniques she hadn't yet discovered, she stands by her assessment that the demiplane was not impacting the River of Souls in any significant way.

If the PCs ask Hao Jin about the vision of the museum fire, she explains that her passion for history was unbridled and unfocused when she was younger, and that led to her reckless play that ultimately destroyed part of the collection and killed her. Being resurrected not only represented a sobering sacrifice on her parents' part and awoke Hao Jin's magical abilities, but it also imprinted on her an unshakable sense of care and responsibility so that she could prevent any more such losses and miscalculations. Even if the PCs don't agree with her techniques, Hao Jin is certain that her subsequent creations and actions stemmed from this newfound sense of responsibility.

BEFORE THE TRIAL

Although a relative unknown when she arrived centuries ago, Hao Jin's reputation ensures that as word of her trial spreads through several districts, there's an immense yet orderly crowd of curious inevitables, glimmering axiomites, petitioners, and off-world visitors gathered around the sprawling courthouse on the day of her trial. Eleven-Sun-Truth escorts the PCs through the crowd, which parts smoothly and politely to make way. Once the PCs are inside, they can explore the courthouse's expansive, three-story entry hall where a host of barristers, bureaucrats, scribes, and more are discussing a combination of legal theory and the upcoming trials for the day. Eleven-Sun-Truth requests that the PCs remain in the general area while it checks in with its superiors, mentioning that the trial's set to begin in about 2 hours.

This is an opportunity for the PCs to learn more about the trial and the yet-unannounced judges, which can grant them an edge in the upcoming trial. Each PC can attempt one Diplomacy check to gather information, Knowledge (planes) check, Knowledge (religion) check, Profession (barrister) check, or Sense Motive check to learn more. If a PC has a special ability that would allow them to gather information more quickly, let that PC attempt two checks. The PCs learn all of the information with a DC equal to or less than the result of that skill's check; in Subtier 10–11, increase the DCs by 2.

Once the PCs have attempted these checks and learned the results, move to the Running the Trial section on page 24.

Diplomacy or Sense Motive: The PC learns rumors by conversing with bystanders.

DC 15+: A likely judge is Tchekua, an apkallu who was part of Hao Jin's first tribunal (with a DC 33 Knowledge [planes] check, a PC recognizes apkallus (*Pathfinder RPG Bestiary* 5 33) as extraordinarily powerful outsiders who resemble anthropomorphic birds and are patrons of mortal civilization). Tchekua was fairly sympathetic to Hao Jin centuries ago and might still be. There's also word that one of the judges is arriving from another plane for this event, which is rare.

DC 23+: Tchekua is an enthusiast of mortal history, having studied and catalogued the lengthy timelines of thousands of worlds. He is an avid archivist who understands the merits of preserving and understanding the past. The prevailing rumor of the off-world judge is that they're a representative of the Boneyard, based on the group of psychopomps seen alighting and entering through the courthouse's back entrance. If it's true, the psychopomps would be especially interested in anything Hao Jin did that influenced the River of Souls (the means by which the dead reach Pharasma for their final judgment).

DC 31+: Tchekua has a slight bias toward those who speak in ornate ways, and he's readily wooed by those who demonstrate sincere passion. The secretive psychopomp is a yamaraj named Zahal (yamarajes are dragon-like beings considered the strongest psychopomps) who specifically requested a position on the tribunal upon learning of it.

Knowledge (Planes or Religion): The PC identifies obscure names and references they overhear.

DC 15+: Hao Jin's demiplane offended many axiomites concerned with the stability of the cosmos, but apparently it perturbed even Otolmens, a primal inevitable demigod of Axis concerned with machinery, mathematics, and physics. Bystanders believe they saw the Tenth-by-Third, the herald of Otolmens, enter the courthouse, and it seems likely the herald will serve as one of the judges.

DC 23+: Tenth-by-Third is dogmatic even by the standard of inevitables. The scent of chaos offends the herald, whereas interacting with lawful-aligned beings sets the herald at ease. Some bystanders believe that the yamaraj Zahal may be



Tchekua

serving as one of the other judges. A yamaraj is an extremely powerful dragon-like psychopomp that operates one of the Boneyard's courts to determine souls' fates. Any psychopomp judge would take offense at any interference in the River of Souls, so such a topic should be handled carefully if it's brought up.

DC 31: The herald Tenth-by-Third respects logical arguments and those backed by quantitative data, whereas they interpret impassioned arguments as muddled by emotional interference. As for Zahal, few understand her, considering her a wild card. In the Boneyard, she's as often chided for her leniency—even for crimes that others would consider unforgivable—as respected for her grim verdicts, though such decisions almost always come down to the context of the deeds.

Knowledge (local) or Profession (Barrister): The PC learns more about the tribunal's structure.

DC 15+: This tribunal operates as more of a hearing in which the judges listen to any statements from the subject and those who can speak to the subject's character, deeds, and motivations. The judges control the proceedings' tempo, often conversing among themselves before calling on the subject or witnesses to provide additional information.

DC 20+: It's customary for the tribunal's subject to have legal representation, both to assist her and any witnesses, but nobody knows who is serving as Hao Jin's counsel (if anyone). Her case might suffer if she chooses to represent herself.

THE JUDGES

During the trial, the PCs have opportunities to influence the three judges: the dogmatic herald Tenth-by-Third, the imposing yamaraj Zahal, and the proud apkallu Tchekua. Influencing the judges involves attempting skill checks, and each judge has several conditions that increase or decrease those checks' DCs. The judges express these deleterious modifiers vocally, such as by pointing out how a PC's chaotic aura makes her testimony suspect, how a PC's actions in Axis have consistently snubbed the law, or how a PC's argument is overly emotional. The following describes each of the judges and lists their respective conditions and modifiers. These modifiers are cumulative.

Tchekua: Created by Abadar, the apkallu Tchekua has guided more than 100 societies' development from afar, reveling in the unique innovations and traditions they create. He is an avid scholar of history and has a personal weakness for ornate storytelling. However, he does not abide outright deception. (See page 33 of *Pathfinder RPG Bestiary 5* for more on apkallus.)

Modifier	Condition
+5	The PC attempts to deceive Tchekua (most uses of the Bluff skill).
+4	The PC assisted 322 in infiltrating the Grand Lodge.

+2	Each strike earned by the PC
+2	The PC has a chaotic aura.
-2	The PC's response appeals to themes of history, posterity, or preserving the past.
-2	The PC's response is an emotional or grandiose appeal.
-2	The PC's response involved an anecdote, fable, or tale.

Tenth-By-Third: This herald of Otolmens is an 8-foot-diameter brass sphere inscribed with many thousands of mathematical characters that slowly swirl about their body as if driven by ocean currents. The herald can deploy six insectile legs that have the appearance of cartographers' compasses, and they can open a single black eye anywhere on their surface at a moment's notice. The herald takes a sterile and severe stance against cosmic threats, preferring to analyze them through as objective a lens as possible. Mathematical arguments are welcome, whereas emotional appeals are jarring. Tenth-By-Third cannot abide chaotic creatures.

Modifier	Condition
+8	The PC has a strong or overwhelming chaotic aura.
+5	The PC attempts to use a Perform check to influence Tenth-By-Third.
+4	The PC has a faint or moderate chaotic aura.
+2	The PC acquired the memory engram from the Maker using violence.
+2	Each strike earned by the PC
-2	The PC's response is highly technical, quantitative, or analytical.
-2	The PC has a faint or moderate lawful aura.
-4	The PC has a strong or overwhelming lawful aura.

Zahal: This draconic psychopomp has overseen more than a million tricky cases pertaining to the afterlife from her court in the Boneyard. At this point virtually nothing surprises her, and she's learned that strict adherence to the rules isn't half as effective as common sense and the flexibility to issue the perfect judgment. Novel arguments and irreverent humor intrigue her so long as they're relevant to the case and not excessively goofy. Even so, she's a firm defender of the River of Souls. Further, she's used to being in charge of the court and does not tolerate threats.

Modifier	Condition
+5	A PC makes threats against Zahal, the court, or the cosmos (many uses of the Intimidate skill).
+4	The PC animated, conjured, or controlled undead at any point in the scenario.
+2	The PC has earned at least 3 strikes.
-2	The PC openly worships Pharasma or consorts with psychopomps.
-2	The PC's response was novel, amusing, or mildly irreverent.

RUNNING THE TRIAL

The trial takes place in one extended sequence, though mechanically it is broken into six scenes. Each scene plays out in roughly the following way:

- One of the judges examines an aspect of Hao Jin's character or actions before positing a theory.
- The judge asks if there is any witness (i.e. a PC) who can provide additional information on the matter, be that evidence, context, or other arguments.
- The selected PC makes an argument. Ideally, roleplay this interaction, but at the least have that player describe the argument's premise and style. Discoveries in the Hao Jin Tapestry are well known among the Pathfinders, so it's encouraged for players to incorporate their experiences with the demiplane even if that particular PC did not play those adventures.
- The judges might try to discredit the PC (a way of conveying some of the judges' modifiers listed on page 23) or ask clarifying questions.
- The PC chooses a judge and attempts a skill check that suits the argument's content or style. In general, skills like Bluff, Diplomacy, Intimidate, and relevant Craft, Knowledge, and Profession skills are most appropriate, and irrelevant skills (e.g. using Acrobatics to argue magical theory) should have no chance of succeeding. Success indicates the PC helped influence that judge. Exceeding the DC significantly can further influence the other judges.

Each scene includes two special entries: Skill DC and Strong Skills. The Skill DC is the base DC for any skill checks to influence the judges during this scene (In Subtier 10–11, increase these DCs by 2). Award between a +1 to +5 bonus on a check if the PC roleplayed especially well or made an especially poignant argument. The Strong Skills entry lists the skills that lend themselves especially well to the scene. Using one of these skills grants the PC a +5 circumstance bonus on the check. Remember that the judges each have one or more skills that they dislike—even if that skill is listed as a Strong Skill.

Influencing Judges: Before making their skill check, a PC chooses a judge as the focus of their argument. This sets the

skill's base DC, modified by that judge's biases (see the tables on page 23). If the PC succeeds, the party earns 1 point for that judge. If the PC's result also exceeds one or both of the other judges' DCs by 5 or more, they earn 1 point for those judges respectively.

Discrediting Hao Jin: Although this encounter presumes the PCs defend Hao Jin, a PC can provide harmful testimony. The PC should still attempt the skill check. They don't earn any points for the party, but if the check succeeds, make a note. This can impact the trial and that PC's Chronicle sheet rewards. If the players seem split on defending and accusing Hao Jin, consider having a judge call a second witness for another opinion for one or more events to ensure both groups have a decent chance of succeeding.

Repeat Witnesses: A PC can serve as a witness more than once, but the judges would much rather hear from all of the PCs before calling someone familiar to testify. For a group with 6 or more potential witnesses, a PC takes a cumulative –4 penalty on the skill checks to influence judges for each subsequent time that PC testifies. For a group of fewer witnesses, only apply this penalty if a PC would testify in consecutive scenes or would testify a third time. Basically, aim to share the witness opportunities rather than having one PC steal the spotlight.

Using Magic: The three judges have many powerful divinations at their disposal,

such as *detect magic*, *detect thoughts*, *true seeing*, *zone of truth*, and more. They are especially wary of enchantment and illusion auras, knowing that these can allow witnesses to twist testimony and corrupt the rule of law. Barring some extraordinary circumstances, the judges identify spells such as *innocence*^{APG} and *glibness*, and ask the PC to either dismiss the effect, remove the associated item, have the effect removed (i.e. by *greater dispel magic*), or depart the witness stand. The judges don't mind a spell or two with more innocuous effects, such as *heroism*, but they object to witnesses surrounded by a host of magic auras. Basically, the PCs can use a modest amount of personal augmentation magic, and the judges almost certainly spot any attempts at foul play.

Hao Jin's Advocate: If the PCs learned of Hao Jin's intention to represent herself in the trial, they can speak with her briefly beforehand and convince her to accept one of them as her legal advocate. A PC serving as Hao Jin's counsel cannot serve as a witness but can assist during each scene by assisting the



Zahal

witness PC or protecting that PC from the judge's inquiries. Each of these requires a Profession (barrister) check, and an untrained PC can use any of the following in place of Profession (barrister): the highest of their Intelligence, Wisdom, or Charisma modifiers; or a modifier equal to their ranks in Diplomacy, Knowledge (local), or Sense Motive, whichever is highest.

Assisting a witness typically involves asking the witness a question that helps steer the testimony or clarifies a fact.

Doing so requires a successful DC 15 check (DC 17 in Subtier 10–11) and grants the witness a +2 bonus on their skill check. Protecting a witness typically consists of objecting to a judge's characterization of the witness or other attempts to discredit a PC. This requires a successful DC 15 check (DC 17 in Subtier 10–11), a doing so negates one modifier that increases that PC's skill check DC (e.g. the modifier for not being lawful-aligned or for having made a deal with 322). Each time the advocate PC attempts to defend a witness, this check DC increases by 4, representing the judges' growing exasperation.

SCENE 1: CREATION

Tenth-By-Third opens the discussion by challenging how Hao Jin created her demiplane.

"The basis of this trial is the nature of this mortal's demiplane, which violates at least fifty-three firm principles of astral safety, in turn triggering twelve separate instances of multidimensional uncertainty and instability. Safer techniques existed by which to achieve a similar result, yet she embraced an unintuitive and untested methodology—all compounded by a sorcerous disregard for cosmic calculus."

The herald details some of these consistencies in Hao Jin's behavior before Zahal encourages it to get to the point—that Hao Jin's techniques were irresponsible, that she didn't respect arcane theory, and that her sorcerer spellcasting is too unpredictable to be trusted with demiplane creation. Likely PC responses might involve defending sorcerous magic, observing how complex Hao Jin's magic is, calling out how fortunate the judges should be that someone as competent as Hao Jin performed these rituals (averting amateur disasters), pointing out her ability to create and revise rituals like the one she devised for the Pathfinder Society, or the like.

Skill DC: Tchekua (DC 21), Tenth-By-Third (DC 29), Zahal (DC 25)

Strong Skills: Intimidate, Knowledge (arcana), Spellcraft

SCENE 2: ABDUCTION

Zahal transitions to discuss that Hao Jin behaved unethically once she did create the tapestry demiplane.

"Consider the actions that followed: she used her untouchable redoubt to abduct mortals—as many as hundreds at a time. Was

there just cause? Was there consent? Or was this the callous action of a sorcerer focused on her own goals rather than aware of the bigger picture?"

The yamiraj voices further concerns tied to the demiplanes' inhabitants, the conditions in which they lived after being kidnapped, the motivations that could possess a spellcaster to behave in this way, and the way in which this is reminiscent of a night hag poaching spirits from the River of Souls. Likely PC responses might include citing how Hao Jin often transported those who were otherwise in mortal danger, how her magic provided a suitably sustaining environment for the inhabitants, and how moving these people helped preserve their lore for future generations.

Skill DC: Tchekua (DC 25), Tenth-By-Third (DC 25), Zahal (DC 25)

Strong Skills: Diplomacy, Knowledge (local), Perform (oratory)

SCENE 3: THEFT

Tchekua takes issue less with the abduction of people and more with the disappearance of property.

"An enduring stone structure might survive for thousands of years, its carved walls and sheltered libraries preserving the lore of lost ages for all who follow. To have such sites swiped not only steals the past from future generations, but it also robs the present people of their cultural heritage."

Zahal finds this point curious, and Tchekua elaborates on how Hao Jin's capturing sites for her own desires seems self-centered, may have harmed some of the creator cultures responsible for those sites, and ultimately paints Hao Jin as someone who doesn't actually respect history. Likely PC responses might point to Hao Jin's ongoing work in the Empty Court to decipher the past, the vision of her mistake in a museum and her oath to preserve the past, the way in which Hao Jin's actions preserved sites that would have otherwise been destroyed, or the cultural value of the relics the Pathfinder Society has recovered thanks to Hao Jin's efforts.

Skill DC: Tchekua (DC 25), Tenth-By-Third (DC 21), Zahal (DC 25)

Strong Skills: Appraise, Knowledge (engineering), Knowledge (geography), Knowledge (history)

SCENE 4: SOULS

Inspired by the topic of theft, Zahal brings up Hao Jin's interference with souls.

"Ah yes, and let us not forget what drew me to these proceedings in the first place: Hao Jin's interference with the River of Souls. In recent years, her demiplane has captured souls bound for Pharasma's judgment. And as I need not remind anyone, stealing

souls is, ah..." Zahal leans down, taps her snout, and rumbles the last part of her sentence to convey its severity. "...deeply frowned upon." Then with a smirk, she adds, "Unless this is what defines cosmic law these days?"

Tchekua and Tenth-By-Third loudly protest the psychopomp's taunt before she laughingly apologizes and returns to the point at hand. In a more serious tone, she elaborates that Hao Jin purposefully siphoned souls to fuel her project, and that makes Zahal very unsympathetic. Likely PC defenses might point to Hao Jin's exact methods, which siphoned only a negligible portion of an escaping soul's essence to fuel the demiplane's magic; the process by which the demiplane actively trapped souls was a malfunction and never an intention.

Skill DC: Tchekua (DC 25), Tenth-By-Third (DC 25), Zahal (DC 29)

Strong Skills: Knowledge (planes), Knowledge (religion), Spellcraft

SCENE 5: RECKLESSNESS

Inspired by the talk of recklessness, Tenth-By-Third expounds on Hao Jin's irresponsibility.

"Mortals are fallible, naturally erring from cosmic law and planar constants. The accused has a record of recklessness, and it is clear that she would revert to such reckless behavior again if permitted the freedom to experiment again. Can even centuries of self-reflection overcome a creature's base instincts?"

This question causes the judges to argue with one another for some time. Tchekua insists that the rise of civilization is a natural outgrowth of mortals' ability to surpass their instinct-driven ancestors and attain limitless levels of higher reasoning. Zahal takes a middle ground, acknowledging that societies and people may evolve, but they do so only by overcoming the staggering inertia of their current philosophies. Ultimately the judges come to a standoff on the subject and call for a witness to Hao Jin's reckless tendencies and capacity to grow and learn.

Likely PC responses could point to Hao Jin's willingness to serve Axis as penance, her ready capitulation to the plane's reprimand, her psychiatric state as a whole, her reticence to assist the PCs out of concern that she would violate Axis's fledgling trust, or the way her childhood museum accident dramatically changed her approach to preserving the past.

Skill DC: Tchekua (DC 21), Tenth-By-Third (DC 29), Zahal (DC 21)

Strong Skills: Diplomacy, Heal, Sense Motive

SCENE 6: ABANDONMENT

As the trial runs its course, Tchekua discusses the ongoing ramifications of Hao Jin's pet project.

"Even in the event that Hao Jin performed the necessary steps to create her demiplane and fill it for the sake of historic preservation, there remains the fact that she left her charges untended. Thousands of creatures across more than a dozen generations suffered in her absence as she explored the Outer Planes. Were she truly responsible, would she not have guarded and guided these people until such a time as they could chart their own destinies?"

Tchekua takes issue with any news of the tapestry demiplane's impending collapse, considering this more the fault of Hao Jin (who was capable of intervening) than the inhabitants who lacked power or the Pathfinders who lacked perspective. Tenth-By-Third cares little for societies determining their own fates, but the talk of defaulting on responsibility riles the herald anew. Likely PC responses might relay how Axis authorities are ultimately responsible for detaining and denouncing Hao Jin (and preventing her from maintaining the demiplane), or how Hao Jin ultimately agreed to assist the demiplane earlier despite her doing so threatening her standing with Axis. In this way, Tchekua's concerns are hypocritical, leaving him susceptible to shaming and satire.

Skill DC: Tchekua (DC 21), Tenth-By-Third (DC 25), Zahal (DC 21)

Strong Skills: Intimidate, Perform (acting), Perform (comedy), Perform (oratory)

RESOLVING THE TRIAL

After the sixth event, the judges confirm with each other that none of them have further questions, and they call a brief recess before reconvening to issue their verdicts. Influencing Tchekua, Tenth-by-Third, and Zahal requires 2 points, 3 points, and 4 points respectively. If the PCs have enough points for a given judge, they have successfully convinced that judge to rule in Hao Jin's favor. If the PCs do not have enough points, the judge rules against her.

So long as at least two judges rule in Hao Jin's favor, Axis formally drops charges against Hao Jin, recognizes her past several centuries of service, and encourages her to travel and create freely (albeit with a better understanding of how to do so safely). If fewer than two judges rule in her favor, Hao Jin is found guilty on numerous counts of cosmic misdemeanor and several stronger violations with regard to the River of Souls. In this case, the tribunal determines that she can either accept imprisonment or serve out a long sentence of service split between Axis and the Boneyard.

In the event that the tribunal rules in Hao Jin's favor despite one or more PCs having testified against her, the judges allow Hao Jin a measure of freedom and acquittal on some charges but find her guilty of others. In this case, Hao Jin is still allowed to assist the Pathfinder Society for a short time, but she endures Axis's censure and probation for

a long time to come. Even so, she doesn't hold this against those PCs, admitting that their criticisms were valid (even if potentially mean-spirited).

Scoring Smaller Groups: Smaller groups usually lack the same breadth of skill mastery as larger groups. To accommodate a group of five or fewer PCs, lower all of the skill check DCs to influence judges by 1. For a group of four PCs, also grant the PCs one bonus point for one judge who is within one point of ruling in Hao Jin's favor.

CONCLUSION

After the trial, Eleven-Sun-Truth congratulates the PCs on their work with Hao Jin and assistance in the trial. The arbiter is largely untroubled by the trial's actual outcome either way, considering that whatever the result was, it represents the best and most just decision. Once the PCs are ready to depart Axis, Eleven-Sun-Truth hails them a conveyance to take them back to the gatehouse for transport back to Absalom.

If the PCs successfully defended Hao Jin in the trial, she at first expresses stoic gratitude before her relief cracks the facade and she smiles warmly. She thanks the PCs for their help and agrees to help the Society directly by performing the transposition ritual herself. However, she warns that even with her magical mastery, performing the ritual will cause the demiplane to unravel dangerously within hours—there's only one chance to get things right. She further speculates that after the demiplane finishes tearing itself apart, its built-in processes should slowly begin stitching it back together, so there's the possibility that the tapestry demiplane could restore itself within the PCs' lifetimes—and when it does, she bequeaths it to the Society. Once the PCs are ready to leave, Hao Jin can send them back to Absalom herself, though she prefers not making a reappearance on Golarion just yet. In addition, each PC gains the Advocate

for Hao Jin boon (except those who spoke against her, who instead earn the Prosecutor of Hao Jin boon)

If the PCs did not successfully defend Hao Jin or even actively besmirched her actions, she is still amenable to meeting with them. She expresses her polite disappointment, reaffirms her commitment to self-improvement, acknowledges any of the PCs' valid critiques of her actions, and confirms with the PCs that they have the ritual to give to their superiors. With it the Master of Spells Sorrina Westyr can assemble a team to perform the ritual and evacuate the demiplane. Those PCs who spoke out against Hao Jin during the trial earn the Prosecutor of Hao Jin boon.

The PCs don't necessarily hear more from 322 if they chose to assist her—at least not yet. However, those PCs do earn the Liberator of 322 boon. If the PCs chose to fight 322, they instead earn the Executor of 322 boon.

REPORTING CONDITIONS

If the PCs struck a deal with 322, check box A on the reporting sheet. If the PCs killed 322, check box B. If the tribunal ruled in favor of Hao Jin, check box C. If one or more PCs testified against Hao Jin, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary goal if they recover all three of Hao Jin's *memory engrams* and secure the transposition ritual. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

A PC fulfills their secondary objective so long as they fulfilled the primary success conditions and earned less than one strike, or so long as they earned no more than two strikes and also convinced the judges to rule in Hao Jin's favor. Doing so earns each PC 1 additional Prestige Point.

Player Handout:

Pathfinders!

The Hao Jin Tapestry demiplane is on the verge of complete collapse. Despite our best efforts and the personal sacrifice of the former Master of Spells, Aram Zey, we have only been able to slow the demiplane's disintegration, and it is now only weeks or even days from utter collapse. If this happens, the thousands of beings still within the demiplane will die, and what treasures are still hidden within shall be lost forever. The Society has therefore prioritized rescue and salvage missions, the last of which made a remarkable discovery: Hao Jin is still alive somewhere on the plane of Axis. At this point she may be the only person who can avert this disaster, so it is imperative that you travel to the Eternal City.

Included with this letter is a satchel containing documentation of the Society's activity in the demiplane, including what we explored, what we modified, and how we've tried to keep it intact since. Provide these to Hao Jin, as I can only assume she doesn't know of the tapestry's condition. I have also contacted Jostlyn Fergyr, Keeper of the vault of Abadar and a district councilmember, securing her assistance. She shall use a holy relic to transport you to an ideal starting point for your search. From there, find the Ruby Phoenix and convince her to help repair what she created before its inhabitants and secrets are lost forever.

Finally, be on the lookout for trouble. I have noted and thwarted several attempted scrying attempts in the past two weeks, but I cannot assume my colleagues are so vigilant. You may not be the only ones trying to find Hao Jin.

Sorrina Westyr
Master of Spells

APPENDIX: STAT BLOCKS

The following stat blocks appear in this adventure.

AXIAL MONITOR

This imposing creature stands on three legs, with a body like three torsos fused together. These torsos are topped with a single head bearing three faces, each set in a bland, serene expression.

AXIAL MONITOR	CR 15
<i>Pathfinder #131: Reaper's Right Hand</i> 82	
LN Large outsider (extraplanar, lawful)	
Init +7; Senses blindsight 30 ft., darkvision 90 ft., true seeing; Perception +41	
DEFENSE	
AC 30, touch 12, flat-footed 27 (+6 armor, +3 Dex, +12 natural, -1 size)	
hp 210 (20d10+100); regeneration 5 (chaotic or magic)	
Fort +17, Ref +11, Will +18	
DR 10/chaotic; Immune disease, electricity, mind-affecting effects; Resist cold 10, fire 10; SR 26	
OFFENSE	
Speed 40 ft. (30 ft. in armor)	
Melee +1 <i>merciful greatclub</i> +26/+21/+16/+11 (2d8+10), tentacle +20 (1d6+3 plus grab), slam +20 (2d6+3 plus energized maul) or +1 <i>axiomatic glaive</i> +26 (2d8+10/×3), +1 <i>merciful greatclub</i> +26 (2d8+10), tentacle +25 (1d6+3 plus grab), slam +25 (2d6+3 plus energized maul)	
Space 10 ft., Reach 10 ft. (15 ft. with glaive and tentacle)	
Special Attacks energized maul, tripartite assault, watchful faces	
Spell-Like Abilities (CL 20th; concentration +23)	
Constant— <i>true seeing</i>	
At will— <i>detect chaos</i> , <i>overland flight</i>	
3/day— <i>detect thoughts</i> (DC 15), <i>dimension door</i> , <i>dimensional anchor</i> , <i>dispel chaos</i> (DC 18), <i>hold monster</i> (DC 18), <i>order's wrath</i> (DC 17), <i>sending</i>	
1/day— <i>break enchantment</i> , <i>dictum</i> (DC 20), <i>mass hold monster</i> (DC 22)	
STATISTICS	
Str 23, Dex 16, Con 21, Int 14, Wis 18, Cha 17	
Base Atk +20; CMB +27 (+29 disarm and trip); CMD 40 (42 vs. disarm and trip)	
Feats Cleave, Combat Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception)	
Skills Acrobatics +23, Diplomacy +26, Intimidate +26, Knowledge (local) +25, Knowledge (planes) +25, Perception +41, Sense Motive +31, Spellcraft +22; Racial Modifiers +8 Perception, +4 Sense Motive	
Languages Abyssal, Celestial, Common; truespeech	
SQ interrogate	
SPECIAL ABILITIES	
Energized Maul (Su) As a swift action, an Axial monitor can	

add the *axiomatic*, *flaming*, *frost*, *ghost touch*, or *thundering* weapon special ability to its slam attack for 1 round, but it cannot add more than one ability at a time.

Interrogate (Su) When an Axial monitor questions a creature that is helpless or pinned, it can compel the creature to answer its questions truthfully unless the creature succeeds at a DC 23 Will save. A creature that fails its save is affected as though subject to *zone of truth*, except that the creature must answer questions if it is able and cannot refuse to answer or answer evasively. A creature that successfully saves cannot be affected by the same Axial monitor's interrogate ability for 24 hours. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Tripartite Assault (Ex) When it makes a full attack, an Axial monitor can choose to make a full attack with one weapon and secondary attacks with its tentacle and slam, or it can choose to make a single attack with each weapon it wields, including its tentacle and slam attacks, with no penalties to its attack rolls for fighting with multiple weapons.

Watchful Faces (Ex) An Axial monitor can make three additional attacks of opportunity in a round, one for each head, although it can make no more than a single attack for any given opportunity.

DEVIL, HERESY

Seemingly fused with a monstrous iron throne, this impossibly corpulent being floats several feet off the ground.

HERESY DEVIL (AYNGAVHAUL)	CR 12
LE Huge outsider (devil, evil, extraplanar, lawful)	
Init +3; Senses darkvision 60 ft., see in darkness; Perception +21	
DEFENSE	
AC 29, touch 7, flat-footed 29 (+4 armor, -1 Dex, +18 natural, -2 size)	
hp 175 (13d10+104); fast healing 5	
Fort +17, Ref +3, Will +13	
DR 5/good; Immune fire, poison; Resist acid 10, cold 10; SR 22	
OFFENSE	
Speed 10 ft., fly 40 ft. (perfect)	
Melee 2 slams +18 (2d8+7), bite +18 (2d6+7)	
Ranged 3 searing words +10 (4d6 fire and divine)	
Space 15 ft.; Reach 5 ft.	
Special Attacks blasphemous bile	
Spell-like Abilities (CL 13th; concentration +18)	
At will— <i>deathwatch</i> , <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>illusory script</i> (DC 18), <i>mage hand</i> , <i>major image</i> (DC 18), <i>message</i>	
3/day— <i>contagion</i> (DC 19), <i>deeper darkness</i> , <i>dispel good</i> , <i>dispel magic</i> , <i>invisibility purge</i> , <i>magic circle against good</i> , <i>speak with dead</i> (DC 18), <i>telekinesis</i> (DC 20), <i>stinking cloud</i> (DC 18), <i>unholy blight</i> (DC 19), <i>zone of silence</i>	
1/day— <i>blasphemy</i> (DC 22), <i>legend lore</i> , <i>mislead</i> , summon (level 6, 2 bone devils 100% or 1 contract devil 70%), <i>unhallow</i>	
STATISTICS	
Str 24, Dex 8, Con 24, Int 22, Wis 21, Cha 20	

Base Atk +13; **CMB** +22; **CMD** 41

Feats Diehard, Endurance, Great Fortitude, Improved Initiative, Persuasive, Toughness

Skills Bluff +21, Diplomacy +25, Fly +12, Intimidate +25, Knowledge (arcana, planes, religion) +22, Knowledge (history) +19, Perception +21, Perform (oratory) +18, Profession (librarian) +12, Sense Motive +21, Spellcraft +22

Languages Abyssal, Celestial, Draconic, Infernal

SQ corpulence

SPECIAL ABILITIES

Corpulence (Ex) Ayngavhaults are exceptionally girthy for a creature of their size, and they gain a +10 bonus to CMD.

Blasphemous Bile (Su) Once per hour, an ayngavhault can expel a 30-foot line of putrid bile. The bile deals 4d6 acid damage

(Reflex DC 23 half). Even on a successful save, those struck by this bile are drenched in liquid corruption. Any non-evil divine spellcaster who casts a spell targeting a creature soaked in this bile must make a DC 23 caster level check to affect the creature or the spell fails. This bile can be washed off by a creature or ally that spends a round and uses at least a gallon of fluid; otherwise the effect last for 10 minutes per HD of the ayngavhault. The save DC is Constitution-based.

Searing Words (Su) An ayngavhault can speak words of torment, giving them shape and sending them streaking toward their enemies as ranged touch attacks. Any good-aligned creature struck by one of these infernal words takes 4d6 points of hellfire damage (half fire, half profane); non-good creatures take half damage. This is a sonic effect.

Pathfinder Society Scenario #10-15: Tapestry's Trial

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

☐ Dark Archive
☐ Scarab Sages
☐ A

☐ Silver Crusade
☐ The Exchange
☐ B

☐ Sovereign Court
☐ Grand Lodge
☐ C

☐ Liberty's Edge
☐ Concordance
☐ D

Character #

Prestige Points

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Pathfinder Society Scenario #10-15: Tapestry's Trial

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Advocate for Hao Jin:** You have, almost literally, walked a mile in Hao Jin's shoes, and upon experiencing the Ruby Phoenix's past you chose to advocate in her defense. You can check a box next to this boon as a standard action to gain a +2 bonus on Sense Motive checks and Diplomacy checks to gather information for the rest of the adventure.

☐ ☐ ☐ **Prosecutor of Hao Jin:** Upon learning Hao Jin's history, you decided that the only responsible course of action was to encourage Hao Jin's judges to prosecute the legendary sorcerer to the greatest extent possible. You can check a box next to this boon as a standard action to gain a +2 bonus on Profession (barrister) and Perception checks for the rest of that adventure.

Executioner of 322 [Legacy]: You have granted 322 peace, of a sort. What consequences 322's death may have, how Aslynn will react to her underling's demise, and what plans 322 may have had for Skyreach are questions you may never know the answer to. (This boon may have benefits and effects for the Pathfinder Second Edition organized play campaign.)

Liberator of 322 [Legacy]: Whether you realized it or not, you have given 322 a chance at a fresh start and a new beginning where she can learn to master her powers free of outside influences. What 322 does next, and whether your actions on her behalf will ultimately be a bane or a benefit to the Society, only time will tell. (This boon may have benefits and effects for the Pathfinder Second Edition organized play campaign.)

Subtier 7-8

manual of bodily health +2 (discounted price 49,500 gp, limit 1; *Pathfinder RPG Ultimate Equipment* 309)
manual of gainful exercise +2 (discounted price 49,500 gp, limit 1; *Ultimate Equipment* 309)
manual of quickness of action +2 (discounted price 49,500 gp, limit 1; *Ultimate Equipment* 309)
ring of planar focus (4,000 gp; *Pathfinder RPG Planar Adventures* 49)
tome of clear thought +2 (discounted price 49,500 gp, limit 1; *Ultimate Equipment* 323)
tome of leadership and influence +2 (discounted price 49,500 gp, limit 1; *Ultimate Equipment* 323)
tome of understanding +2 (discounted price 49,500 gp, limit 1; *Ultimate Equipment* 323)

Subtier 10-11

headband of alluring charisma +4 (16,000 gp)
manual of bodily health +2 (discounted price 49,500 gp, limit 1; *Pathfinder RPG Ultimate Equipment* 309)
manual of gainful exercise +2 (discounted price 49,500 gp, limit 1; *Ultimate Equipment* 309)
manual of quickness of action +2 (discounted price 49,500 gp, limit 1; *Ultimate Equipment* 309)
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tome of understanding +2 (discounted price 49,500 gp, limit 1; *Ultimate Equipment* 323)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,167	4,334
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	3,001	6,001
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,834	7,667
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Starting XP		
	GM's Initials		
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige		
	Initial Fame		
	GM's Initials		
	Prestige Gained (GM ONLY)		
	Prestige Spent		
GOLD	Current Prestige		
	Final Fame		
	Starting GP		
	GM's Initials		
	GP Gained (GM ONLY)		
GOLD	Day Job (GM ONLY)		
	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #