



THE SILVER MOUNT COLLECTION

By Crystal Frasier



The Silver Mount Collection

Pathfinder Society Scenario #6–02

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Pathfinder Society Scenario #6–02: The Silver Mount Collection 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.

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By CRYSTAL FRASIER



The Blakros Museum, a longtime fixture of the Absalom intellectual scene has witnessed a string of misfortunes over the past several years. Using the resulting drop in attendance and patronage as an excuse, curator Nigel Aldain seized on the opportunity to unpack long-forgotten acquisitions and remodel the simplistic floor plan that has vexed him for so long. Using the magic of a strange artifact known as a *shadow obelisk*, Aldain radically warped the interior of the building using shadow magic, then pinned his illusions into hard reality, resulting in a revised Blakros Museum that is larger inside than out.

After a week of closed doors, the Museum is set to reopen in a grand exhibition of artifacts recently acquired from Numeria, thanks in no small part to Aldain's slowly rekindled network of contacts and smugglers within the Pathfinder Society. Aldain will brook no unpleasantness in this new exhibit, and has ordered that any pieces of Numerian technology that cannot be verified as harmless be locked down. Such potentially dangerous items are collected in a hazardous materials crate the Technic League once used to isolate unstable projects. Sadly for Aldain and his assistants, the hazard container itself already stored the only real threat to the Museum.

Long ago isolated and packed away by the Technic League, this particular hazard crate contained a sample of cyberplasm, a slurry of organic material and nanites recovered from deep within the Silver Mount. The hazard crate's magnetic field and the cyberplasm's lack of programming rendered it dormant and harmless, as long as it remained isolated.

The Technic League tracked their stolen property to Absalom, and struck the night before the exhibit's gala unveiling. Nigel Aldain fled in a panic, only to be struck by a technological trap in the museum's courtyard. The staff within fell victim to bolts of pure light and heat, and a stray shot destroyed the hazard crate. Suddenly freed from its torpor, the cyberplasm escaped and began wreaking havoc in the museum. It awakened a number of the robots on display and destroyed a few exhibits in

WHERE ON GOLARION?

The Silver Mount Exhibition takes place in the Blakros Museum, a landmark of Absalom's Wise District. The museum's interior has been radically altered by shadow magic, but its history and organization remain unchanged. At least a passing familiarity with both Numeria (described in *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*, the *Pathfinder Campaign Setting: Inner Sea Gazetteer*, and *Pathfinder Campaign Setting: The Inner Sea World Guide*) and the Blakros Museum (described in the *Pathfinder Campaign Setting: Pathfinder Society Field Guide* and previous Pathfinder Society Scenarios *Mists of Mwangi*, *Voice in the Void*, *The Penumbral Accords*, and *Echos of the Overwatched*) will ready GMs for unexpected questions.



the process. Ultimately, it latched on to a host: Aldain's unfortunate nephew Pendleton Blakros, and then slaughtered the Technic League strike team and set itself to work restoring the other Numerian hardware in the museum and building a transmitter to locate others like itself.

SUMMARY

The Pathfinders sit down for a monthly debriefing with the recently-retired venture captain Drendle Dreng

to complete a measure of bookkeeping, when they are interrupted by an urgent request for aid at the Blakros Museum. They arrive to find Nigel Aldain, former agent and longtime friend of the society, shivering and injured in the courtyard. Healing the elf yields some additional information about the museum's layout, and what happened within before the Technic League attacked, and that he thinks several members of his staff, including his nephew, are still inside.

Repaired robots now guard the doors. Getting past them, PCs enter the new grand lobby, where a Technic League sniper named Gerva Golda fires several warning shots from her secure perch and screams at them to leave. PCs can fight Gerva or talk her down, but during either event she rants about the "star slime taking over the boy." They can learn from Gerva or from investigation that a creature stored in a nearby crate attacked and took over Pendleton Blakros. They discover that the crate's magnetic field kept the beast dormant, and now they must save the boy while battling repaired robots and other abominations created (or freed) in the cyberplasm's wake.

Finally confronting the cyberplasm in the private exhibit hall in the tower, the PCs either slay the creature, or separate Pendleton from his alien symbiote. Either way, the Numeria exhibit may just be salvageable in time for tomorrow night!

GETTING STARTED

The adventure opens the Pathfinder Society's Grand Lodge in Absalom, with the PCs meeting with local venture captain Drandle Dreng not for high adventure, but to settle accumulated paperwork.

Injured but not dead, Nigel Aldain awakens an hour after his ordeal, and sends his *silver raven* to contact his old colleague within the Pathfinder Society. Lacking ink or paper, he instead enchants it with a *magic mouth* spell. As the game begins, read the following:

"It is truly a pleasure to be back." Venture Captain Drandle Dreng takes a seat at the head of the table and leafs through the papers set before him. "Some of you might have worked with me before my... furlough. And I look forward to reminiscing, but first it seems we need to spend the next few hours tidying up the paperwork you've accumulated over the course of your adventures." He wets his cracked lips. "First, we have this extradition order from Chelixa for... Oh my. Well, I'm sure the Society can—"

A blue-grey shape crashes through the window and lands on the oak table with a metallic *schwak!* The tangle of wings and claws eventually stands, a gleaming silver raven, and opens its mouth.

"G—gods help me, Dreng, I'm dying," a distant male

voice sputters from the bird. "Men in black—came for... Numeria exhibits. It's Nigel... I've been shot! You owe me, you old bastard!"

Dreng's lips crack and pop as they tighten. "Well... Sounds like you lot need to head to the Wise District. That sounds like Nigel Aldain, so go to the Blakros Museum. If he lives through the night, I might be able to make something of this—" he waves a hand over the mound of parchment, "disappear."

Dreng can answer a few of the PCs' questions, but given the urgency he prods them to move along as quickly as possible.

Who is Nigel Aldain? "Nigel is a... a *friend*. He curates the Blakros Museum. A curious sort, but not the kind of man to claim he's dying unless someone's actually stuck him. He's a former member of the Society and gives us special access to research and artifacts when it suits him. Losing him would be a setback."

What is the Blakros Museum? "Is it possible you've been with the Society this long and never had to clean up one of the messes at the Museum? It's an ugly building in the Wise Quarter that holds all sorts of dangerous oddities the Society borrows from time to time. Last I heard, Nigel shut the place down a few weeks ago for some renovations and to bring in some new exhibit."

Does this sort of thing happen a lot? "I think everyone's got at least a scar or two from something in the Blakros. Last time I was there, I ended up needing a healer for three weeks to clear up the infection I got from some damnable monkey bite."

Knowledge (local) or Knowledge (nobility)

PCs with the right skills may know some details about the Blakros Museum, its curator, and its history.

15+ The Blakros Museum is a small, old, ugly building in the Wise District that displays historical treasures. It is open to the public, for a small fee.

20+ The Blakros Museum is owned by the Blakros family, a noble household of traders and artifact hunters. They marry nobles from all over the world, and use those contacts to bring in amazing treasures unseen anywhere else in Absalom. Nigel Aldain, the curator, isn't a Blakros by birth. He married into the family.

25+ The Blakros family didn't build the museum. They bought it from some insane wizard's estate after he died. It's been closed for the past few weeks, but not many people have noticed. Accidents and strange events happen so often lately that it's usually closed for "renovations" or "cleaning," causing many people to avoid it.

30+ The Blakros Museum was originally constructed by the powerful wizard Ralzeros the Overwatched and some people say he cursed the building upon his death. Apparently, Nigel Aldain found the artifact Ralzeros originally used to shape the building and his

“renovations” supposedly include making the museum less prone to catastrophe.

Knowledge (engineering) or Knowledge (geography)

Well-studied PCs may make a Knowledge check to see what they may know about Numeria and its people.

15+ Numeria is a large wasteland to the north. It's more of a wilderness of barbarian tribes than a real nation.

20+ Stars fell on Numeria long ago, full of strange poisons and monsters. Its ruled by some barbarian king and his army of creepy mages.

25+ The Black Sovereign Kevoth-Kul rules over Numeria's small cities and wandering tribes, aided by a cult of magic-users known as the Technic League. The Technic League bases their magic off the technology that fell to Golarion thousands of years ago.

30+ The Technic League jealously guards their technology. The strange things across Numeria they covet fell to Golarion in the remains of an enormous metal ship that supposedly sailed between worlds.

As the PCs leave the lodge, another Pathfinder clumsily stumbles into any member of the Dark Archive faction, quietly handing off a note (see **Player Handout 1**).

A. THE MUSEUM GROUNDS

The dark, blocky architecture of the Blakros Museum squats stubbornly between the more impressive government buildings of the Wise Quarter. One of the older buildings in Absalom, it remains unchanged and lacks the ornamentation of its newer neighbors. Imposing statues of armored men flank the entrance ahead, one partially obscured by a half-fallen banner reading “Grand New Exhibition!” A blue flicker intermittently tints the dark windows, casting long, dull shadows over the groomed gardens and fountain. A crumpled figure in bloodstained robes lies against the fountain's edge

The Blakros family keeps the museum grounds manicured enough to look respectable alongside the nobler structures to either side, but otherwise only use the grounds to display attractive-but-cheap replicas of great monuments and statuary.

The garden is unlit, but the illumination from the museum's windows provides dim light.

A1. What Remains of Nigel Aldain

Nigel greatly exaggerated his own impending mortality, and lies against the garden fountain in a haze of shock and melodrama. If he sees Pathfinders approaching he waves at them weakly and stammers:

“Keep your heads down fools! They could be anywhere!”

If PCs approach, he begins sputtering an explanation to ensure his innocence in the night's debacle.

“Are you Pathfinders? Did Dreng send you? It was... it was... it was in no way my fault! We took every precaution! Tomorrow was going to be such an event, unveiling the new museum, and absolutely nothing could go wrong! I personally inspected every artifact that came in, as both a scholar and a wizard. Everything was harmless as a newborn lamb! And anything the least bit suspicious went right into the lockbox! We even made sure those bizarre “robots” of theirs were neutralized!”

After this exertion, Aldain starts to faint. A successful DC 10 Heal or Intimidate check or a thorough shaking brings him back.

“It was those vile cultists! They struck in the night like cowards! Oh, Abadar preserve my poor staff! None of us know how to fight. I went to find help and those Numerian monsters shot me in the back! I blacked out. Thought I'd gone on to the Boneyard, but when I awoke I called for assistance. I don't know how many of my workers are still alive! Pendleton was in there!”

“You *have* to do something. They could destroy the entire museum! Half of that exhibit belongs to you people!”

After he's sure no one blames him for the mess, Aldain answers any lingering questions the PCs have.

What new exhibit? “The Pathfinder Society has been helping me recover and smuggle in artifacts from Numeria; strange machines and golems and the like. They wanted to study them, but the Museum's been bleeding donors after all the recent... embarrassments these past few years. And after being closed for the renovations, I hoped a nice exhibition of never-before seen exhibits would attract some interest.”

What do you mean new museum? What are these renovations you mentioned? “I've been expanding the Blakros a bit. Our collection has grown over the years, and moving larger exhibits in and out of storage has always been such a chore. It is possible the building now defies the laws of nature, being larger inside than out, but many people would consider that a draw.”

Where is everyone? Where is the exhibit? “We had everything set up in the Main Exhibit Hall, just straight past the entryway gallery. Everyone was there, preparing the displays.”

What is this cult you mentioned? “I believe they are called the Technic League, some secret society out of Numeria. Clearly they did not like my acquisition of their artifacts. I assure you, almost no one told me how fanatically devoted they were to keeping their technology a secret.”

GM RESOURCES

The Silver Mount Collection uses both robots (a creature subtype originally detailed in *Pathfinder Campaign Setting: Dungeons of Golarion*, but also described in *Pathfinder Campaign Setting: Inner Sea Bestiary* and *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*) and a few technological items described in *Pathfinder Campaign Setting: Technology Guide*. While the necessary text is reproduced here, GMs should familiarize themselves with the robot subtype and the firearms rules before game begins.

What is a “robot”? “It’s one of those Numerian machines, sort of a golem, but it runs on lightning and needs little nodules in its head to think and obey. So we pulled those nodules out and threw them in the hazard crate.”

What is a hazard crate? “Another gadget from Numeria, a large metal box painted in black and yellow. Doesn’t affect most magic, but it shuts down any Numerian relics placed inside.”

Who is Pendleton? “Pendleton is my nephew—my wife’s sister’s middle son. Nice enough lad. Head in the clouds. Dhrami thought a season or two working in the museum might teach him a bit about foreign cultures before they actually let him roam the world and embarrass us all abroad.”

What about the rest of your staff? “Yes, yes. Of course! Save them too! I don’t have the time to track down a new museum staff before the opening!”

Aldain does have a genuine concern for Pendleton and the rest of his staff, but he has just as much concern for his career, his museum, and especially his own neck should the Blakros family blame him for the mess. He doesn’t have an exact catalog memorized for all the new exhibits, but can roughly describe the museum’s new layout, tastefully omitting the secret rooms and passages.

Development: A DC 10 Heal check is enough to identify that even though the injury to his hip is obviously painful, the wound has been cauterized and isn’t a threat to the elf’s life. A DC 20 Heal check or any amount of magical healing is enough to alleviate his pain and get Nigel back on his feet, but he insists on reporting everything he’s seen to the family immediately and leaving “resolution of this task in the Society’s capable hands.”

Faction Notes: Members of the Dark Archive faction can attempt to persuade Nigel into joining their cause with a DC 25 Diplomacy check. PCs actively involved in healing the elf’s wounds gain a +2 circumstance bonus to their check. If they fail this check, magical coercion may

still be an option, and additional means to gain Nigel’s loyalty exist within the Museum.

B. THE BLAKROS MUSEUM

While still built from the familiar basalt walls and decorated in a mishmash of noble fashions from across the Inner Sea, the museum’s layout has changed dramatically in the past weeks, including revised workspace for the staff, additional galleries, and better options to move and clean exhibits.

Unless otherwise stated, the Blakros Museum features 15-foot-high ceilings, and features normal illumination at night thanks to dozens of *continual flame* spells suspended in hanging braziers.

B1. Absalom Gallery (CR 6 or CR 9)

An electric tang overpowers the room’s scent of polish and wax. Walls and pillars of hewn black stone support the heavy ceiling overhead and a lattice of lamps burning with a steady, white flame. Dozens of paintings, both stunning and lackluster, line the walls just beyond the museum’s grand doors. Various statues stand against the walls, while a towering bronze figure, arm outstretched with waves parting beneath him, almost scrapes the fifteen-foot ceiling at the chamber’s far end.

Doors to the west are delicately labeled “Facilities,” while a sign over the double doors across the gallery boasts “Histories of the World.” Two sets of double-doors stand at the room’s north end, barely ajar. A banner hanging overhead proclaims “Secret Sorceries of a Savage Land,” while a more subdued sign below that reads “Grand Exhibition Hall.”

Aldain transformed the Blakros Museum’s bland atrium into a large gallery featuring the work of local artists from Absalom, including numerous museum patrons. Many works are masterpieces, but just as many are amateurish, obviously displayed to appease some donor or relation.

The statue is easily recognizable to an Absalom native (or with a successful DC 15 Knowledge [religion] check to foreigners) as Arodan raising the isle of Kortos from the sea. A successful DC 15 Perception or Survival check reveals a trail of blood spatters leading from the front doors to the northern doors, and clearly show Aldain’s flight. The doors to the west are currently locked (Disable Device DC 25) and show no signs of being disturbed.

Creatures: The cyberplasm restored what it could of several gearsmen, activating their central processors, and setting them to guard the entrance. The gearsmen blend in with the room’s statuary while immobile, requiring a successful DC 25 Perception check to recognize them for what they are before they charge their weapons and take any intruders by surprise.

BLAKROS MUSEUM

FIRST FLOOR



BLAKROS MUSEUM

SECOND FLOOR



Subtier 3–4 (CR 6)

GEARSMAN ROBOT (2)**CR 4***Pathfinder Campaign Setting: Inner Sea Bestiary 44*

N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8**DEFENSE****AC** 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)**hp** 42 (4d10+20)**Fort** +1, **Ref** +2, **Will** +2**Defensive Abilities** hardness 10; **Immune** construct traits**Weaknesses** vulnerable to critical hits and electricity**OFFENSE****Speed** 20 ft.**Melee** slam +9 (1d4+7) or

mwk spear +10 (1d8+5/×3 plus 1d6 electricity)

Ranged mwk spear +6 (1d8+6/×3)**STATISTICS****Str** 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1**Base Atk** +4; **CMB** +9; **CMD** 20**Feats** Combat Reflexes, Power Attack**Skills** Craft (weapons) +8, Disable Device +8, Perception +8, Profession (soldier) +7, Sense Motive +8**Languages** Common, Hallit**SQ** adaptive learning, charge weapon, self-repair**SPECIAL ABILITIES****Adaptive Learning**

(Ex) A gearsman has a number of skill points equal to 4 + its Int modifier per Hit Die, and treats Craft and Profession as class skills beyond those possessed by all robots. In addition, a gearsman has a number of bonus skill ranks equal to its Hit Dice that can be reprogrammed to apply to any skill—these ranks cannot be split among multiple skills and must all apply to one skill. A gearsman may change what skill these bonus ranks apply to up to once per day by concentrating for 1 minute, during which time it can take no other actions. Rather than spend these bonus ranks on a skill, a gearsman can choose to devote them to

ROBOT SUBTYPE

“Robot” is a subtype that can be added to any construct to reflect a technological rather than magical origin. Full rules for the robot subtype are given on page 42 of *Pathfinder Campaign Setting: Inner Sea Bestiary*, but the robots encountered in this adventure make use of the following pertinent rules.

Intelligent: Robots are intelligent, and have skills and feats as appropriate for their Hit Dice.

Vulnerable to Critical Hits: Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fortitude save or be stunned for 1 round. If it succeeds at this saving throw, it is staggered for 1 round. The robot is still immune to other sources of the stunned condition.

Vulnerable to Electricity: Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity through other special defenses.

Integrated Weaponry: A robot that has one or more technological weapons (such as a laser rifle or chain gun) built into its body treats such weapons as natural attacks and not manufactured weapons attacks, and cannot make iterative attacks with these weapons. Integrated weaponry can still be targeted by effects that target manufactured weapons (such as magic weapon spells or sunder attempts), but as a general rule it cannot be harvested for use outside of the robot’s body once the robot is destroyed.

A robot is always proficient with its integrated weapons. Integrated ranged weapons don’t provoke attacks of opportunity when fired in melee combat.

weapon knowledge, gaining proficiency with a single weapon instead of bonus ranks in a skill. All gearsmen are automatically proficient with all simple weapons.

Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6 points of electricity damage on a hit.

Self-Repair (Ex) A

gearsman’s nanites

heal it at the rate of a number of hit points per hour equal to

its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as



SCALING ENCOUNTER B1

Regardless of tier, if only 4 PCs encounter the gearsmen, the robots do not begin by attempting to conceal themselves. They instead stand at attention and order any intruders to “Desist all trespassing.” As older models suffering wear and tear (and a salt-sprayed sea voyage), each gearsman has a 25% chance of their joints locking up each round, rendering that robot staggered for 1 round.

a full-round action, it can heal any robot it touches of 4d6 points of damage. If a gearsman uses this ability on itself, it heals the maximum amount: 24 points of damage.

Subtier 6–7 (CR 9)

ADVANCED GEARSMAN ROBOTS (4)

CR 5

Pathfinder Campaign Setting: Inner Sea Bestiary 44, Pathfinder RPG Bestiary 294

N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 24, touch 11, flat-footed 19 (+3 Dex, +11 natural)

hp 50 (4d10+28)

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

Defensive Abilities hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 20 ft.

Melee slam +11 (1d4+9) or

mwk spear +12 (1d8+10/×3 plus 1d6 electricity)

Ranged mwk spear +6 (1d8+6/×3)

STATISTICS

Str 24, **Dex** 17, **Con** —, **Int** 14, **Wis** 17, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 24

Feats Combat Reflexes, Power Attack

Skills Craft (weapons) +10, Disable Device +10, Perception +10, Profession (soldier) +9, Sense Motive +10

Languages Common, Hallit

SQ adaptive learning, charge weapon, self-repair

SPECIAL ABILITIES

Adaptive Learning (Ex) see Subtier 3–4

Charge Weapon (Ex) see Subtier 3–4

Self-Repair (Ex) see Subtier 3–4

Treasure: In case of yet another emergency, Nigel Aldain concealed caches of emergency supplies throughout the museum. A secret panel in the Arodan statue’s base can be discovered with a successful DC 30 Perception check, and contains a healer’s kit, three doses of bloodblock, two doses of antitoxin, two doses of antiplague, a *potion of cure moderate wounds*, and a *wand of remove disease* (14 charges).

If the PCs fail to defeat or bypass the robots, reduce each PC’s gold earned by 314 gp.

B2. The Stairwell

The large room features a wide stairway leading to the second floor and two lavatories for visitors.

B3. Basement Access

Sturdy stairs here were expanded to make moving exhibits to and from the basement easier. Across from the stairs, new shelves store wagons, hand trucks, velvet ropes, and canvas and paints for making new banners, as well as emergency supplies (identical to those found in area B1). The heavy wooden doors to this room are locked (Disable Device DC 35).

B4. Restoration Room

For years, the museum staff has pestered Aldain and his predecessors for a dedicated workspace to repair and restore the museum’s many age-worn wonders. Exhibits—from paintings to skeletons to taxidermy monsters—sit around, waiting to being cleaned, examined, or reassembled.

A concealed door to the far north navigates the strange connection to the outside world, allowing for deliveries. The complex magic that connects the museum’s extradimensional interior with its mundane exterior naturally hides the entrance on both sides, requiring a successful DC 30 Perception check to locate (*detect magic* or *arcane sight* grants a +5 bonus to this check). In addition, the door is locked from the outside, requiring a successful DC 25 Disable Device check to open without the key. The concealed door in the east wall leads to area B5 and requires a successful DC 20 Perception check to discover.

B5. Staff Access

This secret hallway allows discreet access to the restoration room and main gallery. Stairs to the north lead up to staff offices (area B14). From the outside, the hallway’s two concealed doors require a successful DC 20 Perception check to discover, but inside the hallway the doors are obvious.

Vencen Quil (LN male human aristocrat 2) and **Zenel Karvoos** (LN half-elf expert 3), two of Aldain’s staff, took cover in the passageway once the hazard crate exploded. Both watched some of the disaster unfold through a hidden slit, but have been too afraid to venture out (even into the restoration room, which lacks a spy hole) while the Technic League sniper Gerva remains in her perch.

Treasure: Quirl and Karvoos are grateful for a rescue, but are researchers with little to their name. If they either survives, they share the location of the hidden emergency supplies that are in area B1.

B6. Grand Exhibit Hall (CR 5 or CR 8)

This enormous gallery stretches beneath a high arched ceiling. A grand staircase rises to the north and a pair of mahogany doors stand to the south carved in a relief of one of Absalom's countless sieges. At the room's center, a gleaming collection of glass and metal—like some sort of abstract bird—rises upon a single steel support toward the ceiling. A number of glass cases lining the walls have been shattered, scattering strange devices and clockwork limbs amid the broken glass.

Seven bodies litter the floor; four in black robes and three dressed in respectable local fashions. A smoky haze still fills the air.

Aldain's renovation expanded the grand exhibit hall into a larger and more easily accessed space. The escape pod—the centerpiece of the Numeria exhibit—stands on a sturdy steel pillar and looks impressive but is utterly beyond repair. Other displays show everything from decommissioned weapons to appliances to damaged robots, along with dozens of Numerian silverdisks, all neatly labeled with the staff's best guess at their purpose.

The center display to the east contains the blasted remains of the hazard crate; a trickle of harmless silvery goo drips quietly from the largest remaining piece. Players examining the remains of the crate discover it to be made of metal, some ceramic material, and heavy coils of wire. A successful DC 30 Knowledge (engineering) check allows anyone examining the device to notice that a power source—now damaged beyond repair—once provided electricity to the wire.

The cyberplasm broke free here, seizing control of Pendleton Blakros when the hazard crate was damaged. The damage created a massive electromagnetic burst that shut down much of the League's technological equipment. Taking advantage of the confusion, the cyberplasm defeated the agents, then finished off the unfortunate museum staff. Without any instructions to follow up on, the curious creature raided the museum for any functional technology, brought a few robots online to guard the area, and finally began searching the museum for any parts it could use to construct a transmitter and contact its ancient masters. The cyberplasm cannot understand that it has been moved thousands of miles from the Silver Mount, nor that its attempts to jury-rig a transmitter can't succeed. It will simply continue salvaging historical artifacts and eventually venture into the city for parts until slain.

A DC 20 Perception or Survival check identifies scuffs on the tile floor, revealing something heavy was dragged from the historical gallery (area **B7**), through the grand exhibit hall, and up the stairs to the second floor. Succeeding on one of these checks by 5 or more also reveals that a human-sized

SCALING ENCOUNTER B6

If the party is made up of four or fewer members, assume that Gerva has cover rather than improved cover (gaining only +4 to AC and Reflex saves).

figure passed from the grand exhibit hall into the historical gallery shortly before dragging a heavy object back.

Creature: One poor soul survives from the Technic League's raiding party. Gerva Golda was stunned by the collector robot after the cyberplasm brought it online, but not before she witnessed the cyberplasm slaughter the rest of her party. Gerva experienced a terrible trauma and is suffering from extreme paranoia. Once she recovered, the Numerian dug herself into a secure sniper's nest in the escape pod on display here, too soaked in a mix of vengeance and terror to think straight. Some part of her plans to kill the monster, while another just wants to hide until it moves on, and all the while she's failed to notice her rifle has only four shots left.

Gerva's secure position in the escape pod provides her improved cover (+8 to AC and Reflex saves, +10 to Stealth checks to remain hidden). The perch is 20 feet above the museum floor, and requires a DC 25 Climb check to reach, thanks to its smooth exterior and the thin pole holding it up. Destroying the escape pod itself or the support rod (both are AC 12, hardness 12, 90 hp) dumps the sniper 20 feet to the floor.

If she spots anyone approaching, Gerva fires a warning shot and yells "You get the hell out of here, you freak!" Pathfinders who stop can engage her with Bluff attempts, Diplomacy, or Intimidation. Whether engaged in violence or discussion, Gerva keeps fixating on "that silver slime that slithered into that poor kid's body." She wants to believe anyone approaching is a potential ally, but after watching the cyberplasm take over a human body and beat down her fellow Technic League agents, Gerva assumes the beast could be anyone. She's considered hostile, requiring a DC 27 Diplomacy check to influence. If PCs can shift her attitude to friendly or better, the sniper calms enough to climb down.

Gerva has access to a powerful weapon, albeit for a precious few shots. That, combined with her excellent defensive position increase this encounter's challenge rating by one. See page 21 for detailed information on the timeworn laser pistol and bang grenade she possesses.

GERVA GOLDA**CR 4**

Female human rogue (sniper) 3/sorcerer 2 (*Pathfinder RPG Advanced Player's Guide* 134)

LN Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

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

hp 33 (5 HD; 3d8+2d6+13)

Fort +3, **Ref** +6, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +4 (1d6/19–20)

Ranged timeworn laser pistol¹⁶ +6 touch (1d8 fire) or mwk shortbow +7 (1d6/×3)

Special Attacks accuracy, deadly range (40 ft.), sneak attack +2d6

Bloodline Spell-Like Abilities (CL 2nd; concentration +4)

5/day—acidic ray (1d6+1 acid)

Sorcerer Spells Known (CL 2nd; concentration +4)

1st (5/day)—*mage armor*, *true strike*

0 (at will)—*detect poison*, *mending*, *message*, *prestidigitation*

(DC 12), *resistance*

Bloodline aberrant

TACTICS

Before Combat Gerva cast

mage armor on herself during the initial attack, and it remains active.

During Combat If intruders ignore her warning, Gerva hurls her bang grenade to hopefully scare them off, then she opens fire with her laser pistol. Once the pistol's 4 charges are depleted, she switches to her shortbow, reserving her *shock arrows* for any mechanical creatures or particularly difficult foes. Gerva uses the pod to her advantage, gaining improved cover while sniping at enemies.

Morale Once combat begins, Gerva fights until slain or subdued.

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 15

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

Feats Deadly Aim, Eschew Materials, Exotic Weapon Proficiency (firearms), Point-Blank Shot, Precise Shot

Skills Bluff +6, Climb +6, Knowledge (engineering) +4, Knowledge (local) +4, Perception +9, Sense Motive +9, Stealth +11, Use Magic Device +7

Languages Common

SQ bloodline arcana (+50% duration on polymorphs), rogue talents (snap shot), traumatized

Combat Gear *wand of memory lapse*^{APG} (13 charges), +1 *shock arrows* (5), bang grenade¹⁶; **Other Gear** mwk short sword, mwk shortbow, timeworn laser pistol¹⁶ (4 charges)

SPECIAL ABILITIES

Traumatized Gerva is still traumatized by the events that unfolded once the cyberplasm was freed from the hazard crate. Gerva must succeed at a DC 14 Will save whenever an opponent gets within melee range; failure indicates that she becomes frightened for one round.

Subtier 6–7 (CR 7)

GERVA GOLDA

CR 7

Female human rogue (sniper) 5/sorcerer 3
(*Pathfinder RPG Advanced Player's Guide* 134)

LN Medium humanoid (human)

Init +3; **Senses** Perception +12

DEFENSE

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

hp 53 (8 HD; 5d8+3d6+21)

Fort +4, **Ref** +8, **Will** +5

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6/19–20)

Ranged timeworn laser pistol¹⁶ +7 touch (1d8 fire) or mwk shortbow +9 (1d6/×3)

Special Attacks accuracy, deadly range (40 ft.), long limbs (+5 ft.), sneak attack +3d6

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

6/day—acidic ray (1d6+1 acid)

Sorcerer Spells Known (CL 3rd; concentration +6)

1st (6/day)—*enlarge person* (DC 14), *mage armor*, *shocking grasp*, *true strike*,

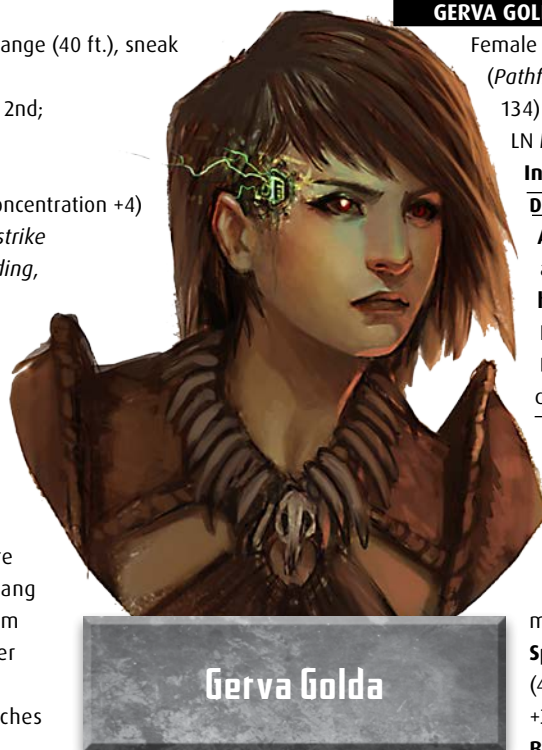
0 (at will)—*detect poison*, *mending*, *message*, *prestidigitation* (DC 13), *resistance*

Bloodline aberrant

TACTICS

Before Combat Gerva cast *mage armor* on herself during the initial attack, and it remains active. In addition, if she hears combat (such as the PCs fighting the gearsmen in area **B1**), Gerva consumes her *potion of bear's endurance*.

During Combat If intruders ignore her warning, Gerva hurls her bang grenade to hopefully scare them off, then she opens fire with her laser pistol. Once the pistol's 4 charges are depleted, she switches to her shortbow, reserving her *shock arrows* for any mechanical creatures or particularly difficult foes. Gerva uses the pod to her advantage, gaining improved cover when it comes to sniping enemies.



Gerva Golda

Morale Once combat begins, Gerva fights until slain or subdued.

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 16

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

Feats Deadly Aim, Eschew Materials, Exotic Weapon Proficiency (firearms), Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)

Skills Bluff +8, Climb +7, Knowledge (engineering) +7, Knowledge (local) +6, Perception +12, Sense Motive +12, Stealth +14, Use Magic Device +10

Languages Common

SQ rogue talents (snap shot, sniper's eye), bloodline arcana (+50% duration on polymorphs), traumatized

Combat Gear *potion of bear's endurance*, *wand of wand of memory lapse*^{APG} (13 charges), +1 *shock arrows* (10), bang grenade^{IG}; **Other Gear** mwk short sword, mwk shortbow, *cloak of resistance* +1, *ring of protection* +1, timeworn laser pistol^{IG} (4 charges)

SPECIAL ABILITIES

Traumatized Gerva is still traumatized by the events that unfolded once the cyberplasm was freed from the hazard crate. Gerva must succeed at a DC 14 Will save whenever an opponent gets within melee range; failure indicates that she becomes frightened for one round.

Treasure: In addition to Gerva's gear, her four fallen Technic League comrades each carried an adamantite amulet (worth 100 gp each) to identify one another while disguised, as well as a single tracker chip, though the cyberplasm took the chipfinder with it (for details on both items, see the appendix on page 20 or *Pathfinder Campaign Setting: Technology Guide*). If the PCs fail to defeat Gerva or bypass her entirely, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 347 gp.

Out of Subtier: Reduce each PC's gold earned by 520 gp.

Subtier 6–7: Reduce each PC's gold earned by 692 gp.

Development: If Gerva is captured alive, or she is convinced the PCs aren't trying to kill her, she offers insight into the night's events. She describes how the League arrived to demand the return of their stolen property, when a fight broke out and someone—probably one of the museum staff—damaged a hazard crate and released some kind of alien aberration. A Sense Motive against Gerva's Bluff reveals that her story is embellished, but mostly true. The sniper admits she had no idea what was in the crate, but does know that the Technic League stores dangerous technology within them. Running electricity through the crate's coiled wires somehow weakens or even shuts down robots and technology inside. She also knows that most robots are vulnerable to electricity, and suspects the silvery goo is as well.

Though she can't identify any of the museum staff by name, Gerva recalls the lad seized by the cyberplasm

wore a coat of arms that matched a necklace worn by the elf who fled earlier (Aldain). If Quil and Karvoos (see area **B5**) are still alive, they confirm that the strange creature from the crate did indeed seize control of Pendleton Blakros. Saving Pendleton would almost certainly garner the adventurers a favor from the family, while complicity in his death could complicate future relations between the Blakros and the Pathfinder Society.

If the PCs suggest the sniper join them to track the beast, Gerva's hands begin to tremble. Though no coward, she is still deeply traumatized by the earlier ordeal. If made friendly or better, she offers the PCs the use of her laser rifle and +1 *shock arrows*, hoping her weapons can avenge her comrades even if she can't.

Faction Notes: Using one of the tracker chips on Nigel Aldain more than fulfills Zarta Dralneen's request for leverage over the elf. Injecting the chip without Aldain's knowledge either requires him to be unconscious, numb, or to be done in the course of treating his injuries, and requires a DC 15 Sleight of Hand check to prevent him from noticing.

B7. Historical Gallery

This exhibit hall is dedicated to historical curiosities, with the western half currently dedicated to Taldan military history and the eastern half displaying Osirian mummies and grave goods. The drag marks from area **B6** begin in the eastern gallery, where the gold-plated lid of a small sarcophagus has been removed for use in the cyberplasm's transmitter.

B8. Storage Room

This secret storage room is always locked (Disable Device DC 20) and requires a DC 15 Perception check to spot behind a colorful but otherwise mundane Taldan tapestry. The museum staff uses it to store cleaning supplies and tools used to mend and maintain the historical gallery's exhibits, as well as replacement plumes for military helmets, which go missing with distressing regularity. All members of the museum staff carry a key that unlocks this room.

B9. Freight Elevator

Less an elevator and more a shaft and crane, the museum staff uses this hidden chamber to move large or cumbersome exhibits between the exhibit halls and the basement. Unlike the nearby storage room, the freight elevator is both well concealed (requiring a successful DC 25 Perception check to discover) and secured (Disable Device DC 30 to unlock). Only Nigel Aldain, Pendleton Blakros, and the museum's head of maintenance (currently at home) carry a key to this chamber.

OPTIONAL ENCOUNTER

The encounter in area **B10** with the collection robot is optional. If PCs are suffering from their first few fights or less than two hours remain in the scenario, skip this encounter.

B10. Hall of Mysteries (CR 5 or CR 8)

This gallery is a collection of unexplained or bizarre curios from the Blakros archive, more akin to a carnival sideshow than a museum collection. Noteworthy exhibits include a colorful folded manual brought back from an empire across the Arcadian Ocean, a pickled gnoll fetus, a series of twelve quartz crystals carved to look like brains supported by frail humanoid bodies, and a clockwork device with no apparent useful function.

Creatures: A collector robot was activated by the cyberplasm and is poised to hunt and collect any biological creatures that enter this hall. It has deployed a stunner mine to aid in its hunt.

Trap: The collector robot deployed a single stunner mine on the ground and waits in the back of the room for creatures to pass near the mine. Normally used to subdue animals for collection, the mine uses a magnetic pulse to briefly disorient organic brains. The mine is triggered when any creature enters the designated area.

Subtier 3–4 (CR 5)

LOW-POWER STUNNER MINE CR 3

Type mechanical; **Perception** 15; **Disable Device** 24

EFFECTS

Trigger proximity; **Reset** none

Effect 3d6 nonlethal damage; stunned for 1 round (Fort DC 13); multiple targets (all targets in a 10-ft.-square area)

COLLECTOR ROBOT CR 3

N Medium construct (robot)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 31 (2d10+20)

Fort +0, **Ref** +6, **Will** +2

Defensive Abilities all-around vision, hardness 10, reactive gyros; **Immune** construct traits

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee 2 slams +5 (1d4+3 plus grab)

Ranged integrated stun gun +5 (1d8 nonlethal)

Special Attacks integrated stun gun, integrated tracking

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 12, **Wis** 14, **Cha** 1

Base Atk +2; **CMB** +5; **CMD** 18

Feats Improved Initiative Skills Fly +11, Perception +8, Stealth +5, Survival +4 (+8 to follow or identify tracks); **Racial Modifiers** +4 Perception, +4 Survival to follow or identify tracks

Languages Androffan

SQ adaptive tracker

SPECIAL ABILITIES

Adaptive Tracker (Ex) As a full-round action, a collector robot can adapt itself to any environment in which it travels, granting it a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks while in that kind of terrain.

Integrated Stun Gun (Ex) A collector robot has an integrated stun gun slung beneath its body. This weapon uses a powerful sonic amplifier to produce powerful low-frequency blasts of energy that pummel targets. This weapon has a range increment of 20 feet, and it deals 1d8 points of nonlethal damage. On a critical hit, the robot can attempt a free trip combat maneuver (CMB +12) against the target, which does not provoke attacks of opportunity.

Integrated Tracking (Ex) A collector robot has integrated systems that allow it to tag and track creatures. As a full-round action, a collector robot can implant a tracker chip¹⁶ into the body of a target that it is grappling or a helpless target. Once implanted, the tracker chip is activated and the collector robot's chipfinder can detect the presence of the implanted tracker chip within 1 mile. It uses a signal to locate the tracker chips, and this signal can be blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. A tracker chip can be removed with a sharp tool. Doing so deals 1 point of damage. Once an implanted tracker chip is removed from the body (or remains in a body after it dies) it retains enough energy to continue to be detected by the collector robot's sensors for 1 week.

Reactive Gyros (Ex) The rotors that grant a collector robot flight also provide quick reactions to threats and external stimuli, granting it a +3 racial bonus on Reflex saves.

Subtier 6–7 (CR 8)

STUNNER MINE CR 3

Type mechanical; **Perception** 19; **Disable Device** 24

EFFECTS

Trigger proximity; **Reset** none

Effect 6d6 nonlethal damage; stunned for 1 round (Fort DC 13); multiple targets (all targets in a 10-ft.-square area)

COLLECTOR ROBOTS (3) CR 3

hp 31 each

B11. Hall of Incantation

The Hall of Incantations displays magical objects of historical significance that have fallen into the hands of the Blakros' family. Spellbook pages depicting nearly two-dozen cantrips have been carefully framed and

hung around the room's perimeter. Most of the items on-display are actually nonmagical replicas of genuine artifacts securely locked in the vaults below.

B12. The Salon (CR 4 or CR 7)

Warm colors and skillful paintings of scenes and landscapes lend an inviting charm to this salon. A few small tables and chairs have been up-ended and scattered around the floor. Double-doors to the north are labeled "Hall of Incantation," while open passageways lead east and west.

The second-floor salon is intended for casual conversation and light entertaining, especially before and after presentations in the adjoining lecture hall (area B13). The paintings are romanticized depictions of historical events from around the Inner Sea, interpreted by artists several generations after the fact. Each is a genuine masterpiece and quite valuable.

Creatures: In addition to the ferocious war robots animated in its wake, the cyberplasm has destroyed a number of things in the museum in an attempt to fabricate a transmitter. One of these items was down in the basement of the museum, locked away for the safety of the staff and guests—a stasis crate full of strange plants. The aggressive foreign species have shaken off their torpor and have found their way into salon.

Subtier 3–4 (CR 4)

WEEDWHIPS (2) CR 2

hp 16 each (*Pathfinder RPG Bestiary 4* 276)

Subtier 6–7 (CR 7)

IMMATURE MOONFLOWER CR 7

Young moonflower (*Pathfinder Bestiary 2* 192)
hp 82

Treasure Unknown even to the museum staff, one of the display stands pulled from the basement to hold new exhibits contained a secret cache. With a successful DC 18 Perception check, PCs discover several magical charms: a *pearl of power* (2nd-level spell) and *whip feather token*. At subtier 6–7, the cache also includes a *circlet of persuasion*.

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

Subtier 3–4: Reduce each PC's gold earned by 375 gp.

Out of Subtier: Reduce each PC's gold earned by 563 gp.

Subtier 6–7: Reduce each PC's gold earned by 750 gp.

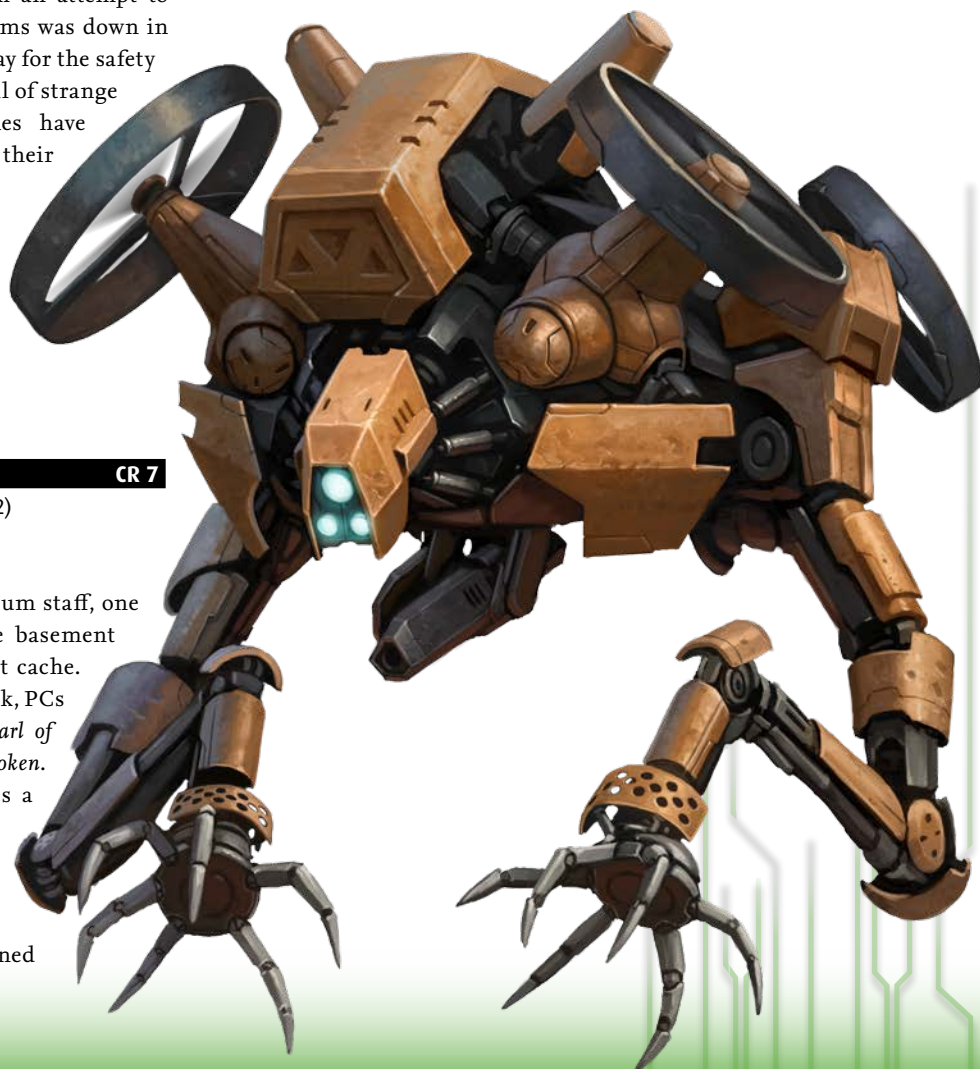
B13. Lecture Hall

This is a long, narrow presentation space for visiting academics, adventurers, and pathfinders to share their knowledge. The stage at the north end is raised 2 feet higher than the seating area, but is otherwise unremarkable.

B14. Staff Offices

Another long-awaited benefit of the renovation, these separate staff offices provide space for paperwork and research in relative peace. Nigel Aldain naturally set aside the largest office (in the building's northwestern corner) for himself. All the office doors bear shiny new nameplates.

Faction Notes: If PCs take time to search Aldain's office. They might notice a secret drawer in his desk with a successful DC 20 Perception check. It contains a collection of letters to an anonymous contact in the elven homeland of Kyonin where he is negotiating a deal to smuggle out several historical relics. Such information,



SCALING ENCOUNTER B19

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

Subtier 3–4: Remove one hungry flesh from the encounter.

Subtier 6–7: Remove two hungry fleshs from the encounter.

if made public, could lead to the elf's permanent exile from his homeland, and could be used as blackmail material to ensure Aldain's loyalty to the Dark Archives. A DC 18 Intimidate check is required to make the best use of this blackmail (Intimidate DC 21 for Subtier 6–7).

B15. Upstairs Lavatories

Separate facilities are provided, with ample space for guest lecturers to wash or change.

B16. Storage Closet

This storage room is identical to area B8, save that it stores supplies for maintaining the hall's various taxidermy beasts, as well as a well-loved pesh pipe hidden in a box labeled "spare eyes."

B17. Freight Elevator

This is identical to the first floor elevator (area B9).

B18. Museum Library

Most of the museum's rare or dangerous books are kept in the basement or Aldain's office, but this small, well-stocked research library exists for donors and visiting scholars to use. Nearly a third of the shelf space is dedicated to cataloging the museum's collection.

B19. Hall of Legendary Beasts (CR 6 or CR 9)

A gigantic reptilian beast is on display in the center of this expansive gallery, ferociously leering over the collection of taxidermied animals and monsters. Many exhibits have been smashed or torn apart, scattering limbs and sawdust across the basalt floor.

A small door at the eastern end of the room is labeled "Private Events Only."

This impressive gallery features all manner of beasts from across three continents, mostly felled by members of the Blakros family. The biggest draw is a stuffed "tyrant lizard," but the gallery includes almost anything worth hunting, from marlins and a tiger to a cockatrice and hippogriff.

The door to the east leads up a curving staircase to the private gallery. It was once locked, but has been smashed to flinders.

Creatures: While making its way through the museum, the cyberplasm encountered the stuffed creatures in this hall and deconstructed their dead flesh into putrid blobs. The end result is a nest of horrible beasts, neither magical nor technological, and filled with a need to crush and assimilate living tissue.

Subtier 3–4 (CR 6)

HUNGRY FLESHES (3)

CR 3

hp 47 each (*Pathfinder RPG Bestiary* 4 152)

Subtier 6–7 (CR 9)

ADVANCED HUNGRY FLESHES (6)

CR 4

hp 57 each (*Pathfinder RPG Bestiary* 4 152, 288)

B20. Private Gallery (CR 6 or CR 9)

A mosaic of the night sky and winter constellations covers the domed ceiling of this circular chamber. Rich embellishments fill the walls, and a plush carpet covers the floor. Heavy antique furniture has been overturned or broken, much of it incorporated into a series of sparking devices.

The entirety of the new tower is private space reserved for the Blakros family, donors, scholars, and other allies of note. It features an eclectic variety of valuable, dangerous, or one-of-a-kind treasures, and was intended to host parties and receptions away from the prying eyes of the hoi polloi.

Creature: The cyberplasm possessing Pendleton Blakros transformed most of the available space here into a makeshift workspace, tearing down bits of Numerian technology and priceless historical artifacts in order to fashion a crude transmitter. The creature is unaware that it has been transported nearly 1,500 miles from the crashed starship it calls home.

Despite possessing Pendleton, the cyberplasm has no access to the young human's thoughts or language skills, and only understands a strange, alien tongue. If PCs somehow manage to communicate with it (such as through *comprehend languages*, *tongues*, or some other means), it begins as frightened and hostile, but can eventually be talked down if the PCs manage to convince it they will return it to Numeria.

Subtier 3–4 (CR 6)

INFESTED PENDLETON BLAKROS

CR —

Male human aristocrat 4

N Medium humanoid (human)

Init +1; Senses Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 22 (4d8+4)

Fort +2, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d4+1)

TACTICS

During Combat The cyberplasm stays to the back of the fight as much as possible and allows the gearsman to engage in melee. If Pendleton is killed while the cyberplasm infests him, the cyberplasm is ejected in its true form and attempts to catch as many opponents as possible in its swarm attacks. If one or two opponents still live, the cyberplasm tries to infest one of them after using its deconstruct ability on any dead PCs, turning them into hungry flesh.

Morale The cyberplasm lacks a strong sense of self-preservation and overestimates its own abilities, thus it fights until destroyed.

Base Statistics To represent Pendleton while he is not infested, use the statistics for an heir apparent on page 251 of *Pathfinder RPG NPC Codex*.

STATISTICS

Str 12, **Dex** 12,

Con 10, **Int** 8,

Wis 10, **Cha** 1

Base Atk +7;

CMB +8; **CMD** 19

Feats Lightning

Reflexes, Skill

Focus (Diplomacy),

Toughness

Skills Diplomacy

+5, Knowledge

(engineering) +4,

Knowledge (history) +5,

Knowledge (nobility) +6, Knowledge

(religion) +3, Linguistics +3,

Perception +4, Perform (dance) -1, Ride +1,

Sense Motive +4, Survival +4

Languages Common

Gear breastplate

CYBERPLASM

CR 4

N Fine construct (swarm)

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

Perception +3

DEFENSE

AC 23, touch 23, flat-footed 18 (+5 Dex, +8 size)

hp 38 (7d10)

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

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

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee swarm (2d6 plus distraction)

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

Special Attacks deconstruct, infest (Fort DC 15), reconstruct

STATISTICS

Str 1, **Dex** 21, **Con** —, **Int** 8, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** —; **CMD** —

Feats Alertness, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes

Skills Disable Device +11, Knowledge (engineering) +10, Perception +3, Sense Motive +2, Stealth +22; **Racial**

Modifiers +4 Disable Device, +8 Knowledge (engineering)

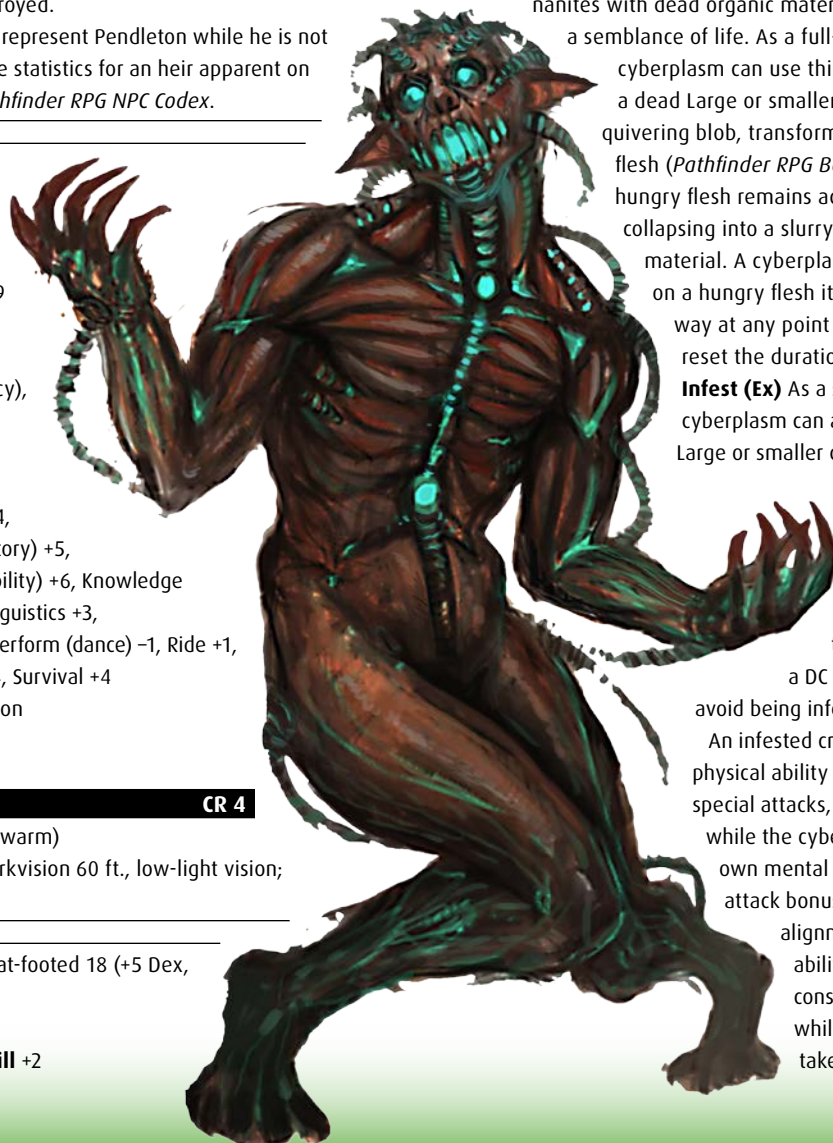
Languages Androffan (can't speak)

SPECIAL ABILITIES

Deconstruct (Ex) A cyberplasm can mix traces of its own nanites with dead organic material, giving the material a semblance of life. As a full-round action, a cyberplasm can use this ability to transform a dead Large or smaller creature into a quivering blob, transforming it into a hungry flesh (*Pathfinder RPG Bestiary* 4 152). The hungry flesh remains active for 1 hour before collapsing into a slurry of inert organic material. A cyberplasm can use this ability on a hungry flesh it has created in this way at any point during the hour to reset the duration.

Infest (Ex) As a standard action, a cyberplasm can attempt to inhabit a Large or smaller corporeal creature. The cyberplasm must move into the target's space (dealing swarm damage in the process), and the target must succeed at a DC 15 Fortitude save to avoid being infested.

An infested creature retains its physical ability scores, hit points, special attacks, and natural abilities, while the cyberplasm uses its own mental ability scores, base attack bonus, base save bonuses, alignment, and mental abilities. The host is considered unconscious while infested, and can't take actions or control any



of its own abilities as long as the cyberplasm inhabits it. The infested creature gains 2 slam attacks appropriate for its size if it doesn't already have slam attacks.

While infesting a host, a cyberplasm can't access its host's thoughts, skills, or mental abilities, and it loses its swarm traits (including immunity to weapon damage) and use of its extraordinary abilities. Any damaging attacks or effects affecting the host deals half of the damage to the host and half of the damage to the cyberplasm. Any electricity damage dealt to the host deals full damage to the host and the cyberplasm (and the cyberplasm is still subject to its vulnerability to electricity).

A cyberplasm deals 1 point of Constitution damage every hour it is inside a host. If the cyberplasm reduces its host's Constitution score to 0 in this way, the host's body dissolves into gray dust and is destroyed (similar to a *disintegrate* effect).

A cyberplasm can end its infestation as a move action, appearing in any space adjacent to the infested creature. If the host is slain, the cyberplasm is immediately ejected and is dazed for 1 round. A *remove disease* spell has a 50% chance to force a cyberplasm from a host, but the creature receives a saving throw against this effect. Anytime a creature infested with a cyberplasm is subjected to electricity damage, it can attempt another DC 15 Fortitude save to eject the cyberplasm.

The save DC for this ability is Charisma-based and includes a +2 racial bonus.

Reconstruct (Ex) A cyberplasm can temporarily reshape and repair constructs. As a full-round action, a cyberplasm can reactivate a destroyed or inert construct by leaving traces of its own nanites within the construct. Constructs revived in this way are restored with their full normal hit points, but after 1 hour the traces of nanites within the construct become inert and the construct is destroyed once again. A cyberplasm can use this ability on a construct it has revived at any point during the hour to reset the duration.

GEARSMAN ROBOT

CR 4

hp 42 (see page 9)

Subtier 6–7 (CR 9)

INFESTED PENDLETON BLAKROS

CR —

Male human aristocrat 4

N Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 22 (4d8+4)

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

OFFENSE

Speed 20 ft.

Melee 2 slams +13 (1d4+1)

TACTICS

During Combat The cyberplasm stays to the back of the fight as much as possible and allows the gearsmen to engage in melee. If Pendleton is killed while the cyberplasm infests him, the cyberplasm is ejected in its true form and attempts to catch as many opponents as possible in its swarm attacks. If one or two opponents still live, the cyberplasm tries to infest one of them after using its deconstruct ability on any dead PCs, turning them into hungry flesh.

Morale The cyberplasm lacks a strong sense of self-preservation and overestimates its own abilities, thus it fights until destroyed.

Base Statistics To represent Pendleton while he is not infested, use the statistics for an heir apparent on page 251 of *Pathfinder RPG NPC Codex*.

STATISTICS

Str 12, **Dex** 12, **Con** 10, **Int** 8, **Wis** 10, **Cha** 1

Base Atk +12; **CMB** +13; **CMD** 24

Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness

Skills Diplomacy +5, Knowledge (engineering) +4, Knowledge (history) +5, Knowledge (nobility) +6, Knowledge (religion) +3, Linguistics +3, Perception +4, Perform (dance) –1, Ride +1, Sense Motive +4, Survival +4

Languages Common

Gear breastplate

EMPOWERED CYBERPLASM

CR 7

N Fine construct (swarm)

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

DEFENSE

AC 23, touch 23, flat-footed 18 (+5 Dex, +8 size)

hp 78 (12d10+12)

Fort +4, **Ref** +11, **Will** +4

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

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee swarm (3d6 plus distraction)

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

Special Attacks deconstruct, infest (Fort DC 18), reconstruct

STATISTICS

Str 1, **Dex** 21, **Con** —, **Int** 8, **Wis** 10, **Cha** 1

Base Atk +12; **CMB** —; **CMD** —

Feats Alertness, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Disable Device +13, Knowledge (engineering) +12, Perception +7, Sense Motive +2, Stealth +22; **Racial Modifiers** +4 Disable Device, +8 Knowledge (engineering)

Languages Androffan (can't speak)

SPECIAL ABILITIES

Deconstruct (Ex) A cyberplasm can mix traces of its own nanites with dead organic material, giving the material a semblance of life. As a full-round action, a cyberplasm can use this ability to transform a dead Large or smaller creature into a quivering blob, transforming it into a hungry flesh (*Pathfinder RPG Bestiary 4* 152). The hungry flesh remains active for 1 hour before collapsing into a slurry of inert organic material. A cyberplasm can use this ability on a hungry flesh it has created in this way at any point during the hour to reset the duration.

Infest (Ex) As a standard action, a cyberplasm can attempt to inhabit a Large or smaller corporeal creature. The cyberplasm must move into the target's space (dealing swarm damage in the process), and the target must succeed at a DC 18 Fortitude save to avoid being infested.

An infested creature retains its physical ability scores, hit points, natural and special attacks, and natural abilities, while the cyberplasm uses its own mental ability scores, base attack bonus, base save bonuses, alignment, and mental abilities. The host is considered unconscious while infested, and can't take actions or control any of its own abilities as long as the cyberplasm inhabits it.

While infesting a host, a cyberplasm can't access its host's thoughts, skills, or mental abilities, and it loses its swarm traits (including immunity to weapon damage) and use of its extraordinary abilities. Any damaging attacks or effects affecting the host deals half of the damage to the host and half of the damage to the cyberplasm. Any electricity damage dealt to the host deals full damage to the host and the cyberplasm (and the cyberplasm is still subject to its vulnerability to electricity).

A cyberplasm deals 1 point of Constitution damage every hour it is inside a host. If the cyberplasm reduces its host's Constitution score to 0 in this way, the host's body dissolves into gray dust and is destroyed (similar to a *disintegrate* effect).

A cyberplasm can end its infestation as a move action, appearing in any space adjacent to the infested creature. If the host is slain, the cyberplasm is immediately ejected and is dazed for 1 round. A *remove disease* spell has a 50% chance to force a cyberplasm from a host, but the creature receives a saving throw against this effect. Anytime a creature infested with a cyberplasm is subjected to electricity damage, it can attempt another DC 18 Fortitude save to eject the cyberplasm.

The save DC for this ability is Charisma-based and includes a +2 racial bonus.

Reconstruct (Ex) A cyberplasm can temporarily reshape and repair constructs. As a full-round action, a cyberplasm can reactivate a destroyed or inert construct by leaving traces of its own nanites within the construct. Constructs revived in this way are restored with their full normal hit points, but after 1 hour the traces of nanites within the construct

SCALING ENCOUNTER B20

If the party encountering the cyberplasm has four or fewer members, reduce the number of gearsman robots to one.

become inert and the construct is destroyed once again. A cyberplasm can use this ability on a construct it has revived at any point during the hour to reset the duration.

ADVANCED GEARSMAN ROBOTS (2)

CR 5

hp 50 each (see page 9)

Treasure The cyberplasm harvested a number of valuable technologies from the Technic League members it slew earlier, including a five amber rods (worth 150 gp each), brown chipfinder, a masterwork noqual heavy pick, and six vials of the skymetal djezet. At tier 6—7, it instead scavenged five amber rods (worth 150gp each), a black chipfinder, a +1 *construct-bane noqual heavy pick*, a jar of *stone salve*, and six vials of the skymetal djezet. Information on the chipfinder and tracker chip can be found in the appendix on page 20.

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

Subtier 3–4: Reduce each PC's gold earned by 271 gp.

Out of Subtier: Reduce each PC's gold earned by 875 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,479 gp.

Conclusion

With the Technic League team mostly slain and the cyberplasm destroyed, captured, or safely stored away in the hazard crate once more (if it is repaired), the surviving staff of the Blakros Museum can begin cleaning and repairs. With the chaos in the museum put to rest, Nigel Aldain immediately begins assessing the damage in hopes of still opening the following night.

If Gerva Golda survives, she attempts to flee back to Numeria and return to the Technic League. If befriended by the PCs, she simply reports that the cyberplasm destroyed anything of value, but if left with a negative impression she reports in full and the League begins a more subtle campaign of infiltrating the Blakros to recover their property.

If the PCs save Pendleton, the Blakros family thanks them days later with a grand dinner. If the PCs instead kill Pendleton while saving the museum, the Blakros family distances themselves from the Society and from the PCs in particular, who see themselves frozen out of certain corners of Absalom's high society and earn the "Blakros Blacklist" boon.

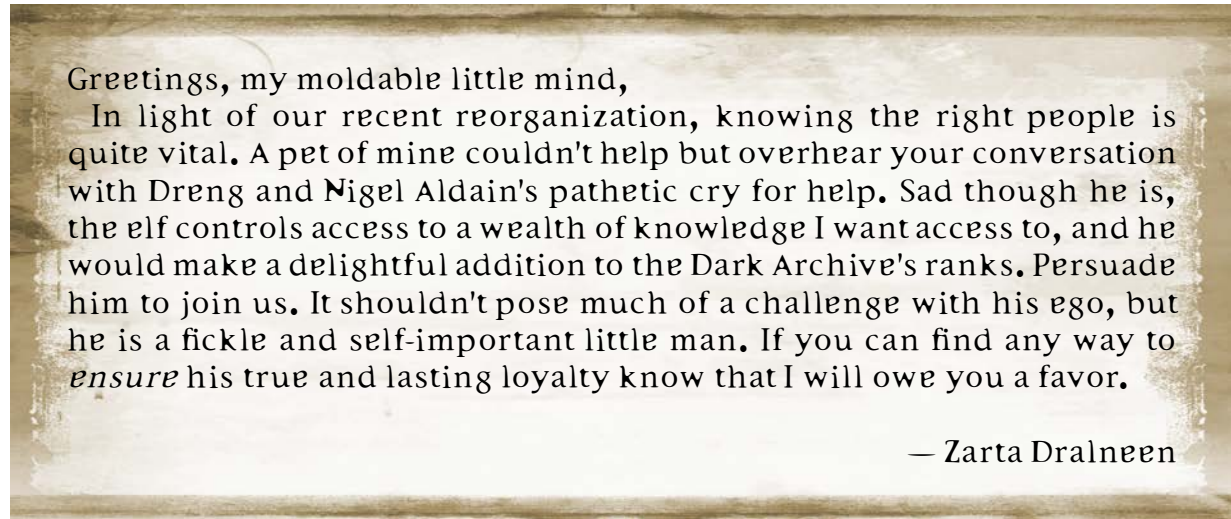
Primary Success Conditions

The PCs successfully complete their mission if they keep Nigel Aldain alive and defeat the cyberplasm in the museum. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs successfully complete their secondary mission condition if they fulfill the primary success conditions and save Pendleton Blakros from the cyberplasm without killing him. Doing so earns each PC 1 additional Prestige Point.

PLAYER HANDOUT #1



Faction Missions

Members of Zarta Dralneen's new Dark Archive faction should attempt to persuade Nigel Aldain to join their cause, sharing the Blakros Family's extensive resources in the process. Doing so through simple persuasion rewards them with the "Library Card" boon listed on the chronicle sheet. Securing Aldain's loyalty, either through magical coercion, the tracker chip found in area **B6**, or with the blackmail material found in area **B14**, also earns them the "Friend of the Library" boon.

APPENDIX: NEW TECHNOLOGY

A number of items in this scenario are technological wonders from the lands of Numeria. The following items and rules can be found in *Pathfinder Campaign Setting: Technology Guide*, but are reprinted here for ease of use.

Gear

The following two pieces of gear are found in *The Silver Mount Collection*.

CHIPFINDER	PRICE VARIES
Brown	500 GP
Black	3,000 GP
SLOT none	WEIGHT —
CAPACITY 10	USAGE 1 charge/hour

A chipfinder is a handheld device fitted with a circular screen. When a chipfinder is activated, all active tracker chips (see page 52) within a certain radius appear as glowing dots on the screen, indicating the direction and approximate distance to each installed tracker chip, as well identification number for each chip. The screen can filter out unwanted data to make

it easier to track a specific chip. Chipfinders are color-coded items; the higher the chipfinder's color rating, the longer its range. This range is a signal, and can be enhanced by a signal booster (see page 51) or blocked by a solid enough barrier.

Color Range

Brown 60 feet
Black 300 feet

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 23	250 GP
Black	DC 24	1,500 GP

Craft Technological Item, production lab

TRACKER CHIP	PRICE 500 GP
SLOT none	WEIGHT —
CAPACITY —	USAGE —

A tracker chip appears to be a bit of metal the size of a small fingernail. Before a tracker chip activates, it must be implanted in a living creature just under the skin. This procedure takes 1 minute to perform. As part of the installation process, the installer attempts a Heal check, the result of which is the DC of noticing the implant. Once a chip is implanted, its ingenious bioelectric circuits are powered by nerve impulses in the implanted creature's body.

Noticing an implanted tracker chip requires a full-round action to search the target creature and a successful Perception check equal to 10 + the result of the Heal check used to implant the chip. Extracting an installed tracker chip is a standard action that requires a slashing weapon or tool and deals 1 point of damage. Once installed, the tracker chip emits a signal that can be detected by any chipfinder in range. If removed from a body or its host dies, an activated tracked chip retains enough of a charge to continue to be detected by a chipfinder for 1 week.

CONSTRUCTION	CRAFT DC 26	COST 250 GP
--------------	-------------	-------------

Craft Technological Item, production lab

Weapons

The following two weapons are found in this scenario. Also included in this appendix are the rules for the semi-automatic weapon quality, the timeworn condition, and information on glitches.

BANG GRENADE	PRICE 250 GP
Brown	500 GP
Black	3,000 GP
SLOT none	WEIGHT 1 lb.
CAPACITY 1	USAGE disposable

A grenade is a small, cylindrical device that is designed to be

thrown as a splash weapon or fired from a grenade launcher.

Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. Priming and arming a grenade is a free action; a grenade launcher primes and arms all grenades it fires. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a grenade detonates, it damages all targets within a 20-foot-radius spread. A successful DC 15 Reflex save halves any damage dealt by a grenade.

A bang grenade deals no damage but staggers creatures for 1 round and deafens them for 1d4 rounds (DC 15 Fortitude save negates).

CONSTRUCTION	CRAFT DC 20	COST 125 GP
--------------	-------------	-------------

Craft Technological Arms and Armor, military lab

LASER PISTOL		PRICE VARIES
TYPE one-handed ranged		
PROFICIENCY exotic (firearms)		
DMG (M) 1d8 fire	DMG (S) 1d6 fire	CRITICAL [TSXX]2
RANGE 50 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL semi-automatic, touch		WEIGHT 2 lbs.

A laser pistol emits a beam of intensely focused light capable of burning anything it strikes. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers—but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment, and though a laser consists of highly focused light, it does not provide any illumination.

CONSTRUCTION	CRAFT DC 23	COST 5,000 GP
--------------	-------------	---------------

Craft Technological Arms and Armor, military lab

Semi-Automatic: A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a –2 penalty on all attacks). If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to –6.

Timeworn Technology

The previous chapter presents technological items as new gear in good repair. However, the technology found in the hands of Numeria's denizens isn't usually in such pristine repair. Between languishing in forgotten ruins

open to the elements, being used by those ignorant of the nature of this technology, and having no one skilled at building, maintaining, or repairing such devices, most technological items are “timeworn”—damaged and malfunctioning (when not completely nonfunctional). These malfunctions manifest in two ways: limited charges and glitches.

Only technological items that consume charges (including nanite canisters) or are pharmaceutical items can be affected by these timeworn rules, though any technological item can still become broken or nonfunctional just as any other item.

A piece of timeworn technology may have additional aesthetic and functional differences from a new piece of the same equipment. Many of these effects are purely cosmetic, such as cracks in the casing of an arc grenade or primitive etchings on a suit of technological armor placed there by a barbarian millennia ago. Pieces of timeworn technology may also have minor mechanical effects beyond glitches (at the GM’s discretion). A timeworn laser pistol might constantly hum at a low but noticeable frequency, imparting a –1 penalty on Stealth checks. A timeworn plasma grenade could be caked in a strange viscous fluid that has a pungent odor, making its wielder more easily tracked via scent. Timeworn technological items should clearly evoke a sense of age and danger, and even the most standard piece of Androffan gear can be made unique based on individual deteriorations.

Note that not every technological item in Numeria is timeworn, but most technology that PCs encounter outside of the deepest and most remote of Numerian ruins will be (though the Technic League jealously guards a significant number of pristine technological artifacts). These items function as presented in the previous chapter, can be recharged, and do not suffer glitches.

A timeworn technological item that is still somewhat functioning is worth half of its normal listed price, though one drained of its charges is worth 1% of its normal value, as a curiosity to collectors. Timeworn technology also has the following properties.

WEAPON GLITCHES

Weapons used to make more than one attack in a turn might glitch multiple times during that turn.

d% Glitch

- 01–02 Weapon does not function. All remaining charges are drained.
- 03–24 Weapon does not function, but still consumes the normal number of charges.
- 25–39 Weapon consumes twice as many charges as normal and deals 1d6 points of electricity damage per charge consumed (minimum 1d6) to the user.
- 40–65 Weapon consumes twice as many charges as normal.
- 66–75 Weapon functions normally but flashes brightly, blinding the wielder and adjacent creatures for 1 round (Reflex DC 15 negates).
- 76–84 Weapon functions normally.
- 85–92 Weapon functions better than anticipated, granting a +2 bonus on attack rolls made with that weapon for 1 round.
- 93–96 Weapon functions much better than anticipated, granting a +2 bonus on attack and damage rolls made with the weapon.
- 97–98 Weapon functions normally, and this use does not consume any charges.
- 99–100 Weapon functions normally, and a power surge restores 1d6 charges to the item (up to but not exceeding its capacity).

Glitches

Timeworn technology sometimes doesn’t work the way it was originally intended to. When an item glitches, its effect is hampered or enhanced, as determined by a d% roll. See the inside front cover for a complete list of glitch effects for armor, weapons, pharmaceuticals, and other technological equipment. Not all glitches are catastrophic; they represent unpredictable effects, for good and ill.

When a timeworn technological item is first used after a month or more of inactivity, there’s a 50% chance that it will glitch. Additionally, when using an item in a way that would drain its last charge, there’s a 50% chance it will glitch. If an item requires a d20 roll (such as a skill check or an attack roll) to activate or use, it automatically glitches on a natural 1.

Pathfinder Society Scenario #6-02: The Silver Mount Collection

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ ☐ Prestige Points _____

Character Name _____

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

Character # _____ ☐ Prestige Points _____

Character Name _____

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

Character Name _____

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

Character Name _____

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

Character # _____ ☐ Prestige Points _____

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

Character Name _____

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

Character # _____ ☐ Prestige Points _____

Character Name _____

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

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Pathfinder Society Scenario #6-02: The Silver Mount Collection

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Blakros Blacklist: Though a strange creature may have been directing his movements at the time, it was your hand that slew Pendleton Blakros, young scion of the noteworthy Blakros family. The family makes deliberate efforts to blacklist you from their business dealings and burn those who refuse to do the same. You take a permanent -2 penalty on all Day Job rolls on the Isle of Kortos or on a Blakros vessel. You may buy off this penalty with enough favors: you may expend one prestige per adventure doing favors for the Blakros family and sending appropriate condolences. Once you have spent 2 Prestige Points in this manner, cross this boon off your Chronicle sheet.

Friend of the Family: You have not only saved the Blakros Museum, but you have also saved Pendleton Blakros, son of the fabulously well-connected Dhrami Blakros. The family celebrates your accomplishments with a grand dinner held in your honor, introducing you Absalom's most noteworthy nobles, and granting you a permanent +1 bonus on Diplomacy and Knowledge (nobility) checks made within Absalom. You have also proven yourself clever and resourceful enough to marry or be adopted into the Blakros Family, allowing you to purchase the following Vanity:

Blakros Family Member (20 PP): You are a member of the well-established Blakros noble family, granting you a comfortable townhouse in Absalom's fashionable Petal or Ivy districts and a small staff of servants to care for it. You gain a +1 bonus on Knowledge (nobility) checks and may use that skill to make Day Job rolls. In addition, while in Absalom, your family connections grant you a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate when dealing with other members of high society.

Library Card (Dark Archive): You have proven yourself a valuable tool to the Dark Archive and gain access to restricted or dangerous information. You may use this boon to buy a tip or scrap of forbidden lore from the Dark Archive's sages, granting you a +5 circumstance bonus on a single Knowledge skill check, or a Diplomacy check made to gather information. This ability allows you to make a Knowledge skill check untrained. When you use this boon, cross it off your Chronicle sheet.

Friend of the Library (Dark Archive): Zarta Draldeen has personally taken notice of your loyalty and cruelty, and recognizes you as an irreplaceable asset. The next time you are in Cheliax, she opens up her personal collection, offering you a single potion, scroll, or elixir worth up to 250 gp. When you use this boon, cross it off your Chronicle sheet.

All Subtiers

+1 shock arrow (166 gp, limit 5)
bang grenade (250 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide* 46)
feather token (whip; 500 gp)
masterwork noqual heavy pick (806 gp; limit 1; *Pathfinder Campaign Setting: Technology Guide* 57; +1 enhancement bonus on damage rolls against constructs or undead created by feats or spells; +4 bonus on saving throws on saving throws against spells and spell-like abilities that affect the pick)
pearl of power (2nd-level spell; 4,000 gp)
potion of cure moderate wounds (300 gp)

timeworn laser pistol (4 charges; 2,000 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide* 25)
vial of djezet (200 gp each; limit 6; *Pathfinder Campaign Setting: Technology Guide* 56; when used as an additional material component, a dose of djezet increases the effective spell level by 1, which stacks with a heightened spell. To function as an additional component, the spellcaster must use a number of doses equal to the spell's original level—additional doses have no effect)
wand of memory lapse (13 charges; 195 gp, limit 1)
wand of remove disease (14 charges; 3,150 gp, limit 1)

Subtier 6-7

+1 shock arrow (166 gp, limit 10)
circlet of persuasion (4,500 gp; limit 1)
cloak of resistance +1 (1,000 gp)

potion of bear's endurance (300 gp)
ring of protection +1 (2,000 gp)
stone salve (4,000 gp; limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	654	1,307
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	1,136	2,271
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-7	1,618	3,235
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	Starting XP		
	+		GM's Initials
GOLD	XP Gained (GM ONLY)		
	=		
	Final XP Total		
	Initial Prestige		
GOLD	Initial Fame		
	+		GM's Initials
	Prestige Gained (GM ONLY)		
	-		
Prestige Spent			
Current Prestige			
Final Fame			
Starting GP			
GOLD	+		GM's Initials
	GP Gained (GM ONLY)		
	+		GM's Initials
	Day Job (GM ONLY)		
-			
Gold Spent			
=			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #