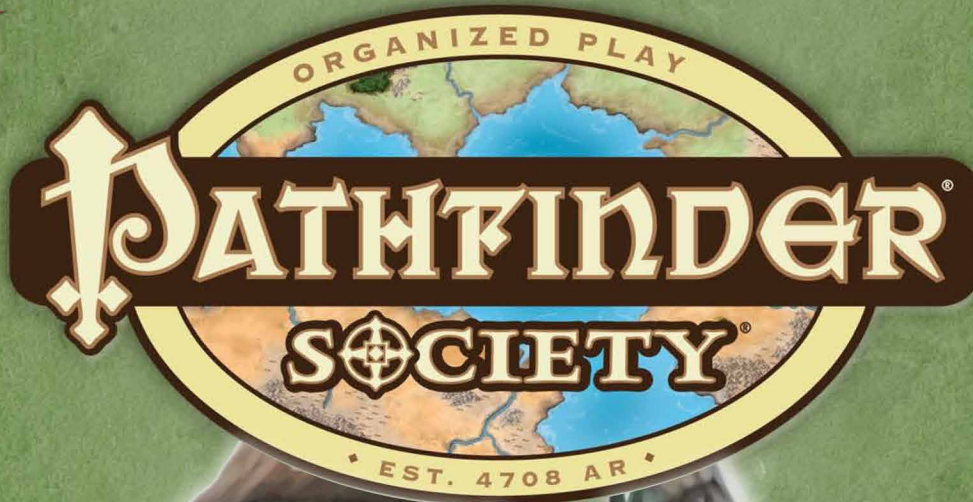
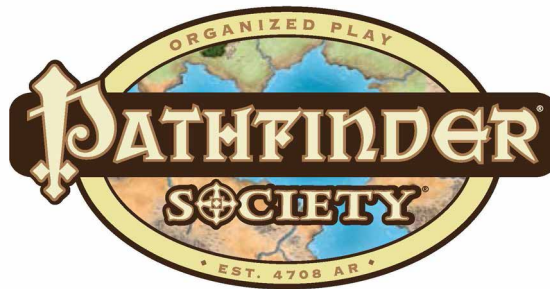


Pathfinder Society Scenario #3-25



STORMING THE DIAMOND GATE

By Larry Wilhelm



STORMING THE DIAMOND GATE

PATHFINDER SOCIETY SCENARIO #3–25

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Pathfinder Society Scenario #3–25: Storming the Diamond Gate is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 3*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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STORMING THE DIAMOND GATE

BY LARRY WILHELM

For much of the past year, the Pathfinder Society has put substantial effort toward the acquisition of the *Hao Jin Tapestry* and the exploration of the museum demiplane held within its enchanted fibers. While the opportunity to delve into a world ripe with unmolested artifacts would normally please the Decemvirate, the discovery of the Aspis Consortium within their private adventuring realm quickly frustrated many in the Grand Lodge. Spurred on by the insolence of the trespassing Aspis agents, Pathfinder agents spent months ferreting out pockets of consortium activity within the tapestry, and in doing so, located the probable location of the Aspis Consortium's back door into the otherwise secure *Hao Jin Tapestry*—a shrine to the demon lord Areshkagal taken from the deserts of Osirion centuries ago by the tapestry's creator, the Ruby Phoenix Hao Jin.

In their recent encounters with the Aspis Consortium within the tapestry, the Society has also learned that the Consortium's entrance to the demiplane is located somewhere in Varisia, though exactly where the portal lies in the vast wilderness region of Avistan remains to be discovered. Such information was enough to shift the Decemvirate's overall opinion of the Consortium's trespassing into their realm, however. Given the Ten's recent push to expand Pathfinder Society activity in Varisia in light of the discovery of the Thassilonian capital of Xin-Shalast, the existence of such a portal brought to light a previously unconsidered use of the *Hao Jin Tapestry*—a quick route for Pathfinders and resources to make the months-long journey from the Grand Lodge in Absalom to Varisia in a matter of minutes.

How the Aspis Consortium breached the *Hao Jin Tapestry* remains a mystery, and the Decemvirate wants answers. But before the Society can use this extraplanar shortcut to Varisia, it must first rid the tapestry of the Aspis Consortium agents plundering its secrets and riches and secure both ends of their rivals' backdoor portal. Knowing it was just a matter of time before the Pathfinder Society discovered the Consortium's foothold within Hao Jin's plane of wonders, and tired of the Society foiling their plans both in the tapestry and without,

WHERE ON GOLARION?

Storming the Diamond Gate takes place entirely within the *Hao Jin Tapestry*, the physical copy of which is sitting in a well-guarded vault beneath the Grand Lodge in Absalom. The tapestry contains a pocket demiplane, created by the Tian sorceress Hao Jin to hold her largest and most dangerous treasures. Any creature can select a target location on the tapestry and enter the demiplane instantaneously with the utterance of a command word.

Behind each arriving creature floats a 2-foot-diameter sphere of pulsing blue light, each visible only to the creature whose journey to the tapestry created it. A creature stepping into its own extraplanar eddy is shifted back to the Material Plane, to the same place it traveled from, with any carried objects. If that space is occupied by another creature, the teleported creature appears in the nearest unoccupied square.

In *Storming the Diamond Gate*, the Pathfinders must explore an ancient Osirian ruin—a faceless sphinx containing a shrine to the demon lord Areshkagal—brought to the demiplane by Hao Jin centuries ago. For more information on Areshkagal and the demon lords who rule the Abyss, check out *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2, available at bookstores and game stores everywhere, and online at paizo.com.

the Aspis Consortium's highest-ranking agent within the tapestry, the Chelish conjurer Aglorn Desimire, has taken on the duty of personally protecting the *Diamond Gate* from Pathfinder incursion.

What neither the Aspis Consortium nor the Pathfinder Society could know is that a sliver of demonic influence survived the Consortium's purge of the Abyssal inhabiting Areshkagal's shrine. A solitary quasit named Teenoch skulks throughout the shrine's corridors in utter hatred of the Aspis Consortium, who luckily for her overlooked the stealthy demon while massacring her less subtle brethren. Weeks passed since the Aspis Consortium breached the *Diamond Gate* and took Teenoch's temple

from her, and the demon has waited in the shadows for her moment of revenge to present itself.

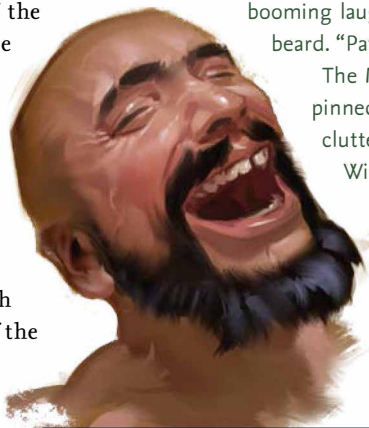
SUMMARY

The Pathfinders are sent into the Pathfinder Society's private demiplane—the *Hao Jin Tapestry*—in which one of Golarion's most powerful sorcerers kept her largest and most dangerous relics. Their mission: to infiltrate what is believed to be an Aspis Consortium base and secure the extraplanar portal contained within in order to close the Aspis Consortium out of the tapestry, and also so the Society can use the portal for their own purposes. The base, located within a giant faceless stone sphinx near a quiet oasis, is guarded by Aspis Consortium agents who patrol the structure's entrance.

Inside the sphinx, the Pathfinders find themselves in an ancient temple to the demon lord Areshkagal, though all but one of the demonic denizens of the complex have been eliminated prior to the PCs' arrival. The lone survivor, a quasit named Teenoch, watches the Pathfinders carefully as they navigate the temple's puzzles, traps, and animated guardians. If convinced they are enemies of the Aspis Consortium, Teenoch offers to help the Pathfinders in order to exact revenge upon the Consortium and escape back to the Abyss through the *Diamond Gate*.

After they have survived a hallway filled with trapped riddles, a room of graven guardians, and a false portal, the PCs find themselves in the inner workings of the temple, where the Aspis Consortium is holding the Pathfinder spy who first led the Society to the temple. After freeing him and defeating the last remaining guardians in the temple itself, the PCs can venture into the undershrine beneath the sphinx—the resting place of the *Diamond Gate*.

In Areshkagal's undershrine, a palpable coldness and strange red glow permeate the immense natural cavern. A series of rope bridges connects several stone colonnades that finally arrive at the *Diamond Gate*. Here, a giant, otherworldly gate carved from a single slab of red diamond hums with an eerie, supernatural tone. But before the PCs can reach their goal and secure the portal, they must get past the Aspis Consortium's ranking agent within the tapestry, a powerful Chelish conjurer named Aglorn Desimire, and his bodyguards—not to mention his imp familiar and the many summoned creatures he has prepared to unleash upon any who would try to take the *Diamond Gate* from his control.



**Master of Blades
Marcos Farabellus**

GETTING STARTED

Read the following to get the adventure underway.

In a stone chamber deep beneath the Pathfinder Society's headquarters in Absalom's Grand Lodge, a sea of scribes, scholars, and other studious types hover around a single, worn tapestry laid out carefully in this otherwise austere chamber. Marcos Farabellus, the broad-shouldered Master of Swords, sticks out like a sore thumb in this crowd of erudite individuals. His bald head and wide smile are only intensified through a booming laugh that blasts forth from behind a thick, black beard. "Pathfinders! Gather here."

The Master of Swords strides toward a tactical map pinned against one of the wooden scaffolds that clutter the room at various angles and heights.

With a meaty, scarred hand he points to the well-drawn map. "We discovered the location of the Aspis Consortium's forays into the *Hao Jin Tapestry*. Somewhere within this stone sphinx hides the Aspis Consortium's base of operations. We believe a portal within the building somehow grants the Consortium a back door into our hard-earned *Hao Jin Tapestry*. I know the tapestry is usually under the purview of my spellcasting counterpart Aram Zey's, but this mission is of a purely tactical nature: clear out their

base and secure the portal for our own use.

"Now, this stone sphinx is believed to contain a shrine dedicated to the demon lord Areshkagal. Whether the Consortium's working with demon-worshipping cultists, I don't know, so be prepared for anything. I don't care how you reach the Aspis Consortium's portal, but we need to teach those greedy profiteers a lesson for trespassing on Pathfinder territory. I need you to get in, wipe the shrine clean of Aspis filth, and secure the tapestry side of their portal. By no means enter it, however. Your job is to secure the site and activate the portal only. The Decemvirate plans to send a more experienced team of agents to investigate what lies beyond. Once you have activated the portal, report back here.

"Any questions before you go into the tapestry?"

If any PCs were not part of any previous mission that entered the demiplane, quickly explain the nature of the tapestry, the demiplane, and the means by which the PCs can enter and exit the realm as presented in the Where on Golarion sidebar on page 3.

Before the PCs head into the *Hao Jin Tapestry*, allow them an opportunity to ask any questions they wish of Marcos Farabellus and the other scholars working on the project.

How did the Aspis Consortium find a way into the *Hao Jin Tapestry*? “We are unsure how they did this, but with their resources anything is possible. However, I would not dismiss the coincidence of their hideout being in a temple of Areshkagal, demon lord of portals.”

How many Aspis agents are stationed within the stone sphinx? “We sent a spy named Besnik to investigate, and while his reports were limited, we know they have enough guards to secure the site, but how many are there at any given time, we’re not sure. It seems there are always agents coming and going through the portal, and an equal number traveling between the base to other locations in the tapestry. It could be anywhere between a dozen and a hundred agents, for all we know.”

What can you tell us about the demon lord Areshkagal? “Areshkagal is the demon lord of greed, riddles, and magical and mundane portals. She’s the daughter of Lamashtu herself. Whether the stone sphinx in Hao Jin’s collection is active with demons and cultists, we don’t know, but if it is, they will likely present as much of a challenge as the Aspis Consortium will.”

What do we do once we have the gate functional and secured? “Send word back to us as quickly as possible. We need to act quickly so the Aspis Consortium has little time to send reinforcements back into the *Hao Jin Tapestry* from the portal’s other terminal.”

What happened to the spy Besnik? “We believe he was caught. Whether he still lives remains a mystery to us, at any rate. The Aspis Consortium has not offered any type of prisoner exchange.”

What lies on the other side of the portal? “We don’t know, and that’s why we don’t want you going through until we have the chance to formulate a plan. We hope to send scholars to study the active *Diamond Gate* and figure what lies beyond before sending another team through it.”

Why can’t we explore the far end of the portal? “The Decemvirate does not want to send its agents blindly into an interplanar portal. Without knowing where it leads, we might send you to your deaths, and I don’t want that blood on my hands. Just secure it and report back.”

When the PCs have prepared for their assignment by purchasing equipment in Absalom or researching challenges they are likely to face, they may enter the tapestry by touching a specially designated spot upon the arcane weaving and citing a prescribed command word. See the Where on Golarion sidebar on page 3 for information on how the PCs may return to Golarion from within the tapestry.

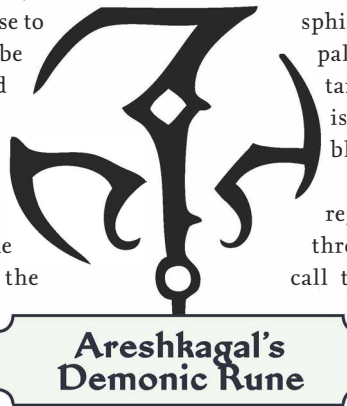
Areshkagal

The PCs may wish to gain more information on Areshkagal with a Knowledge (planes or religion) check. Referring to the books available to them in the Grand Lodge’s library grants a PC a +5 circumstance bonus on this skill check.

15+ Areshkagal is known as the Faceless Sphinx, a female demon lord of greed, magical and mundane portals, and riddles. Her temples take the forms of megaliths, pyramids, stone archways, and stone sphinxes.

20+ Areshkagal appears as a faceless female sphinx with six legs, midnight blue fur, and pale flesh. Her wings are draconic and her tail is a hissing viper. Her unholy symbol is a faceless woman’s head decorated with a bloody pharaonic headdress.

25+ Areshkagal’s Abyssal realm is a barren region of crimson, stony hills and gulches through which seep rivers of blood. Scholars call this region the Blood Clefts. Areshkagal once held sway over a larger area but her hated half-sister, Aldinach (who appears as a demonic scorpion), wrested the region away from her. These half-sisters share the same mother—Lamashtu.



A. OASIS OF ARESHKAGAL

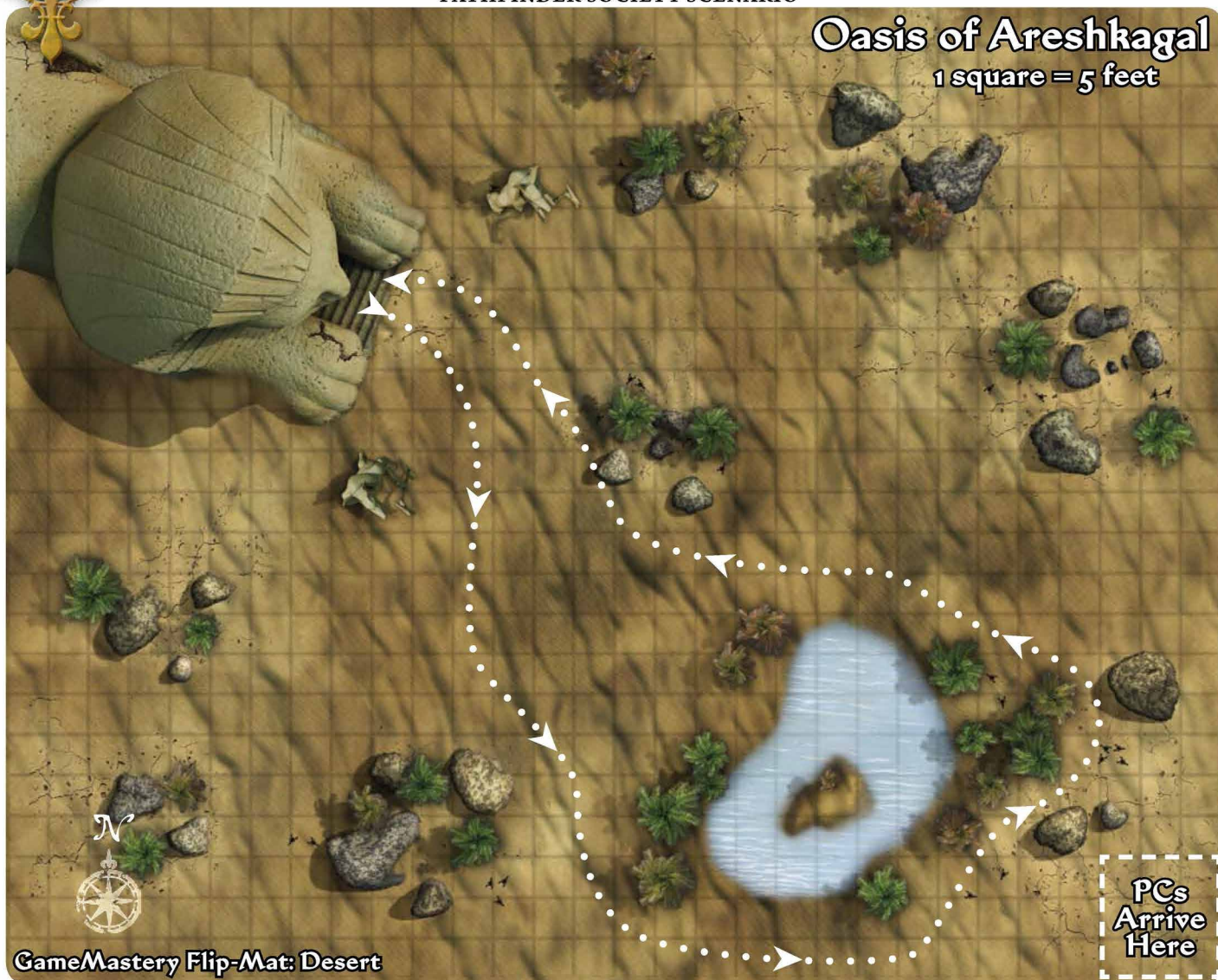
The PCs arrive in Hao Jin’s realm as the last rays of the demiplane’s arcane sun crest the desert dunes (treat as dim light). They appear in the demiplane approximately 100 feet south of the stone sphinx behind a large outcropping of rocks. To the west, several palms lap up crystal waters from an oasis that provides a welcome blue to the otherwise brown landscape. Near the stone sphinx’s paws, two statues stare off into the horizon. The area is mainly desert, and aside from the occasional shrub and rock formation, nothing else stands out. Treat the oasis and surrounding area as a very hot environment (above 90° F; see page 444 of the *Pathfinder RPG Core Rulebook*).

A1. Outside the Sphinx (CR 4 or CR 7)

A great stone sphinx rises over a sea of brown sand, breaking the otherwise monotonous, dune-filled horizon. Flanking the impressive sculpture, two faceless statues stare eternally into the endless desert. A faint flicker of torchlight dances from within the stone structure, causing the sphinx to belch out strange shadows at irregular intervals. A quiet rustling of nearby palms and the gentle splashing of water offer refuge from the hot sun.

Oasis of Areshkagal

1 square = 5 feet



GameMastery Flip-Mat: Desert

A successful DC 5 Perception or Survival check uncovers dozens of sets of humanoid tracks circumnavigating the oasis. While there are only three creatures making tracks, the repetition of the guards' patrol and the stillness of the air mean that many hours' worth of tracks lie in roughly the same path. A successful DC 15 Survival check identifies the tracks as having been made over the course of several patrols, though only a successful DC 25 Survival check identifies three distinct sets of prints among the cluttered tracks. Once noticed, the tracks can be followed with ease back to the shrine, without the need for additional Survival checks.

The statues flanking the sphinx's entrance depict faceless women wearing a pharaoh's headdress and wielding a sickle, and each features an identical rune etched prominently into its chest. A successful DC 20 Knowledge (planes or religion) check identifies the rune as representing the demon lord Areshkagal. A successful DC 15 Perception check uncovers more symbolism, for hidden in the sand beneath the statues' ankles, each of the

demonic effigies crushes a scorpion under her left foot. On the scorpion's back rests another rune, which a successful DC 20 Knowledge (planes or religion) check identifies as the symbol of Areshkagal's hated half-sister Aldinach, demon lord of sand, scorpions, and thirst.

Creatures: Once per hour, three Aspis Consortium agents exit the shrine (area B1) and patrol the surrounding area looking for signs of an impending Pathfinder assault. They follow the same trail of footprints on each circuit, counterclockwise around the oasis. As they make their patrol, the Aspis agents make Perception and Survival checks looking for any signs of intruders. If they discover the PCs' arrival, the Aspis agents seek cover and prepare to fend off the attack.

Subtier 3–4 (CR 4)

ASPIS AGENTS (3)

CR 1

Human ranger 1/rogue 1

STORMING THE DIAMOND GATE

NE Medium humanoid (human)

Init +7; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 16 each (2 HD; 1d10+1d8+2)

Fort +3, **Ref** +7, **Will** +1

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+2/18–20)

Ranged longbow +5 (1d8/x3)

Special Attacks favored enemy (evil outsiders +2), sneak attack +1d6

TACTICS

Before Combat The Aspis agents position themselves to best take advantage of their sneak attacks, while maintaining cover if possible, hoping the setting sun and the terrain can both protect them from attack and give them the ability to surprise their foes.

During Combat The Aspis agents are under strict orders from Desimire to guard the sphinx's entrance; however, when only one guard remains, she attempts to flee back into the temple and lure pursuing PCs into area **B3**, where the graven guardians won't attack the Aspis agent but will attack her pursuers.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16

Feats Improved Initiative, Weapon Focus (longbow)

Skills Acrobatics +6, Bluff +4, Climb +5, Disable Device +7, Handle Animal +4, Perception +6, Sense Motive +6, Stealth +6, Survival +6

Languages Common

SQ track +1, wild empathy +0, trapfinding +1

Combat Gear cold iron arrows (10), **Other Gear** chain shirt, longbow with 20 arrows, rapier, Areshkagal amulet, masterwork thieves' tools

Subtier 6–7 (CR 7)

ASPIIS AGENTS (3)

CR 4

Human ranger 2/rogue 3

NE Medium humanoid (human)

Init +7; **Senses** Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 40 each (5 HD; 2d10+3d8+12)

Fort +6, **Ref** +9, **Will** +4 **Defensive Abilities** evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee rapier +6 (1d6+2/18–20)

Ranged mwk longbow +9 (1d8/x3)

Special Attacks favored enemy (evil outsiders +2), sneak attack +2d6

TACTICS

Before Combat The Aspis agents position themselves to best take advantage of their sneak attacks, while maintaining cover if possible, hoping the setting sun and the terrain can both protect them from attack and give them the ability to surprise their foes.

During Combat The Aspis agents are under strict orders from Desimire to guard the sphinx's entrance; however, when only one guard remains, she attempts to flee back into the temple and lure pursuing PCs into area **B3**, where the graven guardians won't attack the Aspis agent but will attack her pursuers.

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 20

Feats Dodge, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Acrobatics +10, Bluff +6, Climb +9, Disable

Device +11, Handle Animal +7, Perception +9, Sense Motive +8, Stealth +10, Survival +9

Languages Common

SQ track +1, wild empathy +1, rogue

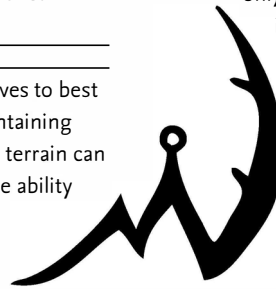
talents (combat trick), trapfinding +1

Combat Gear cold iron arrows (10); **Other Gear** masterwork chain shirt, masterwork longbow with 20 arrows, rapier, Areshkagal amulet, masterwork thieves' tools

Development: If the PCs make noise above the level of a normal conversation while inspecting the statues, allow each Aspis agent in area **B1** a Perception check to detect the presence of intruders. If they detect the PCs, the Aspis agents use their Stealth skill to attempt to set up an ambush in area **B1**. If the Aspis agents go out on their patrol, it is possible the PCs can set up an ambush to waylay these guards.

Treasure: Each of the Aspis agents wears a crude talisman tied around her neck. On one side, a faceless woman wearing a bloody Pharaoh's headdress is displayed, surrounded by Abyssal runes stating, "Above me is the Mother, below me impure blood." These words can be read with a successful DC 20 Linguistics check or by anyone who speaks Abyssal, either through mundane or magical means. On the opposite side of the amulet is the demonic rune for Areshkagal identical to that depicted on the chests of the pair of guardian statues outside the sphinx. Several small square holes have been punched out of the amulets in seemingly random patterns, though the pattern is the same for all three amulets. These holes act as a key to activate the tumblers at the false gate (area **B4**).

Rewards: If the PCs defeat the Aspis agents, reward each subtier thusly:



Aldinach's Demonic Rune

ADAMANT AGAINST EVIL

Many PCs, especially good-aligned clerics and paladins, will be extremely wary of allying with a demon, even if Teenoch makes a convincing case of her usefulness and her need of the PCs, and may outright refuse to work with her. While such an unflinching stance opposing evil may cause interparty conflict, as long as it doesn't devolve into player against-player-violence, allow the PCs to work out how to handle Teenoch in-character, and should they decide to attack her or simply refuse to work with her, continue the adventure without her presence. While the adventure assumes the quasit follows the PCs and eventually offers them assistance, her aid isn't required for the PCs to complete the adventure or obtain their faction and overall objectives.

Subtier 3–4:

Give each PC 74 gp.

Subtier 6–7:

Give each PC 186 gp.

B. THE STONE SPHINX

The sphinx is a dull brown, sandstone structure rising 40 feet high and stretching 100 feet from nose to tail. The sphinx is time-weathered and sand-scored but is structurally sound. A lone set of stairs between the statue's feline forepaws descends 20 feet into the structure before opening into the first chamber. Worked sandstone walls and flagstone floors compose the shrine's interior. The ceilings rise to a height of 12 feet and the iron doorways (hardness 10, hp 60, Break DC 28, Disable Device DC 25) allow clearance for Large inhabitants. Unless specifically stated, several lit torches rest in brass sconces at 20-foot intervals that cast this portion of the shrine in normal light. The air is hot and dry, but much cooler than outside, and though uncomfortable, requires no saves against heat.

B1. A Potential Ally (CR 2)

The dusty stairs from the desert outside open into a large antechamber filled with all manner of crates, boxes, and other storage containers. A large mahogany desk rests in front of two bookshelves that hold several thick, black leather ledgers. Three pegs jut out from the wall near the double door that leads from this chamber to the south.

The crates, boxes, and other storage containers hold all manner of equipment needed to explore an untamed wilderness. The gear consists of simple camping equipment, surveying supplies, and cartographic tools.

The desk is empty, but a large hand-drawn map of the regions the Aspis Consortium has already located sprawls across its broad top. The bookshelves hold several leather-bound ledgers that catalog the items taken out on missions, as well as pages upon pages of what appears to be gibberish. This gibberish is a code detailing the items the Consortium has already looted from the *Hao Jin Tapestry*. Without the cipher book (located in area C1), this code cannot be interpreted except through powerful magical means such as the *legend lore* spell or other high-level divinations.

Creatures: If the PCs did not encounter the Aspis agents in area A1, the guards occupy this room instead (see page 7 for the agents' statistics). If the agents detected the PCs outside, they set up an ambush here, hiding behind the crates and desk and readying surprise attacks with their longbows.

In addition to the trio of Aspis agents, a lone quasit named Teenoch hides amid the crates under the constant shroud of invisibility. The demon wants two things, in alternating order of importance: to exact revenge on the Aspis Consortium for befouling her home and killing Areshkagal's faithful within, and to return to the Abyss through the *Diamond Gate*. Unless detected, Teenoch watches the PCs to determine their motivations and allegiances. Teenoch's initial attitude toward the Pathfinders is unfriendly, as she is unsure of the PCs' motivations, and she views all humanoids as equally vile and untrustworthy, especially since she likely has no way to distinguish the PCs from the Aspis Consortium agents she already hates.

Teenoch follows the PCs invisibly through the temple trying to work up the courage to reveal herself to them once she determines they can be of use to her in attaining both of her goals. Teenoch's Stealth modifier while invisible is +56 when stationary or +36 when moving. The quasit only moves when she needs to follow the PCs into another room of the temple complex. She does not interfere or interact with the PCs until she is convinced they are not Aspis Consortium agents (when her attitude has been shifted to friendly). If detected and threatened by the PCs, Teenoch turns invisible and flees into the desert around the temple, hoping to find another means of escaping the demiplane; she does not return for the duration of the scenario.

TEENOCH

CR 2

Female quasit (*Pathfinder RPG Bestiary* 66)

hp 16

Development: There are several circumstances that might affect Teenoch's opinion of the PCs. If the Pathfinders combat the Aspis Consortium agents



stationed here (as opposed to outside the sphinx), Teenoch establishes that the Pathfinders are opposed to the Aspis agents, though she may not yet know that they would be amenable to allying with her. This shifts Teenoch's attitude one step closer to friendly.

If, however, the PCs don the Aspis agents' Areshkagal amulets, Teenoch assumes they must know the role the talismans play within the temple, and considers the PCs at least as allies of the Consortium in that they have been informed of the need to wear the icons, shifting her attitude one step closer to hostile.

Mission Notes: Grand Lodge faction PCs should be interested in the ledgers in this chamber, though without the cipher in area C1, the coded messages within cannot be decoded.

Lantern Lodge faction PCs should be interested in the Aspis Consortium's maps of the *Hao Jin Tapestry*, located in several journals on the bookshelves here. Due to the number of volumes, however, a PC must succeed at a DC 18 Perception check to quickly locate the relevant maps amid the clutter. Locating and obtaining the maps earns Lantern Lodge faction PCs 1 Prestige Point.

Treasure: With a successful a DC 20 Perception check, a PC searching the crates and storage containers in this room can find any item in the Adventuring Gear section of Table 6–9 of the *Core Rulebook*. Such equipment may be used during the scenario, but does not count toward (or against) the total wealth cap for the scenario as presented on the Chronicle sheet.

Nine Areshkagal amulets (identical to those worn by the Aspis agents in area A1) hang on the stone pegs near the door on the chamber's south wall.

B2. Riddles of the Flesh (CR 4 or CR 7)

A long, blasted-out hallway displays several tablets depicting gruesome images of torture and mutilation. The blasted areas have destroyed several of the tablets, but thirteen of them still remain unscathed. Scorched stone and rubble contrast the otherwise pristine corridor.

Originally, 23 tablets lined this hall; however, of the 23 tablets, three were inscribed with *explosive runes*. The investigating Aspis Consortium agents triggered two

of these traps, and now abstain from reading any of the writing located on the tablets here. Due to the explosive force of the traps, 10 of the tablets are destroyed beyond recognition. A successful DC 15 Knowledge (engineering) check identifies the damage within this hall as a result of a concussive blast originating from a triggered explosive. A successful DC 23 Knowledge (arcana) check identifies the blast radius as being similar to that of an *explosive runes* spell. Of the surviving 13 tablets, one remains covered in *explosive runes* (marked on the map). Each tablet depicts a man or woman self-inflicting savage wounds upon themselves as if they are etching a series of words into their flesh. Below each macabre illustration, a

nonsensical riddle without a solution is scribbled on the tablets. Attempting to solve the unsolvable riddle upon the tablet grants a boon (see the Profane Boons sidebar on page 11). This is a conscious act that a creature must undertake, and is considered both chaotic and evil for the purposes of determining how reading the riddle affects characters with strict codes of conduct. All of the intact tablets radiate a moderate transmutation aura, while the tablet containing *explosive runes* also radiates a faint aura of evocation.

Trap: An *explosive runes* trap detonates when read. The runes are written on the tablet marked T on the map, halfway along the south wall. When discharged, the *explosive runes* trap destroys the surrounding four tablets.

Subtier 3–4 (CR 4)

EXPLOSIVE RUNES TRAP

CR 4

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*explosive runes*, 6d6 force damage; DC 14 Reflex save for half damage, reader gains no save); multiple targets (all targets within 10 ft. of the reader)

Subtier 6–7 (CR 7)

MAXIMIZED EXPLOSIVE RUNES TRAP

CR 7

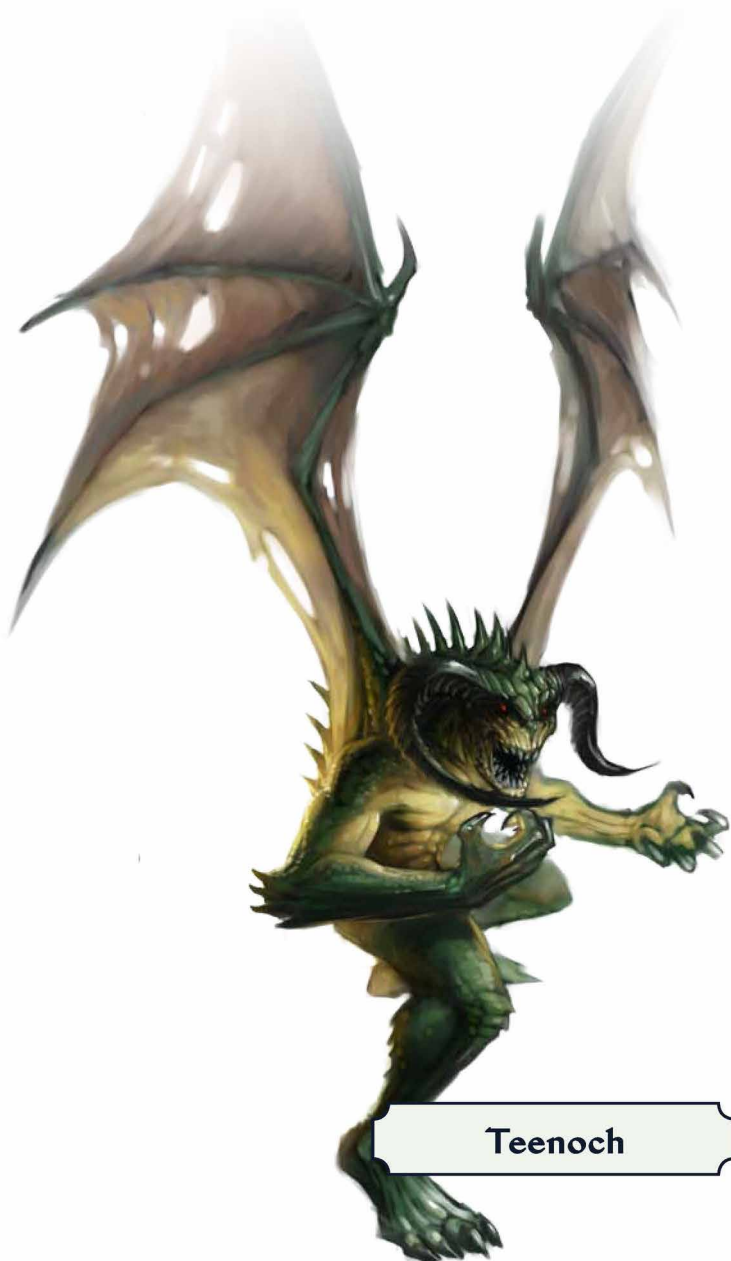
Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (maximized *explosive runes*, 36 force damage; reader gains no save, DC 14 Reflex save for half damage); multiple targets (all targets within 10-ft. of the reader)

Development: Teenoch watches the PCs intently as they interact with the hallway's tablets. She knows of the trapped tablet and stays out of its blast radius. If the PCs utilize the tablets to gain Areshkagal's profane boons, Teenoch considers them kindred spirits in Areshkagal's worship, and her attitude shifts one step closer to helpful. If such an attitude shift makes Teenoch friendly, she appears before the PCs in the form of a bloated, blue-skinned toad for fear that her true form would prevent them from forming an alliance. She promises to help the PCs—both with information and in combat against the Aspis Consortium—if they can assist her in getting revenge on the “humans who defile the temple” and help her return to her home plane. If the PCs seem trusting (and trustworthy), Teenoch advises the Pathfinders to display Areshkagal's holy symbol before entering the next room to prevent the Faceless Sphinx's guardians from attacking them.



Teenoch

B3. Hall of the Stone Worshipers (CR 5 or CR 8)

A score of identical statues stand in even rows facing a worn curtain. Each statue resembles a faceless woman wearing a pharaonic headdress. Each wields a wicked-looking sickle raised in a killing stroke in one hand, and holds in the other a rune-engraved disk. Debris and rubble spill into the room from a collapsed corner, claiming two of the statues beneath a mound of scree.

Twenty statues in the form of the demon lord Areshkagal once called this chamber home, but a portion collapsed during a confrontation between the Aspis Consortium and the demonic horde worshipping here. As a result, two of the statues now lay in ruin. A heap of rubble dominates the room's northwest corner; a successful DC 15 Perception check allows the PCs to notice the slowly decomposing bodies of two Aspis Consortium agents and a babau demon carcass in the pile.

The statues resemble the ones found in area A, and if the PCs have not yet deciphered Areshkagal's demonic rune, they may do so with a successful DC 20 Knowledge (planes or religion) check. The worn curtain portrays an epic battle between a giant scorpion on the north half and a blue, viper-tailed sphinx on the south. Between the two, a pregnant jackal-headed woman with three eyes hovers above the fray. Each of the three figures bears a demonic rune somewhere on her body. The sphinx represents Areshkagal, and her symbol is emblazoned across her forehead. The scorpion represents Aldinach, and her symbol is etched into her massive pincers. Lamashtu, mother to both of the feuding demon lords in the tapestry, has her demonic rune carved into her pregnant abdomen as intricate scars and gaping wounds. A successful DC 20 Knowledge (planes or religion) check identifies the two demon lords as Aldinach and Areshkagal respectively, while a successful DC 10 Knowledge (planes or religion) check identifies the goddess Lamashtu. A phrase, written in Abyssal, is embroidered around the curtain's edges, repeating several times. The text of the inscription is reproduced in **Handout #1** on page 24.

Creatures: One or more of the statues are in fact graven guardians, keyed to defend the shrine from those who do not venerate Areshkagal. These constructs ignore any PCs who openly wear the Areshkagal amulets found in areas A1 or B1, but the graven guardians defend themselves against any PC that attacks them, whether the attacker wears the amulet or not. In Subtier 3–4, one graven guardian stands at G1 on the map; in Subtier 6–7, two additional guardians are at G2.

Subtier 3–4 (CR 5)

GRAVEN GUARDIAN

CR 5

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PROFANE BOONS

When a PC reads the writing upon any one of the remaining 13 tablets, roll 1d8 and consult the following table. Each PC may gain only one boon at a time, with the most recently granted effect replacing any previous effects (including the null effect). Each tablet can only be activated once per day.

Result	Effect
1–2	Null (a sense of lingering confusion at Areshkagal's unsolvable riddle)
3–4	Areshkagal's Aid (+2 profane bonus on Knowledge [religion and planes] checks for 24 hours)
5–6	Areshkagal's Protection (+1 profane bonus to AC for 24 hours)
7–8	Areshkagal's Resistance (+2 profane bonus on all saving throws for 24 hours)

N Medium construct

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

DEFENSE

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

hp 53 (6d10+20); fast healing 2

Fort +2, **Ref** +4, **Will** +3

DR 5/adamantine; **Immune** construct traits; **SR** 16

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen sickle* +10/+5 (1d6+5/19–20 plus trip) or slam +9 (1d6+4 plus trip)

Special Attacks evil weapons, magic weapon

Spell-Like Abilities (CL 5th; concentration +0)
1/day—*haste* (self only)

TACTICS

During Combat The graven guardian initiates combat by casting *haste* on itself, then focuses its attacks on the nearest PC not displaying Areshkagal's demonic rune, or the nearest PC to attack it, always attacking a standing target over a prone target if multiple creatures are adjacent to the guardian.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 21

SQ guardian domains (Evil, Trickery)

Other Gear masterwork sickle

SPECIAL ABILITIES

Evil Weapons (Su) The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of

the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability.

Subtier 6–7 (CR 8)

GRAVEN GUARDIANS (3)

CR 5

hp 53 each (use the stats from Subtier 3–4)

Treasure: If all of the PCs presently don the Areshkagal amulets, the graven guardians simply ignore the PCs and the Pathfinders can discover the subtier-appropriate treasure buried in the rubble with a successful DC 15 Perception check.

Rewards: If the PCs defeat or bypass the graven guardians, reward each Subtier thusly:

Subtier 3–4:

Give each PC 25 gp.

Subtier 6–7:

Give each PC 76 gp.

B4. The False Gate (CR 4 or CR 7)

A great three-ringed iron portal stands in a position of prominence on a raised dais at the front of the chamber, as though venerated by the rows of statues on the other side of the curtain. A series of runes runs along the circumference of each of the portal's rings, creating three distinct bands of writing. A large, sparkling crimson gemstone is embedded at the portal's apex, the only marking on the portal's exterior frame. In front of the portal, a strange podium with a circular depression covered with several small, square raised areas offers an alien interface. A metallic smell and the cling of static electricity permeate the noticeably dry air here.

Actually a trapped combination lock, the iron portal opens a secret door in the chamber's east wall, granting access into the temple's priory and undershrine. The gemstone on the portal's zenith acts as an indicator that the proper rune sequence has been entered. A PC may locate the secret door behind the portal with a successful Perception check, and it can be opened with a successful Disable Device check (see Trap, below, for details).

Trap: The decoy gate serves both to test those faithful to Areshkagal and to punish those who would attempt to enter her true sanctum without following her commands. In order to open the secret door and bypass the trap, a PC

must align three demonic runes beneath the gemstone at the top of the portal, by rotating each interior ring. The proper combination is, from top to bottom, the demonic runes of Lamashtu, Areshkagal, and Aldinach. To turn the rings to the proper combination, the PCs need to insert one of the Areshkagal amulets found in areas **A1** and **B1** into the circular depression on the podium. The square holes in the amulets fit perfectly into the podium's raised areas.

Once in place, an amulet acts as a dial to rotate the iron portal's three rings, every ring rotating in turn for each 90 degrees Areshkagal's demonic rune is rotated from plumb. The amulet can be turned to the right or left as desired, until locked into the initial position (with Aldinach's demonic rune aligned correctly on the dial), locking all the rings in place at their current alignment. Only one ring rotates at a time, and when the dial is turned, one ring stops before the next begins its rotation; the mechanism doesn't stop between runes, and there is always a demonic rune in each ring under the crimson diamond at the portal's apex.

When locked into place underneath the crimson diamond, one of two things happens. If the PCs have correctly entered the proper combination, the gemstone glows a bright red and the secret door in the east wall opens. If the wrong combination

has been entered, the trap triggers, blasting the operator of the portal's control panel with an arc of electrical energy. If the PCs remove the crimson diamond from the portal, the mechanism functions normally, but no indicator illuminates when the correct combination has been input.

Because the number of possible combinations decreases with each failed attempt at opening the door, a PC attempting to disable the trap multiple times receives a +2 circumstance bonus on each subsequent Disable Device check after the first.

After the secret door has been opened (either through correctly entering the proper combination, or through a Disable Device skill check), the door remains open for as long as an Aldinach amulet remains fixed into the podium. If the amulet is removed, the secret door seals in 12 rounds and the rings of the false portal reset to their starting positions. An indentation identical to that on the podium is carved into the wall on the east side of the secret door, and an amulet placed here causes the secret door to open as if the portal were correctly activated. Opening the door from within can be accomplished without an amulet with a Disable Device check using the same DC as presented in the tiered traps below.

Lamashtu's Demonic Rune

Subtier 3–4 (CR 4)

SHOCKING DIAL TRAP

CR 4

Type mechanical; **Perception** DC 24; **Disable Device** DC 24

EFFECTS

Trigger touch; **Bypass** correct combination (Lamashtu, Areshkagal, Aldinach); **Reset** automatic

Effect electricity arc (4d6 electricity damage, DC 17 Reflex save for half damage)

Subtier 6–7 (CR 7)

SHOCKING DIAL TRAP

CR 7

Type mechanical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger touch; **Bypass** correct combination (Lamashtu, Areshkagal, Aldinach); **Reset** automatic

Effect electricity arc (7d6 electricity damage, DC 20 Reflex save for half damage)

Development: If Teenoch is already friendly with the PCs, she can offer them the correct combination, though she secretly wishes to see if they can do so without her assistance, as she sees the false portal as a test from Areshkagal herself.

When the PCs open the portal (either by entering the correct combination or disabling the trap), Teenoch takes their success as a sign from Areshkagal, and shifts her attitude one step toward helpful. If such an attitude shift makes Teenoch friendly, she appears before the PCs in the form of a bloated, blue-skinned toad for fear that her true form would prevent them from forming an alliance. She promises to help the PCs if they can assist her in getting revenge on the “humans who defile the temple” and help her return to her home plane. If the PCs seem trusting (and trustworthy), Teenoch informs the Pathfinders of the Aspis Consortium guards’ location in area **B7** (she calls them the “vile interlopers in Areshkagal’s profane paradise”) and the location of the true *Diamond Gate* in the undershrine below their current location.

If the PCs agree to avenge her former master, she offers information about Areshkagal, the Aspis Consortium, and the *Diamond Gate*. If the PCs can accept working with a questionable ally, they can gain important information on the areas ahead.

Mission Notes: Osirion faction PCs earn no Prestige Points for copying the runes located here.

The diamond here is flawed and does not satisfy the Qadiran mission.

Treasure: The symbol indicator at the portal’s apex is a rare crimson diamond found only in the abyssal realm of the Blood Clefts. In Subtier 3–4, the diamond is terribly flawed and worth only 400 gp. In Subtier 6–7, the

crimson diamond has a only a slight imperfection and is worth 1,000 gp.

Rewards: If the PCs successfully pry the crimson diamond from the false gate, reward each subtier thusly:

Subtier 3–4:

Give each PC 66 gp.

Subtier 6–7:

Give each PC 166 gp.

B5. Sleeping Quarters

The Aspis Consortium uses this former priory for their sleeping quarters. The crowded rooms each hold two beds, two footlockers, and a chamber pot. Otherwise, the rooms are empty and void of anything valuable. A DC 20 Perception check uncovers a note written to Aglorn Desimire from a superior within the Aspis Consortium emphasizing the importance of his mission (see **Handout #2** on page 24). The letter is signed simply, “Pasha.”

Mission Notes: Andoran faction PCs should be interested in the letter amid Aglorn’s possessions. Locating the letter and reporting the information within to their faction leadership earns Andoran faction PCs 1 Prestige Point. Note that this needn’t be secret, and Andoran faction PCs can share the information in the letter (or the letter itself) with members of other factions with no penalty.

B6. Offal Pit

A foul-smelling pit yawns in this room’s center. The inhabitants of the shrine use this pit to dispose of their waste. The pit descends 10 feet before spilling into the 110-foot-tall undershrine (area **C1**) where a chasm in the cavern’s floor falls an additional 100 feet before resting in a steaming, insect-riddled trench a total of 220 feet down. The hole here is narrow, and requires Small creatures to squeeze through it in order to climb down (DC 10 Climb check), while Medium creatures must make a DC 30 Escape Artist check before reaching the ceiling of area **C1** 10 feet below.

Hazard: Any creature climbing or squeezing through the hole here risks contracting a particularly virulent form of filth fever (*Core Rulebook* 557) from contact with the waste caking the walls of the offal pit.

B7. Holding Cells (CR 5 or CR 8)

Several cells line the walls of this holding area. Originally, the room was designed for summoning demons within a controlled environment, and the residuals of this use remain despite the centuries that have passed since it was used by Areshkagal’s cult for such purposes. The conjurers using the room could never be too cautious when bargaining with otherworldly beings, so they used these cold iron cages for extra protection (hardness 10,

OPTIONAL ENCOUNTER

Elements of the encounter in area **B7** are optional. If less than 1-1/2 hours remains in which to complete the scenario, remove the Aspis Consortium agents and their canine companions from the room and allow the PCs to rescue Besnik from his cell without interference. A loose flagstone contains the same amount of wealth the PCs would have gained from defeating the Aspis agents as if the encounter had been run as normal. Besnik himself and the wealth underneath the flagstone are part of the main scenario and should not be removed.

60 hit points, Break DC 28, Disable Device DC 25). A successful DC 15 Perception check uncovers evidence of the chamber's original purpose: several faded scribbles and circles on the holding cells' flagstone floors and the center of the room. A successful DC 15 Spellcraft check identifies these marks as components of summoning and binding spells for dealing with outsiders.

Currently, the Aspis Consortium uses these cages as a makeshift prison and as a kennel for their canines.

Creatures: Three Aspis agents and their canine companions guard the Pathfinder spy Besnik. Once the PCs come within 40 feet of this area, allow them a DC 15 Perception check to hear the guards arguing over a card game. The agents' canines occupy the two cells nearest the door, the cells' doors hanging open to allow the trained beasts to move about the room. The wolves have the scent ability—should they smell the PCs approaching, they emit a low growl to alert the Aspis agents, who quickly put their cards down and prepare for the PCs' assault.

Subtier 3–4 (CR 5)

ASPIS AGENTS (3)

CR 1

hp 16 each (use the stats on page 7)

TACTICS

During Combat The Aspis agents release their canine companions, attempting to fight from range while the wolves bring down their foes in melee.

Morale The Aspis Consortium agents fight to the death, knowing the punishment for being caught playing cards would be a worse fate.

TRAINED WOLF

CR 1

hp 13 (*Pathfinder RPG Bestiary* 278)

SQ training

SPECIAL ABILITIES

Training (Ex) The wolf has been trained for the hunting special purpose (*Core Rulebook* 98) and knows the following tricks: attack, down, fetch, heel, seek, and track.

Subtier 6–7 (CR 8)

ASPIS AGENTS (3)

CR 4

hp 40 each (use the stats on page 7)

TACTICS

See Subtier 3–4.

TRAINED DIRE WOLVES (2)

CR 3

hp 37 each (*Pathfinder RPG Bestiary* 278)

SQ training

SPECIAL ABILITIES

Training (Ex) The dire wolves have been trained for the hunting special purpose (*Core Rulebook* 98) and know the following tricks: attack, down, fetch, heel, seek, and track.

Development: The captured Pathfinder spy **Besnik** (NG male human rogue 2) is held prisoner in the westernmost cell. Unless awakened by the sound of combat, he is asleep when the PCs find him, weary from malnourishment and mistreatment while a guest of the Aspis Consortium. Besnik is in no shape to aid the PCs in combat, and once freed, he offers them what little information he has on the Aspis Consortium presence in the temple, and asks to be let go to return to Absalom via his extraplanar eddy, which he says is but a mile from the sphinx.

Besnik has not been in the undershrine and doesn't know how many Aspis agents guard the *Diamond Gate* within. He knows about all the rooms in the sphinx itself, though he has little insight the PCs aren't likely to have gained for themselves from their own exploration of the shrine. If asked about who is in charge of the Aspis Consortium here, Besnik does know that a powerful Chelish conjurer named Aglorn Desimire is not only in command of this location but all Aspis Consortium operations within the *Hao Jin Tapestry*.

Mission Notes: Sczarni faction PCs should be interested in delivering Guaril Karela's message to Besnik before he leaves the temple to return to the Material Plane. A successful DC 15 Sleight of Hand check accomplishes this discreetly and earns Sczarni faction members 1 Prestige Point.

Shadow Lodge faction PCs should be interested in freeing the Pathfinder spy Besnik here. Doing so earns Shadow Lodge faction members 1 Prestige Point.

Silver Crusade faction PCs should be interested in the remnants of the magic circles located on this area's floor. A successful DC 12 Knowledge (arcana) check properly copies the symbols located here and earns Silver Crusade faction members 1 Prestige Point.

Treasure: At first glance, the room's only contents are supplies for keeping large canines fed and healthy. However, if the PCs search this room thoroughly, a successful DC 20 Perception check allows them to locate a loose flagstone in the floor. Uncovering this flagstone

reveals a secret cache of scrolls that the cultists of Areshkagal used to bind demons for use in terrible rituals. If, due to time constraints, the Aspis agents were removed from this encounter area (see Optional Encounter sidebar on page 14), their gear can be found under the flagstone as well. In Subtier 3–4, the secret scroll cache contains a *scroll of dimensional anchor* and a *scroll of magic circle against chaos*; in Subtier 6–7, an additional *scroll of lesser planar binding* rounds out the collection.

Each of the Aspis agents here possesses a key to the three cells. If the agents were removed from the encounter due to time constraints, the key to Besnik's cell hangs on a hook next to the door.

Rewards: If the PCs defeat the Aspis agents located here and uncover the loose flagstone, reward each subtier thusly:

Subtier 3–4:

Give each PC 163 gp.

Subtier 6–7:

Give each PC 370 gp.

C. THE UNDERSHRINE

Entombed within a large natural cavern, the undershrine consists of four wooden rope bridges (hardness 5, hp 15, Break DC 23) that span the gaps between several plateaus. This suspended pathway snakes toward the *Diamond Gate* where a narrow set of stairs descends to the cold cavern floor 100 feet below. The stone in this area is blood red and glows with a crimson hue. This otherworldly radiation casts the undershrine in dim light. A pulsating hum resonates throughout the cavern and seems to leech the heat from its surroundings. While the temperature within the undershrine is cold, it does nothing more than to provide an eerie contrast to the hot temperatures encountered earlier.

The worked stone stairway from the main shrine is dark, its torches extinguished to allow the Aspis agents guarding the *Diamond Gate* within area C1 forewarning of approaching Pathfinders when their lights illuminate the otherwise shadowy hallway. Further, conjurer Aglorn Desimire cast *alarm* on the landing halfway down the stairs to silently alert him if any creature passes that point. If the PCs trigger the *alarm*, he begins preparing for their assault as noted in the tactics section of his stat block (see area C1).

C1. The Perilous Path (CR 6 or CR 9)

Four crimson-hued plateaus pierce an unseen depth, providing contrast to the otherwise bleak cavern. The cavern floor, if it even exists, waits somewhere beyond the glow radiating from the strange red rock speckled throughout this cave. A quartet of swaying rope bridges connects the plateaus together,

creating a path that snakes toward a set of descending stairs that disappear into scarlet shadows.

The ceiling of the cavern rises 10 feet above the surfaces of the four plateaus, all of which are roughly level with one another. The cavern's floor is 100 feet below the plateaus' surfaces, and upon it at the room's eastern end rests the *Diamond Gate*. Two deeper chasms drop an additional 100 feet each below the floor, one traversing the northern end of the room, and the other just west of the *Diamond Gate*. The latter of the two is filled with insect-covered filth, the buildup of refuse from the offal pit 220 feet above in area B6. A PC falling into this pit risks contracting filth fever (*Core Rulebook* 557) in addition to any damage taken from falling.

The PCs can use many methods to reach the portal, but the simplest path would be to use the stairs. Getting to the stairs requires the PCs to traverse the rope bridges that span the gaps between the four plateaus, and while the rope bridges are stable, they are treated as difficult terrain as they sway and swing with every movement. Alternatively, any PC may attempt to climb a plateau to reach the cavern floor. The vertical distance from the plateaus to the cavern's floor is 100 feet, and due to the steep slopes on the sides of the plateaus, a successful DC 20 Climb check is required to scale them. Finally, PCs with spells and magical items allowing for teleportation or flight may use these resources to reach the *Diamond Gate* more swiftly. Whichever method the Pathfinders use, Aglorn Desimire and his personal bodyguard harry the heroes as they navigate this cavern.

Creatures: The Aspis Consortium agent responsible for all operations within the *Hao Jin Tapestry*—the minor Chelish nobleman and Asmodean conjurer Aglorn Desimire—knows that blame for losing the *Diamond Gate* to the Pathfinder Society will fall squarely on his shoulders. Not trusting the defense of such a strategically important location to his underlings, Desimire has committed himself to being the last defense of the demonic portal. With his mastery of summoned creatures, planar binding, and control of outsiders, Aglorn was instrumental in the Aspis Consortium's initial taking of Areshkagal's temple and he is confident that a team of mere mortals will be no match for him. Along with a skilled Aspis Consortium archer (2 archers in Subtier 6–7), Aglorn now stands atop the steep stairs down to the *Diamond Gate* itself, his imp familiar—who begrudgingly lets the conjurer call her Duchess, despite that not being her true name—resting eagerly on his shoulder.

Subtier 3–4 (CR 6)

AGLORN DESIMIRE

CR 4

Male middle-aged human conjurer 5

LE Medium humanoid (human)

Init +6; **Senses** Perception +4

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 45 (5d6+15; 10 temporary)

Fort +2, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4–1/19–20)

Arcane School Spell-Like Abilities (CL 5th; concentration +9)

At will—dimensional steps (150 feet/day)

7/day—acid dart (1d6+2 acid)

Conjurer Spells Prepared (CL 5th; concentration +9)

3rd—*dispel magic*, *fireball* (DC 17), *summon monster III*

2nd—*acid arrow*, *false life*, *fear* (DC 16), *summon monster II*

1st—*alarm*, *mage armor*, *magic missile* (2), *summon monster I*

0 (at will)—*acid splash*, *flare* (DC 14), *read magic*, *resistance*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat If the PCs set of Aglorn's *alarm* spell on the stairs to **C1**, he casts *mage armor* and *false life* on himself before the Pathfinders reach the cavern.

During Combat Aglorn begins combat by summoning monsters to waylay the PCs along the rope bridges and plateaus, doing so as far as his range will allow. He summons creatures in the following order: 1d3 fiendish giant spiders (*summon monster III*), 1d3 lemures (*summon monster III* from his bonded item), and 1d3 fiendish dire rats (*summon monster II*), each using the Augment Summoning feat and 1 charge of Aglorn's *lesser extend metamagic rod*. Once he can see the PCs, he uses the next round to catch as many of them as possible in a *fireball*, and casts *dispel magic* on the first PC he sees flying or otherwise using magic to gain mobility across the treacherous terrain. If he is cornered in melee, he uses his dimensional steps spell-like ability to escape and continue the combat at range.

Morale Aglorn knows the entire Aspis Consortium effort in the *Hao Jin Tapestry* hinges on him maintaining control of the *Diamond Gate*, and he fights to the death to defend it.

STATISTICS

Str 9, **Dex** 14, **Con** 12, **Int** 18, **Wis** 9, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 13

Feats Augment Summoning, Heighten Spell, Improved Initiative, Scribe Scroll, Spell Focus (conjuration), Toughness

Skills Appraise +12, Knowledge (arcana) +12, Knowledge (planes) +12, Knowledge (religion) +12, Linguistics +12, Perception +4, Spellcraft +12

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Igan, Infernal, Terran, Undercommon

SQ arcane bond (ring), summoner's charm (2 rounds)

Combat Gear *lesser extend metamagic rod*, *potion of cure moderate wounds*, *scroll of see invisibility*; **Other Gear** dagger, spell component pouch, spellbook (contains all

0-level spells, all prepared spells, and the following: 1st—*burning hands*, *comprehend languages*, *feather fall*, *grease*, *hold portal*, *obscuring mist*, *shield*; 2nd—*acid arrow*), Aspis cipher key

DUCHESS

CR 2

Female imp (*Pathfinder RPG Bestiary* 78)

hp 16

TACTICS

During Combat If Teenoch has allied with the PCs and is present here, Duchess becomes distracted and flies off to fight the demon instead of assisting Aglorn in combat. If focused on the PCs, Duchess becomes invisible and flies among the PCs, stinging them when she can flank with summoned creatures.

Morale Duchess and Aglorn are bound by a powerful infernal pact and the devil cannot abandon the conjurer while he lives. If Aglorn dies, however, Duchess becomes invisible and attempts to flee.

ASPIS ARCHER

CR 3

Human fighter 4

NE Medium humanoid (human)

Init +3; **Senses** Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 38 (4d10+12)

Fort +6, **Ref** +4, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee club +6 (1d6+2)

Ranged mwk composite longbow +9 (1d8+4/x3)

TACTICS

During Combat The archer focuses his attacks on PCs that can't be reached by Aglorn's summoned creatures, such as flying or climbing PCs, leaving those within range of the summoned horde to the monsters' devices. He saves his seeking arrows for use against targets that have concealment (such as those that move into areas of darkness or dim light).

Morale As long as Aglorn lives, the archer fights to the death. If his commander has been defeated, however, the archer surrenders if reduced to 10 or fewer hit points.

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

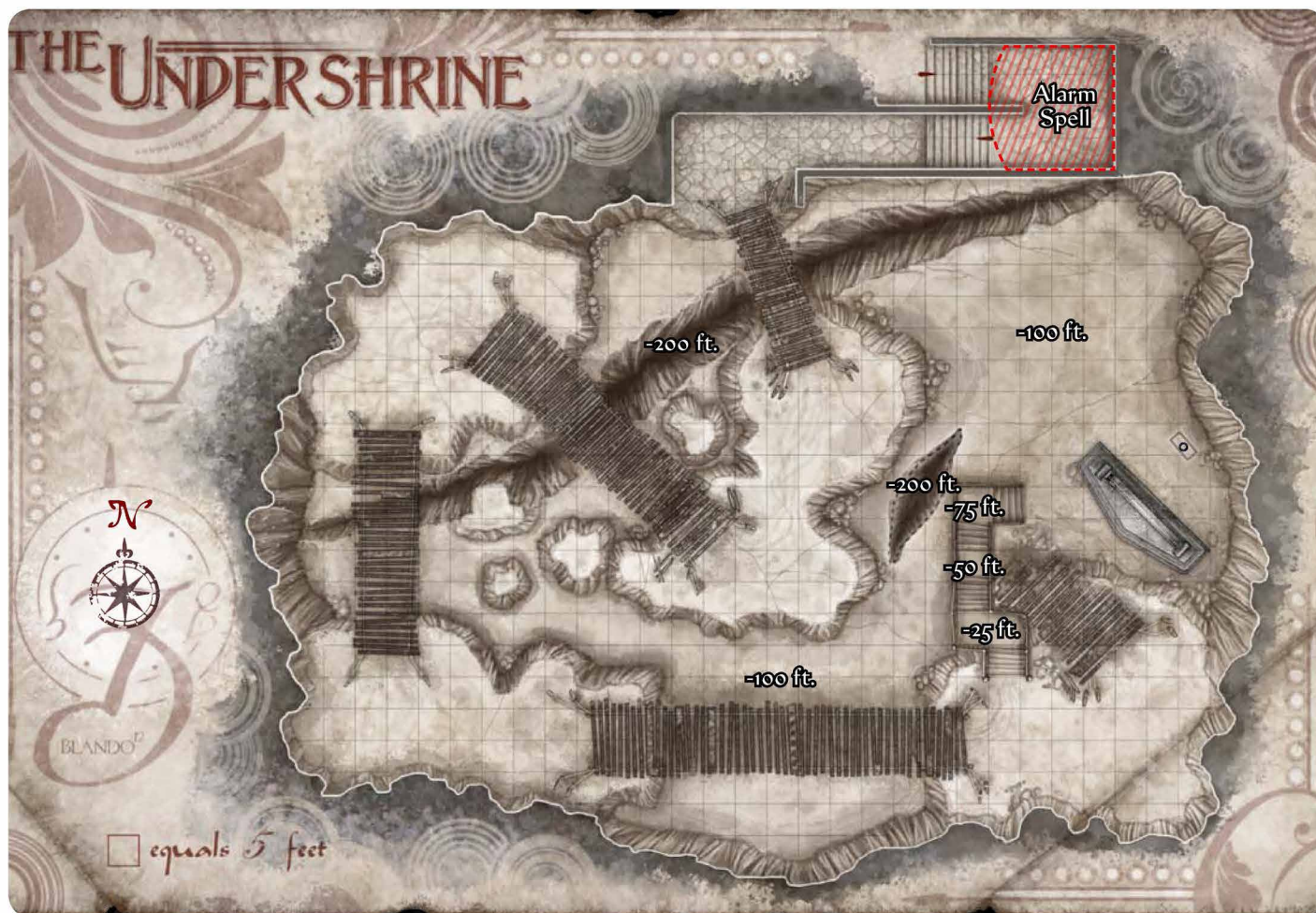
Base Atk +4; **CMB** +6; **CMD** 19

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Climb +9, Handle Animal +6, Knowledge (dungeoneering) +5, Knowledge (engineering) +5

Languages Common

SQ armor training 1



Combat Gear +1 seeking arrows (6), potion of cure light wounds;

Other Gear masterwork chain shirt, club, masterwork composite longbow (+2 Str) with 20 arrows

AUGMENTED FIENDISH DIRE RATS (1D3) CR —

Pathfinder RPG Core Rulebook 232, 294

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 7 each (1d8+3)

Fort +5, **Ref** +5, **Will** +1

Resist cold 5, fire 5; **SR** 5

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +3 (1d4+3 plus disease)

Special Attacks disease, smite good 1/day (+o attack, +1 damage)

STATISTICS

Str 14, **Dex** 17, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** +1; **CMD** 14

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Filth Fever: Bite—Injury; save Fort DC 13; onset 1d3 days; frequency 1 day; effect 1d3 Dex damage and 1d3 Str damage; cure 2 consecutive saves.

AUGMENTED FIENDISH GIANT SPIDERS (1D3) CR —

Pathfinder RPG Bestiary 258, 294

N Medium vermin

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

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 22 each (3d8+9)

Fort +6, **Ref** +4, **Will** +1

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 6

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (1d6+3 plus poison)

Special Attacks smite good 1/day (+o attack, +3 damage), poison, web (+5 ranged, DC 14, 3 hp)

STATISTICS

Str 15, **Dex** 17, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +4; **CMD** 17 (29 vs. trip)

Skills Climb +18, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

AUGMENTED LEMURES (1D3)

CR —

Pathfinder RPG Bestiary 79

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

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +0



Aglorn Desimire

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 17 each (2d10+6)

Fort +6, **Ref** +3, **Will** +0

DR 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+2)

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** —, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +4; **CMD** 14

Subtier 6–7 (CR 9)

AGLORN DESIMIRE

CR 8

Male middle-aged human conjurer 9

LE Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

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

hp 75 (9d6+27; 14 temporary)

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

OFFENSE

Speed 30 ft., fly 40 ft.

Melee mwk cold iron dagger +4 (1d4–1/19–20)

Arcane School Spell-Like Abilities (CL 9th; concentration +13)

At will—dimensional steps (270 feet/day)

7/day—acid dart (1d6+4 acid)

Conjurer Spells Prepared (CL 9th; concentration +13)

5th—*overland flight*, *summon monster V*

4th—*black tentacles*, *fear* (DC 18), *summon monster IV*, *wall of fire*

3rd—*dispel magic*, *fireball* (DC 17, 2), *stinking cloud* (DC 18), *wind wall*

2nd—*acid arrow* (2), *scorching ray*, *darkvision*, *false life*, *see invisibility*

1st—*alarm*, *burning hands* (DC 15), *mage armor*, *magic missile* (2), *shield*

o (at will)—*acid splash*, *flare* (DC 14), *read magic*, *resistance*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat Aglorn begins each day by casting *false life*, *mage armor*, and *overland flight*. If the PCs set off his *alarm* spell on the stairs to C1, he casts extended *wind wall* and *shield* before the Pathfinders reach the cavern.

During Combat Aglorn begins combat by summoning monsters to waylay the PC along the rope bridges and plateaus, doing so as far as his range will allow. He summons creatures in the following order: 1d3 fiendish giant wasps (*summon monster V*) and 1d3 fiendish wolverines (*summon monster IV*), each using

STORMING THE DIAMOND GATE

the Augment Summoning feat and 1 charge of Aglorn's *extend metamagic rod*. Once he can see the PCs, he uses the next round to catch as many of them as possible in a *fireball*, and casts *dispel magic* on the first PC he sees flying or otherwise using magic to gain mobility across the treacherous terrain. If the opportunity presents itself, Aglorn splits the party with a *wall of fire* and then uses *fear* to drive fleeing opponents toward the flames. If he is cornered in melee, he uses his dimensional steps spell-like ability to escape and continue the combat at range.

Morale Aglorn knows the entire Aspis Consortium effort in the *Hao Jin Tapestry* hinges on him maintaining control of the *Diamond Gate*, and he fights to the death to defend it.

STATISTICS

Str 9, **Dex** 14, **Con** 12, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +3; **CMD** 17

Feats Alertness (when within reach of Duchess), Augment Summoning, Dodge, Heighten Spell, Improved Familiar, Improved Initiative, Scribe Scroll, Spell Focus (conjuraton), Toughness

Skills Appraise +16, Knowledge (arcana) +16, Knowledge (planes) +16, Knowledge (religion) +16, Linguistics +16, Perception +9 (+11 when within reach of Duchess), Spellcraft +16

Languages Abyssal, Aklo, Aquan, Auran, Azlanti, Celestial, Common, Elven, Igan, Infernal, Osiriani, Sylvan, Terran, Undercommon

SQ arcane bond (imp named Duchess), summoner's charm (4 rounds)

Combat Gear *extend metamagic rod*, *potion of cure serious wounds*, *scroll of blink*, *scroll of lesser globe of invulnerability*; **Other Gear** masterwork cold iron dagger, *cloak of resistance* +2, *ring of protection* +1, spell component pouch, spellbook (contains all 0-level spells, all prepared spells, and the following: 1st—*comprehend languages*, *feather fall*, *grease*, *hold portal*, *obscuring mist*, *summon monster I*; 2nd—*scare*, *summon monster II*; 3rd—*haste*, *summon monster III*; 4th—*dimensional anchor*), Aspis cipher book

DUCHESS

CR —

Female imp familiar (*Pathfinder RPG Bestiary* 78)

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

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see in darkness*; Perception +13

DEFENSE

AC 22, touch 16, flat-footed 18 (+3 Dex, +1 dodge, +6 natural, +2 size)

hp 30 (9 HD; 3d10); fast healing 2

Fort +3, **Ref** +6, **Will** +7

Defensive Abilities improved evasion; **DR** 5/good or silver;

Immune fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +9 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

TACTICS

During Combat If Teenoch has allied with the PCs and is present here, Duchess becomes distracted and flies off to fight the demon instead of assisting Aglorn in combat. If focused on the PCs, Duchess becomes invisible and flies among the PCs, stinging them when she can flank with summoned creatures.

Morale Duchess is inexorably bound to Aglorn and the devil cannot abandon her master while he lives. If Aglorn dies, however, Duchess becomes invisible and attempts to flee.

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 16

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +13, Knowledge (planes) +13, Perception +13, Spellcraft +13

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven; *beast shape I*)

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

ASPIS ARCHERS (2)

CR 3

hp 38 each (use the stats from Subtier 3–4)

AUGMENTED FIENDISH GIANT WASPS (1D3)

CR —

Pathfinder RPG Bestiary 275, 294

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)

hp 42 each (4d8+24)

Fort +10, **Ref** +2, **Will** +2

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 8

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee sting +8 (1d8+9 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks smite good 1/day (+0 attack, +4 damage)

STATISTICS

Str 22, **Dex** 12, **Con** 22, **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +10; **CMD** 21

Skills Fly +3, Perception +9; **Racial Modifiers** +8 Perception

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

AUGMENTED FIENDISH WOLVERINES (1D3)**CR —***Pathfinder RPG Bestiary* 279, 294

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 28 each (3d8+15)**Fort** +7, **Ref** +5, **Will** +2**Resist** cold 5, fire 5; **SR** 7**OFFENSE****Speed** 30 ft., burrow 10 ft., climb 10 ft.**Melee** 2 claws +6 (1d6+4), bite +6 (1d4+4)**Special Attacks** rage, smite good 1/day (+0 attack, +3 damage)**STATISTICS****Str** 19, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +6; **CMD** 18**Feats** Skill Focus (Perception), Toughness**Skills** Climb +12, Perception +10**SPECIAL ABILITIES**

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

Development: Once the PCs reach the portal, they find it is a giant concave slab of red stone with similar properties as Golarian diamonds. Several runes and sigils cover every inch of the slab in strange writing. The writing is in Abyssal and repeatedly reads, “Enter into the Blood Clefts.” If no PC speaks Abyssal, a successful DC 20 Linguistics check or magical divinations can translate the writing easily, as can Teenoch if she lives and has allied with the PCs.

To the north of the *Diamond Gate* stands a stone podium, similar to the one found in area **B4**. If the PCs simply place one of the Areshkagal amulets found in areas **A1** or **B1** into the podium, the portal activates. Once activated, a vortex of blood-red sand swirls from the *Diamond Gate* before violently sucking in on itself. A loud hum resonates throughout the chamber and a crimson glow pulsates from the portal. To deactivate the gate, one must simply remove the amulet from the podium.

If the PCs allow Teenoch to enter the *Diamond Gate*, she does so happily. However, where the quasit ends up is far from her abyssal home—the *Diamond Gate* no longer leads to the Blood Clefts, but rather a secret location in Varisia.

Mission Notes: Cheliox faction PCs should be interested in demoralizing Aglorn Desimire here. The DC for this check is 14 in Subtier 3–4 and 19 in Subtier 6–7. A PC who drops Paracountess Zarta Draldeen’s trinket at Desimire’s feet receives a +2 circumstance bonus on his Intimidate check. If a member of the Cheliox faction

makes a successful Intimidate check to demoralize the Aspis Consortium agent, all Cheliox faction PCs earn 1 Prestige Point.

Grand Lodge faction PCs should be interested in Aglorn’s cipher book. With the Aspis Consortium’s cipher, Grand Lodge PCs can decode the ledgers (no skill check required), earning 1 Prestige Point.

Osirion faction PCs should be interested in the runes carved upon the *Diamond Gate* here. A successful DC 15 Sleight of Hand or Stealth check clandestinely copies the runes and earns faction members 1 Prestige Point.

Qadira faction PCs should be interested in obtaining a flawless sample of the red gemstone from the *Diamond Gate*. A successful DC 15 Appraise or Craft (jewelry) skill check locates such a specimen and earns Qadira faction PCs 1 Prestige Point.

Taldor faction PCs should be interested in planting the slanderous note on Aglorn Desimire here (regardless of his fate at the encounter’s conclusion). A successful DC 15 Sleight of Hand check allows the note to be planted discreetly and earns Taldor faction PCs 1 Prestige Point.

Treasure: A pulsating crimson diamond rests at the foot of the *Diamond Gate*. This diamond is actually a *diamond of demon seeking*, a powerful tool for detecting demonic presences.

Rewards: If the PCs defeat Aglorn Desimire and gain control of the *Diamond Gate*, reward each subtier thusly:

Subtier 3–4:

Give each PC 945 gp.

Subtier 6–7:

Give each PC 2,410 gp.

CONCLUSION

With the *Diamond Gate* secured, the PCs may now return to the Grand Lodge in Absalom through their entrance portals in the oasis outside the temple. Before the PCs are even congratulated for a job well done, Marcos Farabellus sends a contingent of well-armed Pathfinders into the tapestry to secure the Society’s position both in Areshkagal’s temple and beneath, at the mouth of the *Diamond Gate*. The PCs are heralded as heroes for securing the Aspis Consortium’s back door into the demiplane. What awaits the Pathfinder Society beyond the *Diamond Gate*, however, is a story told in *Pathfinder Society Scenario #3–26: Portal of the Sacred Rune*.

If the PCs return without securing the *Diamond Gate*, Marcos Farabellus gives the PCs a disappointed look, but assures them that another team is on standby.

If the quasit Teenoch went through the *Diamond Gate*, she finds herself in unfamiliar territory. Essentially stranded in Varisia, Teenoch may once again ally with the Pathfinder Society in future adventures.

Success Conditions

The Pathfinders' primary mission is to secure and activate the *Diamond Gate* in the undershrine of the Stone Sphinx. If the party defeats Aglorn Desimire and verifies that the portal in area **C1** is indeed a portal and not a decoy, each PC earns 1 Prestige Point.

Faction Missions

Members of each faction have the ability to earn an additional Prestige Point for completing their respective faction missions, as detailed below.

Andoran Faction: Andoran faction PCs who locate the letter from Desimire's Aspis Consortium superior in area **A5** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who demoralize Aglorn Desimire with a successful Intimidate check in area **C1** earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who decipher the coded ledgers found in area **B1** earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who locate the relevant maps amid the many journals in area **B1** and take them for future study earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who clandestinely copy the runes from the *Diamond Gate* in area **C1** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who obtain a flawless sample of the red diamond in area **C1** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who secretly provide Besnik with Guaril Karela's message in area **B7** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who free the Pathfinder spy Besnik in area **B7** earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who successfully copy the symbols on the magic circles found in area **B7** earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who discreetly plant the slanderous letter on Aglorn Desimire's person in area **C1** earn 1 Prestige Point.

NEW MAGIC ITEM

A *diamond of demon seeking* is a gem mined on the Abyss that has been attuned to demonic energies to indicate the nearby presence of creatures of the demon subtype. Such gems are often attached to the hilts of swords, the hafts of axes, and the handles of bows to help demon hunters recognize that their quarry is close at hand.

DIAMOND OF DEMON SEEKING

Aura faint divination; **CL** 1st

Slot none; **Price** 6,000 gp; **Weight** —

DESCRIPTION

This flawless crimson diamond is indistinguishable from an ordinary jewel in appearance. When any creature of the demon subtype comes within 30 feet of the *diamond of demon seeking*, it glows with a blood-red radiance. The glow from the diamond functions as the *light* spell. The diamond does not reveal invisible or otherwise hidden demons, but rather simply alerts the wielder to their presence. Spells or effects that protect a demon from divination or alter a demon's alignment prevent a *diamond of demon seeking* from detecting a demon under such an effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect chaos*, *detect evil*, *light*; **Cost** 3,000 gp

PATHFINDER SOCIETY SCENARIO

Andoran



Agent of Liberty,

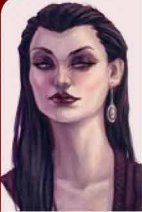
Past interrogation of Aspis Consortium agents within the *Hao Jin Tapestry* has revealed that they are breaching the pocket dimension from somewhere in Varisia. While locating that end of the portal isn't your mission today, any information you can gather—names, ranks, alliances—about the Aspis Consortium's presence in Varisia will be invaluable to us. I plan to spend a significant amount of time in Magnimar in the coming year, and knowing as much as we can about the Consortium's activities in the region will go a long way toward avoiding direct conflict with them while I'm there.

For Freedom,

Colson Maldris

Major Colson Maldris

Chelax



Plaything,

Word is that the head of Aspis Consortium operations in the *Hao Jin Tapestry* is none other than a former lover of mine, a man named Aglorn Desimire—an influential Asmodean, and brother of a powerful member of the Chelish government. In short, he is someone who doesn't think very highly of me, and whom I believe would see harm come to me. Should you confront him during your mission—and I assume you will, as this is the Consortium's stronghold on the demiplane—ensure that he knows a true Chelaxian loyal to me was party to his downfall. I want him to feel real fear at the moment of his defeat. Intimidate him and make him tremble at the mere mention of my name. So he knows for certain it was I who sent you, drop this trinket at his feet as you ensure his demoralization.

Love is a fickle thing my dear,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Esteemed Peer,

The *Hao Jin Tapestry* is ours, and it is of utmost importance that we discover the Aspis Consortium's inventory of plundered relics. Their trespass upon the tapestry must not go unpunished. While you storm the Aspis base, try to discover any notes or inventories that hint at what they took. I suspect the Aspis would hide this inventory either in a secret cache or written in a code. Regardless, find this information and make sense of it—an encrypted inventory is useless to us.

May your stories be told forever,

Ambrus Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Blessings from the Dragon Empires,

Through your success on this mission, the Society will ensure exclusive control of Hao Jin's extraplanar museum demiplane, and much glory will come to you for your efforts in bringing this about. But we must ensure that the Lantern Lodge is not overlooked as accolades are being awarded for your heroism. While in the Aspis Consortium's base of operations, attempt to locate any accurate maps they may have of the geography within the tapestry that we may present—as members of the Lantern Lodge—to the Society as a whole. Your Tian brethren will thank you for your extra efforts and our lodge will only increase in respect and influence.

Desna's luck be with you,

Amara Li

Venture-Captain Amara Li

STORMING THE DIAMOND GATE

Osirion



Child of Osirion,

The Decemvirate sends you on a mission to eliminate the Aspis Consortium's presence within the *Hao Jin Tapestry*. While the Ten focus on ridding the demiplane of the foul interlopers, I care more about the magic they used to get in. My spies suggest the Consortium used a portal called the Diamond Gate to enter Hao Jin's realm—a portal that once rested within Osirion's own borders centuries ago. I need you to copy any runes or glyphs located on the portal's surface, as the otherworldly gateway presents valuable information to those who know where to look. Do not let any of your peers see you copy the runes; it is best we keep this knowledge to ourselves

Wisdom is the way,

Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

The demon lord Areshkagal is rumored to come from an Abyssal region riddled with a strange red gemstone. In fact, it is surprising that anything so beautiful could come from somewhere so foul as the Blood Clefts. If the rumor is true, this red gemstone—similar in most respects to the Golarion diamond save for its exotic hue—would fetch a tremendous price at our markets. If you come upon any unflawed samples of this crimson stone, bring them back to me. Not only would I like to confirm the existence of these otherworldly diamonds, but a bauble featuring one would make an exquisite gift for my daughters, don't you think?

Thank you for indulging me,

Trade Prince Aaqir al'Hakam

SCZARNI



Most Trusted Friend,

I need you to rescue a business partner of mine named Besnik. The Decemvirate sent Besnik into the tapestry to scout the Aspis base camp over a week ago and he has since failed to return. I believe the Decemvirate sent Besnik to his doom because he had, in the past, and completely of his own volition, sequestered certain valuable relics from the tombs of the world on my behalf, before the Decemvirate had the chance to "research" them. While I hate that he brought me into this by doing me these favors unprovoked, I nevertheless hope he is safe. If he yet lives and you have the chance to free him from whatever bonds the Consortium has him in, covertly give him the message I am sending with you. Do not let anyone see you provide Besnik with my note—after all, the Decemvirate wants him dead.

May your road be long,

Guaril Karela

SHADOW LODGE



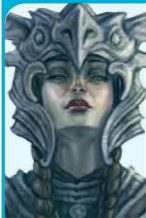
Seeker in Darkness,

Once again the Decemvirate throws its agents into danger without regard for their lives. Let it be known that you are not the first Pathfinders to enter the Stone Sphinx, from which the Aspis Consortium runs their operation in the tapestry. A week hence a man named Besnik was sent alone into the tapestry to scout the area and provide the Decemvirate with reconnaissance. Besnik never came back, and while the Ten care nothing for their pawns, we do. While you perform your mission, try to find out what happened to Besnik, and if possible, bring him back to Absalom. His skill as a spy could benefit us well if we can make him loyal to us.

For our brother,

Grandmaster Torch

Silver Crusade



Champion of Light,

Your mission takes you to a shrine dedicated to the vile demon lord Areshkagal. Our research indicates that the horrid cultists who once worshiped there were masters at binding demons—that is no surprise, given their evil mistress's connection to portals and gates. If we could somehow learn their methods of binding magic, it could greatly aid us in our battles against the demonic forces across Golarion. While you navigate the unhallowed corridors of Areshkagal's shrine, look for any signs of binding circles. Bring back visual representations of any binding circles you may come upon, no matter their condition.

May goodness guide you,

Ollysta Zadrian

TALDOR



Friend of the Empire,

The leader of the Aspis Consortium's efforts in the *Hao Jin Tapestry* is a man Aglorn Desimire. Aglorn's brother is an influential member of the Chelish aristocracy, and a puppet of the House of Thrune. Oh, how I love messing about with other people's toys! While we could never attack his brother directly, we can tarnish the name Desimire, and this is the perfect opportunity. I need you to discreetly plant this slanderous letter on Aglorn, a forgery in his hand deriding the House of Thrune and decrying Queen Abrogail's rule. Make sure it is found, but make sure it cannot be traced back to us. As the old saying goes, "Sick the wolf on the tiger and the hunter's work is done."

For Taldor,

Lady Gloriana Morilla

HANDOUT #1

The matriarch with stolen seeds,
Monstrous sisters blasphemy breeds,
Born of the same womb, yet different stud,
Above me is the Mother, below me impure blood.

HANDOUT #2

Aglorn, my love,

Your skills have served the Consortium well, but your mission is not over yet. The Pathfinder Society has discovered your location, and even as I write this, the Decemvirate plans to send a team of their pesky agents to take our portal. I needn't restate the importance of maintaining our hold on the Diamond Gate. Our allies who helped breach the *Hao Jin Tapestry* expect their ongoing payment, and our position in Varisia hinges upon the wealth we can take from the Society's Tian playground. Hold nothing back—summon the very legions of Hell if you must—to protect our interests within Areshkagal's shrine, for if the Society gets its filthy hands on that gate, our operations will be severely handicapped. Forget retaliation from the Pathfinders; I fear the coils of the Aspis Prophet infinitely more. Do not fail us.

May your scales shine brightly,
Pasha

STORMING THE DIAMOND GATE

PATHFINDER SOCIETY SCENARIO #3-25: STORMING THE DIAMOND GATE

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion	
		<input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
		<input type="checkbox"/> Lantern Lodge
		<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
		<input type="checkbox"/> Lantern Lodge
		<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
		<input type="checkbox"/> Lantern Lodge
		<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

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PATHFINDER SOCIETY SCENARIO #3-25: STORMING THE DIAMOND GATE

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	636	1,273
3-4		
SUBTIER	1,604	3,208
6-7		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

--	--

Final Fame Current Prestige

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
1-2

+1 seeking arrows (166 gp each, limit 6)
diamond of demon seeking (6,000 gp or 16 PP; when any creature of the demon subtype comes within 30 feet of this flawless gem, it glows with a blood-red radiance as the light spell. The diamond does not reveal invisible or otherwise hidden demons, but rather simply alerts the wielder to their presence. Spells or effects that protect a demon from divination or alter a demon's alignment prevent a diamond of demon seeking from detecting a demon under such an effect.)
lesser extend metamagic rod (3,000 gp)
potion of cure moderate wounds (300 gp)
scroll of dimensional anchor (700 gp)
scroll of magic circle against chaos (375 gp)
scroll of see invisibility (150 gp)

SUBTIER
4-5

+1 seeking arrows (166 gp each, limit 12)
cloak of resistance +2 (4,000 gp)
extend metamagic rod (11,000 gp)
potion of cure serious wounds (750 gp)
ring of protection +1 (2,000 gp)
scroll of blink (375 gp)
scroll of lesser globe of invulnerability (700 gp)
scroll of lesser planar binding (1,125 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #