



THE SEALED GATE

BY KYLE BAIRD



THE SEALED GATE

PATHFINDER SOCIETY SCENARIO #5–20

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Pathfinder Society Scenario #5–20: The Sealed Gate is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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When the Pathfinder Society first turned its attention northward to the Worldwound and the lost dwarven Sky Citadel within, the organization's leadership decided to base its operations out of Nerosyan, a city already allied with the Society and home to two Pathfinder lodges. By chance, the arrival of hundreds of agents coincided with the failure of the *wardstones* and a concerted attack by demonic armies. Although Mendev is still an ally that the Society intends to aid, Master of Swords Marcus Farabellus has reassessed the logistics of reaching the Sky Citadel Jormurdun from the crusaders' capital city—doing so would involve a trek from the Worldwound's southeastern edge to its northwestern extreme. Concerned that an expedition would suffer too many casualties and expend too many resources on such a long march, he petitioned the Decemvirate to establish a base camp on the eastern edge of the Realm of the Mammoth Lords. From there, agents could travel to the camp through the *Hao Jin Tapestry*, follow the Tusk Mountains, and reach Jormurdun with minimal losses.

The Pathfinder Society's masked leaders did not initially approve this plan, waiting instead for a team of agents to scout the territory, meet with local leaders, and secure a suitable site for a base camp. After earning the approval of Tolguth's elders and the leaders of a nomadic tribe of Kellid hunters, the Pathfinder agents learned of three possible sites: a difficult-to-defend hot spring, a defensible cave close to Red Rune Canyon (which shows signs of frost giant traffic), and an empty village that had repaired its buildings but also showed signs of having been abandoned suddenly and perhaps being haunted. Those Pathfinders chose the abandoned village, its name lost with fall of Sakoris, and broke a specially prepared token to mark the location for Master of Scrolls Aram Zey so he might begin constructing a gateway for the *Hao Jin Tapestry* to transport agents to the remote site.

When demons expanded their territory during the Second Mendevian Crusade, the Sarkorian people were not the only creatures to seek refuge in neighboring

WHERE ON GOLARION?

The Sealed Gate takes place primarily along the eastern border of the Realm of the Mammoth Lords near the border of the Worldwound. Later, the PCs travel into the *Hao Jin Tapestry*, a pocket demiplane created by the Tian sorceress Hao Jin to hold her largest and most dangerous treasures. For more information about the Realm of the Mammoth Lords and the fragment of the Mwangi Expanse contained within the demiplane, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Campaign Setting: People of the North*, and *Pathfinder Campaign Setting: Heart of the Jungle*. Each of these books is available at is available at bookstores and game stores everywhere, and online at paizo.com.



lands. An alraune living in the woodlands near Valahuv found the fiends' incursion distasteful and migrated west to more agreeable hunting grounds. When it stumbled upon a village of hardy Sarkorians who had yet to flee the oncoming tide, it crept into the settlement, sedated the inhabitants with its calming fragrance, and commanded them to bury themselves for its later consumption. After feeding on its captives for several days, it budded an offspring and departed, leaving the remaining bodies for its child to consume.

A DANGEROUS MISSION

Beginning with Season 4, all scenarios operate under the assumption that there are six players in the group and provides notes for scaling down the adventures for smaller groups. *The Sealed Gate* also provides GMs notes for scaling the difficulty up. Playing an even harder version of the scenario doesn't offer extra rewards; it's available solely to provide groups a legal way to face a greater challenge and win bragging rights. The GM should make this option available to the players before the game begins and should use the notes for scaling up only if all of the players explicitly agree to take on the extra challenge. Be cognizant of the players' desires; if anyone is hesitant or has to be pressured into participating on "hard mode," don't use this option.

After glutting itself on blood and entering a period of dormancy to process its feast, the young alraune found itself stranded; using its intrinsic magical abilities, it detected little natural prey in the area, as most animals had migrated west or been stricken with the Worldwound's taint. The juvenile plant elected to hunt these corrupted animals and the rare demon, retreating back to its birthplace to avoid constant exposure to the fiendish landscape. When the team of Pathfinders inspected its home, the alraune had only recently departed to find food.

In the weeks since a team chose a site for the base camp, the Pathfinder Society has sent a dozen more senior agents to the site, led by the recently appointed Venture-Captain Nikolai Adonai, to begin repairing the structures in preparation for the expedition. Meanwhile, Aram Zey and Venture-Captain Amara Li have begun building a more permanent gate—a lengthy process accelerated by the fact that they've brought the *Hao Jin Tapestry* to the site. Until they finish their work, the gateway is unstable; its integrity relies heavily on the tapestry remaining undisturbed as well as the precise positioning of three specially keyed arcane foci.

After Zey and Li recently entered the tapestry to work on the gate from inside the demiplane, the alraune returned from its hunting foray. Finding new prey in its home, it crept into the village, quietly subdued the agents, and began drinking their thoughts. Much of the news disturbed the plant. Misinterpreting the foci and tapestry as magic that might harm it, the alraune sent one of the charmed agents to disrupt them. The concept of a piece of cloth allowing hundreds of creatures walk out of another world and occupy the alraune's home was unsettling, yet the tapestry also represented a possible way for it to relocate to a less hostile, more easily exploited environment. After incapacitating several Pathfinders

and charming Venture-Captain Adonai and five other agents, the alraune convinced them to take the tapestry and follow it into the wilderness, abandoning the village.

SUMMARY

The scenario begins on the grounds of the Society's Grand Lodge, where Master of Blades Marcos Farabellus gathers the PCs for an important briefing. Farabellus informs the PCs that he received a message from Master of Spells Aram Zey that his progress establishing a new gate in the *Hao Jin Tapestry* to the new Jormurdun base camp has been disrupted and Farabellus needs to investigate why the gate through the demiplane has ceased to function.

The PCs are teleported from the Grand Lodge to the center of the camp only to find themselves surrounded by miles of open plains. In truth, the Pathfinder encampment has been hidden by Zey's *mirage arcana* spell to protect it from demonic incursion. Concealed within the illusion, however, are several horrific vespene swarms, driven westward by a powerful derakni. The PCs must defeat or drive off the demonic plague after their arrival triggers the swarms to abandon their feast.

Having dispatched the immediate threat, the PCs investigate the hidden encampment to find it abandoned, save for a few supplies and some equipment that escaped the swarms' voracious appetites. During their search, the PCs find out that the *Hao Jin Tapestry* has been stolen by either a fey or demonic creature that fled to the north along with five Pathfinder agents.

The PCs must track the agents and the *Hao Jin Tapestry* along the border of the Worldwound to a cave at the base of the Tusk Mountains previously inhabited by a dire bear, twisted by the taint of the Worldwound. There they encounter a trap designed to protect the tapestry set up by their fellow agents under the influence of the tapestry's true thief, an intelligent and persuasive predatory plant called an alraune. The alraune and the five agents hid the tapestry behind an *illusory wall* and entered the demiplane, travelling to a site more hospitable for the plant.

Once the PCs find the tapestry, they are able to discern where the alraune led the Pathfinder agents—a location to which the Society had yet to travel. Should the PCs choose to follow, they arrive in a dense tropical jungle, moved to the demiplane and cultivated by Hao Jin to better study the most inaccessible reaches of the Mwangi Expanse. The PCs follow a trail beneath the canopy, where they are ambushed by angazhani, only to be caught between the giant girallons and one of the forest's ancient guardians, a tobongo.

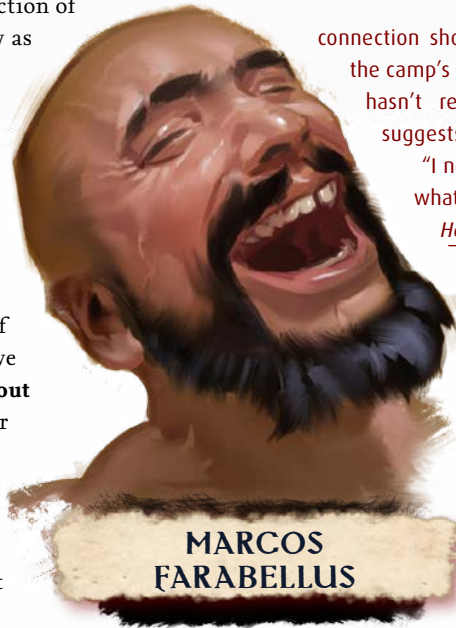
After surviving the encounter with the Mwangi inhabitants, the PCs once again must pick up the trail

of their fellow Pathfinders. They track down Venture-Captain Nikolai Adonai and two other Pathfinder agents guarding the path forward. The Venture-Captain, under the alraune's compulsion, attempts to convince the PCs that everything is under control and that their services are no longer needed, ordering them to return back to the Grand Lodge.

If the PCs decide to stay and successfully deal with Nikolai and his team, the path continues deeper into the jungle, where they enter a hidden pool and discover the true mastermind behind the theft. The alraune attempts to add the PCs to its collection of chattel and lay claim this territory as its own.

GETTING STARTED

The PCs receive an urgent letter from Marcus Farabellus (**Player Handout #1**) to meet at the statue of Durvin Gest on the grounds of the Grand Lodge. In addition, members of the Silver Crusade also receive their own missive (**Player Handout #2**). Allow the PCs time to gather and purchase any supplies they feel are necessary before they arrive at the meeting place. Once everyone is prepared, read or paraphrase the following to get the adventure underway.



The immense Sky Reach Tower casts a dim shadow over the twenty-foot-tall likeness of the Society's most heralded founding agent, Durvin Gest, his gaze directed over the horizon as if searching for one last adventure. Standing beside the angelic figures and elaborate friezes that adorn the monument's base, Master of Blades Marcus Farabellus waits with barely concealed impatience.

"Now that you're here, I'll be brief. I received a short relayed message from the Master of Spells. Zey reported that something has gone wrong with the gate he and Amara Li are working on to establish a direct link to our new base camp in the Realm of the Mammoth Lords through the *Hao Jin Tapestry*. I need not remind you of the importance of that camp and its proximity to Jormurdun. Once that gate is permanently established, we'll be able to provide safe and reliable support for our efforts to breach the dwarven Sky Citadel.

"We recently appointed a new venture-captain, Nikolai Adonai, to oversee day-to-day operations and provide security until Zey and Li finish their work. Zey speculated that one or more of the arcane foci used to stabilize the incomplete gateway may have been disturbed, but reestablishing the

GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG Bestiary 4* (B4), *Pathfinder RPG NPC Codex* (NPC), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

connection should be relatively simple with the help of the camp's agents. That, as well as the fact that Nikolai hasn't responded to any communication magic, suggests something is wrong.

"I need you to travel to the base camp, find out what's going on, and repair the link through the *Hao Jin Tapestry*. Any questions?"

The PCs likely have several questions for the Master of Blades. Below are some likely questions and answers that he can provide.

What are these arcane foci?

"That's more of a question for Aram Zey, but from what I understand, they are crystals about the size of your fist made of black tourmaline. There's something special about their crystalline structure—when properly aligned with the tapestry, they can hold

open a gate between planes indefinitely."

How do we realign them? "Zey's message was short and didn't provide those details. Based on the message, there should be several agents within the camp who can give you that information."

How do we get to the base camp? "Getting you there is going to be costly, but I've arranged for another agent to transport you there with magic. That said, if you can manage your own instantaneous transportation, that's one less expense for the Society. Once you realign the foci and get Zey and Li out of the tapestry, they should be able to get you home."

Knowledge (geography)

Through their travels with the Pathfinder Society, through academic research, or from their life before the Society, the PCs may have gained some knowledge of the lands surrounding the new base camp. If a PC has earned a Chronicle sheet for *Pathfinder Society Scenario #5–10: Where Mammoths Dare Not Tread*, he gains a +10 circumstance bonus on this check and can attempt

A. Hidden in Plain Sight

D = Derakni
V = Vescavor Swarm



D2

A6

V4

V1

A5

PCs
Arrive
Here

A4

V5

A1

D1

V2

A2

A3

V3

D3

1 square = 5 feet

Pathfinder Flip-Mat: Village Square

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the check untrained. A character whose check equals or exceeds 30 understands the nuances of the Thunder Steppes so well that he gains a +2 bonus on initiative and Survival checks while in that region.

15+ The camp lies approximately 45 miles east of Tolguth and is within sight of the Worldwound's border.

20+ Megafauna, such as the majestic megaloceros and the realm's namesake woolly mammoth, roam much of the eastern plains of the Realm of the Mammoth Lords, though most shy away from where the Worldwound's influence is strongest.

Knowledge (local)

Although Nikolai Adonai only recently became a venture-captain, the PCs may know something about him by succeeding at a Knowledge (local) check.

10+ Venture-Captain Nikolai Adonai earned his title over 2 years ago for his service, but he has never claimed a lodge of his own or sent agents on missions.

20+ Nikolai is a cleric of Sarenrae, though he is rarely seen worshipping at her temples. Some speculate that he embraces the militant and less forgiving teachings of the Cult of the Dawnflower, a separatist branch of the church of Sarenrae.

25+ Nikolai is known for his ruthless negotiating skills and has received numerous awards from the Qadiran Satrapy for his work.

30+ He recently turned his back on organized church of Sarenrae and has begun to proselytize from his own translation of *The Birth of Light and Truth*. Many of his religious colleagues interpret his teachings as radical and self-aggrandizing.

After the PCs finish their questions, Farabellus leads the PCs to one of the Grand Lodge's outbuildings. There they meet one of the Society's more decorated, albeit cantankerous, agents, a wizard who introduces himself as Ethan. He pulls out a small silver mirror, says, "The Pathfinders' Jormurdun base camp," gives the mirror a shake, and holds it out to the PCs. The reflective surface shows a vast field of tall grass, barren of any signs of civilization. "That's an active view of the center of our camp. Master Zey has concealed its location from all but the most powerful of magic. I'm going to teleport you there, at which point you should expect to fumble around a bit before being able to pierce the illusion."

If the PCs are able to teleport themselves to the camp, Farabellus is all too happy to give the PCs two scrolls of *teleport*, which are less costly than Ethan's services; if the PCs travel in this way, they arrive always arrive "on target." Otherwise, Ethan makes a circle of amber dust and uses a scroll to cast *teleportation circle* to send the PCs to the camp.

THE HIDDEN CAMP

Until the PCs interact with the buildings concealed by Aram Zey's *mirage arcana* spell, they are unable to see any of the structures or creatures and objects within. *Pathfinder Flip-Mat: Village Square's* reverse side presents the Pathfinders' camp without any structures and is an excellent way to present the illusion. Once the PCs succeed at the DC 19 Will save (DC 21 in Subtier 10–11) necessary to see through the effect, flip the map to the side with structures.

A. HIDDEN IN PLAIN SIGHT (CR 11 OR CR 14)

When the PCs arrive, read or paraphrase the following.

As the magic dissipates, a vast, grassy steppe comes into focus. The only features to speak of are a handful of wizened trees, twisted into impossible shapes by the Worldwound's taint, and the Tusk Mountains far to the north.

The PCs have arrived in the middle of the Pathfinders' base camp, but it is hidden by Aram Zey's *mirage arcana* spell. Originally meant to hide the Pathfinder's activities in the region, it also obscures the encampment from the PCs' senses. The camp's buildings are still under renovation. Some still have holes in the walls and roofs, large enough for Tiny creatures to pass through unimpeded.

Creatures: Hidden among the surrounding buildings are several vescavor swarms busily devouring the camp's remaining adventuring gear, weapons, and armor. A derakni, a locust demon common to the region, drove the swarms to the camp, pushing its army of destruction along the Worldwound's border while searching for any resistance. When the PCs arrive, they can hear the vescavors consuming parts of the buildings with a successful DC 23 Perception check. The vescavor swarms and the derakni can also attempt Perception checks to sense the PCs; the DC for this check is 18 unless the PCs take care to stay quiet. Once they sense the new arrivals, the fiends attack.

Subtier 7–8 (CR 11)

VESCAVOR SWARMS (2)

CR 5

Pathfinder Campaign Setting: Lost Kingdoms 50

CE Diminutive outsider (chaotic, evil, extraplanar, swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +9

Aura gibber (15 ft.)

DEFENSE

AC 19, touch 17, flat-footed 16 (+3 Dex, +2 natural, +4 size)

hp 47 each (5d10+20)

Fort +7, **Ref** +9, **Will** +2

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Immune poison, swarm traits, weapon damage; **Resist** fire 10, electricity 10; **SR** 16

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee swarm (2d6 plus distraction)

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

Special Attacks distraction (DC 15), ravenous, traumatizing

TACTICS

Before Combat The vescavor swarms are spread throughout the camp, busily devouring everything they find—structures included.

During Combat The swarms move in on the PCs attempting to satiate their ravenous appetite. A semi-intelligent vescavor swarm generally attacks the nearest PCs, but it also tries to catch as many PCs as possible in its chaotic chorus. Unless the derakni is present to direct them or the PCs continue to fight, the vescavors do not pursue fleeing enemies farther than 50 feet from the camp.

Morale Driven by the derakni and the need to feed, the swarms fight until destroyed or allowed to consume more of the camp for at least 5 minutes, at which point they meander back to the Worldwound.

STATISTICS

Str 7, **Dex** 17, **Con** 16, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 12 (can't be tripped)

Feats Blind-Fight, Lightning Reflexes, Toughness

Skills Fly +21, Perception +9, Stealth +23

Languages Abyssal

SPECIAL ABILITIES

Gibber (Su) Vescavors yammer the endless chorus of the Abyss. Any creature within 15 feet of a vescavor swarm or

inside it must succeed at a DC 15 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same vescavor swarm's gibbering for 24 hours. The save DC is Constitution-based.

Ravenous (Ex) Vescavors can devour nearly anything, with the exception of adamantite. If the swarm attacks an object or structure, the vescavors ignore its hardness if it is made of any substance other than adamantite. Additionally, every round that a creature is in the same space as the swarm, the vescavors begin devouring one object on the creature. The object takes half its maximum hit points in damage and gains the broken condition. If the vescavors attack an object with the broken condition, it is destroyed. An attended or magic object must succeed at a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Traumatizing (Su) Vescavors embody the meanest depravities of the Outer Rifts, and walking among them is akin to being trapped in the Abyss itself. Any creature that spends more than 3 rounds inside a vescavor swarm must succeed at a DC 13 Will save or become schizophrenic (*Pathfinder RPG GameMastery Guide* 250), which imparts a –4 penalty on all Wisdom and Charisma-based skill checks. The creature is also unable to take 10 or take 20 on checks as it loses its ability to tell the difference between what is real and what is not. Each time the creature finds itself in a stressful situation (such as combat), it must succeed at a DC 16 Will save or become confused for 1d6 rounds. This condition lasts until it is removed by *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*. It is also possible to remove this condition after several weeks, though that is not an option in this scenario.

DERAKNI

CR 10

Pathfinder Campaign Setting: The Worldwound 43

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., scent; Perception +25

DEFENSE

AC 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, –1 size)

hp 126 (11d10+66)

Fort +13, **Ref** +13, **Will** +8

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft., fly 60 ft. (good)



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Melee bite +18 (1d4+8 plus poison), 2 claws +18 (1d4+8), sting +18 (1d8+8/19–20 plus poison)

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

Special Attacks drone

Spell-Like Abilities (CL 12th; concentration +15)

At will—*contagion* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*

3/day—*enervation*, quickened *summon swarm*

1/day—*insect plague*, *summon* (level 4, 1 derakni or 1d4 vespavor swarms 40%)

TACTICS

Before Combat When the PCs arrive, the derakni is busy rummaging through the belongings left behind by Venture-Captain Nikolai Adonai when he and his agents abandoned the camp.

During Combat The derakni prefers to stay out of reach for several rounds while it softens its enemies with spell-like abilities. It then uses its natural weapons to deadly effect. If it is having trouble dispatching the PCs, it falls back to summon additional swarms.

Morale The derakni would rather not die on the Material Plane, and it attempts to teleport away if reduced to 30 or fewer hit points or if all of its swarms have dispersed.

STATISTICS

Str 26, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +20; **CMD** 36 (44 vs. trip)

Feats Flyby Attack, Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (summon swarm)

Skills Acrobatics +20, Fly +22, Perception +25, Stealth +16, Survival +17; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Drone (Su) The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as a free action as part of its move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or become confused for 1d4 rounds. A creature that makes this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.

Poison (Ex) Bite or sting—injury; save Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Subtier 10–11 (CR 14)

VESCAVOR SWARMS (5)

CR 5

hp 47 each (*Pathfinder Campaign Setting: Lost Kingdoms* 50)

TACTICS

Use the tactics from Subtier 7–8.

SCALING ENCOUNTER A

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

Subtier 7–8: Remove one of the vespavor swarms. The derakni has already expended its daily use of *insect plague* and its summon ability.

Subtier 10–11: Remove three of the vespavor swarms. Make the following changes for groups that explicitly requested additional challenge.

Subtier 7–8: Add one additional vespavor swarm, and apply the advanced simple template (*Pathfinder RPG Bestiary* 294) to the derakni.

Subtier 10–11: Add a third advanced derakni to the encounter.

ADVANCED DERAKNIS (2)

CR 11

hp 148 each (*Pathfinder Campaign Setting: The Worldwound* 43, *Pathfinder RPG Bestiary* 294)

TACTICS

Use the tactics from Subtier 7–8.

Development: After the PCs defeat the marauding fiends, they can begin investigating what became of the Pathfinders here. Any PCs who have not yet seen through the *mirage arcana* spell can be assumed to succeed at the Will save to disbelieve the illusion after spending a few minutes in the camp.

The camp is empty and shows no signs of battle, for the Pathfinder agents left their base camp under the compulsion of the alraune more than 12 hours ago. The Pathfinders took most of their construction equipment as well as the bulk of their food and water supplies, leaving behind only the furniture and goods too large to carry.

Though the ground is covered with booted footprints, only five sets exit the camp to the north. These tracks only require a successful DC 10 Survival check to find and follow, should the PCs explore the outer edges of the base camp. An additional set of tracks—appearing as spiky marks in the ground, as if a large thorn-covered arachnid was skittering through the grass—is discernible along the perimeter of the camp and follows the same path north. A successful DC 20 Survival check is required to identify the impressions as a creature's tracks; otherwise, they are easily mistaken as marks left by some sort of equipment the Pathfinder agents took with them. By exceeding the DC of the earlier Survival check by 5 or more, a PC also finds another path to the west bearing multiple sets of the same spiky tracks, leading both to and from the camp several times.

Should the PCs investigate this additional set of tracks, it leads them to a shallow mass grave. When the alraune

B. The Tapestry Cave



first became aware of the Pathfinders, it lured away several agents, read their thoughts, and learned of the *Hao Jin Tapestry*. This site is where the alraune convinced its victims to dig their own grave, after which the alraune disabled the agents and began to feed on their vital fluids. If the PCs recover the bodies, they find three humans, two half-elves, a dwarf, and a halfling, still identifiable as Pathfinder agents despite their decomposed state. Should the PCs find a way to communicate with the agents, such as using *Speak with Dead*, the dead agents' memories of what transpired are foggy. They recall a "beautiful fey" creature who came to them in their dreams seeking to learn why they inhabited the previously abandoned village. They recall the creature's calming presence and how they felt at ease with her standing nearby. The two female half-elf agents remember the creature being male, and the other agents (all male) remember it instead being female—a result of the alraune's ability to take on both male and female forms. This may lead the PCs to believe there are multiple creatures responsible for the agents' deaths.

Rewards: If the PCs fail to defeat or bypass the fiends, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,083 gp.

Out of Subtier: Reduce each PC's gold earned by 1,395 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,708 gp.

A1. Nikolai's Quarters

The personal quarters of Venture-Captain Nikolai Adonai have remained mostly intact during the demonic invasion, although most of his belongings are strewn about the building. His bed has been flipped on its side and dozens of documents are scattered about. Hanging slightly crooked on the wall is a grand portrait of a green-eyed male half-elf wielding a flaming scimitar, wearing plate armor, and carrying a shield emblazoned with the symbol of the Dawnflower. PCs who initially succeeded at knowledge (local) check to know of Nikolai Adonai can recognize him through this portrait. Several of the papers on the floor are of interest to the PCs. Most documents discovered are inventory catalogs, construction plans, and even scouting reports of the general area—none of which show signs of hostile forces.

An incomplete letter from Nikolai is also among the papers (**Player Handout #3**).

Treasure: With a successful DC 15 Perception check, a PC finds several scrolls on a small shelf. These include a *scroll of make whole* (CL 12th) and two *scrolls of lesser*

restoration. In Subtier 10–11, there are also a *scroll of summon monster V* and a *scroll of forbiddance*. If the PCs allowed the vescavor swarms to destroy these buildings, the scrolls have been destroyed.

The portrait conceals a recess containing a fist-sized piece of black tourmaline that has an aura of strong conjuration magic. This is one of the three arcane foci used to keep the temporary *Hao Jin Tapestry* open. A PC can find this hidden compartment with a successful DC 20 Perception check.

Rewards: If the PCs waited for the vescavor swarms to leave, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 125 gp.

Out of Subtier: Reduce each PC's gold earned by 278 gp.

Subtier 10–11: Reduce each PC's gold earned by 431 gp.

A2. Armory

Used to store the weapons and armor for the agents stationed at the Jormurdun base camp, the building is now completely empty and riddled with holes in its eastern wall as if something has chewed through it. All that remains is the adamantite head of a masterwork scythe. A character can fashion a replacement haft in 10 minutes with a successful DC 15 Craft (weapons) check.

A3. Holy Church of Sarenrae

Nikolai has consecrated this structure as a temple of Sarenrae, and completing it has been among his top priorities. The derakni noted the building's religious significance and directed the vescavors to attack it first. As a result, the temple is ridden with holes, and most of its decorations are ruined.

A4. Head Office

When Aram Zey and Amara Li aren't working in the *Hao Jin Tapestry*, they spend most of their time in this office. Like most of the camp, this building has been devastated by the vescavor swarms and little remains but a pile of rubble that has partially buried a small folio written by Aram Zey. In it he provides simplified instructions for how to operate the *Hao Jin Tapestry* in case of an emergency. Following the basic ritual, one can identify a symbol on the cloth and travel to that location, though Aram Zey notes that regular use of the procedure may destabilize the tapestry. Zey also notes that one can leave the tapestry by stepping into a glowing eddy that forms near where it enters the demiplane.

A5. Crew Quarters

When not busy rebuilding the camp or scouting its perimeter, the dozen other Pathfinder agents live in this building. Now all that remains of the furnishings are a few half-devoured stools and bed frames.

SCALING ENCOUNTER B1

There are no adjustments for this encounter for a group of four PCs. For a group that explicitly requested an additional challenge, both the *mass suggestion* trap and the *greater glyph of warding* automatically reset and activate again 1 round later. The traps only reset once.

A6. Storage

This building was once filled with construction equipment and foodstuffs, though little remains after the agents took its contents with them on their journey north.

B. THE TAPESTRY CAVE

The tracks of the five surviving Pathfinders run north for 10 miles, leading from the vast plains to the foothills of the Tusk Mountains. The trail leads to a 10-foot-wide cave that descends into one of the hills. With a successful DC 15 Knowledge (nature) or Survival check, a PC notices signs that a large predator—likely a bear—recently used the cave as a den.

Narrow branches of the cave system stretch for several hundred feet down into the ground to the north and west. The rest of the cave encompasses two larger spaces that have 10-foot ceilings. The alraune learned of and explored this cave months ago and decided to use it as a safe place to hide the tapestry.

B1. A Guard and a Ward (CR 10 or 12)

The entrance tunnel descends and widens into a subterranean grotto. A massive bear lies motionless in the center of the cavern, its flesh exposed by several deep gashes. A half-dozen arrows stand clustered in its chest.

Creatures: One of the charmed Pathfinder agents, an ooze whisperer named Domic, left his ooze companion behind to help guard the *Hao Jin Tapestry* after the agents followed their alraune leader into the demiplane. It waits motionless on the ceiling disguised as a large falling block trap (*Pathfinder RPG Core Rulebook* 420). If a PC perceives the trap (Perception DC 20), a successful DC 19 Knowledge (dungeoneering) check allows the PC to identify it as a deathtrap ooze.

Traps: Under the direction of the alraune, several of the Pathfinder agents used supplies from the camp to set up a magical trap designed to harmlessly repel any intelligent creatures that may attempt to follow them through the tapestry. The trap, triggered by the ooze moving off the ceiling, casts *mass suggestion* on all creatures it can target. The suggestion, spoken in Common, is to, “immediately return from whence you came and await reinforcements.”

PATHFINDER SOCIETY SCENARIO

For the purpose of arbitrating any mental protections the PCs may have, the *suggestion* spell was cast by a chaotic neutral arcane spellcaster.

Additionally, in Subtier 10–11, there is also a *greater glyph of warding* that Nikolai prepared to cast *greater dispel magic* in a 20-foot-radius area when triggered. This trap's trigger area is the same as that of the deathtrap ooze, so triggering one of the traps likely triggers the other one.

Subtier 7–8 (CR 10)

DEATHTRAP OOZE	CR 8
hp 126 (<i>Pathfinder Bestiary</i> 3 64)	
TACTICS	

Before Combat The deathtrap ooze maintains its trap form while guarding the passageway from would-be intruders. It reverts to its normal form if any creature enters its reach and attempts to disable it.

During Combat The ooze aggressively attempts to keep any creatures from passing through the tunnel. If a living creature succeeds in making it into area **B2** while the deathtrap ooze is still alive, it pursues that creature above all others.

Morale Mindless and driven, the deathtrap ooze continues to follow its master's last command to guard the tapestry until completely destroyed.

MASS SUGGESTION TRAP	CR 7
Type magic; Perception DC 31; Disable Device DC 31	
EFFECTS	

Trigger sight (*true seeing*); **Reset** none

Effect spell effect (*mass suggestion*, DC 19 Will save negates); multiple targets (up to 11 creatures, no two of which can be more than 30 ft. apart)

Subtier 10–11 (CR 13)

ADVANCED DEATHTRAP OOZE	CR 9
hp 150 (<i>Pathfinder Bestiary</i> 3 64, <i>Pathfinder Bestiary</i> 3 290)	
TACTICS	

Before Combat The deathtrap ooze maintains its trap form while guarding the passageway from would-be intruders. It reverts to its normal form if any creature enters its reach and attempts to bypass or disable it.

During Combat The ooze aggressively attempts to keep any creatures from passing through the tunnel. If a living creature succeeds in making it into area **B2** while the deathtrap ooze is still alive, it immediately pursues that creature above all others.

Morale Mindless and driven, the deathtrap ooze continues to follow its master's last command to guard the tapestry until completely destroyed.

GREATER GLYPH OF WARDING	CR 7
Type magic; Perception DC 31; Disable Device DC 31	
EFFECTS	

Trigger sight (*true seeing*); **Reset** none

Effect spell effect (*greater dispel magic* [CL 13th]); multiple targets (all targets in a 20-ft.-radius burst)

PERSISTENT MASS SUGGESTION TRAP	CR 9
Type magic; Perception DC 33; Disable Device DC 33	
EFFECTS	

Trigger sight (*true seeing*); **Reset** none

Effect spell effect (persistent^{APG} *mass suggestion*, DC 19 Will save negates); multiple targets (up to 11 targets, no two of which can be more than 30 ft. apart)

B2. Hidden Treasure

The large room served as the lair for an ancient dire bear before the alraune decided to use it as a place to hide its new treasure. The alraune further probed the Pathfinder agents for how to activate their magical piece of cloth, and eventually discovered its secrets. As a final measure to protect the tapestry and prevent anyone or anything from following the alraune to its new home, it commanded the tapestry to be magically hidden. A seamless *illusory wall* (Will DC 16) conceals the northeast corner of the cavern.

The floor of this cave is covered with multiple sets of booted footprints that move in every direction about the room, and with a successful DC 25 Survival check, a PC can discern that some of the footprints move directly into the *illusory wall*. No tracks lead down any of the other tunnel exits in area **B1**.

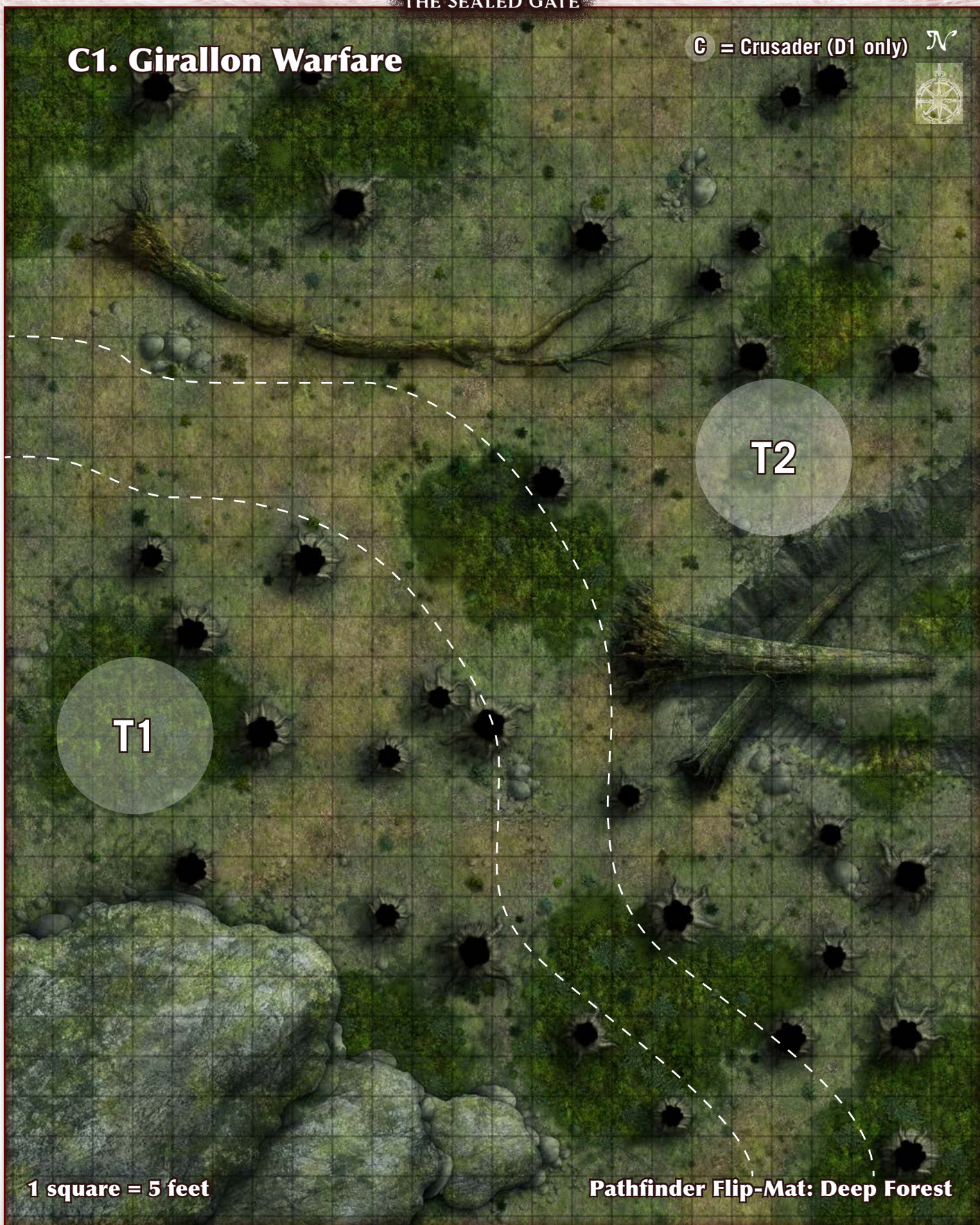
Once the PCs find the *Hao Jin Tapestry*, they can spot several dried bloodstains clustered around a single location on the tapestry, a clear sign as to where their fellow agents entered the tapestry. The alraune, with the assistance of its Pathfinder allies, identified this as a location that the Pathfinder Society had not yet explored. The symbol, a demonic ape face, represents Angazhan, the demon lord of apes and jungles, and is identifiable with a successful DC 20 Knowledge (planes or religion) check. Activating the tapestry using this symbol as a focus connected the tapestry to a section of the demiplane that contains a jungle pulled from the Mwangi Expanse. Despite the objections of Venture-Captain Nikolai Adonai, the alraune convinced its followers to travel with it into this dangerous land.

The PCs can use the simplified ritual detailed in Aram Zey's folio to activate the tapestry, allowing them to follow the other Pathfinders into the demiplane. However, the PCs are less likely to damage the tapestry by puzzling out the proper means of accessing Hao Jin's realm, which requires a successful DC 25 Knowledge (arcana) check. Each PC may attempt the check once.

C1. Girallon Warfare

G = Crusader (D1 only)

N



T2

T1

1 square = 5 feet

Pathfinder Flip-Mat: Deep Forest

SCALING ENCOUNTER C1

To accommodate parties of four PCs, make the following changes to encounter **C1**:

Subtier 7–8: Replace the two anghazani with one fiendish anghazani. Replace the young tobongo with two treants (*Pathfinder RPG Bestiary* 266).

Subtier 10–11: Remove two angazhani from the encounter. Replace the pair of tobongo with a single tobongo with advanced simple template (*Pathfinder RPG Bestiary* 294).

If a group explicitly requested an additional challenge, the anghazhani do not flee when the tobongos use their shake the earth ability. Instead, both groups continue to combat the PCs and each other, splitting their attacks to target the PCs more often than they target each other. This adjustment should increase the challenge rating by about 1, which means the PCs should have to deal with most of the two opposing factions' resources—just not all at once.

Development: Activating the tapestry allows the PCs to proceed to area C.

C. THE JUNGLE'S HEART

Each PC arrives in Hao Jin's demiplane instantaneously upon uttering the command word while touching the tapestry, their destination a hot and muggy jungle. A 2-foot-diameter sphere of pulsing blue light forms nearby each creature that enters the tapestry demiplane, and the sphere is both stationary and visible only to that creature. Any creature stepping into this extraplanar eddy is shifted back to the Material Plane to the place where it entered.

Hao Jin sought to preserve and protect this large section of the Mwangi Expanse from the shores of Lake Ocota, as she suspected it might contain several Azlanti artifacts. As she did with other areas of her personal dimension, the Ruby Phoenix magically excised this land directly from Golarion and teleported it into her demiplane. Although there is no sun here, she adjusted the climate in this new treasure to closely match the deepest reaches of the jungle. Temperatures beneath the canopy exceed 120 degrees Fahrenheit and unprotected PCs must succeed at a Fortitude save every 10 minutes or be subjected to the effects of extreme heat (*Pathfinder RPG Core Rulebook* 444).

A single path leads away from the clearing, taking would-be travelers deeper into the unknown. Five sets of booted humanoid footprints and a familiar set of spiky tracks lead down the path. Venturing off the path cleared by the agents before them places the PCs in areas of heavy undergrowth (*Pathfinder RPG Core Rulebook* 426). PCs may

wish to fly over the canopy, but the density of the jungle makes it nearly impossible to follow the path from the sky above.

C1. Girallon Warfare (CR 11 or CR 14)

The path and jungle gradually slope upward and away from what was once the shore of Lake Ocota.

Creatures: Several high girallons, ancient worshipers of the demon lord Angazhan, lie in wait atop a large rock outcropping. They noticed the PCs' arrival and, assuming they were with the creatures that arrived hours earlier, traveled to this spot along the path to ambush the trespassing Pathfinders. With knowledge of where their prey are likely to travel, the angazhani instantaneously teleport next to the PCs using *dimension door*. Spotting the hidden angazhani from such a distance so as to act in the surprise round requires a successful DC 33 Perception check.

Unknown to the angazhani waiting to ambush the PCs, a forest guardian known as a tobongo (two at Subtier 10–11) maintains a vigilant watch over this stretch of jungle. The tobongo rooted itself here after conversing with the alraune, which was able to speak Sylvan and bluff the tobongo into believing that it meant no ill will to the forest, and traveled on with its thralls in tow. Unfortunately for the PCs, the tobongo has clashed with the angazhani in the past and awakens to fight off all of the intruders.

Subtier 7–8 (CR 11)

ANGAZHANI (HIGH GIRALLONS) (2)

CR 9

Pathfinder Campaign Setting: Heart of the Jungle 58

CE Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +11

DEFENSE

AC 24, touch 12, flat-footed 21 (+4 armor, +3 Dex, +8 natural, –1 size)

hp 114 each (12d10+48)

Fort +12, **Ref** +11, **Will** +8

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., climb 30 ft. (40-ft. base)

Melee mwk throwing axe +16/+11/+6 (1d8+5), 3 mwk throwing axes +16 (1d8+2), bite +11 (1d8+2) or bite +16 (1d8+5), 4 claws +16 (1d6+5 plus rend)

Ranged 4 mwk throwing axes +16 (1d8+5)

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

Special Attacks rend (4 claws, 1d6+7)

Spell-Like Abilities (CL 14th, concentration +16)

Constant—*see invisibility*

At will—*deeper darkness*, *dimension door*, *dispel magic*

3/day—*dominate monster* (DC 21), *fear* (DC 16)

THE SEALED GATE

TACTICS

Before Combat The angazhani wait for the PCs to approach the ambush area. When the PCs arrive, one of the angazhani uses its *dimension door* ability to take the other angazhani into combat.

During Combat The angazhani attempt to defeat their opponents as quickly as possible, resorting to brutal melee tactics against the least armored opponents first.

Morale As soon as the tobongo guardian uses its shake the earth ability, the angazhani attempt to flee using *dimension door*.

STATISTICS

Str 21, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +12; **CMB** +18; **CMD** 31

Feats Cleave, Combat Reflexes, Iron Will, Multiweapon Fighting, Power Attack, Weapon Focus (throwing axe)

Skills Climb +20, Intimidate +11, Knowledge (religion) +14, Perception +11, Stealth +6, Survival +11

Languages Abyssal, Common, Polyglot

SQ martial training

Gear masterwork hide armor, masterwork throwing axes (8), leather axe harness

SPECIAL ABILITIES

Martial Training (Ex) Because of their high intelligence, angazhani are proficient with light and medium armors, simple weapons, and one martial weapon of choice.

YOUNG TOBONGO CR 11

hp 152 (*Pathfinder Campaign Setting: Heart of the Jungle* 61, *Pathfinder RPG Bestiary* 295)

TACTICS

During Combat During the second full round of combat, the tobongo uses its shake the earth ability and animates a pair of trees. It attacks the nearest opponents and doesn't differentiate between the PCs and the angazhani.

Morale The tobongo is willing to fight to the death to protect its realm. However, should any PC attempt to calm the tobongo in Polyglot, Sylvan, or Treant, it stops its assault long enough to hear why it should leave them alone. Treat the tobongo as hostile for the purposes of Diplomacy checks.

Subtier 10–11 (CR 14)

ADVANCED ANGAZHANI (HIGH GIRALLONS) CR 10

hp 138 (*Pathfinder Campaign Setting: Heart of the Jungle* 58, *Pathfinder Bestiary* 294)

TACTICS

Before Combat The angazhani wait for the PCs to approach the ambush area. When the PCs arrive, one of the angazhani uses its *dimension door* ability to take the three into combat. The fifth one teleports to the nearby rocky outcropping.

During Combat The angazhani remaining on the outcropping attempts *dominate* the best-armored PC, while the other

angazhani attempt to defeat their opponents as quickly as possible, resorting to brutal melee tactics on the least armored opponents first. They typically try to split their attacks so that no more than two angazhani are attacking any one target at a time.

Morale As soon as the tobongo use their shake the earth ability, the angazhani attempt to flee using *dimension door*.

TOBONGOS (2) CR 12

N Gargantuan plant (*Pathfinder Campaign Setting: Heart of the Jungle* 61)

Init –1; **Senses** low-light vision; Perception +12

DEFENSE

AC 27, touch 5, flat-footed 27 (–1 Dex, +22 natural, –4 size)

hp 175 each (14d8+112)

Fort +17, **Ref** +3, **Will** +9

Defensive Abilities plant traits; **DR** 10/slashing

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft.

Melee 2 slams +19 (4d6+12/19–20 plus grab)

Ranged rock +6 (4d6+18)

Space 20 ft.; **Reach** 20 ft.

Special Attacks curse of barkflesh, rock throwing (240 ft.), shake the earth, trample (4d6+18, DC 29)

Spell-Like

Abilities (CL 11th, concentration +15)
At will—*entangle* (DC 15)

TACTICS

Use the tactics from Subtier 7–8.

STATISTICS

Str 35, **Dex** 8, **Con** 26, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +10; **CMB** +26 (+28 to sunder); **CMD** 35 (37 vs. sunder)

Feats Alertness, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +14, Intimidate +16, Knowledge (local) +14, Knowledge (nature) +14, Perception +12, Sense Motive +9, Stealth –8 (+8 in



OPTIONAL ENCOUNTER

Girallon Warfare is an optional encounter and can be omitted if time is running short. Only run this encounter if there are more than 2 hours of play time remaining; otherwise, move directly to Encounter **C2**.

forests); **Racial Modifiers** +16 Stealth in forests

Languages Polyglot, Sylvan, Treant; treespeech

SQ animate trees, double damage against objects

SPECIAL ABILITIES

Animate Trees (Sp) A tobongo can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a standard treant (*Pathfinder Bestiary* 266), gaining the treant's vulnerability to fire (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities). If the tobongo that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Curse of Barkflesh (Su) Following a successful grapple, a tobongo can dig its spiky branches into its victim, infecting it with a foul and potent curse. Unless the victim succeeds at a DC 20 Fortitude save, its flesh immediately begins to harden and grow uncontrollably like tree bark, and it takes 1d4 points of Dexterity damage per day until his Dexterity reaches 0. At this point, the victim turns entirely stiff, grows roots, and transforms into a new, unintelligent tree, preventing any form of resurrection short of *wish* or *miracle*.

The effect can be slowed by pruning the victim once per hour, slicing off the strange growths. Pruning deals 1d6 points of damage to the victim, but it negates the need to make a new Fortitude save. If the victim goes without pruning for more than an hour, the barkflesh takes over and the victim must immediately succeed at the Fortitude save for the day or take the Dexterity damage. The save DC is Wisdom-based.

Curse of Barkflesh: Grapple—injury; save Fort DC 20; frequency 1/ day; effect 1d4 Dex damage, when Dex reaches 0, target transforms into a tree.

Double Damage Against Objects (Ex) A tobongo or animated tree that makes a full attack against an object or structure deals double damage.

Shake the Earth (Ex) As a full-round action, a rooted tobongo can uproot itself, buckling the surrounding earth in a 60-foot radius. Living creatures within the radius must succeed at a DC 29 Reflex save or fall prone and take 1d6 points of damage. Manmade structures within the area of effect must succeed at a DC 29 Fortitude save or take 4d6 points of structural damage. Once uprooted, the tobongo

cannot use this action again until it re-roots itself. It takes the creature at least 1 hour to root effectively. The save DC is Strength-based.

Treespeech (Ex) A tobongo has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet it with an attitude of friendly or helpful.

Development: If the PCs convince the tobongo that they mean no harm, it ceases its attack and is willing to converse with the PCs. The tobongo can describe each of the six creatures that came through its territory. It was unable to identify the alraune's species, but it did identify the creature as an intelligent and rather polite plant. The PCs can attempt Knowledge checks to identify the alraune based on the tobongo's description. Beyond providing directions and information, the tobongo has no interest in siding with the PCs or their quarry; it does not accompany the PCs further.

C2. A Successful Adventure (CR 10 or CR 13)

The trail and footprints continue to slope up through the thick jungle for another mile.

Creatures: As the alraune led its Pathfinder thralls to find a new home, it continued to ask questions of Nikolai about the Pathfinders, what they stand for, and what they are capable of doing. To answer its questions, Nikolai regaled the plant with stories of his earlier adventures, including anecdotes about how he and his companions would often bypass or endure traps such as the ones they had set up in area **B**. Alarmed that there might still be those who would pursue it, as well as tiring of Nikolai's attempts to give orders as a venture-captain, the alraune set several of the Pathfinders to digging "a foundation for the new Pathfinder lodge," an idea that thrills Nikolai to no end. In truth, these Pathfinders are digging their own graves so that the alraune might feed later. With the alraune's blessing, Nikolai took the two other agents and began patrolling the surrounding area to ensure it is clear of monsters.

Nikolai has worked for years to earn his place in the Pathfinder Society and the church of Sarenrae, though in both organizations his ambition, questionable decisions under stress and efforts to maintain his own self-image have held him back and earned him the ridicule of his peers. Several months ago he left the church of Sarenrae and began promoting his own interpretation of the goddess's worship, establishing himself as her divine hand and—as he secretly fancies—a candidate for immortality. The Society is aware that Nikolai is not their most reliable agent, but he is capable when provided smaller tasks or directed to combat fiends—both of which made him well suited

C2. A Successful Adventure

N = Nikolai
Z = Zili
E = Eviolynn



1 square = 5 feet

Pathfinder Map Pack: Forest Trails

to oversee of the Jormurdun base camp, especially since he had Aram Zey and Amari Li to ensure he remained focused. His appointment and continued endorsement has ruffled feathers with the faithful of Sarenrae among the Pathfinders, yet failing to provide the cleric recognition for his efforts might alienate the powerful agent. The Society considered it a worthwhile gamble to send Nikolai north.

As the PCs approach, Nikolai is telling his companions of the great plans he has for the new lodge, occasionally interrupting himself to complain about the oppressive climate. Once he is aware of the PCs, he calls out to them.

"Friends! Welcome! I was wondering if they'd send agents to find us. I'm glad to see they wasted no expense in sending some of the very best. Rest assured that all is well and your services are no longer needed. The crew and I will be settling here within the Expanse to open a new lodge. Isn't that wonderful?"

"Please, consider your mission a success and report this great

news back to the Grand Lodge. Thank you for your services."

If the PCs refuse the direct order, Nikolai is surprised and confused by their insubordination. He attempts to convince them further to return to the Grand Lodge. He indulges a few questions to help establish his credentials, explaining that an agent of the Decemvirate approached him and expressed that it is the Ten's will that he build and establish a new lodge here in this foreign land. After a moment of assuaging the PCs' curiosity, he repeats his order that they return and report back to the Grand Lodge. Refusal is seen as insult to his authority, which he has worked for years to earn. To Nikolai, failing to honor the Decemvirate's orders is an indicator that the PCs are not actually Pathfinders at all. The teachings of Sarenrae keep him from using lethal force to drive off the PCs, but he is insistent that the PCs leave before incurring retribution. His effective challenge rating for calculating the difficulty of encounters in this scenario is lower as a

UNDER THE INFLUENCE

The alraune's ability to influence and assuage future victims is exceptional, but it's not perfect. In order to win over the surviving Pathfinders, it had to carefully assess the dreams and desires of each agent. When it approached them, it was able to spin a story that half of the camp believed (the other half it killed), aided by a liberal use of enchantment magic. The alraune told the agents that it is a servant of the Ten and has new orders for Nikolai and his agents. They are to use the tapestry to discover a new world, establish a new lodge, and explore and report on the riches of the land. They would then use those new resources to further the Society's goals and most importantly support its expedition to the dwarven Sky Citadel.

All of the agents presented in the final two encounters strongly believe that they are acting in the Society's interests and may see the PCs' actions as an attempt to undermine the Decemvirate's direct orders. The PCs should be encouraged to find unique ways to convince the agents to leave the tapestry and return to the Realm of the Mammoth Lords, but keep in mind the overwhelming influence of the alraune.

SCALING ENCOUNTER C2

To accommodate a party of four PCs, remove Zili from the encounter.

Make the following changes for groups that explicitly requested additional challenge.

Subtier 7–8: Nikolai does not attempt to retreat unless he is reduced to 40 or fewer hit points. In addition, he has access to all spells marked with two asterisks (**) with the exception of *holy word* and *greater dispel magic*.

Subtier 10–11: Nikolai does not attempt to retreat unless he is reduced to 50 or fewer hit points. In addition, he has access to all spells marked with two asterisks (**) with the exception of *greater dispel magic* and *spell resistance*, which he has already cast today.

result of his expended spells, emphasis on healing magic, and minimal capacity to deal damage.

It is possible to convince Nikolai, who is treated as having a starting attitude of unfriendly, to let the PCs pass via Bluff, Diplomacy, magic, or other means of persuasion. The most amenable solution is for him to escort the PCs to meet the agent of the Ten in person, survey the site, and report back to the Grand Lodge with firsthand knowledge that everything is going according to plan. Although Nikolai is under the effects of enchantment magic, trying to remove the effects does not necessarily make him more agreeable. Because he is not trained in magical lore, Nikolai responds to unexpected

spellcasting as though it were a hostile effect and attempts a saving throw to resist it. Further, in Subtier 10–11, Nikolai is also under the effects of *spell resistance*, which may impede attempts to suppress his enchanted state. Even then, the alraune has played heavily to Nikolai's ego and ambitions, and without its *charm monster* effect, he remains convinced that he could make the lodge a reality—even if the agent of the Ten might be a fraud. If the PCs convince him to escort them to the new lodge, he orders the other two agents to remain here to keep watch.

Depending on the PCs actions, Nikolai and his crew may attack the PCs, using nonlethal force. He may also try to convince them to stay and help build the lodge and takes them to see the voice of the Decemvirate. If this happens, the agents currently with Nikolai remain behind to continue their watch over the path.

Subtier 7–8 (CR 10)

VENTURE-CAPTAIN NIKOLAI ADONAI

CR 13

Half-elf cleric of Sarenrae 10/holy vindicator 4

NG Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 30, touch 16, flat-footed 30 (+10 armor, –1 Dex, +1 natural, +7 sacred, +3 shield)

hp 136 (14 HD; 10d8+4d10+66)

Fort +14, **Ref** +5, **Will** +17; +2 vs. enchantments

Defensive Abilities vindicator's shield; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 *cold iron scimitar* +13/+8/+3 (1d6+2/18–20)

Special Attacks channel positive energy 6/day (DC 21, 7d6), divine wrath

Domain Spell-Like Abilities (CL 13th; concentration +17)

7/day—*rebuke death* (1d4+5)

At will—*dimensional hop* (80 feet/day)

Cleric Spells Prepared (CL 13th; concentration +17)

7th—*holy word* (DC 21)** , *greater teleport*^{0**}

6th—*banishment* (DC 20)** , *find the path*^{0**} , *greater dispel magic*^{**}

5th—*break enchantment* (DC 19), *fickle winds*^{UM**} , *raise dead*, *teleport*^{0**}

4th—*death ward*^{**} , *dimension door*⁰ , *freedom of movement*^{**} , *holy smite* (DC 18) ** , *restoration*, *spell immunity*^{**}

3rd—*bestow curse* (DC 17), *daylight*, *dispel magic*, *fly*^{0**} , *invisibility purge*^{**} , *wind wall*

2nd—*consecrate*, *delay poison*, *locate object*⁰ , *remove paralysis*, *resist energy*^{**} , *silence* (DC 16)

1st—*bane* (DC 15), *bless*, *divine favor*^{**} , *longstrider*^{**} , *obscuring mist*, *remove fear*

0 (at will)—*detect magic*, *light*, *purify food and drink*,

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stabilize

** These spells have already been expended and have not been calculated into Nikolai's statistics above.

D domain spell; **Domains** Healing, Travel

TACTICS

Before Combat Nikolai has been very busy discussing his plans and desired layout of the lodge. As a result, he has no active spell effects. He has already activated his vindicator's shield ability.

During Combat Nikolai tries to keep everyone alive (including the PCs) but works with his companions to subdue the disobedient intruders.

Morale Should Nikolai face what is clearly a losing battle—such as by being reduced to 65 or fewer hit points or if both of his companions are defeated—Nikolai vows to report the PCs' mutinous actions directly to the Decemvirate and casts *dimension door* to travel to the clearing in area **C3**.

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 19, **Cha** 18

Base Atk +11; **CMB** +12; **CMD** 28

Feats Alignment Channel (evil), Combat Casting, Improved Initiative, Improved Iron Will, Iron Will, Selective Channeling, Skill Focus (Bluff), Toughness

Skills Bluff +10, Diplomacy +15, Heal +8, Knowledge (nobility) +4, Knowledge (planes) +5, Knowledge (religion) +7, Perception +9, Sense Motive +13;

Racial Modifiers +2 Perception

Languages Common, Elven

SQ agile feet (7/day), elf blood, healer's blessing

Combat Gear *potions of cure serious wounds* (2), *wand of lesser restoration* (7 charges), holy water (20); **Other Gear** +1 full plate, +1 heavy steel shield, +1 cold iron scimitar, amulet of natural armor +1, belt of mighty constitution +2, cloak of resistance +2, headband of mental prowess +2 (Wis, Cha), masterwork scimitar, silver holy symbol of Sarenrae, diamond dust (6,000 gp)

SPECIAL ABILITIES

Vindicator's Shield (Su): A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy. This bonus lasts for 24 hours or until the vindicator is struck in combat, whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

Stigmata (Su): A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level, it becomes a move action, and at 10th level, it becomes a swift action. Activating stigmata causes bleed damage

equal to half the vindicator's class level, and this bleed damage is not halted by curative magic. While the stigmata are bleeding, the vindicator gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his stigmata, the vindicator decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the vindicator must deactivate and reactivate his stigmata.

While his stigmata are bleeding, the vindicator ignores blood drain and bleed damage from any other source and can use bleed or stabilize at will as a standard action.

Faith Healing (Su): At 3rd level, any cure wounds spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell-level slots or an increased casting time. If the vindicator targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.

Divine Wrath (Sp): At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by +2 if his weapon has a ×3 damage multiplier, or by +4 if it is ×4. The vindicator can also use this ability in response to being critically hit, even if the attack incapacitates or kills the vindicator.

ZILI

CR 7

Glaive rager (*Pathfinder RPG NPC Codex* 13)

hp 105

TACTICS

Before Combat Zili stands watch over the path while Nikolai discusses his grand plans for the new Pathfinder Society lodge with Eviolynn.

During Combat If pressed into combat, Zili quickly engages his opponents, using nonlethal attacks against his fellow agents unless attacked with lethal force.

Morale Once raging, Zili only surrenders if ordered to do so by Nikolai.

EVIOLYNN

CR 7

CN trickster mage (*Pathfinder RPG NPC Codex* 165)

hp 46

TACTICS

Before Combat Eviolynn is entertaining Nikolai's grandiose plans for his new lodge, nodding his head and agreeing readily with his Venture-Captain.

During Combat Eviolynn uses his most powerful spells to quickly subdue the PCs. If he or his allies are attacked with lethal force, he uses more deadly magic.

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Morale If Nikolai is defeated, Eviolynn retreats and attempts to warn the alraune. Otherwise, Eviolynn fights until reduced to 20 or fewer hit points before surrendering.

Subtier 10–11 (CR 13)

VENTURE-CAPTAIN NIKOLAI ADONAI CR 14

Half-elf cleric of Sarenrae (separatist) 10/holy vindicator 4
(*Pathfinder RPG Advanced Player's Guide* 263, *Pathfinder RPG Ultimate Magic* 32)

NG Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +10

DEFENSE

AC 38, touch 21, flat-footed 36 (+11 armor, +4 deflection, +2 natural, +7 sacred, +4 shield)

hp 164 (14 HD; 10d8+4d10+94)

Fort +18, **Ref** +8, **Will** +20; +2 vs. enchantments

Defensive Abilities vindicator's shield; **Immune** sleep; **SR** 24

OFFENSE

Speed 30 ft.

Melee +1 *cold iron scimitar* +14/+9/+4 (1d6+3/18–20)

Special Attacks channel positive energy 7/day (DC 22, 7d6), divine wrath

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

8/day—rebuke death (1d4+5)

At will—dimensional hop (80 feet/day)

Cleric Spells Prepared (CL 13th; concentration +18)

7th—*holy word* (DC 22)***, *greater teleport*0***

6th—*banishment* (DC 21), *find the path*0**, *greater dispel magic***

5th—*break enchantment* (DC 20), *fickle winds*UM**, *raise dead*, *spell resistance***, *teleport*0

4th—*death ward***, *dimension door*0, *freedom of movement***, *holy smite* (DC 19)***, *restoration*, *spell immunity*

3rd—*bestow curse* (DC 18)***, *daylight*, *dispel magic*, *fly*0**, *invisibility purge*, *wind wall*

2nd—*consecrate*, *delay poison*, *locate object*0, *remove paralysis*, *resist energy*, *silence* (DC 17)

1st—*bane* (DC 16), *bless*, *divine favor*, *doom* (DC 16), *longstrider*0, *obscuring mist*, *remove fear*

0 (at will)—*detect magic*, *light*, *purify food and drink*, *stabilize*

** These spells have already been expended and have not been calculated into Nikolai's statistics above.

D domain spell; **Domains** Healing, Travel

TACTICS

Before Combat Nikolai only has several of his longer-lasting personal spells in effect when the PCs first approach: *freedom of movement* and *spell resistance*. He has already activated his vindicator's shield ability.

During Combat Nikolai tries to keep everyone alive (including the PCs) but works with his companions to subdue the disobedient intruders.

Morale Should Nikolai face what is clearly a losing battle—such as by being reduced to 65 or fewer hit points or if both of his companions are defeated—Nikolai vows to report the PCs' mutinous actions directly to the Decemvirate and casts *dimension door* to travel to the clearing in area C3.

STATISTICS

Str 14, **Dex** 10, **Con** 20, **Int** 11, **Wis** 21, **Cha** 20

Base Atk +11; **CMB** +11; **CMD** 34

Feats Alignment Channel (evil), Combat Casting, Improved Initiative, Improved Iron Will, Iron Will, Selective Channeling, Skill Focus (Bluff), Toughness

Skills Bluff +11, Diplomacy +16, Heal +9, Knowledge (nobility) +4, Knowledge (planes) +5, Knowledge (religion) +7, Perception +10, Sense Motive +14;

Racial Modifiers +2 Perception

Languages Common, Elven



C3. Alraune's Haven

K

A = Alraune
K = Kapre
D = Domic
S = Serila

1 square = 5 feet

SQ agile feet (8/day), elf blood, healer's blessing
Combat Gear *potions of cure serious wounds* (4), *wand of freedom of movement* (4 charges), *wand of lesser restoration* (12 charges), holy water (20); **Other Gear** +2 mithral full plate, +2 mithral heavy steel shield, +1 cold iron scimitar, amulet of natural armor +2, belt of physical might +4 (Dex, Con), cloak of resistance +4, headband of mental prowess +4 (Wis, Cha), ring of protection +4, masterwork scimitar, rod of reach spell^{APG}, silver holy symbol of Sarenrae, diamond dust (6,000 gp)

ZILI

CR 10

CN double axe fury (*Pathfinder RPG NPC Codex* 16)

hp 142

TACTICS

Use the tactics from Subtier 7–8.

EVIOLYNN

CR 11

Fey enchantress (*Pathfinder RPG NPC Codex* 169)

hp 56

TACTICS

Use the tactics from Subtier 7–8.

Treasure: Nikolai carries the second arcane focus required to realign the *Hao Jin Tapestry* to the Pathfinder Society base camp.

Development: The path that Nikolai traveled from the alraune's sanctuary to here winds through the jungle for another 400 feet before arriving at area C3.

Rewards: If the PCs fail to defeat or negotiate a truce with the enchanted Pathfinders, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,725 gp.

Out of Subtier: Reduce each PC's gold earned by 2,444 gp.

Subtier 10–11: Reduce each PC's gold earned by 3,164 gp.

C3. Alraune's Haven (CR 11 or CR 14)

The PCs approach this secluded pool from the northwest. A broad, slow-moving waterfall feeds the clear water, and the area is somewhat cooler and more pleasant than its oppressively hot surrounding. To the south are several pits and piles of soil where two Pathfinders have dug out what they believe will be a foundation for the new lodge here.

Creatures: At the edge of the water, a beautiful woman stands atop a massive amaranth flower growing out of a mass of thorny vines. Her golden hair stretches the length of her body and elongated pointy ears hint at a fey heritage. She greets the PCs as they approach, hoping to sedate them with her fragrance. "Agents, welcome to

SCALING ENCOUNTER C3

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

Subtier 7–8: The Sakorian alraune has already used its *wall of thorns* spell-like ability as well as all but one of its uses of *glitterdust* and *hold monster*. Reduce the saving throw DCs of its spell-like and supernatural abilities by 2.

Subtier 10–11: Apply the young simple template (*Pathfinder RPG Bestiary* 4 289) to the kapre, and reduce the saving throw DCs of the alraune's spell-like and supernatural abilities by 2.

If the group explicitly requested an additional challenge, apply the advanced simple template to the alraune and give it the dual initiative ability reprinted below.

Dual Initiative (Ex): The monster gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5-foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a summon monster spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage), only the monster's first turn each round counts toward such durations.

your new home. I was curious if any of Nikolai's friends would be joining us." She tries to lull her new prey into a false sense of security, charming one and then another once she believes they are calm. If Nikolai accompanies the PCs, she compliments him on having recruited even more agents for his new lodge—praise that makes the venture-captain beam with pleasure unless the PCs have broken the enchantment that grips him and convinced him that the alraune is dangerous.

Domic and Serila, the two Pathfinder agents who have been digging the holes to the south, are charmed by the alraune, have virtually no adventuring gear, and are heavily injured as a result of several "accidents" that have taken place during construction. It is unlikely that these Pathfinders participate in combat, but if they do, use the statistics for a castaway (*Pathfinder RPG NPC Codex* 71) with no equipment, 12 hit points remaining, and no remaining spells prepared except orisons. They try to prevent any fighting but try to avoid actually joining combat.

In addition, the alraune has befriended another forest guardian known as a kapre, which keeps watch near the entrance of the clearing. It has melded with a large tree

and waits for the alraune to call for aid or intruders to threaten its ally.

Subtier 7–8 (CR 11)

SARKORIAN ALRAUNE

CR 9

NE Large plant

Init +5; **Senses** low-light vision; Perception +15

Aura calming fragrance (60 ft., DC 21)

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)

hp 136 (13d8+78)

Fort +14, **Ref** +7, **Will** +7

Immune plant traits; **SR** 20

OFFENSE

Speed 40 ft.

Melee 4 vines +15 (1d10+7 plus grab and bleed)

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

Special Attacks bleed (2d6), constrict (1d10+10), feed

Spell-Like Abilities (CL 9th; concentration +14)

At will—*charm monster* (DC 18), *detect thoughts* (DC 17), *suggestion* (DC 18)

3/day—*glitterdust* (DC 17), *hold monster* (DC 20)

1/day—*commune with nature*, *wall of thorns*

TACTICS

Before Combat The Sakorian alraune is directing two of the last remaining Pathfinders to dig their own grave.

During Combat If forced into combat, the Sakorian alraune uses *wall of thorns* to separate the party and then uses a mix of mix of spells and melee to subdue the PCs, preferring to leave them alive if possible.

Morale The Sakorian alraune has struggled its entire life to find an environment as suitable as the Mwangi Expanse. It's unwilling to suffer any longer and fights to the death to defend its new home.

STATISTICS

Str 24, **Dex** 13, **Con** 22, **Int** 10, **Wis** 16, **Cha** 21

Base Atk +9; **CMB** +17 (+21 grapple); **CMD** 28 (can't be tripped)

Feats Alertness, Cleave, Deceitful, Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Bluff +13, Disguise +8, Knowledge (nature) +6, Perception +15, Sense Motive +11

Languages Aklo, Common, Elven, Sylvan

SPECIAL ABILITIES

Calming Fragrance (Su) A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must succeed at a DC 21 Will save at the start of its turn or fall under the effects of *calm emotions* for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a –2 penalty on this Will save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC

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is Charisma-based.

Feed (Ex) An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.

YOUNG KAPRE

CR 9

hp 97 (*Pathfinder RPG Bestiary* 4 172, *Pathfinder RPG Bestiary* 4 289)

TACTICS

Before Combat The kapre is melded with a large tree at the opening of the clearing, where it waits for its alraune ally to call for it.

During Combat The kapre wades into melee, bludgeoning enemies and blowing smoke to help its ally.

Morale The kapre fights to the death to protect its home.

Subtier 10–11 (CR 14)

ALRAUNE

CR 13

hp 199 (*Pathfinder RPG Bestiary* 3 13)

TACTICS

Use the tactics from Subtier 7–8.

KAPRE

CR 10

hp 127 (*Pathfinder RPG Bestiary* 4 172)

TACTICS

Use the tactics from Subtier 7–8.

Treasure: The third arcane focus used to anchor the gate rests at the bottom of one of the graves, where the alraune had convinced the other Pathfinders it would help to anchor the tapestry to this location and make the lodge more effective. The kapre and alraune share a stash of treasure that the former collected over the years from the surrounding area. Most of the valuables are statues of precious metal depicting ape-like creatures engaged in sundry acts of violence.

Development: Slaying the alraune allows the NPC Pathfinder agents to recover their senses. All but Nikolai and Zili understand the basics of how to use the *Hao Jin Tapestry*, and once the PCs escort them back to where they entered the demiplane, they can aid in replacing the arcane foci and reestablishing its connection to where Amara Li and Aram Zey were working.

If Nikolai survived the ordeal, he beseeches the PCs not to bear a grudge against him for his falling prey to the alraune's attack. To Nikolai, the PCs' testimony may be all that allows him a chance at advancing in the Pathfinder Society, and he offers them any one of his personal treasures as a means of winning their favor. When Aram Zey has a moment to debrief the Pathfinders, he includes Nikolai in the meeting. Zey asks the PCs to recount what

happened and in what condition they found the other Pathfinders. He has little patience for Nikolai's attempts to interject in the PCs' narrative unless they portray Nikolai in a particularly positive light; even if their story is true, a PC must succeed at a DC 20 Bluff or Diplomacy check to convince the irritable wizard to accept that Nikolai's failings were not entirely his own fault.

Faction Notes: When Nikolai attempts to win the PCs' support before being debriefed, members of the Silver Crusade might use the opportunity to convince him to reconsider his self-centered interpretation of Sarenrae's faith. How the PCs accomplish this depends on their approach. If the PCs refuse to cover for Nikolai's failures, they can impress on him that he must reconsider his self-centered version of his religion; certainly recent events are proof that he is not infallible. Alternatively, they can use his request as a bargaining chip to win his compliance. With either approach, the PCs gain his compliance with a successful DC 25 Bluff, Diplomacy, Intimidate, or Knowledge (religion) check.

Rewards: If the PCs fail to defeat the alraune, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,449 gp.

Out of Subtier: Reduce each PC's gold earned by 1,974 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,500 gp.

CONCLUSION

By recovering the arcane foci and helping Aram Zey and Amara Li return from the pocket demiplane, the PCs have saved the Jormurdun expedition from an event that would have crippled, if not outright ended, the Society's endeavors in the Worldwound. Master of Swords Marcos Farabellus congratulates them but also lets them know that he has received reports that the former venture-captain, Thurl, has been spotted heading toward Jormurdun with a large force of twisted creatures in tow. Farabellus asks that the PCs be ready for a trip directly into the Worldwound—and a chance for vengeance against a traitor to the Society—in the coming days.

Depending on the PCs' narrative and how they presented Nikolai, the dissident cleric either returns to the church of Sarenrae to mend the bridges he has burned with his earlier departure or grows bitter at having been reprimanded by the Society.

Reporting Notes

If the PCs presented Nikolai in a positive light during their debriefing, check box A on the reporting sheet. If the PCs convinced Aram Zey that Nikolai was not to blame for the recent attack on the base camp (see the Development section in area C3), check box B. Finally, if members of the Silver Crusade successfully convinced Nikolai to mend his ties to the church of Sarenrae, check box C.

Primary Success Condition

The PCs can successfully complete their main mission by recovering the *Hao Jin Tapestry* and all three arcane foci for the Pathfinder Society and bringing it back to either the base camp or the Grand Lodge in Absalom. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

The PCs successfully complete their secondary mission condition if they fulfill the primary success conditions and kill no more than one of the five Pathfinder agents charmed by the alraune. Doing so earns each PC 1 additional Prestige Point.

Faction Notes

Members of the Grand Lodge faction should endeavor to preserve the lives of the agents charmed by fulfilling the

scenario's secondary success condition. In addition, these PCs should minimize the damage to the base camp by destroying or chasing off the vespene swarms in area A

before allowing them five more minutes to demolish the structures and contents. Doing so earns each faction PC the Return the Favor boon on his Chronicle sheet.

Members of the Silver Crusade faction can accomplish their faction's goal in two ways. First, they should destroy at least half (rounded up) of the deraknis attacking the base camp in area A. At the end of the adventure, they must either convince Nikolai to rebuild his ties to the church of Sarenrae or inform him that his faith or personality are what led to the near-destruction of the base camp. If the PCs convince him to rebuild his ties with the church, faction PCs don't need to have slain the deraknis to accomplish their goal. Completing this mission by offering Nikolai redemption earns each faction PC the Light of Redemption boon on her Chronicle sheet. Instead, doing so by shaming the cleric and slaying demons earns each faction PC the Purification by Sword boon on her Chronicle sheet.

THE SEALED GATE

PLAYER HANDOUT #1

Trusted Agent,

I have an important mission that requires your immediate attention. Gather your gear as quickly as possible and meet me on the grounds of the Grand Lodge beneath the statue of our infamous founder.

Farabellus

PLAYER HANDOUT #2

Servant of the Light,

I have heard that there is trouble near the Worldwound, where the Pathfinders have begun work on a base camp for its expedition to Jormurdun. This is an excellent time to demonstrate our usefulness to the Society, which in turn helps us to convince it that our selfless pursuits are worthy of its resources and efforts in the future. Strike down the demons that are no doubt responsible.

I warn you that Nikolai Adonai, a heretic of my own faith, operates the camp with the Society's blessing. He has departed from Sarenrae's lessons to help others in favor of fashioning himself as an idol to be worshiped by those he heals. This makes his acts no less helpful, but his radical teachings threaten to convert the selfless into the selfish. He is too powerful in his own manner of faith for us to write off entirely, but I am troubled by his self-serving approach.

He is as deserving of redemption as he is of a lesson in humility.

Ollysta Zadrian

PLAYER HANDOUT #3

My dear confidante,

I have been stationed far to the north away from our desert homeland. For the first time since being promoted, I am in charge of a mission. Aram Zey and Ms. Li are here as well, but when they enter that tapestry, I am in charge. I secretly wonder what the Decemvirate would do if I moved ones of those black stones just an inch out of it's perfect triangular alignment. Would they trust me to see it set right, or would they feel the need to alert Valsin or Farabellus?

Someday they will trust me enough to establish my very own lodge. You'll see. It will be some place grand. Some place to start anew. Some place we can finally be together.

Your letters of late have been heart wrenching. I am sorry that you can neither accept the Dawnflower's love as I have nor see Her plans for me. This is a new way that will spread her healing light to all, and when she succeeds with me as her champion, you and all the others will have little choice but to accept that I was right.

PATHFINDER SOCIETY SCENARIO

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Pathfinder Society Scenario #5–20: The Sealed Gate

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliax	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

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

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

Character #	<input type="text"/>	Prestige Points
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Pathfinder Society Scenario #5–20: The Sealed Gate

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Light of Redemption (Silver Crusade): You have provided a wayward cleric another chance, and for this you have been granted the ability to invoke divine redemption for a repentant soul. You gain the ability to cast *atonement* as a spell-like ability with no material component cost to anyone but yourself. When you use this boon, cross it off your Chronicle sheet.

Purification by Sword (Silver Crusade): You have struck down fiends and toppled the unrepentant, and you are prepared to do so again. As a free action, you can grant your weapon or a weapon you can touch the *flaming* weapon property for 1 minute. If the weapon already has the *flaming* weapon property, it instead gains the *flaming burst* weapon property. This fire damage ignores the fire resistance and fire immunity of any outsider with the evil subtype. When you use this boon, cross it off your Chronicle sheet.

Return the Favor (Grand Lodge): You not only recovered the arcane foci used to stabilize the *Hao Jin Tapestry*, but you also did so without the loss of any of the captured Pathfinder agents. You may use this boon to have your body and possessions recovered by a Pathfinder rescue team (*Guide to Pathfinder Society Organized Play* 26) at no cost. When you use this boon, cross it off your Chronicle sheet.

All Subtiers

Amulet of natural armor +1 (2,000 gp)
Belt of giant strength +2 (4,000 gp)
Belt of mighty constitution +2 (4,000 gp)
Bracers of armor +2 (4,000 gp)
Cloak of resistance +2 (4,000 gp)
Headband of mental prowess +2 (Wis and Cha; 10,000 gp)
Scroll of make whole (CL 12th; 600 gp)
Wand of grease (20 charges; 300 gp, limit 1)
Wand of invisibility (21 charges; 1,890 gp, limit 1)
Wand of lesser restoration (7 charges; 630 gp, limit 1)

Subtier 10–11

+2 *heavy mithral shield* (5,520 gp)
+2 *mithral full plate* (14,500 gp)
Amulet of natural armor +2 (8,000 gp)
Belt of physical might +4 (Dex and Con; 40,000 gp)
Cloak of resistance +4 (16,000 gp)
Headband of alluring charisma +2 (4,000 gp)
Headband of mental prowess (Wis and Cha; 40,000 gp)
Reach metamagic rod (11,000 gp; *Pathfinder RPG Ultimate Equipment* 190)
Ring of protection +2 (8,000 gp)
Ring of protection +4 (16,000 gp)
Scroll of forbiddance (3,150 gp)
Wand of freedom of movement (4 charges; 1,680 gp, limit 1)

Notes

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

7–8

2,191

4,382

SUBTIER ☐ Slow ☐ NormalOut of
subtier

3,036

6,092

SUBTIER ☐ Slow ☐ Normal

10–11

3,901

7,803

SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's
Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's
Initials

Prestige Gained (GM ONLY)

–

Prestige Spent

Current
PrestigeFinal
Fame

Starting GP

+

GM's
Initials

GP Gained (GM ONLY)

+

GM's
Initials

Day Job (GM ONLY)

–

Gold Spent

=

Total