



ALL FOR IMMORTALITY, PART 2: ALL THE GODS BEYOND

By Amanda Hamon Kunz and F. Wesley Schneider



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PATHFINDER SOCIETY SCENARIO #7–26

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ALL FOR IMMORTALITY, PART 2: ALL THE GODS BEYOND

BY AMANDA HAMON KUNZ AND F. WESLEY SCHNEIDER



The Pathfinder Society has thwarted many Aspis schemes over the past year, managing to uncover the existence of a dangerous faction known as the Korholm Agenda. The half-orc Suliji Peshar has overseen its operations, maneuvering it first to make herself rich but also to reignite hostilities between the Pathfinder Society and Aspis Consortium—both of which have brokered a secret truce in order to root out their common enemy. Recently, a team of elite Pathfinders—presumably the PCs—traveled to Thuvia, where they uncovered and thwarted an attempt by Suliji's agents to steal the legendary *sun orchid elixir*, a much-coveted draught that restores youth to the imbiber. In the process, the Pathfinders uncovered a critical connection to one Professor Kramolag, a cutting edge researcher who appeared to work for the Consortium. Aspis contacts found no record of her and so investigated independently by sending a team to one of Kramolag's secondary facilities in eastern Nidal.

They left it a smoldering wreck and in the process uncovered the existence of Conference Z, a clandestine research wing of the Aspis Consortium unknown even to most of its top leadership. Hoping to control this information, the Society's principal Aspis contact tried to deceive the Grand Lodge and close the case. Society spies saw through the ploy, and now the Pathfinders are prepared to track down Professor Kramolag herself. What they don't know is that she is also a victim, having assisted Suliji Peshar only under duress. Although the Pathfinders may be after the wrong villain now, Kramolag is the key to understanding their real foe, who even now prepares for her greatest triumph.

SUMMARY

The PCs meet with Venture-Captain Marcos Farabellus in Absalom, and he tasks them with infiltrating secret research facilities in Nidal. Specifically, there are three locations of interest; the PCs are to investigate the main facility themselves, and they can dispatch allies to search the two satellite operation sites and report back. From

WHERE ON GOLARION?

All the Gods Beyond takes place on a barren Nidalese island, beneath which is a laboratory dedicated to the secretive Conference Z's occult and alchemical experiments. For more information about Nidal and Conference Z see *Pathfinder Campaign Setting: Occult Mysteries* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at your local hobby store and online at paizo.com.



the safety of the City at the Center of the World, the PCs decide how to assign their teams. Then, they take an additional team with them and approach the main facility as discreetly as possible. Once they arrive at the facility's outskirts, it becomes clear that something is terribly wrong—wild-eyed research assistants stream from the bunker-like building, many screaming about some sort of loosed terror that's about to swallow them all. The Pathfinders have only a limited amount of time, forcing them to split their attention between interrogating researchers, exploring the now eerily deserted facility, and skimming through the research files kept inside (made easier if they assign a team of the NPC Pathfinders to help).

Once inside the facility, the PCs discover a tormented qliphoth that breaks free of its restraints to threaten the Pathfinders. Deeper in the facility slumber powerful owbs

GM RESOURCES

All the Gods Beyond makes use of the *Pathfinder RPG Core Rulebook*, *Ultimate Intrigue*, *Bestiary*, *Bestiary 2*, *Bestiary 4*, and *NPC Codex*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the bestiaries are reprinted at the back of the adventure for the GM's convenience.

A DANGEROUS MISSION

Beginning in 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. *All the Gods Beyond* also provides the GM 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 even one is hesitant or has to be pressured into participating on "hard mode," don't use this option.

Also keep in mind that tougher battles take longer to finish. Using this option could cause the adventure to run considerably longer than a 4- or 5-hour slot.

leftover from Professor Kramolag's advanced research; these might offer the PCs fell power or attack, depending on the Pathfinders' actions. The PCs need to find how to access Kramolag's god lab, where she attempted to distill divine essence but instead created an immortal ichor that now holds her hostage—despite the many fail-safes she has activated to neutralize it. If the PCs act quickly, they can intervene before Kramolag expires and secure valuable information about the Korholm Agenda's schemes. If not, they might still learn what they need to avert disaster during the final installment of the *All for Immortality* series, *Serpents Fall*.

GETTING STARTED

Master of Swords Marcos Farabellus meets with the PCs behind closed doors at the Grand Lodge in Absalom. If any of the PCs did not participate in *All for Immortality, Part 1: First Taste of Eternity*, he concisely catches them up to speed on recent events and discoveries in Thuvia in service to the city-state Pashow. Read or paraphrase the following to get the adventure started.

Marcos Farabellus paces thoughtfully for a moment before rapping his knuckles on his desk to call the meeting to order. "Sometimes challenges force us to re-examine how we treat others, including old enemies. That's a good thing, leading to growth and moments in which rising stars can distinguish themselves against dire odds." He gives an appreciative bow before continuing. "I say this because we're not alone in our struggle against the Korholm Agenda; they're even more a thorn in the Aspis Consortium's side than in our own. If we let those wounds fester, it will destroy us both. It's jarring to work with the Aspis against a common foe, but their assistance might help us stop the Korholm Agenda before they could harm thousands more innocents.

"The Agenda was behind the recent events in Thuvia—again, well done on stopping that—and the team unearthed records of one Professor Kramolag, a member of the Aspis Consortium who has been supplying the Agenda with her technical expertise. When I discussed these findings with my contact in the Consortium, he seemed unsettled by the development but promised to handle the matter personally and relay his findings after the fact." Farabellus smirks with chagrin. "We may be trying to mend some bridges with the Aspis, but I'm not so foolish to trust an Aspis higher-up at his word. I sent several agents to follow his team and observe from afar as they traveled to Nidal. Within a few hours, they had broken into an underground facility, left with bundles of strange relics, and set part of the nearby plantation on fire to hide their tracks. As you might guess, my Aspis contact politely informed me that the matter was resolved and that I didn't need to worry about it anymore. Bullfeathers!"

The Master of Swords lets the affront sink in before reaching down and dumping a stack of papers on the desk. "What my contact neglected to mention is that they never found Professor Kramolag. Our own experts have tracked down where she's hidden based on intercepted correspondence and questioned survivors of that Aspis raid. She's set up a lab on a barren island west of Nidal known as Wingless Rock, and hopefully she still thinks she's safe and hasn't run off yet. We've also found she has one other intact secondary lab at the southern edge of the Uskwood, and there are still unanswered questions about the damaged site near the Mindspin Mountains.

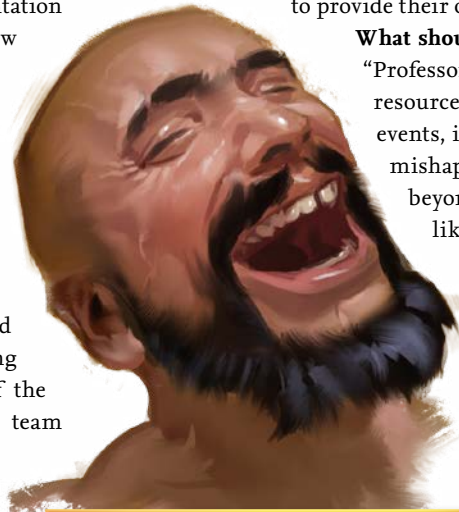
"If Kramolag's research is any indication, she's armed, dangerous, and has been calling the shots for the past year. I'd like you to lead the expedition there, ensure she doesn't remain a threat to the Society, and secure all other information you can on any other plans she's set in motion already. I've gathered the teams you oversaw in Thuvia to provide you additional help, and I'm letting you call the shots on this Nidalese campaign. I recommend assigning one or two to check out the secondary sites, as it's only a matter of time before the Consortium or the Agenda learns what we know and destroy any remaining evidence there."

He straightens and concludes, "Not every agent has what it

takes to lead like you do. It isn't easy, so I'm here in an advisory role until I have to attend to other business. Good luck."

The pile of papers are the compiled reports and illustrations Farabellus's agents made while observing the Aspis team and scouting other sites; the players can experience many of these discoveries firsthand by playing *Pathfinder Society Special #7–98: Serpents' Ire*. Key information includes the following:

- The Aspis raided a research laboratory hidden beneath a Nidalese plantation known as Wirholt's Rictus. Few of the workers there seemed to know anything about the facility below.
- A known member of the Korholm Agenda would occasionally visit the site, but is believed that person perished during the raid.
- It appears the site enacted containment procedures during the raid, destroying some of the evidence before the Aspis team intervened. The Aspis agents left carrying a collection of magic items, documents, and even a few biological samples (all of unknown provenance to the Society).
- Initial forays into the damaged facility found signs of occult research, but utterly alien creatures chased off the Pathfinder agents before they could learn anything of substance.
- The secondary facility just inside the Uskwood seems to be the smallest of the three, but any defenses it has are likely still operational.
- The main facility is 40 miles off Nidal's coast, on a black skerry known as Wingless Rock. It's a small, barren island partly surrounded by dangerous reefs and other mundane hazards that discourage visitors.



MARCOS
FARABELLUS

Distribute **Player Handout #1**, **Player Handout #2**, and **Player Handout #3**, which describe each of the teams and their roster. See **Appendix 2: Field Command** on page 30 for more information about how the PCs can prepare and direct their new subordinates during this adventure. Be sure to examine the players' Chronicle sheets and cross out the names of any NPC Pathfinders who perished during *First Taste of Eternity*. If the players played *First Taste of Eternity* separately and had different Pathfinder

NPCs die, use the average number of deaths for each team (rounded up). Also note that the PCs can bring one or more teams with them to Wingless Rock; they do not need to assign those teams to a task at this time.

Marcos Farabellus remains for a time in case the PCs wish to ask him anything; likely questions and his answers are below. He also lets them know that their three teams are waiting nearby for whenever the PCs wish to call them in and brief them on upcoming tasks. Furthermore, he has secured transportation to different parts of Nidal for the PCs and their teams, unless the PCs would prefer to provide their own conveyance.

What should we expect to find at Wingless Rock?

"Professor Kramolag has spent considerable resources researching otherworldly creatures and events, including the Astral Plane, teleportation mishaps, and cutting-edge alchemy. This is beyond the scope of one researcher, so she likely has capable assistants who know not to gossip. Go in prepared for the worst, and expect the unexpected."

Is there anything left at Wirholt's Rictus? "The Aspis agents walked out with their arms and bags full, so there's likely something they missed. Also, those reports of strange beasts mean that it's unlikely anyone else has managed to break in since."

Do you have any recommendations for assigning our teams? Marcos sighs and rubs his chin. "Pathfinding is a dangerous pastime, and what you and your teams are doing is

more perilous than usual. That usually means casualties, and deaths are never easy." He pauses in reflection for a moment. "Trust me on that. The best you can do is convey your best advice, offer what material assistance you can, and make educated assumptions about who will excel at what. It doesn't always work. Agents watch you and can tell when you're confident or when you're scared. It's okay to show some vulnerability and emotion, but instill in them the spirit to persevere in the face of what terrors await. Leadership isn't easy. It falls on each of us to determine how personally we take responsibility when the worst happens, and I trust you to know what's right."

Why aren't you taking a more active role in this mission? "My title earns me extra external scrutiny, and I don't want to signal our intentions by setting off for Nidal. Instead, I'm working to keep up a public display of Aspis-Pathfinder hostility. In fact, I'm scheduled to punch a silver agent later this week." Farabellus barks a short but emphatic laugh and cracks his knuckles. "Oh, the sacrifices I make."

A. Wingless Rock



1 square = 5 feet

Knowledge (geography or local)

Based on the result of Knowledge (geography or local) check, the PCs might know of Wingless Rock's reputation. Each PC notes all of the information with a DC less than or equal to the result of her check.

20+ Nidalese sailors give Wingless Rock a wide berth, not because it poses any serious danger, but because it's not on the way to anywhere in particular and has a reputation for bringing misfortune to anyone who sets foot upon it. Supposedly, even birds refuse to roost on the unlucky rock.

30+ The Aspis Consortium once used a dilapidated fishing shack on Wingless Rock as a drop point for smuggling historic relics out of Nidal. Pathfinder Society agents disrupted the operation over 30 years ago.

A. WINGLESS ROCK

Not even worthy of being called an island, Wingless Rock rises hardly more than 20 feet out of the water—far less at high tide—and measures all of 100 feet across at its widest point. Aside from algae and the inhabitants of sickly tide pools, nothing naturally lives upon the eroded, volcanic heap. The remnants of a gray, salt-blasted fishing shack lean amid the boulders on the southern coast, but no other features mar the ugly pile.

That's not to say Wingless Rock is uninhabited, though. Its barren appearance and deserted, worthless reputation are all part of a subtly cultivated veneer.

A1. Volcanic Coast

Ahead, a resigned pile of blunt black rocks endures the thrashing sea. Its shore is irregular and inhospitable, which might matter if anything of interest stood upon the barren heap.

The manner in which the PC reach Wingless Rock matters little. Those who fly or teleport find the best landing place atop a slick, flat mound on the coastline. Those who sail there have only slightly more trouble as they negotiate rough water and the island's jagged shore in one or more jolly boats. Investigating the island takes little time. With a successful DC 15 Perception check, the PCs can spot a sagging gray shack—little larger than a shed or outhouse—squeezed between two slimy rocks on the skerry's west side. By exceeding the check's DC by 10 or more, the PC also notes numerous scuffs and scrapes upon the rocks on the western shore, suggesting the recent passage of booted feet. Those who succeed at a DC 30 Survival check realize that the marks are indicative of dozens of boots over a span of months, all taking disparate paths toward the shack.

Those who make significant noise on the island might alert the “leper” in area A2. If the PCs do, she emerges

from the shack brandishing her crossbow, demanding the trespassers leave unless they want to catch “the cracks.”

A2. Fisherman's Shack

The wind whines eerily through cracks in the shack's gray timber walls, blowing in salt that encrusts the room—especially the heap of rusty junk upon a splintery table. Along the rear wall, damp sheets smother a bed frame inexpertly cobbled out of driftwood.

There's little of value in the shack, even though it's cluttered with poorly kept nets, fishing gear, crab pots, and the trappings of someone's lonely, squalid life. Anyone who specifically investigates the bed and succeeds at a DC 25 Perception check notes that a metal mechanism connects the bed frame to the wall or something beyond. This mechanism connects to a well-hidden switch within a knot on the bedpost, a control a PC can uncover by continuing to search for 1 minute or by coercing the shack's inhabitant to reveal it. Flipping the switch causes the shack's east wall to slide open, revealing area A3.

Creature: Quaylan Rag has salt-blasted skin and woolly gray dreadlocks, features those who meet her notice if they manage to look past her linen rags and loaded crossbow. She seems every bit the part a territorial, contentedly-stranded sea hermit. And, to a degree, she is, as she's scraped a hardscrabble life from Wingless Rock's tide pools for the better part of the last year. At the season's end, she expects to collect a hefty sum from the Aspis Consortium office in Nisroch and live comfortably for quite some time. Until then, though, she keeps up the dual roles of salty coot and watchwoman at the secret entrance to a facility she's being paid to not ask any questions about.

As per the terms of her contract, Ms. Rag tries to threaten off anyone who comes to Wingless Rock. While she spends most of her time in her shack, she notices strangers that aren't actively trying to be stealthy within 2d4 minutes of their arrival. Upon detecting strangers, she bursts out into the open—an off-putting sight in damp clothes and yellowed linens that wrap her arms and neck. She demands that trespassers leave unless they want a kiss from her crossbow or, worse, herself. She stridently claims to have “the cracks,” which natives of the Inner Sea probably recognize as slang for leprosy. Quaylan won't fire on or approach the PCs, though, unless they attempt to enter her home. If they explore the rest of the island, she merely watches, constantly yelling at them to leave while making increasingly outlandish threats—claiming she owns the island, that the PCs are gulping down lungs full of her “crack dust,” or that she's

LIMITED TIME

Professor Kramolag's latest breakthrough has exceeded all her expectations—and put her lab and herself in jeopardy. By the time the PCs arrive, she has initiated several of her most drastic protocols and has only a limited time to live. Rather than monitoring the time closely, this scenario simply tracks several substantial delays that might slow the PCs' progress; for the purpose of tracking spell durations, treat a delay as approximately 1 hour, even though the exact duration varies somewhat by task. The first of these is the interrogation of lab technicians (see area **A4**), and the second of these is the research in area **B3**. Simply tally the number of delays the PCs accrue. The sum determines whether Professor Kramolag is alive at the end of the adventure and how many of her secrets the PCs can learn.

"not in the market for either greasy hair or ugly." If she's pushed to firing upon the PCs, she probably doesn't get a second shot, for she surrenders upon taking any damage or being the subject of any spell.

If interrogated, Quaylan proves that she's had plenty of time to perfect her cover story of being Riddleport's most eligible leper who "took care of" her drunkard fifth husband, swore off the world, and came here to get away from "nosey, noisy, nobodies like you!" If the PCs successfully see through her bluff, they might realize all is not as it seems. Those who spend a minute examining Quaylan and who succeed at a DC 25 Heal check find no evidence of leprosy (though she resists any such examination). Quaylan knows that there is an underground Aspis Consortium facility on the island and how to enter, but she knows nothing of its layout or workings. She also knows about the trap on the door, but won't mention it unless coerced.

QUAYLAN RAG

CR 3

Human warrior 5

N Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 37 (5d10+10)

Fort +6, **Ref** +0, **Will** +4

OFFENSE

Speed 20 ft.

Melee heavy mace +6 (1d8+1)

Ranged mwk light crossbow +5 (1d8/19–20)

STATISTICS

Str 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 15

Feats Endurance, Improved Initiative, Iron Will, Point-Blank Shot

Skills Intimidate +7, Perception +6, Sense Motive +6, Survival +6

Languages Common

Gear hide armor, heavy mace, mwk light crossbow with 22 bolts, thick leather gloves, 8 gp

A3. Secret Hollow (CR 11 or CR 13)

Read or paraphrase the following once the PCs trigger the mechanism in area **A2**.

Battered timbers slide away smoothly, revealing a wide door of polished steel set within a sheer metal wall, entirely out-of-place compared to the rest of the surroundings.

This thick, metal door (hardness 10, 120 hit points, break DC 30, Disable Device DC 40) serves as the entrance to the Aspis Consortium facility beneath Wingless Rock. A recessed lever to the right of the door controls a series of inset deadbolts that keep the door firmly locked in place. This doesn't keep anyone who is outside from getting in so much as it thoroughly bars escape from inside. Lifting the lever unlocks the door and allows the door to slide freely, but even touching the lever is dangerous (see Trap below).

From here, any PC who succeeds at a DC 25 Perception check is able to hear a muffled but constant, irritating bell ringing, and the noise seems to be coming from behind the now-exposed door. Those PCs who succeed at a DC 35 Perception check can also make out yelling on the other side. The screaming voices are incomprehensible, but numerous.

Trap: A powerful electrical current runs through the door and the lever, shocking anyone who comes in contact with either. Wearing insulated gloves like those Quaylan Rag carries protects the wearer.

SUBTIER 12–13 (CR 11)

ELECTRIFIED DOOR

CR 11

Type mechanical; **Perception** DC 30; **Disable Device** DC 35

EFFECTS

Trigger touch; **Reset** automatic

Effect electrical shock (Atk +10 melee touch, 10d6 electricity damage)

SUBTIER 14–15 (CR 13)

ELECTRIFIED DOOR

CR 13

Type mechanical; **Perception** DC 30; **Disable Device** DC 40

EFFECTS

Trigger touch; **Reset** automatic

Effect electrical shock (Atk +15 melee touch, 15d6 electricity damage)

A4. Installation Foyer

Banks of glowing quartz beams line the ceiling, illuminating a broad hall with a cold, clean glow. A row of broad steps gradually descends from the metal door on the western wall to the hall's floor. A squat door and narrow passage lie to the east.

This hall is intended to give guards posted here a clear view of anyone entering from Wingless Rock. Currently, though, the hall is crammed with dozens of lab workers—Professor Kramolag's staff—all of whom seek nothing more than to escape the facility. Klaxons echo throughout the area, creating a persistent annoyance here and throughout the facility (see the “Sound the Alarms” sidebar for details).

Creatures: There are 31 human researchers and lab assistants in this chamber. They're crowded around the door to area A3, but not too close. One human corpse, dressed in the same red lab coat as those around him, lies on the ground with vicious scorch marks running up his right arm. Only a moment after the door opens, the mob rushes to escape. None of them are interested in fighting, but should the PCs try to affect them with spells or abilities, use the statistics for a sapper (*Pathfinder RPG NPC Codex* 262) as an approximation. They are frantic and think only to flee.

Once the door opens, the PCs effectively have a surprise round as the crowd of wild-eyed, red-coated scientists stares back in momentary shock. Once all of the PCs have had a chance to react, the mob surges toward them. Treat this as a bull rush combat maneuver with a CMB bonus of +20 (+25 in Subtier 14–15) that affects any PC blocking the door. If that PC fails to resist, she is shoved out of the way and a stream of panicked people begin rushing out onto the island—swiftly growing even more distraught as the first few onto the surface attempt to steal the PCs boat (if they brought one) or otherwise realize there's no escape. In other words, the mob is a panicked mess, but they have the potential to be useful if organized.

Calming the Mob: The PCs can attempt to quell the mob themselves. Any PC who stands in a place where she can be seen and heard by the majority of the mob—difficult due to the blaring alarms—can attempt a DC 25 Bluff, Diplomacy, Intimidate, or Perform (oratory) check (DC 30 in Subtier 14–15). Those who succeed quell the mob for 1 minute. Additionally, anyone who responds to the crowd with violence or with a flashy display of magic also convinces the mob to stand down for 1 minute. After this period, though, the mob resumes its attempts to bull rush the PCs, their collective panic and survival instincts overwhelming their judgment.

Questioning the Mob: If the PCs manage to speak with the crowd, two members (such as the low-ranking

researchers Worid Ornestra and Klaria Vlock) can give the PCs a rapid summary of some of what's happened. No one among the mob has ever been to area C, though, or laid eyes upon Professor Kramolag's secret personal experiments there. These research assistants only know that they were hired by Kramolag to help her investigate varied aspects of the anatomy and biochemistry of Darklands natives, and now blaring alarms indicate one or more serious accidents have triggered drastic security protocols. If the PCs press them for particulars, they might mention the roper in area B2 and briefly delve into a highly technical description of such creatures' strand-like appendages and the species' physiological similarities to garden snails. The researchers also have numerous complaints about the cramped labs, the pace of work, and the bad living conditions.

Securing more useful information requires a significant time investment—specifically, this is treated as a delay and takes at least 30 minutes of questioning, listening, tracking down someone who knows more than the others, and convincing that person to share those secrets. If the PCs take this time, have them attempt a Bluff, Diplomacy (gather information), or Intimidate check. The PCs learn all of the following whose DC is less than or equal to the result of her check; in Subtier 14–15, increase the DCs by 5.

25+ Professor Kramolag has grown increasingly detached from the facility's daily work, relying on her two closest assistants to oversee the other scientists' work. She dispatched those assistants to report on the facility's research—ostensibly to Aspis Consortium financiers—weeks ago. Kramolag has remained in her private lab for much of that time, emerging only to take meals and fetch mundane supplies. She was last seen less than a day ago and appeared fine.

30+ The operation here has always seemed suspect. Despite mentions of Aspis Consortium affiliation, nobody ever wears a badge or demonstrates familiarity with elite Aspis protocols. The specialized equipment used below does less to ensure the safety of the researchers than it does to protect the discoveries from escaping lab premises. Even the safety protocols are more about destroying sensitive research materials than they are about evacuating the facility.

35+ Each of the researchers acquiesced to powerful mental and psychological conditioning before being shepherded to Wingless Rock, and those who leave and return often seem to have forgotten much of what they were working on before they left. A common theory is that each of them has a contingent memory-altering effect that afflicts them whenever they leave the lab for too long. A less-favorable theory is that the tarry fluids they were handling from the Darklands seemed to have

SOUND THE ALARMS

When the PCs enter the facility, violently ringing alarms fill the installation with a shrill, incessant racket. These alarm bells are interconnected devices controlled by an interface in Professor Kramolag's safe room, area **C3**. They can only be shut off there. While the alarms are active, all creatures within the facility take a -10 penalty on Perception checks related to hearing. This can be reduced to a -4 penalty if the alarm in a room is destroyed or otherwise silenced. Every area from **A4** to **C2** has a recessed alarm, which a PC can spot by spending 1 minute and succeeding at a DC 15 Perception check. The alarms have a hardness of 4 and 10 hit points.

an effect on one's memories, making them remember new things and forget others; it might just be a side effect of their work.

Delegating the Investigation: If they do not wish to spend the time questioning the lab workers, the PCs are certainly able to make the researchers someone else's problem—namely, one of their Pathfinder teams. The PCs can delegate the work of interviewing the researchers and learning more about what's happening in the facility below. The effort takes time, though, and will be all that the assigned team can contribute for the remainder of the adventure. If the party utilizes a team in this way, the NPC Pathfinders report their initial findings (i.e. some of the information above) partway through the PCs' investigation of area **B**. Have a PC roll the d20 check for the team (see Calculating the Results on page 31) to determine its success, then add 10 to the result to determine what of the information above the team has discovered at that point.

This is not without risk, for the researchers each carry a hypnotic contingency that causes them to lose their memories, fly into a berserk rage, or exhibit any other behavior that minimizes their chance of revealing Kramolag's secrets. If one or more of the NPC Pathfinders would perish during this task, it is from the researchers' violent outbursts or a related effect.

Development: The researchers may be one step closer to escaping the labs at this point, but their memories will not survive for long. The hypnotic effects each one carries gradually destroys key knowledge about the operations they've been involved in, so by the end of the scenario, the opportunity to secure the researchers' most sensitive secrets has passed.

B. PRIMARY WORKSHOPS

The stairs in area **A4** lead down about 40 feet to this sealed set of laboratories and storage facilities.

B1. Entry

Stairs descend into this room of pristine white tiles with shining steel doors on the south and east walls. Like a gallery display, a glass column stands near the center of the room, rising from floor to ceiling. Within, a nine-foot-tall mass of agitated violet mold writhes through a bubbling fluid.

One of the only parts of the facility not dedicated to Professor Kramolag's work, this hall serves as a place for the researchers to step away from their work for a moment and to receive visitors—were the installation ever to have them. The specimen in the glass here is a curiosity that's become something of an art display. This strain of Darklands algae is suspended in a mixture of water and mild vinegar, which causes it to endlessly dance amid the bubbles it produces. The algae is neither animate nor dangerous; it's just weirdly pretty and somewhat relaxing to watch. If its container is destroyed (hardness 2, 10 hit points) the display becomes an inert, violet, vinegar-smelling mess that covers much of the room's floor.

When the PCs first arrive here the klaxons are likely active (see the Sound the Alarms sidebar).

B2. Organics Laboratory (CR 16 or CR 18)

As the PCs open the door to this lab, a thick, foul-smelling, yellow vapor spills forth. The gas doesn't hurt the PCs, but it prevents them from seeing more than 5 feet into the room. See below for further details.

Once the PCs remove the mist from the area, read or paraphrase the following.

Cylindrical tanks and vertical restraints stand between worktables covered in glassware and gleaming metal devices. Shattered beakers and colorful stains smear the tiled, ivory-white floor. A bay of complex but apparently damaged machinery stands at the room's rear. Sparks flicker and fumes whine as they escape the mechanisms.

This large room once served as one of the facility's main laboratories, recently equipped to study the often-dangerous inhabitants of the Darklands and beyond. When the researchers heard the klaxons blare and rushed to flee, they inadvertently damaged the machinery and partially freed a recently captured specimen (see Creatures below). The resulting thrashing and panic has further damaged the lab, especially a device at the room's rear that provides energy for a number of experiments. Now this generator—which also supplies deadly current to the door in area **A3**—is damaged, throwing off arcs of electricity and leaking gas. So long as the mechanism is active, yellow gas continues to cloud the room; treat this as *fog cloud*, filling the area. See the hazards section for more details.

Hazards: At the rear of the room is a “shackle cell,” one of the many devices built by Professor Omor of Conference Z to further his study of radical and supernatural meteorology. Using energy captured from unnatural storms and creatures of living electricity, the cell provides a potent and long-lasting source of power. Professor Kramolag has directed this power toward security, specimen containment, and an array of powerful alchemical processes.

Currently the machine is badly damaged, but the shackle cell continues to function. A PC who can perceive the shackle cell and succeeds at a DC 30 Knowledge (arcana or engineering) check can determine that the damaged device supplies electrical energy to nearby devices. While within 5 feet of the shackle cell, a creature can shut it down with a successful DC 30 Disable Device check as if it were an extremely complicated device. This cuts off the electricity to area A3 and the surrounding spaces, forcing the klaxons to run on reserve power and impose only half their normal penalty on Perception checks. It also shuts down the flow of vapor flooding the area. The gas clears in 1 minute, allowing creatures to see normally.

Creatures: Two creatures are trapped here: a roper and a horror the researchers were still struggling to identify. The roper is a victim—albeit a scared, potentially violent, and thoroughly evil victim, but a victim nonetheless. The other is a misidentified beast thought to be some manner of unknown aberration. In truth, it’s a relatively unique augnagar qliploth that, in recent centuries, spilled from the Abyss into the Plane of Shadow and, after ages of violence and terror, slipped into the depths of Golarion’s Darklands. One of Kramolag’s acquisition teams found and subdued it there, bringing it back to the lab for further study. The researchers know nothing of the origins of “Specimen D7,” but they know its abilities well.

As of less than a day ago, a combination of darkened glass barriers and restraints enhanced with *dimensional anchor* spells bound the augnagar into a containment space at the south of the chamber. Since the researchers’ retreat and the damage done to the room’s fail-safes, the qliploth is nearly free, being held in place by only one of its magical bonds. Thanks to its blindsight, it can easily sense when the door opens, at which point it begins whimpering like a distressed kitten, mostly as a ploy to lure in prey, but also a sincere expression of the pain it is experiencing. With a successful DC 30 Perception check, a PC can pick out this sound over the blaring klaxons and escaping gases.

Once the augnagar senses intelligent prey—likely by overhearing any voices other than the roper’s muttered ravings—it messily tears at its shackled leg in order to tear itself free, continuing its piteous mewling even over the sound of tearing flesh. In Subtier 12–13, the qliploth

takes damage from its bite and the effects of bleed. Once it has taken at least 20 points of damage, it severs one of its rear appendages, is freed from its bonds, and begins prowling after potential prey. In Subtier 14–15 the augnagar instead tears itself into pieces as a full-round action, and a mature thulgant emerges.

The roper is another story; it hides in the northeast corner and just wants to leave. Its restraints are firmly in place, though, trapping it in the room. While partly responsible for the damaged machinery at the south of the room, the creature is not unreasonable. It is insistent, however, and upon seeing a PC, it demands to be set free and flails its strands dramatically. It won’t attack unless attacked first and might be able to warn the PCs of the monstrosity that’s nearby if they seem willing to help the roper. It won’t help the PCs fight the qliploth, though. If the PCs decide to free the roper, a character must succeed at a DC 30 Disable Device check to remove bonds clamped around the creature’s base. These bonds currently hold it immobile. If successful, the creature upholds any promise not to harm them. It slowly creeps toward the surface where it will figure out what to do with its life next.

SUBTIER 12–13 (CR 16)

ROPER

CR 12

hp 162 (*Pathfinder RPG Bestiary* 237)

TORMENTED AUGNAGAR

CR 16

Broken soul augnagar qliploth (*Pathfinder RPG Bestiary* 2 219, *Pathfinder RPG Bestiary* 4 24)

CE Huge outsider (chaotic, evil, extraplanar, qliploth)

Init +3; **Senses** blindsight 30 ft., darkvision 60 ft., scent; Perception +21

DEFENSE

AC 33, touch 7, flat-footed 33 (–1 Dex, +26 natural, –2 size)

hp 217 (14d10+140)

Fort +20, **Ref** +10, **Will** +8

DR 10/lawful, 5/—; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10, sonic 5

OFFENSE

Speed 40 ft., climb 40 ft., fly 40 ft. (average)

Melee torturous touch +24 touch (2d6 plus 1d6 Dex damage and convulsions) or

bite +24 (2d6+12 plus 1d8 bleed and rotting curse), 3 claws +24 (1d8+12 plus 1d8 bleed)

Space 15 ft.; **Reach** 15 ft. (30 ft. with claws)

Special Attacks agonized wail (DC 21), baleful gaze (DC 21), horrific appearance, rotting curse, torturous touch (DC 21)

Spell-Like Abilities (CL 14th; concentration +8)

Constant—*true seeing*

3/day—*dimension door*, *protection from law*

1/day—*waves of exhaustion*

TACTICS

During Combat Once the augnagar frees itself, it wails (if it cannot reach prey), tears apart foes (if there is a promising target), or casts *waves of exhaustion* (especially if it can catch multiple targets in the area). It activates its horrific appearance once several creatures can see it.

Morale The qliphoth uses *dimension door* to flee to the surface if reduced to 30 or fewer hit points. There it tries to stop its bleeding and then begins killing everything it can find. The PCs can hear the panicked screams of those above with a successful DC 30 Perception check. If no one intervenes, the thulgant kills all of the researchers and 1d2 of any NPC Pathfinders present. It then uses *dimension door* to return to area **B** and resume its fight with the PCs while mockingly waving one of the dead Pathfinder's heads as a trophy.

STATISTICS

Str 34, **Dex** 9, **Con** 28, **Int** 5, **Wis** 18, **Cha** 19

Base Atk +14; **CMB** +28; **CMD** 37 (45 vs. trip)

Feats Diehard, Endurance, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Toughness, Vital Strike

Skills Climb +20, Fly +12, Intimidate +12, Perception +21, Stealth +24; **Racial Modifiers** +8 Intimidate, +16 Stealth

Languages Abyssal; telepathy 100 ft.

SPECIAL ABILITIES

Agonized Wail (Su) As a standard action, the augnagar can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a Will save or become shaken for as long as they remain within 120 feet of the broken soul. A successful save renders a creature immune to the augnagar's agonized wail for 24 hours. This is a sonic mind-affecting fear effect.

Baleful Gaze (Su) Any creature within 60 feet of the augnagar must succeed at a DC 21 Fortitude save or take 1d4 points of Strength, Constitution, and Charisma drain. Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute.

Horrific Appearance (Su) As a standard action, an augnagar can subject all living creatures within 30 feet to its horrific appearance, driving them momentarily insane. This results in 2 points of Charisma damage and leaves the victims confused for 1d3 rounds (Will DC 21 negates).

Rotting Curse (Su) Bite—injury; *Save Fort* DC 26; *Frequency* 1/day; *Effect* 1d6 Con drain plus constant stench. A creature that suffers the rotting curse imparted by an augnagar's bite displays hideous, festering wounds that exude a horrific stench. This functions as the stench universal monster rule, save that it affects all creatures except those that are immune to poison. The victim of this curse receives no saving throw to avoid becoming sickened by the stench, but other creatures can attempt a DC 26 Fortitude save to negate this condition—those who fail remain sickened as long as they remain within 30 feet of the cursed victim. The horrific stench also imparts a –8 penalty on all Stealth checks made by the cursed victim. The save DC is Constitution-based.

Torturous Touch (Su) The augnagar can make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful Fortitude save negates the Dexterity damage and the convulsive fit.

SUBTIER 14–15 (CR 18)

ROPER

CR 12

hp 162 (*Pathfinder RPG Bestiary* 237)

THULGANT

CR 18

hp 290 (*Pathfinder RPG Bestiary* 2 226)

TACTICS

During Combat After the thulgant sheds its augnagar body, if it doesn't perceive any threats, it casts *greater dispel magic* near the door to area **B1** before creeping forward to ambush its prey. It uses its horrific appearance, myriad natural attacks, and spell-like abilities to tear apart the PCs, casting quickened *dimension door* at the end of each action to end its turn out of reach of major threats or right next to vulnerable targets.

Morale The qliphoth uses *dimension door* to flee to the surface if reduced to 40 or

AUGNAGAR

fewer hit points. Three rounds later, if there are any living creatures there, it begins slaughtering everything it can find. The PCs are able to hear the panicked screams of those above with a successful DC 30 Perception check. If no one intervenes, the thulgant kills all of the researchers and 1d2 of any NPC Pathfinders present, waits for its fast healing to heal it completely, and then uses *dimension door* to return to area **B** and resume its fight with the PCs while mockingly waving one of the dead Pathfinder's heads as a trophy.

B3. Terminated Experiments (CR 16 or CR 18)

Thick glass columns filled with brackish liquid and masses of stringy flesh occupy numerous niches along this hall. At the end of the dim hall, books and sheaves of loose paper cram a wall of shelves.

This grim storage facility holds the remains of numerous experiments deemed failures, but valued too highly to dispose of. The majority of these are Professor Kramolag's early experiments with owbs as she sought a process to distill their divine essence into a concentrated form. While her methods varied, the results consistently yielded warped outsiders in a catatonic state. The remains of these experiments float in nutrient suspensions within the six column-sized tubes.

Research: In addition to the failed experiments, the room also holds notes, case files, reports, lab journals, workbooks, schedules, scribbles, and the like—hundreds of thousands of pages of text, in both the finest and sloppiest handwriting imaginable. Any PC who spends 5 minutes skimming the contents can learn that these documents record the hundreds of experiments conducted at Wingless Rock and, together, reveal a progression of work and intent. However, they are fantastically disorganized and piecing together information from them would take considerable effort and time (i.e. earn the PCs one or more delays).

The labor of piecing together the documents' larger picture is represented below as a library using the Research subsystem (see *Pathfinder RPG Ultimate Intrigue* 148). However, for the purpose of this library, each phase represents one delay worth of time rather than a full 8 hours' work, and any number of characters can use the aid another action to assist the primary researcher.

At first the PCs only have access to the facility records library. If they are able to understand Dark Folk when reducing the facility records' knowledge points to 0, they also learn how to access the Council of Shadows library. This second library is the collective memories and wisdom of the owbs, accessed by communing with the outsiders trapped in the glass cylinders.

SCALING ENCOUNTER B2

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

Subtier 12-13: Remove the tormented augnagar's baleful gaze special ability and one of its claw attacks. It begins the encounter with only 180 hit points.

Subtier 14-15: The thulgant cannot access all of its abilities until it has had several hours to recover from its transformation. It does not have any uses of quickened *dimension door*, its displacement ability only grants it a 20% miss chance, it is sickened, and the DCs to resist its extraordinary and supernatural abilities are reduced by 2.

Make the following changes for groups that explicitly agreed to a greater challenge.

Subtier 12-13: The augnagar has two heads, giving it a second bite attack as a primary natural attack. If it hits the same target with both bite attacks, it can rend the target (2d6+18 plus 2d8 bleed and rotting curse). Finally, the augnagar gains a +4 profane bonus on all saving throws.

Subtier 14-15: The thulgant's metamorphosis does not entirely destroy the augnagar, whose flensed body continues to fight. Add a tormented augnagar to the encounter and give it the compression universal monster ability.

Delegating the Research: If the PCs still have an NPC Pathfinder team unassigned, they can call in that team to assist with research here. Each time a PC primary researcher attempts a Research check and reduces a library's knowledge points, the NPC team reduces the remaining knowledge points by an additional 1d8 points (1d12 if the PCs receive assistance from the Scroll Seekers). If none of the PCs can read Dark Folk, the NPC team can instead dedicate all of their efforts to translating text to treat the PCs as knowing that language for the purpose of what they discover.

The team continues its research here even after the PCs move to other encounter areas, represented by the team's d20 check to determine its success and its impact on the adventure's secondary success conditions.

SUBTIER 12-13 (CR 12)

FACILITY RECORDS

CR 10

Complexity 25

Research Check Craft (alchemy), Knowledge (arcana),

Knowledge (dungeoneering), Knowledge (planes)

kp 25

The PCs can learn the following information if they spend time researching the facility's records. Among the notes are several references in the Dark Folk

DARK BARGAIN

As they uncover the research at Wingless Rock and the nature of the owbs, a PC might learn a hint of one of the mysteries of the multiverse: what became of a race of deities that once made their home upon the Plane of Shadow. While the PC learns little in the way of context, she learns—possibly subconsciously—the name of one of these missing beings and something, or many somethings, take notice. From across the multiverse, an entity contacts the PC and asks a simple question: “Do you accept?”

While the voice speaks nothing more than this, the GM should tell the PC that if she accepts she will gain a potent boon. The GM need not elaborate more than this; not all cosmic forces prioritize clarity. At this point the PC must make her decision swiftly—count down from 10 if necessary. If she accepts, she immediately gains the Shadow Touched boon that appears on this adventure’s Chronicle sheet. If she does not, nothing happens. In either case, the mysterious voice never communicates with the PC again.

If you do not have access to *Pathfinder RPG Horror Adventures* while running this game, the PC gains the following effects until the end of the scenario instead of those granted by the Shadow Touched boon (she still gains the boon on her Chronicle sheet): the PC gains darkvision up to 60 feet, or the range of her existing darkvision increases by 30 feet; she gains a 20% chance to ignore (treat as a normal hit) confirmed critical hits and precision-based damage from any weapon that doesn’t have the *ghost touch* property; she gains light sensitivity; and she gains a –6 penalty on saving throws and to her CMD against attacks and effects that would move or trip her—as well as on all combat maneuver checks except those made to escape a grapple.

If the PCs assigned a team of NPC Pathfinders to research the Council of Shadows, the team’s leader (the first character listed) is affected by the shadowbound corruption.

language. These are often brief notations, but require either knowledge of the language or casting *comprehend languages* (or a similar spell).

kp 20 The majority of the files here document research conducted by or under the direction of one Professor Kramolag. The earliest work focuses on aquatic creatures, but increasingly turns to include subterranean flora. The objective ranges from simple documentation to practical uses of rare natural distillations. Supplementary notes allude to Kramolag conducting and later funding expeditions into the Darklands. One refers to an encounter with dark creepers and their dark stalker leader, people who refer to themselves as the caligni. An anthropological diversion documents at least 30 communities of caligni living in the Darklands beneath

Nidal, along with much of their biologically distinct caste system, culture, and religion.

kp 15 One of Kramolag’s agents reports having lived among the caligni—an arrangement a settlement of dark creepers supported but that was opposed by the leaders of the community’s faith. Those who can read Dark Folk also learn that the caligni priests are often referred to as dark called, and they do not worship conventional deities of darkness but rather a strange god creature that lives among them.

kp 10 Kramolag, with the support of well-funded backers, continues to finance raids on caligni communities. At several of the sites, her agents have captured creatures called owbs, which are enigmatic natives of the Shadow Plane that exert a strange influence over the caligni. Professor Kramolag redirected her resources toward understanding owbs and their inexplicable powers. Her research slowed to a crawl as she paid a favor to someone named Suliji Peshar, but her work soon resumed.

kp 5 Kramolag’s exhaustive study of the owbs’ unique physiologies, their fundamental connection to the Plane of Shadow, and bizarre psychologies yielded encouraging results. Those who can read Dark Folk also learn that Kramolag posited that owbs are “splinter deities,” fragments of one or more mysterious, otherworldly consciousnesses that could be pieced back together like a broken vase. She suspected that by drawing upon her distant funders’ deep pockets, she might gather the resources to succeed.

kp 0 In order to properly experiment on the owbs, Kramolag invested in new equipment for her private laboratory, which she refers to as the “god lab.” A packet of dense and meticulously written notes detail complex experiments involved in the small, seemingly unimportant room in the facility’s southeast corner. Written in a different hand are the following instructions: “To access the god lab, remember that when in the ethereal southeast, the lurker at the threshold shall be mine.” The PCs also recover a *scroll of see invisibility* and a *scroll of true seeing*.

Those who can read Dark Folk also find a report that the owbs seemed knowledgeable but resented their captivity. They were able to listen to conversations and sometimes even conversed with researchers who dared to express their dislike of Kramolag and her strategies. Following the early recombination experiments—the records of which are now kept only in the Kramolag’s private lab below—the owbs appeared to be comatose, yet maintained a hint life and awareness. The PCs learn that the dark columns here contain the owb experiments, and it is possible to learn unrecorded secrets from them as if they were a second library.

COUNCIL OF SHADOWS

CR 10

Complexity 28

Research Check Diplomacy, Knowledge (planes), Sense Motive
kp 20

kp 15 The captive owbs know of Professor Kramolag as the “Remaker in Pain,” listening as she dictated notes stored in her “god lab.” She sought to distill the divine essence within each one of them to create something greater and whole.

kp 10 The Remaker in Pain claimed success in her research, distilling multiple owbs into a vital but volatile essence brimming with potential. Her curiosity was not sated, though, and she repeated the process. She voiced frustration about someone named Suliji Peshar and corresponded several times with someone named Doctor Mais. If a PC succeeds at a DC 30 Linguistics check, he recalls a similar name from the facility records and is able to find and decipher its accompanying text: Doctor Mais and Professor Kramolag are associated not with the Aspis Consortium but with an organization known as Conference Z.

kp 0 When the PCs reduce the knowledge points to 0, the primary researcher learns something that Kramolag and her assistants never did: the name of one of the deific beings of which the owbs were once a part. When the PC has this epiphany, something in the multiverse notices the character (see the Dark Bargain sidebar for details). After resolving the discovery, the owbs become agitated at the mere thought of what they once were, and they escape their prisons by using *shadow step*. Begin combat, and see the Creatures section below.

SUBTIER 14–15 (CR 14)

FACILITY RECORDS

CR 12

Complexity 28

Research Check Craft (alchemy), Knowledge (arcana), Knowledge (dungeoneering), Knowledge (planes)
kp 30

COUNCIL OF SHADOWS

CR 12

Complexity 31

Research Check Diplomacy, Knowledge (planes), Sense Motive
kp 25

Creatures: The owbs here are not catatonic, as the researchers had diagnosed. They’ve merely ascended to a higher dual conscious state. Unbeknown to her, almost all of Professor Kramolag’s attempts to unite multiple owbs into a single, more powerful being were surprisingly successful. Each appears to be the upper halves of two humanoid bodies made of tattered ebon

SCALING ENCOUNTER B3

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

Subtier 12–13: Remove one of the conjoined owbs from the encounter.

Subtier 14–15: Remove two of the conjoined owbs from the encounter.

Make the following changes for groups that explicitly agreed to a greater challenge.

Both Subtiers: The conjoined owbs deal divine damage (not subject to damage reduction or energy resistances) with their claws and bursting cold special attack, and they are immune to the divine damage dealt by other conjoined owbs. Increase the effective spell level of their *deeper darkness* spell-like ability to 5th; it is so potent that even *daylight* only increases the light level to darkness (not supernatural darkness) unless the *daylight*’s spell level is at least 5th. While in an area of dim light, darkness, or supernatural darkness, a conjoined owb’s fast healing increases to 10, and the save DC of its horrific strike increases to 25.

matter and conjoined at the waist, back, or head. A set of twins is a single creature, but has disturbing physical abilities derived from their union.

With a detached patience that only outsiders possess, the immortal owbs have entered a state of internal dialogue and debate, reconciling their widened consciousness and piecing together fractured memories. They’re still very much alive, as anyone who examines the tubes and succeeds at a DC 30 Heal or Knowledge (planes) check can determine.

The owbs are aware of the PCs as soon as they enter the room. So long as the shadowy outsiders are left alone and they don’t have reason to believe the PCs will threaten them, they remain within their tubes (hardness 2, 10 hit points). If any of the tubes are damaged, many of the conjoined owbs use their *shadow step* ability to escape and attack the PCs. They have no interest in conversation, only in returning to their meditative states.

SUBTIER 12–13 (CR 16)

CONJOINED OWBS (3)

CR 13

Variant owb (*Pathfinder RPG Bestiary* 4 210)

NE Medium outsider (extraplanar)

Init +10; **Senses** all-around vision, darkvision 60 ft., see in darkness; Perception +24

DEFENSE

AC 26, touch 17, flat-footed 19 (+6 Dex, +1 dodge, +9 natural)

hp 180 (19d10+76); fast healing 5

OPTIONAL ENCOUNTER

The PCs have no choice but to encounter the owbs here if they reduce the Council of Shadows library kp to 0. However, later in the adventure the PCs might be forced to fight the owbs here even if they did not finish the research here. If no more than 75 minutes remain after the PCs conclude the **C1** and **C3** encounters, skip the possible owb encounter; see the Development section in area **C1** for more details.

Fort +17, **Ref** +12, **Will** +13

Immune cold

Weaknesses light sensitivity

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)

Melee 4 claws +24 (1d8+5/19–20 plus 1d6 cold and horrific strike)

Ranged bursting cold +25 touch (6d6 cold)

Special Attacks bursting cold, curse of darkness, horrific strike

Spell-Like Abilities (CL 15th; concentration +18)

Constant—*blur*

At will—*deeper darkness*, *detect thoughts* (DC 15), *dust of twilight*^{APG} (DC 15)

5/day—*shadow step*^{UM}

TACTICS

During Combat The conjoined owbs blanket the area in darkness and harry the PCs using natural attacks. When possible, the owbs avoid harming a PC who accepted the Shadow Touched boon.

Morale The conjoined owbs fight to the death.

STATISTICS

Str 20, **Dex** 22, **Con** 19, **Int** 11, **Wis** 15, **Cha** 16

Base Atk +19; **CMB** +24; **CMD** 41

Feats Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (claws), Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Wingover

Skills Fly +36, Knowledge (planes) +22, Knowledge (religion) +22, Perception +24, Sense Motive +15, Spellcraft +12, Stealth +28

Languages Dark Folk (can't speak); telepathy 100 ft.

SPECIAL ABILITIES

Bursting Cold (Su) As a standard action, a conjoined owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and it deals 6d6 points of cold damage. Three times per day, the conjoined owb can choose to have these flames explode when they strike, dealing 6d6 cold damage to all creatures within 10 feet of the target (Reflex DC 23 for half)

Curse of Darkness (Su) With a touch, an owb can make bright light unbearable to the victim. Any creature touched must succeed at a DC 22 Fortitude saving throw or gain the light

blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with *break enchantment* or *remove curse*, unless the target has the dark folk subtype, in which case the effect can only be removed by *wish* or similar magic. The saving throw DC is Charisma-based.

Horrific Strike (Su) A conjoined owb can assault its foes with the ocean of mental anguish that it has endured as a subject of terrible experimentations. If the owb hits the same creature with its claws two or more times in 1 round, the owb can assault the target with a wave of horrifying images (Will DC 22 negates). If the owb hits only twice, these images stagger the target for 1 round. If it hits three times, it instead stuns the target for 1 round. If it hits four times, it stuns the target for 1 round and deals 1d2 points of Wisdom drain. This is a mind-affecting fear effect.

SUBTIER 14–15 (CR 18)

CONJOINED OWBS (6)

CR 13

hp 180 (see Subtier 12–13)

B4. DESERTED HALLWAY (CR 14 OR CR 16)

This long, narrow corridor is empty and eerily silent. Overhead, staggered braziers flicker with dying flames, and heavy shadows fall in the gaps between. At the end of the hall gloom settles into the cold steel of a massive, barred cage that stretches from floor to ceiling like some sort of inescapable jail cell.

This deserted hallway once served as the primary passageway between the facility's upper labs. Even when Professor Kramolag operated the facility at full capacity, however, she took precautions to keep out unwanted visitors and unauthorized scientists, and she focused those warding efforts on this hall in particular. Each scientist authorized to work here knew that Kramolag had heavily trapped the hallway, and each was given a password in order to bypass the traps that protected the areas they needed to access. Now that the facility is on lockdown, the trap has been keyed to an alternate password and remains armed.

The cage at the end of the hallway lacks any door and serves as the destination for the trap's teleportation effect (see Traps below). Due to its magically hardened bars, it has hardness 20, 85 hit points, and a break DC of 40. The cage can comfortably hold up to four Medium creatures; additional creatures transported into the cage must squeeze as necessary.

Traps: The traps with which Kramolag outfitted the corridor were not simply meant to deter or destroy

intruders. Rather, they capture intruders and condemn them to a terrible fate: life as Professor Kramolag's newest lab subjects. Occasionally, Kramolag's traps would ensnare an unwitting ally or neutral party by mistake, but even then, the wily professor sometimes found more use for these unfortunate creatures on her dissection tables than she ever did when they roamed free.

The squares marked on the map are each outfitted with *dimension door* traps, to which Kramolag and her best spellcasters dedicated considerable hours to create. When activated, each trap teleports an affected creature into the cage at the end of the hall and trigger the *baleful polymorph* trap. Because of the strange experimental magic involved in creating it, instead of a transforming a target into a mundane Small or smaller animal, this *baleful polymorph* trap transforms the victim into an amalgam of two random Small or smaller animals. Roll 1d10 twice on the following table to determine the specific amalgamation. In any case, use the statistics of the animal whose size is the largest, and add any missing natural attacks and movement speeds from the secondary animal as necessary. As with any *baleful polymorph* spell, this effect can be dispelled with *dispel magic* or *break enchantment*. The *baleful polymorph* trap cannot affect a creature more than once unless the creature leaves the cage and reenters it.

TABLE: RANDOM ANIMALS

d10	Result
1	baboon (<i>Bestiary</i> 2 212)
2	badger (<i>Bestiary</i> 2 40)
3	goat (<i>Bestiary</i> 3 112)
4	monkey (<i>Bestiary</i> 132)
5	owl (<i>Bestiary</i> 132)
6	pig (<i>Bestiary</i> 3 112)
7	skunk (<i>Bestiary</i> 3 247)
8	weasel (<i>Bestiary</i> 133)
9	velociraptor (<i>Bestiary</i> 4 59)
10	vulture (<i>Bestiary</i> 3 284)

Subtier 12–13 (CR 14)

DIMENSION DOOR TRAPS (2) CR 10

Type magic; **Perception** DC 34; **Disable Device** DC 34

Effects

Trigger location; **Reset** automatic (10 minutes);

Bypass password

Effect spell effect (modified *dimension door* [9th level, CL 17th]; targets any single Large or smaller creature; target is transferred to the cage in area **B4**; DC 23 Will saving throw negates)

SCALING ENCOUNTER B4

Make the following adjustments to accommodate group of four PCs.

All Subtiers: Remove the *dimension door* trap outside area **B5**.

Make the following changes for groups that explicitly agreed to a greater challenge.

All Subtiers: Each of the traps is augmented by the Persistent Spell metamagic feat; this forces any creature attempting a saving throw against the trap to roll the saving throw twice and use the lower result.

HEIGHTENED BALEFUL POLYMORPH TRAP CR 12

Type magic; **Perception** DC 36; **Disable Device** DC 36

Effects

Trigger location; **Reset** automatic

Effect spell effect (modified heightened *baleful polymorph* [9th level, CL 17th]; target is transformed into an amalgam of two Small or smaller animals; see description above; DC 26 Fortitude negates and DC 26 Will partial)

Subtier 14–15 (CR 16)

DIMENSION DOOR TRAPS (2) CR 12

Type magic; **Perception** DC 36; **Disable Device** DC 36

Effects

Trigger location; **Reset** automatic (10 minutes);

Bypass password

Effect spell effect (modified *dimension door* [9th level, CL 18th]; targets any single Large or smaller creature; target is transferred to the cage in area **B4**; DC 26 Will saving throw negates)

HEIGHTENED BALEFUL POLYMORPH TRAP CR 14

Type magic; **Perception** DC 37; **Disable Device** DC 37

Effects

Trigger location; **Reset** automatic

Effect spell effect (modified heightened *baleful polymorph* [9th level, CL 18th]; target is transformed into an amalgam of two Small or smaller animals; see description above; DC 28 Fortitude negates and DC 28 Will partial)

B5. Storage

This simple room contains numerous chests, lockers, and crates that store bedrolls, ingredients, spare clothing, and other necessary materials for operating a secret laboratory far from civilization.

Treasure: There are not nearly enough rations here to feed all of the researchers, but there are two *sustaining spoons* and a *decanter of endless water* that help stretch the facility's supplies.

Rewards: If the PCs do not recover the treasure here, reduce each PC's gold earned as follows.

All Subtiers: Reduce each PC's gold earned by 1,650 gp.

B6. Processing Laboratory

Stone pylons form a perimeter around a deep vat caked with a viscous tarry sludge. A steel bridge crosses to a smaller workstation, and a series of tubes and conduits run from the vat to the ceiling to pass through various walls on their way to unseen destinations.

Although the advanced stages of owb-distillation occurred in Kramolag's god lab, it was here that researchers performed the initial phase of outsider deconstruction and recombination. The thick residue is an esoteric remnant left behind by the owbs' transformation, and it still drinks in the ambient heat in this room. Coming in physical contact with the vat's contents deals 1d6 points of cold damage each round. The residue also broadcasts semi-coherent echoes of the owbs' thoughts in Dark Folk, and any creature adjacent to the vat can hear these promises of power, offers of secrets, and blasphemies against light.

B7. God Lab Entrance

This small, unadorned chamber is made of interlocking natural stone blocks and has a low, claustrophobic ceiling, as if to discourage individuals from lingering here.

Purposely designed to look nondescript and innocuous, this small room is actually the sole access point to Professor Kramolag's god lab beneath the facility. On the south wall, nine of the stone blocks are merely panels arranged in a 3-by-3-panel matrix, which a PC can determine with a successful DC 25 Knowledge (engineering) check or DC 30 Perception check. Six of these panels bear ethereal runes (see **Player Handout #4**) that are stylized words and phrases in Aklo, and only by arranging them in the proper configuration and then flipping the hidden switch (see **Treasure** below) can one activate a dormant *teleportation circle* that connects this room to area **C1**.

A PC must be able to read Aklo or succeed at a DC 20 Linguistics check to understand the runes. In order to even perceive the runes, a PC must be able to perceive ethereal objects, such as with *true seeing* or *see invisibility*. They can learn this by researching the facility records in area **B3**. If the PCs have learned this information but the players have not yet made the connection when they reach this point, consider allowing them a DC 10 Intelligence check to reach that conclusion.

From left to right, beginning with the top left-hand panel, the runes on the handout translate to the following. **Panel 1:** at the; **Panel 2:** threshold; **Panel 3:** mine; **Panel 4:** shall; **Panel 5:** be; **Panel 6:** the lurker. The panels must be arranged to spell out the passphrase "The lurker at the threshold shall be mine," which the PCs can uncover in the facility records. This reflects Kramolag's obsession with harnessing and embodying the power of the cosmos's most mysterious deities, especially Yog-Sothoth. If the PCs have not discovered the information available in area **B3**, and therefore do not have a clue about the correct passphrase, allow them to make Knowledge (planes or religion) checks. A successful DC 20 check reveals that the runes likely refer to "the lurker at the threshold," or Yog-Sothoth, and that the correct passphrase likely includes placing those runes together.

Although it looks like it's made of mundane stone, the entire room has lead linings behind its stone panels, preventing any magical detection of the *teleportation circle* revealed when the stones spell the passphrase (see the **Development** section).

Hazard: If a creature flips the switch in the hidden compartment (see **Treasure** below) when the panels are not configured correctly, a wave of cosmic energy blasts each creature in the room and adjoining hallway. Each effected creature has an equal chance of being either irradiated, scorched, or traumatized by the otherworldly exposure. An irradiated creature takes 1d2 points of Constitution drain (Fortitude DC 22 negates). A scorched creature gains 1 permanent negative level (Reflex DC 20 negates). A traumatized creature takes 1d2 points of Wisdom drain (Will DC 22 negates). In Subtier 14–15, increase the save DC of each effect by 2.

Development: When the movable stone panels are arranged to spell out the passphrase, the stones on the room's floor blink out of existence, revealing a permanent *teleportation circle* that instantly transports all creatures in the room to area **C1**—the upper part of Kramolag's god lab. Any creature that enters the circle is also transported.

Treasure: A hidden tenth panel on the west wall conceals a compartment containing several magic items. In Subtier 12–13, this includes a *cloak of the bat* and a *headband of mental prowess* +2 (Wis and Cha). In Subtier 14–15 there is also a *bracelet of friends*. The few researchers that Professor Kramolag trusted with information about how to access the god lab used this repository to store valuables that were useful to them during their meticulous work in the lab.

At the back of the niche is a metal switch that activates the *teleportation circle*—assuming the panels have been properly configured.

Rewards: If the PCs fail to secure the treasure here, reduce each PC's gold earned as follows.

Subtier 12–13: Reduce each PC's gold earned by 3,000 gp.
Out of Subtier: Reduce each PC's gold earned by 3,791 gp.
Subtier 14–15: Reduce each PC's gold earned by 4,583 gp.

C. THE GOD LAB

Professor Kramolag experiments extended far beyond the esoteric procedures performed in the upper labs. Her private lab, accessible only by magic, held her riskiest and most clandestine trials. To ensure that any wayward creations would never escape, she installed numerous safeguards and fail-safes. Among these various defenses is the deep pool of acid that now drowns the lab below. By the time the PCs arrive, the lab has already been bathed in acid for the better part of a day, and Kramolag has taken refuge in her panic room (area C3) with a limited oxygen supply.

This lower complex is the product of years of excavation, construction, and refinement aided by sundry conjuration spells and alchemical tools. It is located about 200 feet below area B, and there is no light except where noted.

C1. Godless Chamber (CR 17 or CR 19)

An acrid tang fills the air in this tall, lightless chamber. A series of metal rebar platforms connected by steel staircases descend in a counterclockwise spiral from corner to corner. A faint circle of amber light glows on the surface of the uppermost platform.

This 30-by-30-foot platform is made from fused rebar and sits at the very top of the facility that has served as Professor Kramolag's god lab. The amber circle is the *teleportation circle* connected to area B7, and stepping back into the circle transports the PC to that area.

The stairways are 5 feet wide, have railings, and descend at a steep angle; they are considered difficult terrain. Each platform is approximately 30 feet lower than the last, is suspended by several metal supports from the adjoining walls, and lack safety railings. The PCs' starting point on the largest platform is about 120 feet above the surface of area C2 (about 100 feet above the acid's surface).

Hazard: When an immortal ichor (see Creature below) escaped its confines at the bottom of the vat in area C2, the professor flooded the room with acid that she had specially formulated to render the ooze inert and eventually destroy it entirely. Unfortunately, all of Kramolag's strange experimentations on the ichor have warped it, and it has become immune to the acid. A 20-foot-deep pool at the bottom of area C currently obscures area C2 entirely.

The acid is a burning, corrosive substance. Exposure deals 1d6 points of acid damage and 1 point of fire damage. Total immersion in the pool deals 10d6 points of

acid damage per round and 5d6 points of fire damage per round in Subtier 12–13. In Subtier 14–15, the pool deals 14d6 points of acid damage per round.

Beside the dangers of total immersion, the acid exudes dangerous fumes. Each round that a PC is within 10 feet of the acid's surface (including those atop the southeast platform), he is subject to the fumes and must succeed at a DC 18 Fortitude save (DC 20 in Subtier 14–15) or take 1 point of Constitution damage. This is a poison effect.

Creature: As Professor Kramolag and her researchers destroyed owb after owb and extracted, distilled, and refined the fragments of divine essence within each one, the growing globule of god-stuff began to exhibit sentience. The inner circle of researchers referred to this nascent immortal ichor as the God Fount—the centerpiece of Professor Kramolag's ego-fueled research into gaining deity-level power. During its long tenure as a research subject, the immortal ichor slowly and painfully adapted to its environment, and the cruelties inflicted on it warped it beyond its natural state. Thus, the God Fount has managed to tweak its spell-like abilities and its defensive abilities, even turning the sea of acid into its own personal playground. Enraged after years of torturous experimentation, the ooze is eager to wreck vengeance on any creature that crosses its path. It hopes to eventually escape this prison, exert its semi-divine power, and dominate scores of followers.

The immortal ichor senses the PCs shortly after they begin descending the stairs. It hides just beneath the surface of the acid and observes them until at least one target reaches the lowest platform. It then casts *mind fog* and broadcasts a telepathic message that sounds more like a searing cacophony of grinding blades and screeching insects than it does anything natural.

"Filthy mortals! For far too long was I slave to lesser souls—those grease stains on the palms of beasts. No longer! Sweet, pitiless voracity! Yes, I have consumed them, and on the fruits of their panic I feed, and I grow, and I shall rise to heights of divine glory! Bow before a god reborn, or be the first of mortalkind to know your doom!"

SUBTIER 12–13 (CR 17)

GOD FOUNT

CR 17

Variant Immortal Ichor (*Pathfinder RPG Bestiary* 4 156)

NE Medium ooze (extraplanar)

Init +7; **Senses** blindsense 60 ft.; Perception +25

DEFENSE

AC 32, touch 32, flat-footed 28 (+3 Dex, +1 dodge, +18 profane)

hp 270 (20d8+180); regeneration 10 (good spells, good weapons)

Fort +16, **Ref** +9, **Will** +11

Defensive Abilities amorphous, **DR** 15/—; **Immune** acid, bludgeoning damage, electricity, mind-affecting effects, ooze traits, piercing damage; **Resist** fire 30

Weaknesses invite blasphemy, vulnerable to cold

OFFENSE

Speed 20 ft., fly 20 ft. (average), swim 40 ft.

Melee slam +21 (6d6+7 plus 1d3 Wis drain)

Spell-Like Abilities (CL 17th; concentration +22)

At will—*detect thoughts* (DC 17), *doom* (DC 18), *summon swarm*, *telekinesis* (DC 20)

3/day—*control undead* (DC 22), *creeping doom* (DC 22), *quicken doom* (DC 18), *fear* (DC 19), *insect plague*, *mind fog* (DC 20), *nightmare* (DC 20)

TACTICS

Before Combat The God Fount swims just underneath the surface of the area's acid pool, stealthily waiting for the PCs to reach the platform directly above the acid's surface. In a surprise round, the God Fount uses its *mind fog* spell-like ability, targeting the lowest platform.

During Combat The God Fount uses its *mind fog* spell-like ability (if it has not already). It then uses its *telekinesis* spell-like ability, first to disconnect the stairway that leads to the lowest revealed platform (potentially blocking PCs from fleeing), and then to attempt to bull rush a PC off the platforms and into the acid pool. Once it has knocked a PC into the acid, it flies out of the pool and uses its *fear* and *doom* spell-like abilities until at least one PC is panicked. It then uses its *creeping doom* or *insect plague* spell-like ability, positioning the swarms to surround the remaining PCs if possible, before wading into melee with slam attacks. The God Fount makes a grudging effort to avoid harming any creature affected by the shadowbound corruption (see area **B3**), but defends itself if attacked.

Morale The God Fount both despises its tortured existence and simultaneously craves the chance to terrorize lesser beings. If it senses a way to escape and determines that the PCs pose little chance of killing it, the ooze travels toward the teleportation circle and departs Wingless Rock after crushing a PC or two; during its escape, it also kills one member of each NPC Pathfinder team on Wingless Rock. If the PCs pose a serious threat, their existence challenges the God Fount's claimed omnipotence; it fights to the death to destroy such creatures.

STATISTICS

Str 20, **Dex** 17, **Con** 26, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +15; **CMB** +20 (+24 bull rush); **CMD** 52 (can't be tripped)

Feats Ability Focus (*doom*), Combat Casting, Dodge, Great Fortitude, Hover, Improved Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (*doom*), Toughness, Weapon Focus (slam)

Skills Fly +26, Intimidate +25, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +25, Sense Motive +25, Spellcraft +25, Stealth +13 (+23 while submerged in any liquid), Swim +33; **Racial Modifiers** +10 Stealth while submerged in any liquid

Languages Abyssal, Aklo, Common, Infernal, Undercommon (can't speak any language); telepathy 100 ft.

SQ enslave the cowed, compression, no breath

SPECIAL ABILITIES

Enslave the Cowed (Su) Any creature affected by any of the God Fount's spell-like abilities with the fear descriptor take an additional 1 point of Wisdom drain from its slam attack. If the God Fount reduces a creature's Wisdom to 0, the creature becomes completely subservient to the God Fount (as per *dominate monster*, except it even obeys self-destructive orders) and loses the Wisdom drain it has taken from the slams. Any creature that is killed while subservient to the God Fount in this way rises the next round as a juju zombie under the God Fount's control. If the God Fount is killed, these zombies are immediately destroyed.



IMMORTAL
ICHOR

Invite Blasphemy (Su) The God Fount thrives upon mortal fear and obeisance, especially those of pious creatures. As a free action, a creature that receives divine spells or other abilities from a deity can decisively renounce its divine patron—losing all associated abilities and spellcasting—and acknowledge the immortal ichor’s divinity. Doing so causes the God Fount’s form to coalesce into a more distinct shape and consistency, suppressing its regeneration, immunity to bludgeoning and piercing, and amorphous defensive ability for 1d4+1 rounds. A creature that sacrifices its abilities in this way can regain them only by receiving *atonement* for performing a deliberate misdeed.

SUBTIER 14–15 (CR 19)

GOD FOUNT	CR 19
Variant Immortal Ichor (<i>Pathfinder RPG Bestiary 4</i> 156) NE Medium ooze (extraplanar)	
Init +7; Senses blindsense 60 ft.; Perception +29	
DEFENSE	
AC 34, touch 34, flat-footed 30 (+3 Dex, +1 dodge, +20 profane)	
hp 324 (24d8+216); regeneration 10 (good spells, good weapons)	
Fort +18, Ref +11, Will +13	
Defensive Abilities amorphous, DR 15/—; Immune acid, bludgeoning damage, electricity, piercing damage, mind-affecting effects, ooze traits; Resist fire 30	
Weaknesses vulnerable to cold	
OFFENSE	
Speed 20 ft., fly 30 ft. (average), swim 40 ft.	
Melee slam +26 (6d6+10 plus 1d3 Wis drain)	
Spell-Like Abilities (CL 19th; concentration +26) At will— <i>detect thoughts</i> (DC 19), <i>doom</i> (DC 20), <i>summon swarm</i> , <i>telekinesis</i> (DC 22) 3/day— <i>control undead</i> (DC 24), <i>creeping doom</i> (DC 24), <i>quicken doom</i> (DC 20), <i>fear</i> (DC 21), <i>insect plague</i> , <i>mind fog</i> (DC 22), <i>nightmare</i> (DC 22)	
TACTICS	
Use the tactics in Subtier 12–13.	
STATISTICS	
Str 24, Dex 17, Con 26, Int 21, Wis 20, Cha 25	
Base Atk +18; CMB +25 (+29 bull rush); CMD 59 (can’t be tripped)	
Feats Ability Focus (<i>doom</i>), Combat Casting, Dodge, Flyby Attack, Great Fortitude, Hover, Improved Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (<i>doom</i>), Toughness, Weapon Focus (slam), Wingover	
Skills Fly +30, Intimidate +31, Knowledge (arcana) +11, Knowledge (planes) +11, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +15 (+25 when submerged in any liquid), Swim +39; Racial Modifiers +10 Stealth while submerged in any liquid	

SCALING ENCOUNTER C1

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

All Subtiers: Reduce the God Fount’s DR to 10/—, reduce its maximum and starting hit points to 220, reduce its profane bonus to its Armor Class by 4, and increase the duration of its invite blasphemy weakness to 1d4+3 rounds.

Subtier 14–15: In addition, the acid hazard no longer deals fire damage.

Make the following changes for groups that explicitly agreed to a greater challenge.

Both Subtiers: The God Fount gains the split ability.

Split (Ex): When the God Fount takes damage from a slashing weapon that is not treated as good for the purpose of overcoming its regeneration, it splits into two identical oozes, each with half the original’s current hit points (round down). A God Fount with 40 hit points or less cannot be split further. Any additional God Founts created by this ability lack regeneration but instead gain fast healing 5.

Languages Abyssal, Aklo, Common, Infernal, Undercommon (can’t speak any language); telepathy 100 ft.

SQ enslave the cowed, compression, no breath

SPECIAL ABILITIES

Enslave the Cowed (Su) See Subtier 12–13.

Invite Blasphemy (Su) See Subtier 12–13.

Development: Professor Kramolag adjusted the fail-safe so that when there were no longer any living creatures in the pool (meaning that the ichor had expired), the acid would drain automatically. Shortly after the PCs defeat the ichor, assuming that none of them are still swimming in the pool, the acid begins disappearing into large drains that open on all four walls. It takes 10 minutes for the acid to drain entirely and afford the PCs access to Professor Kramolag’s panic room (area C3).

Once the acid has drained, the PCs are free to descend the final two platforms and explore the god lab’s floor. The drains are outfitted with suctioning devices, ensuring that any traces of acid left on the acid-resistant stairways and platforms do not threaten the PCs, nor are there any poisonous fumes emanating from these trace amounts.

If the PCs did not already defeat the conjoined owbs in area B3, the God Fount’s destruction unleashes an empathic cry that awakens the outsiders. The owbs begin wandering area B and likely ambush the PCs as they try to leave. Such a confrontation is an optional encounter that should be skipped if fewer than 60 minutes remain to finish the scenario by that time.

C2. God Lab Floor

Once the PCs have defeated the God Fount, the acid has drained from the chamber, and they descend to the lab's floor, read or paraphrase the following.

Although barely perceptible amounts of greenish, glistening acid cling to a few surfaces here and there, this bunker-like laboratory is surprisingly intact. The room's steel workstations appear sterile but are arranged messily, with blocky metal desks overturned and chairs flung askew, as if any workers here fled in a panic. To the south is a tiered platform supporting a large vat that is sunken into the floor. To the west is a heavy, riveted, industrial-grade door.

This is the lab where Professor Kramolag and her most trusted assistants conducted the research that fueled her obsessions. Before the immortal ichor escaped its bonds and madness reigned in the lab, Professor Kramolag kept the God Fount chained at the bottom of the room's 10-foot-deep, lead-lined vat. Over the years, she had collected numerous notes and recorded several remarkable breakthroughs in her work. Unfortunately, the professor was able to gather only a handful of the most important documents before fleeing (see area C3 for more details). The rest of the documents rested on the surface of various workstations and research tables, and were destroyed when the acid flooded the room.

Treasure: Most of the drawers in the workstations and the storage bins are empty, since many were left ajar, allowing the room's flowing acid to destroy their contents. However, if the PCs spend 10 minutes searching the lab, they come across a closed drawer with surviving contents. The drawer contains an *orange prism ioun stone*. In Subtier 14–15, there is also an *amulet of proof against detection and location*.

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

Subtier 12–13: Reduce each PC's gold earned by 2,500 gp.

Out of Subtier: Reduce each PC's gold earned by 3,958 gp.

Subtier 14–15: Reduce each PC's gold earned by 5,416 gp.

C3. Kramolag's Panic Room

The riveted door to this room is tightly locked (DC 30 Disable Device) and difficult to otherwise circumvent. It has hardness 20, 100 hp, and break DC 28. Once the acid has drained from area C2, the door unlocks.

When the PCs find their way inside the panic room, they see **Professor Inphira Kramolag** (NE female human alchemist [psychonaut^{UM}] 14) slumped on the floor. If the PCs accumulated two delays or fewer earlier in the adventure, she is delirious from oxygen deprivation but is easily revived. If they accumulated three delays, she has begun suffocating and has only two minutes to

either access fresh air or expire. If the PCs accumulated four delays or more, Professor Kramolag is already dead.

If Kramolag is alive and conscious—or once the PCs revive her—read or paraphrase the following.

Crumpled in the corner of this cramped space, a dark-haired woman weakly raises her head. A flicker of sarcasm crosses her bruised lips, though the expression visibly pains her. "You're not... Oh, good. It gets better." More words begin to raggedly emerge, but a coughing fit overtakes her, and she pauses before continuing. "Whoever you are, you're going to want to heal me. This place is about to fall down on your heads, and only I can tell you how to escape. I built this place, you know."

Even in her weakened state, Kramolag retains the dry humor and pragmatism for which she is known. Her last statement, of course, is a lie, though she hides her desperation well; the lab is in no danger of collapsing, and Kramolag simply wants to be healed quickly so she can slip off and regroup herself. Kramolag has a +17 Bluff modifier, if any of the PCs suspect her lie for what it is. If the PCs believe her, they must provide 20 points of healing before she will divulge any information. If they don't, any pressure whatsoever prompts Kramolag to reveal any and all information she knows, as the professor simply wants to keep the PCs from finishing the job the ichor already started.

If the PCs arrive after Kramolag dies, they can search her alchemical materials and find one of her contingencies: a flask containing a variant alchemist extract of *Speak with Dead* wrapped in a written message that says, "In case I die, feed this to me." This extract allows Kramolag's spirit to converse freely and answer questions for 14 minutes, after which her soul departs to be judged. Kramolag is under no special compulsion to answer questions and otherwise behaves in many ways as though she were alive for conversation purposes.

Even after she receives any healing, Kramolag is not particularly friendly, and her conversation is punctuated with self-deprecating sarcastic barbs and cruelly phrased directness. The following represent likely questions and her answers.

Who are you? "If you've come this far without knowing, then I am apparently the lesser of two fools. I'm Professor Inphira Kramolag, proud inheritor of the scientific tradition of getting killed in the name of progress."

Why did you create this potion? "I assumed that my colleagues would find me, and I wanted to be able to provide some accounting of what occurred. Instead I got you. Given everything else that's gone wrong of late, I can't say I'm really surprised."

What was that thing [in the god lab]? "That was my greatest work to date. Some outsiders form as pearls do,

wrapping a fragment of divine power in a pleasant sheath. As I surmised, by extracting enough of that divine 'grit' and combining it under exacting conditions, one can make a puddle of god-stuff. If it hadn't become rather... willful, I might have been able to make a full-fledged demigod or better instead of an upstart, lab-wrecking pool of spite. Ultimately, it's a success—further proof that divinities are nothing so sacrosanct that proper lab conditions cannot replicate the effects."

What's your role in the Korholm Agenda? Kramolag grimaces. "My role was strictly coerced. I had and have no interest in the Korholm Agenda beyond its use for minor field tests, and even that was my making the most of a bad situation. If I had my way—" she looks around with disgust "—and clearly I can't have that, I would have wanted nothing to do with the Agenda or the hellion Suliji Peshar."

Who is Suliji Peshar? "Suliji's the one who started it all—she and her withered patron. What do you know of what the Korholm Agenda's done?" Let the PCs recount a quick summary of what they know, such as the Agenda's attack on the Grand Lodge, the Society's reprisals against key Agenda ringleaders, and the recent plot to steal the *sun orchid elixir*. Kramolag then smirks and continues. "Suliji knows how to manipulate. She pulled together a group of six of us. Some she lured with a chance for revenge, others with the promise of profit, and me with the looming specter of blackmail. We did her bidding, coordinated her attack on the Grand Lodge, and ultimately suffered when the Society began attacking to avenge itself. No doubt you've felt very proud every time you executed another Korholm leader? We've learned the hard way that Suliji uses those happy feelings as a smokescreen to operate with impunity, letting you think you've won every time you kill a decoy. No doubt she sold me out because I looked too deeply into her real plans."

She sacrificed her allies to get ahead? With a sneer, Kramolag quips, "I hear it's called leadership. Are you saying you'd never send your own subordinates into danger to help accomplish your own goals?" If the PCs vigorously defend their own leadership practices, Kramolag applauds in a patronizing fashion until they become self-conscious and change the subject.

What is Suliji's plan? "Suliji's an ambitious woman, but she covers her tracks well. I found that she returned

to Ostenso regularly over the past two years—and not to check in at the Aspis headquarters. Instead, she was sneaking into the mausoleum of Jhandorage Vaulnder Alexayn. He is—or was—one of the Consortium's founders who died more than a century ago. He was practically an informal saint of the Druman Kalistocracy by the time he died, so she might be smuggling his wealth out. More likely she's found some other advantage within, possibly one tied to the Consortium's early days that she could hold over the Patrons' heads or use to tear the Consortium apart."

Isn't it good for the Society to let Suliji harm the Consortium? Kramolag shakes her head in disbelief. "Don't be short-sighted. How does Suliji treat any of her toys? She uses them to break everyone else's toys. If she's poised to do anything further with or against the Consortium, you can bet you and your colleagues will be harmed in the process."

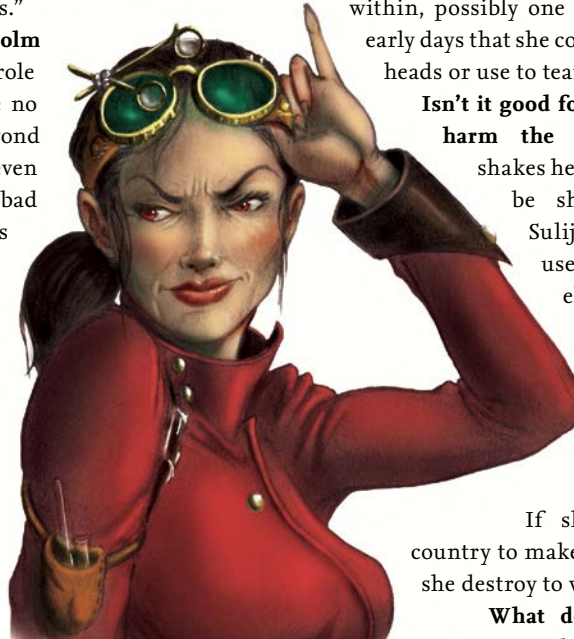
If she's willing to ruin a country to make a little gold, what would she destroy to win her end game?"

What do you propose? "Go to Ostenso, break into Alexayn's crypt, and learn what Suliji plans next. Assuming she's not just aiming to give every child a puppy and a free education, you'll probably want to stop her."

Why are you helping us? "I may have been outmaneuvered by a half-orc, bested by a glob of god-snot, and rescued by a band of no-names, but that doesn't deprive me of my dignity. Suliji pushed me down a slippery slope that ruined my life's work. If you can deny her whatever she's planning, that's enough emotional solace for me to write this off as merely another of life's disappointments."

We'll kill you for what you've done! "Sure, that's creative. Destroying me any further is unwise and unnecessary, but I won't give you the satisfaction of begging for mercy."

Treasure: Professor Kramolag is wearing a *ring of alchemy II* (functions as a *ring of wizardry II* but provides additional 2nd-level alchemist extracts rather than 2nd-level spell slots). In Subtier 14–15, she also wears a red *coat of the grand alchemist* (functions as a *robe of the archmagi* that has no alignment restriction and treats her effective alchemist level as 1 higher for calculating the duration



PROFESSOR
KRAMOLAG

of mutagens and mutagen-like abilities like cognatogen). If she is dead by the time the PCs arrive, she has broken down the ring (in Subtier 12–13) or the robe (in Subtier 14–15) into its alchemical components in order to mix her special extract of *Speak with Dead*.

The PCs can also uncover several of Professor Kramolag's lab notebooks, each written in a cramped hand. She details her studies of the Astral Plane, teleportation signatures in Thuvia (a reference to her contributions during *Pathfinder Society Scenario #7–20: All for Immortality, Part 1: First Taste of Eternity*), and their parallels with the mad ramblings of creatures closely tied to Yog-Sothoth. Apparently, study of these same eldritch entities helped Kramolag unlock her recipe for the God Fount, suggesting that the like of Outer Gods and Great Old Ones might be able to grant mortals immortality. If the PCs found Kramolag and killed her before learning everything they should, they might also uncover similar information within these logbooks, including several of Kramolag's contacts within a network of like-minded researchers.

Development: If alive, Kramolag considers herself the PCs' captive and provides little resistance if they insist on taking her to the Grand Lodge or killing her.

Rewards: If the PCs fail to rescue Professor Kramolag before she dies, reduce each PC's gold earned as follows. In Subtier 14–15, reduce the gold earned by the amount in parentheses if the PCs fail to reach Kramolag altogether.

Subtier 12–13: Reduce each PC's gold earned by 3,333 gp.

Out of Subtier: Reduce each PC's gold earned by 4,791 gp (or by 6,458 gp).

Subtier 14–15: Reduce each PC's gold earned by 6,250 gp (or by 9,583 gp).

CONCLUSION

With Professor Kramolag dead, captured, or banished and the laboratories cleansed of their most dangerous experiments, the PCs can depart Wingless Rock and report back to Marcos Farabellus. He listens to what they found and comes to the conclusion that this intra-Aspis conspiracy could readily spin into the Society's problem, and the only way to be sure is to investigate Alexayn's mausoleum. He asks that the PCs meet with their other agents, settle any other affairs, and begin preparations to travel to Ostenso for a highly sensitive incursion into the Consortium's backyard.

Any suggestion that Suliji Peshar has been feeding the Society phony intelligence is deeply concerning. Farabellus

muses that the Society's key Aspis informant over the past year has been a very secretive individual using the alias "Three Rings" and might have also been Suliji's pawn, as the informant consistently sniffed out Korholm Agenda ringleaders. He announces that he'll begin checking the records and seeing if there's a connection.

Aside from everything else, the PCs likely also learned the terrifying truth about Conference Z: it runs as deep as the Aspis Consortium itself, has a history to rival its parent group, and is engaged in some of the strangest, most amoral, and most dangerous experimentations thinkable. The PCs have thwarted Professor Kramolag's specific divine experiments, but the bizarre things they learned about what took place in her labs—including the very real possibility that ambition combined with the power of the Outer Gods might spell a recipe for granting divinity to mortals—have likely shaken them to their core.

If the PCs reached area C3 and were able to recover Kramolag's research materials there, each PC earns the Alchemical Breakthrough boon on the Chronicle sheet. If they found Kramolag alive, they also gain the Enhanced Breakthrough boon.

REPORTING CONDITIONS

If any members of the Axe-Fixers team permanently died, check box A. If any members of the Kernaug Group permanently died, check box B. If any members of the Scroll-Seekers permanently died, check box C. If Professor Kramolag survived the adventure, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs succeed at the primary success condition as long as they defeat the God Fount and deduce that they must now travel to Alexayn's mausoleum in Ostenso. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary objective so long as they succeed at three of the following five tasks: reach Professor Kramolag before she dies (she only needs to survive long enough to share the key information the PCs require), direct a team that successfully explores the Wirholt's Rictus site, direct a team that successfully explores the Uskwood site, extract key information from the Wingless Rock researchers in area A4, and reduce the kp of the Council of Shadows library to 0. Doing so earns each PC 1 additional Prestige Point.

PLAYER HANDOUT 1: THE AXE-FIXERS

This file provides information about the Pathfinders who call themselves the Axe-Fixers. These agents consider the Grand Lodge in Absalom their base of operations, and they have traveled beyond the Isle of Kortos for missions only rarely.

Garl and Shrade (CN male and female half-orc barbarians 5): Better known as the Boartusk Twins, these siblings earned field commissions for saving a group of Pathfinders in Lastwall. They accepted the invitation, not knowing quite what they were getting into. Since then, their reliance on brute strength has tarnished their reputation and earned them little work. Hoping to prove themselves as leaders, they founded a group and named it after their favorite motto: “There’s nothing an axe can’t fix.”

Eskaravarn (CN female half-orc warpriest^{ACG} of Gorum 5): Eskaravarn grew up in the wilds of Nirmathas, where she learned to fight, plan raids, and soldier on when her comrades fell to Molthuni blades. She barely survived a disastrous ambush, and it was Venture-Captain Oraiah Tolal who found her and healed her wounds. Eskaravarn has sworn seven years of her service to the Society as repayment.

Visbaron Adelum (LN male human magus^{UM} 4): Too hot-tempered to inherit his family’s business in Taldor, Adelum found himself forcibly enrolled by his father in the Pathfinder Society as an impromptu finishing school. The hope is that Adelum would learn self-control and manners. Instead he’s learned magic and swordplay, which he’s all too eager to prove in the field. Fortunately, Eskaravarn’s world-weary admonitions keep him in line.

PLAYER HANDOUT 2: THE KERNAUG GROUP

This file provides information on the team of Pathfinders who call themselves the Kernaug Group. These agents consider the Ustalavic city of Lepidstadt—famed for its university—as their base of operations. Most of them became Pathfinders after enrolling in the university’s small but robust psychic sciences program, headed by Doctor Aida Kernaug. In return for their regular reports from the field, she provides them university credit and a small stipend that supplements what they earn on Society missions. Doctor Kernaug is deeply invested in their success, and she is a regular correspondent with numerous venture-captains.

Maralyn Corwins (NG female human investigator^{ACG} [psychic detective^{OA}] 5): Haunted by terrible childhood memories that her family insists never happened, Maralyn believes that her research is vital to preventing a horrible fate from befalling her tiny hometown in Isger. She hopes to not only unveil this true threat but to also earn Doctor Kernaug’s approval by becoming an expert in her field.

Raphael Vasheen (N female human medium^{OA} 6): Doctor Kernaug’s graduate assistant and the nominal leader of the group, Vasheen has a desperate intellectual urge to learn how the Dark Tapestry might bleed into common arcane magic and vice versa. She believes that the archmage spirit she channels is strongly connected to alien forces. The Society is beginning to suspect that Vasheen intends her research to unlock the real reason her mother—also a medium—has gone mad.

Sophron Delgavar (N female human bard 6): Born in the holy city of Kavapesta, “Sophie” was raised by strict members of the Pharasmin Penitence—Pharasmians who believe in the virtue of suffering. In studying theology at the University of Lepidstadt her radical views have softened, though she remains a fiery orator. Sophron joined the group both to stay close to Veronik, but also to delay her graduation—and her inevitable return to Kavapesta.

Veronik Locnave (LN female human swashbuckler^{ACG} 5): One of the most accomplished fencers to come out of the Arbutus Blade dueling sorority in the last decade, Veronik has nearly completed her studies to become a surgeon. However, as the dueling doctors following her sorority’s traditions must, she’s postponed her graduation to travel and gain practical experience. She wears her Lepidstadt Scar in a vertical streak below her left eye.

PLAYER HANDOUT 3: THE SCROLL-SEEKERS

This file provides information on the team of Pathfinders who call themselves the Scroll-Seekers. These agents consider the Grand Lodge in Absalom their base of operations, though they represent several of the Society more ambitious and far-flung recruiting programs over the past few years.

Janira Gavix (N female halfling bard 5): Few up-and-coming Pathfinders are so well known around the Grand Lodge as Janira, who prides herself on her memory of Society history and its greatest heroes' exploits. Despite her well-intentioned helpfulness, some find the self-promotion she slips into her tales positively grating. Not so for the Master of Scrolls Kreighton Shaine, who trusts her as the leader of this motley band.

Athrax (LN male kobold alchemist^{APG} 5): Although allies of the Society, none of the Sewer Dragons tribe of kobolds had ever applied to become a Pathfinder—at least not until Athrax, an alchemical savant with a mean streak a mile wide. Training and mentorship has since softened his cruelty, and he now holds a provisional membership so long as he is accompanied by other Scroll-Seekers. His closest topside friend is Tarys, and her acceptance of his eccentricities is one of the strongest factors in his recent alignment change.

Ko Deschamp (CG male half-elf fighter 3/rogue 3): Born in the Tien state of Amanandar, Ko developed a reputation as a guildbreaker and infiltrator of bandit operations. For his services to the Lantern Lodge, he earned a field commission from the Society. His many successes give him reason to swagger, especially after traveling to Taldor, where his wild tales, distant origins, and skill with the naginata polearm make him the life of the parlors.

Tarys (LG female dwarf inquisitor^{APG} of Kelinahat 4): Tarys came of age in the sky citadel Kraggodan, where the wild Society stories of her uncle Gorm Greathammer encouraged her to strike out and see the world for herself. As a servant of the empyreal lord of spies and scouts, she has distinguished herself in the Society for the detail of her reports and her tenacious pursuit of facts.

PLAYER HANDOUT 3: ETHEREAL RUNES



APPENDIX 1: BESTIARY

The following creatures appear in this adventure.

QLIPPOTH, THULGANT	CR 18
CE Large outsider (chaotic, evil, extraplanar, qliploth)	
Init +12; Senses darkvision 60 ft., true seeing; Perception +31	
Aura cloak of chaos (DC 25)	
DEFENSE	
AC 33, touch 25, flat-footed 21 (+4 deflection, +12 Dex, +8 natural, -1 size)	
hp 290 (20d10+180); fast healing 10	
Fort +25, Ref +30, Will +18	
Defensive Abilities displacement, evasion, freedom of movement; DR 15/cold iron and lawful; Immune acid, cold, poison, mind-affecting effects; Resist electricity 10, fire 10; SR 25 vs. lawful spells and creatures	
OFFENSE	
Speed 40 ft., climb 40 ft, fly 60-ft. (good).	
Melee 3 stings +27 (1d6+8/19–20 plus ability drain), 5 tentacles +22 (1d6+4 plus 2d6 acid)	
Space 10 ft.; Reach 10 ft.	
Special Attacks horrific appearance (DC 27), savage stingers	
Spell-Like Abilities (CL 18th; concentration +25)	
Constant— <i>cloak of chaos</i> (DC 25), <i>displacement</i> , <i>freedom of movement</i> , <i>true seeing</i>	
At will— <i>dimension door</i> , <i>greater dispel magic</i> , <i>telekinesis</i> (DC 22)	
3/day—quicken <i>dimension door</i> , <i>flesh to stone</i> (DC 23), <i>word of chaos</i> (DC 24)	
1/day— <i>binding</i> (DC 25), <i>plane shift</i> (DC 24), <i>telekinetic sphere</i> (DC 25), <i>temporal stasis</i> (DC 25)	
STATISTICS	
Str 26, Dex 34, Con 29, Int 24, Wis 27, Cha 25	
Base Atk +20; CMB +29; CMD 55 (71 vs. trip)	
Feats Combat Expertise, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Critical (sting), Improved Vital Strike, Lightning Reflexes, Quicken Spell-Like Ability (<i>dimension door</i>), Staggering Critical, Vital Strike	
Skills Acrobatics +35 (+39 jump), Bluff +30, Climb +36, Fly +33, Intimidate +27, Knowledge (arcana) +27, Knowledge (history) +30, Knowledge (planes) +30, Perception +31, Sense Motive +31, Spellcraft +27, Stealth +31, Use Magic Device +30	
Languages Abyssal; telepathy 100 ft.	
SQ demon hunter	
DESCRIPTION	
This monster has ten spidery legs, a head writhing with dripping tentacles above a clutch of red eyes, and three whipping stingers.	
SPECIAL ABILITIES	
Ability Drain (Su) A thulgant's stingers each drain a different ability score on a hit. One stinger drains 1d4 points of Strength, another drains 1d4 points of Dexterity, and the	

third drains 1d4 points of Charisma. Any sting's drain is negated by a DC 29 Fortitude save. The save DC is Constitution-based.

Demon Hunter (Ex) A thulgant gains a +10 racial bonus on caster level checks to penetrate the spell resistance of any demon. Its attacks are treated as cold iron and good against demons.

Horrific Appearance (Su) Creatures that succumb to a thulgant's horrific appearance are stunned for 1d4 rounds and take 1d6 points of Wisdom damage.

Savage Stingers (Ex) If a thulgant hits a single target with all three stings in the same round, it tears through the victim's body, dealing an extra 3d6+12 points of damage and draining an additional 2 ability points from all six of the victim's ability scores. A single DC 29 Fortitude save negates all of this additional ability drain. The save DC is Constitution-based.

ROPER	CR 12
CE Large aberration	
Init +5; Senses darkvision 60 ft., low-light vision; Perception +24	
DEFENSE	
AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)	
hp 162 (12d8+108)	
Fort +13, Ref +5, Will +13	
Immune electricity; Resist cold 10; SR 27	
Weaknesses vulnerability to fire	
OFFENSE	
Speed 10 ft.	
Melee bite +20 (4d8+18/19–20)	
Ranged 6 strands +10 touch (1d6 Strength)	
Space 10 ft.; Reach 10 ft.	
Special Attacks pull (strand, 5 feet), strands	
STATISTICS	
Str 34, Dex 13, Con 29, Int 13, Wis 16, Cha 12	
Base Atk +9; CMB +22; CMD 33 (can't be tripped)	
Feats Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)	
Skills Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); Racial Modifiers +8 Stealth in stony or icy areas	
Languages Aklo, Undercommon	
DESCRIPTION	
A huge eye opens in this conical creature's front, just above a large, toothy mouth. Long strands of fibrous material whip from its sides.	
SPECIAL ABILITIES	
Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a	

strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

APPENDIX 2: FIELD COMMAND

During each part of the *All for Immortality* series, the PCs are in charge of three teams of Pathfinder agents. The newly ordained field commanders are able to direct these teams as they see fit, though each adventure has several different sub-missions that these teams can complete to uncover additional background information, make later encounters easier, or perform other helpful deeds that can contribute to the scenarios' success conditions. This is a privilege befitting the PCs' growing prestige and accomplishments.

However, directing these teams is a balancing act. For all the benefits of leadership, the PCs must also deal with the likelihood that their orders could result in the death of one or more agents. Like all Pathfinders, these subordinates are voluntarily aiding their superiors under the assumption that their actions will result in glory, gold, and the preservation of knowledge. The more that the PCs can keep their minions alive and happy, the better those agents can serve the PCs in future adventures. These three teams—the Axe-Fixers, the Kernaug Group, and the Scroll-Seekers—represent a range of field agent specialties and approaches, detailed further in Player Handouts #1–3. The players might even recognize some of the agents from previous adventures!

During *All the Gods Beyond*, there are four likely tasks the PCs can assign their teams, though only two of these are available at the very beginning of the adventure, and others come up during its course. Each team is able to perform one mission over the course of the adventure, after which relevant conditions or leads disappear. For the GM, managing this phase is a tricky balancing act; it's important to give the players the reins, but there are also assumed tasks to which they'll assign teams. If the players are veering far off course, it's okay to lay out the likely options. On the other hand, the players might propose a secondary mission that's so clever and equally productive that it could replace an existing mission.

Each mission notes key Knowledge skills and team affinities, each explained further in the Preparing the Teams section below.

Investigate the Sundersun Site (Knowledge [dungeoneering or engineering]; the Kernaug Group): The Aspis agents sent to raid Wirholt's Rictus stole many of its most valuable secrets, yet there remains worthwhile occult information that a team could recover before the Aspis Consortium returns to clean up the site. Beware the alien fauna that still stalk the premises!

Investigate the Uskwood Site (Knowledge [geography or nature]): The Uskwood is a dangerous place traversed by few, which is exactly what Professor Kramolag betted on when founding a concealed facility at the southern edge of the forest. Whoever travels here must contend with vindictive fey and the site's uncompromised defenses. There is no ideal group for this task; everyone is equally suited, and the mission is simply that dangerous.

Interrogate the Researchers (Knowledge [arcana or local]; the Axe-Fixers): The researchers of Wingless Rock (see area A4) are desperate to escape the doomed facility, but herding and interrogating them takes valuable time that the PCs don't necessarily have. A small team could keep the researchers from escaping while also learning important information.

Archival Assistance (Knowledge [planes or religion]; the Scroll-Seekers): The archives in Wingless Rock (area B3) are rich with secrets but poor in organization. Doing anything more than securing what the PCs need to complete the adventure takes time they don't have.

PREPARING THE TEAMS

During this adventure, there are five major ways the PCs can give their teams the best chance of success (see Calculating the Results below).

Equipment: Although the NPC Pathfinders have the essentials to go adventuring, they expect that under these dangerous circumstances, their leaders will provide them with additional resources. If the PCs provide a team 1,500 gp worth of items (2,500 gp in Subtier 14–15), that team gains a +2 bonus on its check. The PCs can give a team double this amount to increase the bonus to +4.

Mission Briefing: The PCs should provide a concise mission briefing for each team, establishing what the NPCs should accomplish. Each of the missions lists two Knowledge skills associated with the task, representing key information that the NPCs don't know but that could help them in the field. Before giving the briefing, a PC who succeeds at a DC 25 Knowledge check in one of these skills recalls helpful information that grants that team a +2 bonus on its check. A PC can also attempt the second skill check, but the DC is 30 and grants an additional +2 bonus to the team.

Play to their Strengths: Each of the teams is particularly adept at certain tasks, and assigning a team to a mission that suits its strengths results in a better outcome; this grants the team a +4 bonus on its check. Each mission above notes which team is best suited for that task.

Send a Full Team: During the prior adventure, *First Taste of Eternity*, the PCs sent these teams to complete tasks in southeastern Thuvia. If one or more team members died while assisting the PCs, it leaves that team weaker and demoralized. For each team member who is missing

or dead, the team suffers a -4 penalty on its check. If the PCs desire, they can merge two or more incomplete teams to create one whole team. Treat this as the team with the greatest number of surviving members for the purpose of the team's mission affinity; if the number is tied, the team is treated as both teams for that purpose.

Rally the Wounded: Although one or more teams might be reeling from the loss of beloved comrades, the PCs can provide encouragement to the survivors during their mission briefing. So long as the PCs remain upbeat, and a PC succeeds at a DC 25 Perform (comedy or oratory) or DC 30 Bluff or Diplomacy check, that team's penalty from missing members is reduced by half. For each member dead or missing beyond the first, increase the check DC by 5 (e.g. Bluff DC 40 if only one member remains).

CALCULATING THE RESULTS

Once the PCs have assigned, briefed, and prepared their teams, let a different player roll a d20 for each team, applying any bonuses from the PCs' leadership (see Preparing the Teams above). A player can use a free re-roll (such as that granted by wearing a Pathfinder shirt) to re-roll the team's check, but miscellaneous bonuses from GM stars don't apply to this check; the NPCs aren't an extension of the player's character. If the PCs assign two teams to a particular task, let the player roll 2d20 and use the higher result. At the end of the adventure, reveal how the teams did when they report back to the PCs based on their respective checks' results.

Catastrophic Failure (1-9): Tragedy, accidents, and cruel coincidences befell the team, causing them to fail. In addition, 1d2 of the NPCs perished, disappeared, or otherwise returned unfit and unwilling to continue assisting the PCs in future adventures.

Failure (10-14): The team didn't succeed at the mission and weathered considerable peril in the process. One of the NPCs perished, disappeared, or returned in no condition to continue his adventuring career.

Success (15-19): The team succeeded at the mission, but there is a 50% chance that one of the NPCs perished, disappeared, or sorrowfully tenders his resignation following the adventure.

Resounding Success (20+): The team succeeded with flying colors and sustained neither life-threatening injuries nor psychological scars.

Character Death: When determining which NPC Pathfinder in a group dies, work in the opposite order that they are listed. For example, among the Scroll-Seekers, Tarys is the first to die, and Janira is the last.

DEBRIEFING THE TEAM

When concluding the adventure, give the PCs a chance to interact with their various teams—or what remains of them. This is a time to celebrate their teams' victories and face the cost of sending relatively inexperienced teams into dangerous situations. NPCs might return carrying the body of a cherished colleague, tearfully recount the death of a friend, or even correlate the team's failure with the PCs' management decisions. As the series continues, consider adapting the individual NPCs' attitudes to match their recent successes and failures. Pay special attention several of the relationships between team members.

Gauge the teams' responses based on your group of players. If the PCs were well intentioned, and their characters have always been considerate of their venture-captains, there's no need for a guilt trip. If you know the PCs have regularly been critical of in-game venture-captains and other volunteer leaders, ham it up and give the players a taste of their own medicine.

Tracking Deaths: This adventure's Chronicle sheet has a place to note how many of the PCs' subordinates from each team have died. Check one of the boxes for each NPC from that team that is dead by the end of the adventure (including any that died during *First Taste of Eternity*). In the event of a death, the PCs can choose to expend gold or other resources to cast *raise dead* on a fallen Pathfinder, but they must do so before concluding the scenario. No matter the exact outcome that befell an NPC, the cost to restore him to adventuring condition is always equivalent to *raise dead*.

If the players played *First Taste of Eternity* separately and had different number of NPC Pathfinders die, count up how many NPC Pathfinders died during this adventure and instead add it to that PC's death toll from *All for Immortality*. For example, if one member of the Axe-Fixers died during this adventure, a PC's Chronicle sheet should show that the number of dead Axe-Fixers now equals 1 plus the number that died on his watch during *First Taste of Eternity*.



Pathfinder Society Scenario #7-26: All for Immortality, Part 2: All the Gods Beyond

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
☐ 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

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

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 #7-26: All for Immortality, Part 2: All the Gods Beyond

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Field Commander: You directed three teams of Pathfinders during the Wingless Rock operation. This boon tracks how many of each team survived the orders you gave them.

Axe-Fixers ☐ ☐ ☐Kernaug Group ☐ ☐ ☐Scroll-Seekers ☐ ☐ ☐

Alchemical Breakthrough: Using Professor Kramolag's notes, you have managed to recreate an advanced alchemical tonic that augments your natural abilities. You can cross this boon off your Chronicle sheet and drink this at the beginning of an adventure in order to select a 1-point evolution from the list available to an unchained summoner's biped eidolon (*Pathfinder Unchained* 35); you gain that evolution for the duration of one adventure. You cannot select the mount, pull, or push evolutions in this way.

Enhanced Breakthrough: Professor Kramolag personally mixed a transformative tonic for you. When you use the alchemical breakthrough boon above, you can instead spend 3 evolution points to gain any combination of 1-, 2-, and 3-point evolutions available to an unchained summoner's biped eidolon. You cannot select the limbs, mount, pull, or push evolutions in this way.

Shadow Touched: Something from the Shadow Plane or beyond offered you power, and you accepted. You gain the shadowbound corruption, the eerie perception manifestation, and a manifestation level of 1. At the beginning of each adventure—or any time you purposefully destroy an object of beauty, light, or joy—you can choose to increase your manifestation level by 1 (maximum 3, plus 1 for every two levels you gain beyond 14th), gaining a new manifestation in the process.

You must have a copy of *Pathfinder RPG Horror Adventures* to use this boon. If you do not possess a copy, you instead gain darkvision to a range of 60 feet (or increase your existing darkvision range by 30 feet) and gain light sensitivity. This also causes your eyes to fade to a dull gray, and over time your hair and skin gradually lose their color.

All Subtiers

ring of alchemy II (40,000 gp; functions as a *ring of wizardry II* but augments 2nd-level alchemist extract slots rather than spell slots)
orange prism ioun stone (30,000 gp)
sustaining spoon (5,400 gp)
decanter of endless water (9,000 gp)
cloak of the bat (26,000 gp)
headband of mental prowess +2 (Wis and Cha; 10,000 gp)

Subtier 14-15

coat of the grand alchemist (75,000 gp; functions as a *robe of the archmagi* but lacks an alignment restriction, grants no bonus on caster level checks, and increases the wearer's effective level by 1 for determining the duration of his mutagen or mutagen-like class abilities [e.g. cognatogen]).
amulet of proof against detection and location (35,000 gp)
bracelet of friends (19,000 gp; one charm is permanently attuned to a barbed devil that serves the wearer for 5 minutes before teleporting away)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
12-13	5,242	10,483

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	7,929	15,858

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
14-15	10,616	21,232

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

EXPERIENCE			
	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		

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

FAME	Starting GP
	+ <small>GM's Initials</small>
	GP Gained (GM ONLY)
	=
Day Job (GM ONLY)	
Gold Spent	
Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #