

SECOND EDITION

PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-17

Levels 7-10

Trapping the Hag's Claw

By Lysle Kapp



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 7-10



PLAYERS: 3-6



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Trapping the Hag's Claw

TABLE OF CONTENTS

Adventure	3
Appendix 1: Level 7-8 Encounters	19
Appendix 2: Level 9-10 Encounters	27
Appendix 3: Game Aids	34
Organized Play	39

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Gamemastery Guide*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Book of the Dead*, *Pathfinder Guns & Gears*, and *Pathfinder Treasure Vault*

Maps: *Pathfinder Flip-Mat Classics: Desert*, *Pathfinder Flip-Mat: Alien Ruins*, and *Pathfinder Flip-Mat: Asylum*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the Guide to Organized Play: Pathfinder Society at <http://www.organizedplayfoundation.org/paizo/guides>.



METAPLOT (BOUNDLESS WONDER)

SUMMARY

The PCs travel from Absalom to Thuvia, where they learn they are to take part in a trap that the Pathfinder Society and their Ardis Scholar allies are preparing for the night hag Aslynn. Aslynn seeks to reclaim a magical chalice and use it to create a realm of nightmares of her own design. As the PCs finalize their plans, they can speak with familiar allies to gain an advantage over Aslynn in their upcoming battle. By using the chalice to open a portal to the personal dreamscape of Zarta Dralneen, the PCs successfully lure Aslynn into the trap and prevent the hag from escaping to the Ethereal Plane. Unfortunately, the clever Aslynn slips through an open portal to the Dreamlands. The PCs are tasked with following Aslynn and closing the trap, after which they can finally defeat her!

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ADVENTURE BACKGROUND

For longer than most agents can remember, the night hag Aslynn has been a thorn in the side of the Pathfinder Society. If there was a scheme, she had her finger in it. If there was a difficulty, she was crowing with laughter over it. If a single member wavered in their loyalty, she spent time considering if her interference would chip at the foundation of the Society. However, at the end of last year, Aslynn finally tripped up. Her plot to steal a vault of treasure and foster conflict between the Pathfinder Society and the Onyx Alliance, a Shadow Plane mercantile foundation, failed, leaving an entire vault of her carefully plotted goods in the Society's hands.

And so, the Society pored over tomes and reached out to contacts across the world to learn what the items in the vault were and how they could be used. Among the vast trove of treasure lay a chalice that filled regularly with a swirling pink and purple liquid. After devoting considerable research to the chalice, the Society's Chief Archivist **Zarta Dralneen** (LN female human archivist) discovered its properties: known as the *draught of dreams*, the chalice is deeply tied to the Dimension of Dreams. It enables its wielder to enter the dreams of any sleeper they can name. Using this information and other clues about her movements, Zarta was able to piece together Aslynn's plan: to brew some sort of potion in her cauldron to create an entire demiplane of nightmares, with the ultimate goal of having it take over the Dimension of Dreams, turning it into a never-ending nightmare landscape!

Zarta's extensive research has caught the attention of a member of the Decemvirate, a woman who conceals her features behind a waterfall helm. The Waterfall seems eager to see Aslynn stopped and is willing to try and trap her to ensure success. Together, they have devised a trap for Aslynn to bring an end to the night hag's schemes. To that end, Zarta has enlisted the help of some of the Society's most experienced agents.

GETTING STARTED

The PCs begin in the Society's main base of operations, the Grand Lodge in Absalom. They have received



WHERE ON GOLARION?

This adventure takes place in the desert sands of Thuvia before moving to a personal dreamscape located in the Dreamlands. For more information on Thuvia and the nations of the Golden Road, see *Pathfinder Lost Omens World Guide* pages 56–57. For more information on dreamscapes and the Dreamlands, see *Pathfinder Gamemastery Guide* page 145.



a *sealing chest* from fellow agent **Rain in Cloudy Day** (NG male fungus leshy Pathfinder agent). Accompanying the chest are two messages from the Society's Chief Archivist, Zarta Dralneen. The first is a message and the second is a map of a hedge maze, with a particular path marked. As experienced Pathfinders, the PCs recognize that the map depicts the Maze of the Open Road, a magical hedge maze full of portals that connect many locations of interest to the Pathfinder Society, including the Grand Lodge itself. They have likely used this maze on a previous mission to travel quickly across the world. Give the players **Handout #1: Zarta's Message**. Allow them to make any purchases based on the note and their knowledge of Aslynn and her minions before departing for Thuvia via the Maze of the Open Road.

Trapping the Hag's Claw

HAG LORE, PATHFINDER SOCIETY LORE, OCCULTISM, OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Hag Lore or Pathfinder Society Lore check or a DC 23 Occultism or Society check to Recall Knowledge might know more about Aslynn and her history. A failure grants no information, and a critical success grants the additional information in the critical success entry.

Critical Success Aslynn has used a variety of minions in her past clashes with the Society, including incorporeal animate dreams, feargaunts, and psychementals, as well as fiery nightmares, mirror-traveling soulslivers, and an emotion-rousing etheroot.

Success Aslynn is a night hag with the same adverse reaction to cold iron as most

other fiends. She has a long history of conflict with the Pathfinder Society. She has stolen information about the Society from a corrupted leader, harbored an enemy from the Society's reach, launched an attack on the Society that nearly robbed a beloved leader of his soul, meddled with the *Hao Jin Tapestry* demiplane, and single-handedly orchestrated the recent conflict between the Pathfinder Society and the Onyx Alliance. Over the past year, the Pathfinder Society has spent considerable resources on foiling her plans to take control of several powerful items.

Critical Failure Aslynn recently ran afoul of a powerful efreeti over the botched sale of a trapped soul. Out of revenge, the efreeti cursed her with a vulnerability to fire.

Employing the Maze of the Open Road and the map accompanying Zarta's message, the PCs have no trouble reaching a massive planning site deep in the Thuvian desert and bustling with Pathfinder agents and allies. Zarta, who has been waiting for their arrival, cautions the PCs not to draw too much attention to themselves even as she leads them to a small, private tent.

The tent is dimly lit with flickering candlelight. Present inside the tent is a mysterious woman wearing a waterfall mask that completely shrouds her face. She is the **Waterfall** (N female Decemvirate member), one of the ten members of the Pathfinder Society's ruling council. Once the PCs have sat down, the masked woman asks them to lay the *sealing chest* on the desk before her.

Read or paraphrase the following.

The blazing sun overhead fails to penetrate the tent's interior, imparting a sense of nightfall despite the hour of day. A woman stands behind a desk located at the center of the tent. Candlelight cascades across the flowing shapes and features of her masked helm in the semblance of a waterfall. The helm clearly marks her as one of the Decemvirate.

"Allow me to start with an apology." She begins as she opens the sealing chest to reveal a silver chalice within an inlay of swirling patterns and blue gemstones. She carefully removes it from the container and places it upon the desk. "You have all been selected as bait for a trap—one set for a vile creature with whom I suspect you are all familiar: the night hag, Aslynn."

"Aslynn is desperate to again lay claim to this magical chalice—the draught of dreams," interjects Zarta. "I have spent quite some time researching the artifact and discovered it has connections to the Dimension of Dreams. Its power allows one to enter the personal dreamscape of any sleeping being."



THE WATERFALL

Pathfinder Society Scenario

Trapping the Hag's Claw

"Thus, the reason I had you travel here with such secrecy," adds the masked woman. "Between her spies, scrying, and divination magic, Aslynn keeps herself well informed. A fact that we shall soon be counting upon." From a pouch on her belt, the woman produces a stick of steel-gray chalk and a metallic signal whistle, which she adds to the desk before her. "Please know that I wouldn't have chosen any of you for this mission were I not certain that you each possess the capability, experience, and wit necessary to succeed."

The masked woman next produces a folded piece of parchment holding it out as an invitation to be read. "Memorize this, then destroy it. The whistle and chalk are also for you. I know you all are more than capable of following instructions, but I must be sure you understand one point: do not under any circumstances attempt to attack Aslynn until she has been affected by our traps; we need those traps to weaken her to a point where she can be defeated for good."

The folded parchment holds a set of written instructions for baiting the trap, committed to ink to avoid eavesdropping by Aslynn's spies, as well as a map of the trap site. Provide the players with **Handout #2: Trap Instructions**. Although the PCs are instructed to destroy the parchment, allow the players to keep the handout for later reference. The signal whistle is ordinary, but the chalk is magical in nature.

The PCs may have questions for the Waterfall or Zarta. Some likely answers are below; if the PCs don't ask, the Waterfall and Zarta volunteer the information in the first question before the PCs are dismissed.

Where will Zarta be sleeping? "We have already prepared a safe location for her rest, not too distant from here," the masked woman notes. "It, too, is protected by an array of buried Stasian coils that should prevent any of Aslynn's minions from ambushing her as she sleeps."

Why does Aslynn want the chalice? "From what we have pieced together, Aslynn intends to use the chalice to infiltrate the personal dreamscapes of countless sleeping beings," explains the masked woman. "Twisting their dreamscapes and reshaping them as she pleases. The hag seeks to merge them into her own personal demiplane of nightmares from which she could overtake the Dreamlands. If Aslynn had her way, the Dreamlands would become a vast scape of never-ending nightmares from which the hag could effortlessly mold sleeping individuals according to her desires and readily reap souls in untold numbers."

What's with the chalk? "It was among several sticks recovered nearly a decade ago from an underground laboratory in Mendev once maintained by a traitorous Pathfinder named Thurl. Thurl used the chalk to

communicate with Aslynn. We believe any messages written with it will reach her," says Zarta.

What is a clockwork chirper? "A type of snare being set by one of the Ardis Scholars. It's a simple clockwork bird, no larger than a sparrow. Once wound up, it sits silent and immobile on a perch until a creature gets close to it. Then it activates, serving as an alarm." Zarta explains.

Who are you under the mask? The masked woman gives no reply. Instead, Zarta explains. "The identities of the Ten who wear the helms of the Decemvirate have long been held in secrecy. Only one, Eliza Petulengro, now shows her face. If you wish to address the member before you, you may call her the Waterfall."

Are we safe to discuss the planned trap in this tent? "Caution should always be heeded," replies the masked woman, "but we have invested considerable resources in warding this tent from divination magic. The trap site has no such wards, however, as we need Aslynn to take notice of the chalice."

Development: Before dismissing the PCs, the Waterfall suggests the PCs speak with others around camp, some of whom the PCs may recognize. One is **Narcela** (CG female changeling human conspirator), a daughter of Aslynn who betrayed her mother. The Waterfall speculates that Narcela may have useful insights on the hag. Another is **Revecka Cioraru** (NG female human sage), who is overseeing the Ardis Scholars installing the Stasian coil array at the trap site. The one considered most intriguing, at least to the Waterfall, is **Star** (LN agender automaton reawakened war machine). The ancient, former war machine was unearthed by the Society from a desert site just about a week's travel from the camp. Star departed for a time, presumably to explore a changed world. Something has caused Star to return here. Star hasn't chosen to share what it was, and the Waterfall doesn't wish to have them pressured. While the automaton would undoubtedly be a powerful ally against Aslynn's forces, Star has been quite hesitant about joining any battle and the Waterfall is adamant that they should be left to make any decisions on that subject or any others on their own. Still, the Waterfall is curious and asks the PCs to report on what they believe may have prompted the automaton's return.

INFLUENCE

During this adventure, the PCs will be presented with several Influence Rounds. On each round, PC can use the Influence or Discover actions (reprinted on page 6) to gain favor with one NPC or learn about their preferences. For more information on the use of the Influence subsystem, reference *Pathfinder Gamemastery Guide* pages 151–153.

Trapping the Hag's Claw

INFLUENCE

CONCENTRATE LINGUISTIC

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Choose an NPC, and attempt a skill check to impress that NPC. The DC, and whether success is possible, depend on the NPC's preferences (typically found in the NPC's influence stat block).

Critical Success You gain 2 Influence Points with the chosen NPC.

Success You gain 1 Influence Point with the chosen NPC.

Failure You gain no Influence Points with the chosen NPC.

Critical Failure You lose 1 Influence Point with the chosen NPC.

DISCOVER

CONCENTRATE SECRET

You watch or study an NPC to learn more about that NPC's preferences. Choose an NPC and attempt a Perception check or an appropriate skill check determined by the GM. The DC is typically found in the NPC's influence stat block.

Critical Success Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

Success Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

Failure You learn no information.

Critical Failure Choose a piece of information to learn about, as success, but the information is incorrect. For instance, you might think the NPC is susceptible to flattery when the NPC is actually resistant to flattery.

SETTING THE TRAP

As the PCs await the trap's completion, they have the run of the camp and the nearby trap site, an otherwise barren stretch of desert. Before the trap is set, Narcela plots within her tent in camp while Revecka and many of her fellow Ardis Scholars are at the trap site installing the Stasian coil array. Star rests pensively outside of camp, currently surrounded by a small enclave of fascinated Ardis Scholars and Pathfinders.

The PCs have four Influence Rounds during which they can interact with people at the trap site. Ask each PC to describe how they spend their time. Any PC who

doesn't want to engage with these individuals directly can also assist with the installation and connection of the Stasian coils to Influence Revecka, as detailed in Revecka's statistics.

LEVELS 7-8

NARCELA

Page 19, art on page 34

REVECKA

Page 20, art on page 34

STAR

Page 20, art on page 35

LEVELS 9-10

NARCELA

Page 27, art on page 34

REVECKA

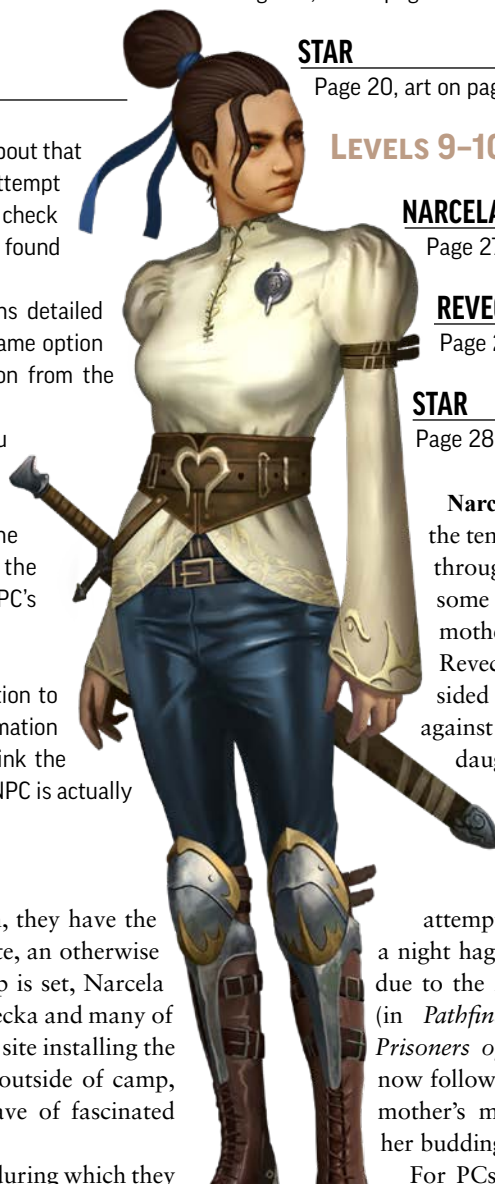
Page 28, art on page 34

STAR

Page 28, art on page 35

Narcela: Narcela sits inside one of the tents in camp, intensively combing through books and schematics for some means to further thwart her mother. Sent by Aslynn to spy upon Revecka's dreams, Narcela soon sided with the Scholars and turned against her mother. Furious with her daughter's rebellion, Aslynn raided the Scholar's electric laboratory, stealing some of their Stasian technology and imprisoning many of scholars, and then attempted to transform Narcela into a night hag like herself. The scheme failed due to the intervention of the Pathfinders (in *Pathfinder Society Scenario #4-11: Prisoners of the Electric Castle*). Narcela now follows her own path, one free of her mother's manipulations and enriched by her budding romance with Revecka.

For PCs with a Chronicle Sheet from *Pathfinder Society Scenario #4-11: Prisoners of the Electric Castle* that indicates that Narcela was



NARCELA

Trapping the Hag's Claw

able to fight off transformation caused by her mother, lower the DCs of all checks to Influence by 2; as long as at least one PC has such a Chronicle Sheet, the PCs begin with 1 Influence Point. If at least one PC has a Chronicle Sheet from *Pathfinder Society Scenario #4-11: Prisoners of the Electric Castle* that indicates that they escaped the Electric Castle with the *Gale's Claw*, the PCs begin with 1 Influence Point (or 2 Influence Points if they also helped Narcela fight off the transformation).

Revecka: Revecka Cioraru oversees the assembly and installation of the Stasian coil array at the trap site, ensuring that the placement of the apparatus beneath the sand goes smoothly. One of the last surviving members of a family of Ardis Scholars, Revecka first met Narcela when Aslynn sent the changeling to spy on her dreams. The two grew close and Narcela eventually betrayed her mother, inspired by Revecka. Revecka was badly wounded during Aslynn's retaliation and, to keep herself alive, she was forced to use a prototype galvasphere created by her fellow scholar, Dr. Treju. With the device now embedded in her chest, Revecka relies upon a long-lasting chemical battery to allow her to venture far from her electric laboratory in Ustalav. When the PCs first arrive at the trap site, Revecka is having difficulty silencing a prematurely activated *clockwork chirper* (*Pathfinder Guns & Gears* 79).

For PCs with a Chronicle Sheet from *Pathfinder Society Scenario #4-06: Signal from the Electric Laboratory* that indicates they helped Revecka recharge her artificial heart, lower the DCs of all checks to Influence by 2; as long as at least one PC has such a Chronicle Sheet, the PCs begin with 1 Influence Point. Additionally, allow each PC to attempt a DC 22 Thievery check to disable the *clockwork chirper*. If they succeed, they begin with 1 Influence Point (or 2 if they also had the appropriate Chronicle Sheet).

Star: Star is a reawakened war machine built in the days of the ancient Jistkan Empire. For millennia, they lay buried alone within the Thuvian desert with only the celestial

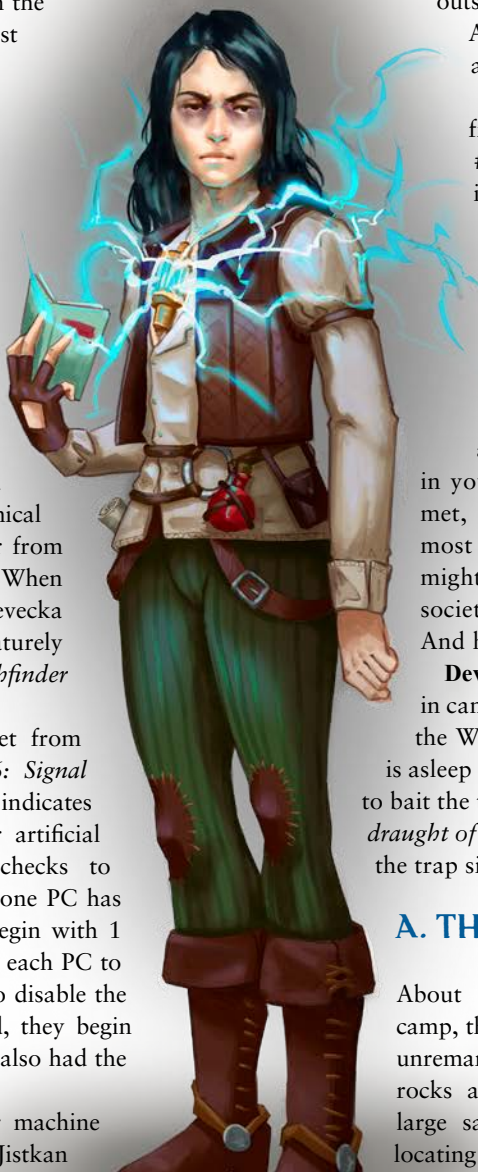
bodies of the sky as company. Aslynn's minions sought to control Star through one of the keys to their weapons systems, a pair of blades known as the *calamitous daggers*, but they were stopped by the Pathfinders who took possession of the daggers and freed Star from the sands. Star parted ways with the Pathfinders, exploring the world that had changed all around them. Yet, the automaton couldn't shake the sense they had some connection to the Pathfinders. Curious as to what this connection could be, Star sought out the Society again and eventually made their way to the camp. The prodigious automaton stands outside of camp, where some of the Ardis Scholars openly marvel at them and ask them questions.

For PCs with a Chronicle Sheet from *Pathfinder Society Scenario #4-08: Battle for Star's Fate* that indicates they earned Star's trust, lower the DCs of all checks to Influence by 2; as long as at least one PC has such a Chronicle Sheet, the PCs begin with 1 Influence Point. In that case, Star acknowledges the PCs, visually pleased to see them again. "Ah, yes, Pathfinders, I am in your debt," says Star. "When last we met, I asked you where I would be of most use and how I, a relic of the past, might participate within this present society. Do you recall what you told me? And have your answers since changed?"

Development: After a couple of hours in camp, a Pathfinder agent dispatched by the Waterfall informs the PCs that Zarta is asleep and that the time has come for them to bait the trap. She advises the PCs to take the *draught of dreams* and other items provided to the trap site.

A. THE TRAP SITE MODERATE

About twenty minutes after leaving the camp, the PCs reach the trap site, a remote, unremarkable location containing a few rocks and trees couched between several large sand dunes. They have no trouble locating the rock beneath the *clockwork chirper* where they are to place the *draught of dreams*. Use the map on page 9 for this encounter.



REVECKA

Trapping the Hag's Claw

CONTACT ASLYNN

Per instructions on **Player Handout #2**, the PCs should write a message to Aslynn on one of the nearby stones jutting up from the sand. Allow the PCs to send whatever message they wish, encouraging them to be creative. Writing on a rock with the steel-gray chalk produces script that gradually takes on a dark blue hue over several seconds. From her position, Aslynn can read anything written with the chalk and can respond by writing her own responses, which manifests as bloody ink that appears to seep directly from the rock, dripping slightly before drying. The response depends upon the initial message. This should be an opportunity for some inventive roleplaying.

Thanks to scrying magic and a network of incorporeal spies, Aslynn is aware of the presence of the *draught of dreams* within Thuvia. She suspects the *sealing chest* contains the chalice and had the PCs followed when they left camp. Aslynn is wily and calculating and suspects a trap. While her ire can be quickly raised by taunts, the

hag is no fool. Ever cautious, Aslynn doesn't appear at the site until the *draught of dreams* has been activated. Her responses should demand proof that the *draught of dreams* is within the PCs' possession, thereby prompting the PCs to activate the chalice.

ACTIVATE THE CHALICE

After Aslynn fails to show herself, the PCs are likely to activate *draught of dreams* as instructed by uttering Zarta's name and pouring the contents of the chalice, a swirling pink and purple liquid, onto the sands. Free from the vessel, the liquid covers a low, flat area and begins to pool within the sand. Its pink and purple hues coalesce and begin to shimmer before dissolving into a crystal blue sheen that expands outward in a vaguely oval shape. The resulting portal gives little hint as to what lies just beyond it.

Using her Ethereal Spying ability, Aslynn sends an ethereal eye to spy on the PCs and hear what they're doing. Observing that the PCs possess the genuine *draught of dreams*, Aslynn and her minions wait for the right opportunity to steal it. Always suspicious, Aslynn suspects a trap, and after detecting abnormalities in the nearby area, she concocts a scheme to head straight through the portal, leaving the task of grabbing the chalice and bringing it to her to one of her servants.

PLACE THE CHALICE ATOP THE ROCK

For the next step of setting the trap, the PCs are instructed to place the chalice atop the stone beneath the *clockwork chirper* and wait. Ask the PCs for their Exploration Activities, encouraging a few moments of tension as they wait for Aslynn to appear.

Creatures: While observing the site, Aslynn detected the Stasian coil trap, and concocted a plan to avoid it. Using her *bring me near* spy glass (*Pathfinder Treasure Vault* 114), she teleports directly above the portal and drops into it, passing into Zarta's dreamscape without being detected.

Just after she does so, she stages the scene for her own dramatic "appearance." A group of animate dreams that Aslynn dispatched as spies has been following the PCs from below the sands. On Aslynn's orders, most of these incorporeal minions rise out of the sands to surprise and distract the PCs, with the goal of drawing them away from the *draught of dreams*. The final animate dream emerges near the chalice in the guise of Aslynn herself, disguised by a casting of the spell *veil*. When adjusting the encounter for more powerful groups as described in the appendices, the disguised animate dream is one of the more powerful animate dreams in the encounter. This false Aslynn immediately moves toward the *draught of dreams* and seizes it. Taking the chalice activates the clockwork



Trapping the Hag's Claw

A. THE TRAP SITE



A: ASLYNN

C: CHALICE

POOL IS THE DREAM PORTAL

1 SQUARE = 5 FEET

A

PATHFINDER FLIP-MAT CLASSIC: DESERT

Trapping the Hag's Claw

chirper, which begins sounding off and circling overhead. Once this occurs, read or paraphrase the following.

Once the chalice is in her hand, Aslynn drinks deeply from it, then begins to cackle as she changes to her natural form. Her eyes glow, her teeth grow sharp, and curved horns stretch forth from her brow. A chain appears wrapped around her torso. One end of the chain is attached to an iron cauldron sitting in the sand at Aslynn's feet, the other is held tightly in one of her clawed hands.

Aslynn calls out victoriously over the noise of the clockwork chirper as she brandishes the jeweled chalice.

"Boundless wonder now rests soundly within my clawed hand! Very soon, to fruition, shall come all I have planned. A realm of endless nightmares shall be mine to command. Within my way, not one Pathfinder shall I let stand!"

Aslynn had planned to have her doppelganger enter the portal after her and bring her the chalice, but she didn't anticipate the trap's exact function. The fake Aslynn wastes time on the first round taking the chalice over to the portal before sensing the containment field's destructive power, at which point Aslynn responds by sealing the portal from the other side. A PC who spends an action to analyze the situation can attempt a check to figure out what's going on in the middle of combat. The can attempt a Perception check against the animate dreams' Deception DC (to Sense Motive that "Aslynn" seems afraid and bewildered, emotions not in keeping with Aslynn's demeanor, or to Seek to notice a flaw in the animate dream's disguise). The animate dream's unusual behavior makes its ruse easier to detect, cancelling out the +4 status bonus to Deception checks granted by the *veil* spell. Alternatively, a PC can attempt a DC 25 Arcana or Occultism check to Recall Knowledge to recognize that closing the portal should require taking the chalice through it. Furthermore, tampering with the portal should have left a visible sign, suggesting that whoever closed the portal did so from the other side.

The animate dreams significantly prefer the taste of fresh fear; once one animate dream has used *phantasmal killer* on a particular PC, the other animate dreams pick different targets for their *phantasmal killer* spell. The animate dreams fight to the death.

Containment Field: Once alerted to "Aslynn's" presence, the Ardis Scholars stationed within a blind outside of the trap initiate power to the Stasian coil array. Doing so creates a containment field that closes the trap around her animate dreams. Once the signal is given by way of *clockwork chirper* or the signal whistle, the containment field appears instantly.

The containment field surrounding the trap site is an enclosed rectangular prism of energy, the bottom of which lies 5 feet below ground and the sides of which run 40 feet high alongside all four edges of the map. Any creature coming into physical contact with the containment field takes 4d12+26 (6d10+27 at levels 9–10) electricity and force damage. **Incorporeal** creatures can't pass through the containment field.

LEVELS 7–8

LESSER ANIMATE DREAMS (3) CREATURE 6

Page 21

LEVELS 9–10

ANIMATE DREAMS (3) CREATURE 8

Page 29

Development: After the battle, the PCs have a chance to analyze what happened. They can attempt the aforementioned Arcana or Occultism check to Recall Knowledge to make sense of the portal's behavior if they have not already done so.

The Waterfall arrives and searches the location where the portal was. She speculates that since Aslynn did not take the chalice, it's likely that she somehow noticed the trap. However, she detects faint traces of Aslynn's magic in the portal's former location, indicating that she did indeed pass through into the next phase of the trap.

The Waterfall is somewhat concerned that Aslynn may have evaded the trap's first step, allowing her to bring more strength to bear within Zarta's dreamscape, and she urges the PCs to depart with her for the site where Zarta is sleeping.



Trapping the Hag's Claw

EVENT 1: FAILURE TO WAKE

Read or paraphrase the following when the PCs arrive at the second trap site.

The Waterfall directs a pair of Ardis Scholars to lower the containment field around the site before opening the door into a covered, single room structure sparsely furnished with a small cot upon which Zarta is soundly sleeping. The Waterfall approaches Zarta, gently nudging her before pausing and attempting to awaken her again, this time with more urgency. "She isn't awakening." She says after a moment, concern filling her voice. "There must be something wrong."

The Waterfall turns. "Aslynn must have somehow seized control over Zarta's sleeping mind while she's in the dreamscape. This is deeply troubling, and we'll need to act quickly and decisively."

The plan to save Zarta involves bringing her into a *dream council* spell along with a team of Pathfinders. In the shared dream created by the spell, Zarta and the other Pathfinders will be able to communicate and interact with one another in idealized avatars known as lucid bodies. If Zarta is trapped, the Pathfinders can hopefully find out how and to free her, rousing her awake. As the most capable agents available, the PCs are chosen for the task. Despite the urgency, the Waterfall suggests the PCs spend some time preparing to venture into the Dreamlands. For automatons or other PCs who normally don't sleep, the Waterfall provides a small butterfly-shaped charm, which she refers to as "a gift from Desna," with magic that allows any willing creature to be brought into a sufficiently dreamlike trance in order to join in the spell's effects.

PREPARING FOR THE DREAMSCAPE

Acknowledging the PCs are headed into danger, the Waterfall encourages them to gather information and research the strange nature of dreamscapes and their perils. Give the PCs two rounds of checks for their preparations. As the subconscious may draw upon all aspects of one's experiences and imagination in the formation of dreams, there are numerous ways for the PCs to prepare and the GM should encourage creativity in their approaches. On each character's turn, have them describe what they're doing to prepare for the expedition into Zarta's personal dreamscape and what they seek to accomplish or learn by it. Some suggested skills and their respective DCs are set forth as follows. For other skills, the DC is 25 (DC 28 for levels 9–10). For particularly clever or inventive efforts, consider granting the PC a +1 or even a +2 circumstance bonus to their skill check. Success on these skill checks earns the PCs Dream Points, which they can use within Zarta's dreamscape to activate special powers.

ARCANA, CRAFTING, DIPLOMACY, DREAMLANDS LORE, HAG LORE, PATHFINDER SOCIETY LORE, MEDICINE, NATURE, OCCULTISM, PERCEPTION, OR SOCIETY (GATHER INFORMATION OR RECALL KNOWLEDGE)

A PC who succeeds at a DC 21 (DC 24 for levels 9–10) Dreamlands Lore, Hag Lore, Pathfinder Society Lore or similar Lore check to Recall Knowledge or who succeeds at a DC 23 (DC 26 for levels 9–10) Arcana, Crafting, Diplomacy, Medicine, Nature, Occultism, Perception, or Society check to Recall Knowledge or Gather Information can identify useful techniques for interacting with the dreamscape and obtain Dream Points. A failure grants no Dream Points. The PCs can continue accruing Dream Points even after they have learned all the listed information rewarded for a successful check.

Critical Success As success, but the PCs obtain 2 Dream Points and discover two facts.

Success The PCs obtain 1 Dream Point and discover one of the facts below.

- When a creature dreams, that dreamer interacts directly with the Dimension of Dreams, which overlays the Ethereal Plane. The dreaming creature casts itself into the Dreamlands in an idealized avatar known as a lucid body.
- Traveling to the Dreamlands in a physical form is considerably more difficult than traveling to other standalone planes and accessing the personal dreamscape of an individual sleeper is even more so. Dreamscapes are immune to entry by standard magic such as *plane shift*.
- A lucid body can attempt extraordinary acts within a dreamscape that one could not accomplish in the Material Plane, such as casting powerful spells or wielding legendary magic items.
- Once within a personal dreamscape, a traveler may be able to physically exit the dream onto the dreamer's home plane within proximity to the dreamer. If a traveler remains within a dream when the dreamer wakes up, the dreamer can decide to shunt the traveler onto its plane. Otherwise, such travelers are pushed into another dreamscape or onto the Ethereal Plane.
- Although the act of waking up seems near instantaneous to the dreamer, the process is perceived to pass more slowly within the dreamscape, warning for any travelers to exit on their own before the dreamer awakens.
- Although generally safe, personal dreamscapes have been manipulated and preyed upon by animate dreams, feargaunts, night hags, and other creatures stalking the Dimension of Dreams.
- Some scholars suspect many of the dream encounters with familiar faces, friends, or loved ones reported by

Trapping the Hag's Claw

dreamers are, in fact, contacts with creatures originating from the Echoing Pale, who readily pass through mirrors and reflective surfaces found within the Dreamlands.

Critical Failure The PC's concerns overwhelm them, inadvertently manifesting some condition within their lucid body. Roll 1d4 to determine what condition manifests: enfeebled 1, sickened 1, slowed 1, or stupefied 1. The PC gains the condition upon entering the dreamscape at the start of **Encounter B**.

Reward: If the total number of Dream Points obtained by the party equals the number of PCs, then the nearby Ardis Scholars trust the PCs' preparations and give them some gifts to ease them into slumber: a set of embroidered Jalmeri sleeping cushions, a finely-woven blanket of Osirian cotton, a celestial down pillow, and a silk-woven, plush butterfly, collectively worth 86 gp (176 gp at levels 9–10). If the total number of Dream Points obtained by the party is more than twice the number of PCs, the Waterfall is impressed by their reports and gives them a *lifting belt* as a reward (a pair of *boots of bounding* at levels 9–10). Otherwise, each PC is offered a simple bedroll.

Development: Following their preparations, the PCs are ushered past the containment field and into the chamber within the ruins where Zarta already lies sleeping. The PCs are told the *dream council* spell lasts only one hour. They're encouraged to remain in their armor for, if successful, they may need to quickly confront Aslynn when they wake.

Hand the players **Handout #3: Lucid Dreaming**, which describes the ways they can use Dream Points within the dreamscape. The PCs share their pool of Dream Points; any PC can spend them, regardless of who earned them.

B. THE DREAMSCAPE MODERATE

As the PCs drift off to sleep, read or paraphrase the following.

Behind closed eyes, the darkness grows heavy, like rocking a baby back and forth, each question harder than the previous three. *Did I pack everything for the mission? Did I forget to study? What am I searching for?*

The darkness coalesces into a room with an air of unobtrusive familiarity. The bookshelves, meeting rooms, and curated artifacts are typical of Pathfinder lodges, visible through the translucent walls. Strands of billowing mist flow through the building, filling the area with the same eerie mist that carpets every Pathfinder lodge. Equally familiar, but far more unsettling, are the reflected faces that leer out of over a dozen mirrors, hung askew on walls throughout the lodge. Each year, numerous agents have their souls trapped within these mirrors, never to be restored again. Should you fail on your next mission, surely you will be their next victim.

Inhabiting lucid bodies, the PCs have arrived inside a shared dream within Zarta's dreamscape, an archetypal Pathfinder lodge that has been distorted by Aslynn's power over dreams. Encourage the players to briefly describe how their lucid bodies differ from their physical ones. Regardless of the differences, the PCs are easily recognizable to one another in their dream avatars.

The dreamscape continually attempts to impose frightening thoughts upon the PCs, distorting their perception of reality. Upon entering the dreamscape each PC must attempt a DC 23 Will save (DC 26 for levels 9–10) against these intrusive thoughts. On a success, the PC is able to recognize their nightmarish logic and dismiss them quickly. PCs who fail this save are eventually able to shake off these thoughts, though not without an emotional impact; they are frightened 1 until they leave the dreamscape (frightened 2 on a critical failure). The mist's effects have the emotion, fear, and mental traits.

The source of the mist is a boiling cauldron in the back of the building. The links of a heavy chain, wrapped around the cauldron, lead to the torso of the night hag, Aslynn.

With a redecorator's flair, Aslynn makes a final adjustment to a hanging mirror before turning and cackling triumphantly.

"Your presence here demonstrates that you've undertaken," gloats Aslynn, "efforts to stir your precious Zarta to awaken. If you think yourselves able, you would be mistaken. For within my scheme, she has already partaken!

"My plans for Zarta are, as for all dreamers, the same. To finely siphon her soul. To her dreamscape, lay claim. Transform it. Reshape it. Snip and cut every seam. Restitch and weave it into my realm of endless dream!"

The villainous hag sets her gaze upon a nearby table. There, a multifaceted, black sapphire gemstone, the size of a human skull, emits a dim, purplish glow. Within its offsetting light lies the form of Zarta Draldeen slumped over a chair. Her complexion is pale and drained.

Aslynn received a nasty shock when she entered Zarta's dreamscape; Zarta's wards and defenses sapped her strength and slew some of her allies. However, since she managed to avoid the first trap, Zarta's defenses were unable to defeat her completely. Having occupied Zarta's dreamscape, Aslynn has already put into motion the same process she has designs to employ against all sleeping beings: utilize the *draught of dreams* to invade a sleeper's personal dreamscape, harvest the sleeper's soul, and then, using magic brewed within her cauldron, reform the sleeper's dreamscape into one that can be merged with others into her own personal demiplane of never-ending nightmares.

Trapping the Hag's Claw

Sensing Zarta had been targeted by the *dream council* spell, Aslynn put into place some contingencies to ensure the process proceeds without interruption. As the room formed, Aslynn set about “redecorating” it, displaying the extent of her control and her intentions to convert Zarta’s dreamscape into a permanent nightmare “home.” Aslynn has adorned the room with mirrors and potted etheroots, which she carried here within a *bag of holding* (type III). She has also taken precautions to protect herself (as described in Creatures below).

The black sapphire is a *siphoning stone*, one of Aslynn’s unique creations, which slowly drains fragments of Zarta’s soul. With time progressing faster within the dreamscape, the process has already rendered Zarta’s lucid body unconscious and unresponsive.

Mists: The misty tendrils streaming from the cauldron suffuse all of **Area B**. Use the map on page 14 for this encounter. Creatures that are more than 20 feet apart are concealed from each other. An additional effect of these tendrils is they’ve made the walls in the dream building less opaque, allowing the PCs to see where Aslynn is, even though they’re still unable to walk through walls.

Wards: A magical barrier surrounds a portion of the room marked on the map, where Aslynn, Zarta, and the cauldron are. This barrier has the statistics of a *wall of force*. While the wall blocks most effects from passing through it, dream powers can still be used to breach it.

Creatures: Dream-devouring soulslivers known as Aslynn’s eyes stand watch for the PCs within some of the mirrors hanging around the room. Aslynn carried mirrors in her bag of holding so she could readily summon forth her eyes from the Echoing Pale whenever necessary. Ever loyal to their mistress, they fight to the death. Each of Aslynn’s eyes begins within one of the mirrors hanging in the room. A different mirror occupies each of the spaces indicated on the map; each has Hardness 1; HP 4 (BT 2). None of Aslynn’s eyes can exit a mirror that has the broken condition.

One potted violet etheroot has grown large enough to defend Aslynn. It sits in a garden near where the PCs enter the dreamscape at the room’s center. The other etheroot plants adorning the garden are seedlings and cuttings, too young to pose any threat. The night hag has cultivated such plants for ages, considering them useful for navigating the Dreamlands and finding the dreamscapes of potential victims.

Under normal circumstances, a corrupted dreamscape would be an ideal battleground for Aslynn. However, having dodged one trap only to be severely weakened by another, she is wary of what the PCs might try next. As soon as she detected the PCs’ incursion into the dreamscape, she attempted to flee into the Ethereal Plane and prepare an ambush to punish them for their

impudence, only to realize that one of Zarta’s traps sealed her ability to do so. Concerned about these unexpected developments, she plans to watch and wait, following behind the PCs whenever they make their escape from the dreamscape and calling forth more allies to assist her. While her body remains hidden away in a concealed pocket of the dreamscape, she has projected her consciousness next to her cauldron to taunt the PCs and make a show of strength. A PC who attacks this false Aslynn can attempt an automatic secret Perception check against her Deception DC as listed in her statistics in encounter C; on a success, they realize that they are attacking some sort of projection or illusion rather than Aslynn herself. The PCs are unlikely to have means to harm her at their level, but if they do have access to such abilities (such as a *scroll of spirit blast*), use Aslynn’s statistics from encounter C to determine the effects. Should any PC prove capable of harming her, Aslynn immediately dismisses the projection.

LEVELS 7–8

ASLYNN’S EYES (3)

CREATURE 4

Page 22, art on page 35

POTTED VIOLET ETHEROOT

CREATURE 7

Page 23, art on page 35

LEVELS 9–10

ASLYNN’S SHARPER EYES (3)

CREATURE 6

Page 30

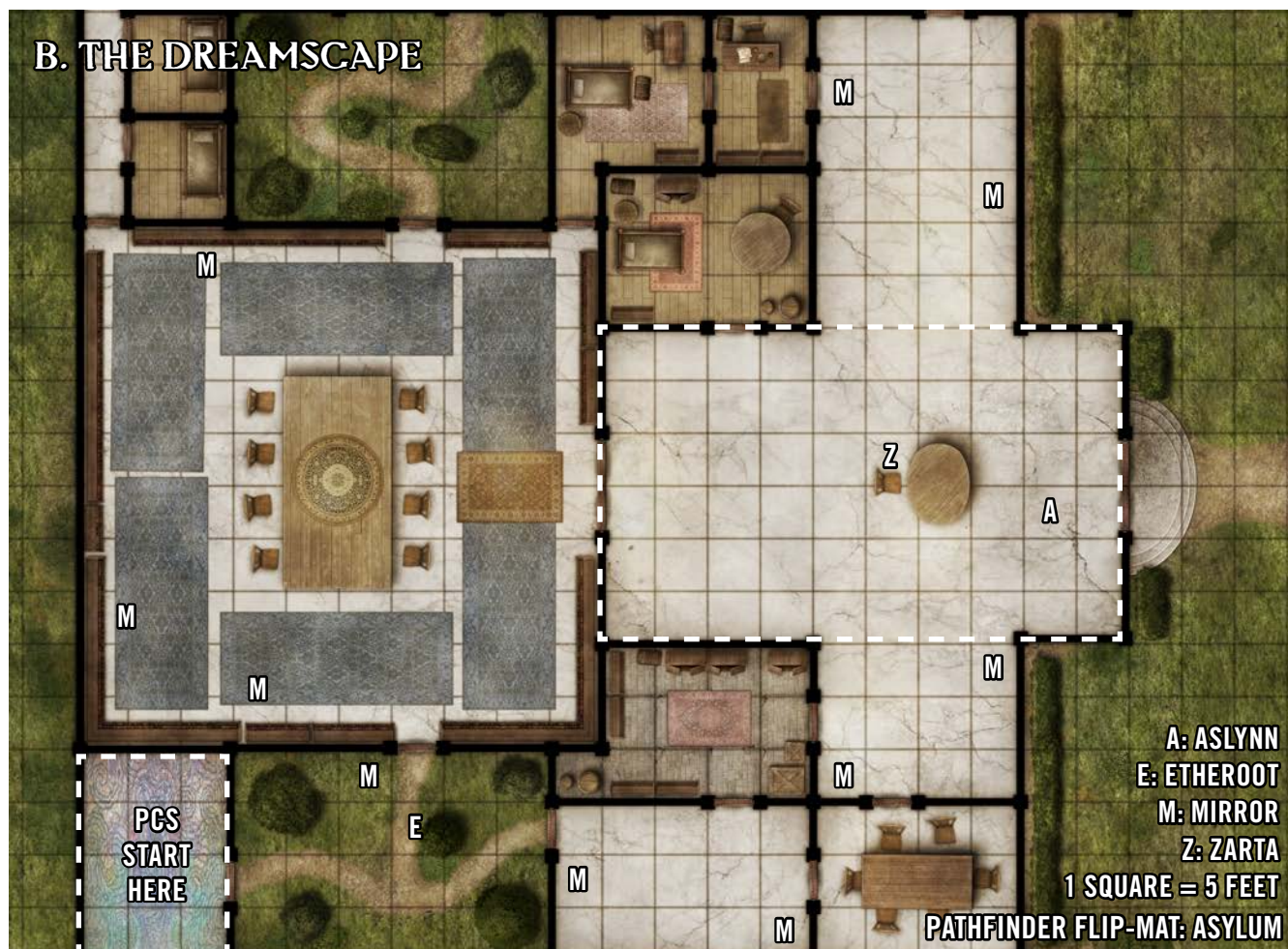
WELL-FED POTTED VIOLET ETHEROOT

CREATURE 9

Page 31, art on page 35

Development: Once Aslynn’s decorative defenders are defeated, the PCs can take time to assess the situation. Curiously, Aslynn makes no move to stop them from helping Zarta; this unusual behavior might suggest to the players that they’re dealing with another layer of misdirection. Zarta remains unresponsive, having been drained by the *siphoning stone*. A PC who succeeds at a DC 20 Pathfinder Society Lore check or DC 23 Arcana, Occultism, or Religion check to Recall Knowledge identifies the *siphoning stone* and its soul consuming properties; a success based on Pathfinder Society Lore represents recalling stories of Aslynn using a similar item against her foes in the past. Any PC that succeeds at a DC 26 Perception check sees their reflection in one of the stone’s facets is corpse-thin, fanged, and purple, recognizable features of a night hag.

Trapping the Hag's Claw



EVENT 2: SLUMBERING PREPARATION

To successfully complete their mission, the PCs need to wake Zarta. Doing so requires the PCs to accomplish the following three tasks in order.

Task 1—Destroy the Cauldron: The boiling brew within Aslynn's cauldron is churning streams of altering mist into the room, reshaping the dreamscape and interfering with Zarta's sense of self. To free Zarta, the PCs must first destroy the cauldron. This requires a successful DC 23 Absalom Lore, Arcana, Chelixa Lore, Pathfinder Society Lore, Performance, or Occultism check to reinforce Zarta's sense of identity (DC 26 for levels 9–10) or a DC 25 Crafting, Hag Lore, or Thievery check to staunch the flow of the cauldron's magical energies (DC 28 for levels 9–10). A PC who spends 2 Dream Points to activate the Destroy dream power automatically succeeds at the check.

Success The cauldron is destroyed.

Failure The cauldron is destroyed, but the PC is stupefied 1 for 1 hour.

Critical Failure The cauldron is not destroyed; the PC is stupefied 2 for 1 hour.

Task 2—Shatter the *Siphoning Stone*: While fragments of her soul remain drained away and trapped within the *siphoning stone*, Zarta can't wake up. To release the fragments of Zarta's soul, the PCs must shatter the *siphoning stone*. This requires a successful DC 25 Arcana, Crafting, Hag Lore, Occultism, Perception, or Religion check to identify and exploit flaws within the gemstone (DC 28 for levels 9–10). A PC who spends 2 Dream Points to activate the Shatter dream power automatically succeeds at the check.

Success The *siphoning stone* is shattered.

Failure The *siphoning stone* is shattered, but the PC is enfeebled 1 for 1 hour.

Critical Failure The *siphoning stone* isn't shattered; the PC is enfeebled 1 for 1 hour and exposed to demon fever.

Demon Fever (disease, contact); Level 8 (or Level 10 for Levels 9–10); **Saving Throw** DC 25 Fortitude (or DC 27 Fortitude for levels 9–10); **Onset** immediate; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 (1 day); **Stage 3** drained 3 and enfeebled 1 (1 day); **Stage 4** unconscious (1 day); **Stage 5** death

Trapping the Hag's Claw

Task 3—Restore the Soul Fragments: Once released from the *siphoning stone*, the loose fragments of Zarta's soul must rejoin with one another and be guided back together before she can wake. Reuniting the disparate soul fragments, requires a successful DC 23 Absalom Lore, Cheliox Lore, Pathfinder Society Lore, Performance, or Occultism check to remind the fragments of the patterns they previously occupied (DC 26 for levels 9–10) or a DC 25 Diplomacy, Intimidation, Religion, or Thievery check to coax and cajole the fragments back together (DC 28 for levels 9–10). A PC who spends 2 Dream Points to activate the Restore dream power automatically succeeds at the check.

Success Zarta Draldeen's soul fragments are restored.

Failure Zarta's soul fragments are restored, but the PC is fatigued.

Critical Failure Zarta's soul fragments are not restored and the PC is fatigued.

Once the PCs have completed their final checks, they can feel a pull to return to their physical bodies. Allow the party to expend any remaining Dream Points to activate dream powers.

Rewards: Aslynn's *bag of holding* (type III) spills out on the sand when she materializes in the Thuvian desert.

EVENT 3: SLEEPERS ARISE!

The PCs wake up within the main chamber of the sheltered ruins in their physical bodies, which lie as they were before the *dream council* spell was cast. Continuing with their plan to trap Aslynn, one of the nearby Ardis Scholars has already activated the Stasian coil array buried beneath the sands. Read or paraphrase the following.

"Wake up! Wake up!" Zarta Draldeen cries as she tries to rouse sleeping Pathfinders to their feet. Her efforts are interrupted by a sudden, crackling discharge of energy.

Outside the ruins, in a sky now strewn with broken shards of glass and the dying remnants of plants quickly shunted to the Material Plane, a swirling, dark vortex appears. The light within the containment field appears to wrap and twist, bending toward the newly formed portal. All around, motes of shadow wink into existence then disappear like gloomily lit fireflies against the bright desert landscape.

A horrid cackle streams forth from Aslynn's smug, wicked lips as the night hag boasts with glee. "Behold, Pathfinders! If only you'd woken a little quicker! Your death! My escape! Both one and the same, the *Dream Ripper*!"

As if on cue, a massive, sinister airship edges forth through the portal. Reddish-purple lightning arcs along massive metal coils affixed to either side of the ship's hull. Atop its deck, spectral apparitions of bugbears take up positions behind the vessel's shadowy cannons.



POTTED VIOLET ETHEROOT

When Zarta awoke, as previously planned, she chose to shunt Aslynn immediately onto the Material Plane, sending the night hag hurtling into the sands surrounding the sleep site outside the ruins. Though shunted to the location against her will, Aslynn is not without resources. Realizing that Zarta was waking, Aslynn magically signaled the crew of her interplanar airship, the *Dream Ripper*. Equipped with stolen umbral devices, the *Dream Ripper* can enter the containment field. However, to her dismay, Aslynn quickly realizes the airship is being held in place as the active containment field prevents its escape.

Awaiting word about Zarta, numerous Pathfinders and Ardis Scholars have gathered outside the containment field, along with Narcela, Revecka, and Star. The Waterfall, too, stands ready at the field's edge, carefully observing what unfolds within the containment field.

Development: If the PCs gained enough Influence Points with Revecka, it's Revecka who acts first. While the PCs contended with the dreamscape, Revecka set to work adjusting the Stasian coil array. Upon spying the *Dream Ripper*, she decides to act.

"Stand back!" Revecka shouts. "I'm testing a theory!" The scholar throws a switch on a panel attached to the underground apparatus and the containment field surrounding the PCs emits a brilliant flash as it produces a concentrated burst of discordant ethereal energy. Drawn toward the open portal containing the *Dream Ripper*, the ethereal energy envelopes the airship. The umbral vices on the plane-hopping airship explode, breaking the *Dream Ripper* apart. The fiery remains of the ship come crashing to the ground in a cascade of flaming pieces.

Trapping the Hag's Claw

Alternatively, if the PCs gained enough Influence Points with Star but not with Revecka, Star leaps forward onto the *Dream Ripper*. The air around the ruins sparks and crackles as Star forces their way through the containment field. They place two daggers into activation slots just under the rim of their shell—PCs who played *Pathfinder Society Scenario: Intro Year of Boundless Wonder* or *Pathfinder Society Scenario #4-08: Battle for Star's Fate* recognize these blades as the *calamitous daggers*. Black scorch marks, like lightning bolts, score the automaton's exterior even as they leap toward the unprepared *Dream Ripper*. "Friends worthy of sacrifice!" Star cries out before snapping down hard on the plane-hopping airship. The *Dream Ripper* breaks in half and Star smashes the airship's remnants to electrically sparking and smoldering pieces before quickly succumbing to the damage inflicted by the containment field. Star then deactivates.

C. THE WAKING SITE

MODERATE OR SEVERE

Having observed the arrival (and possible destruction) of the *Dream Ripper*, it's up to the PCs within the containment field to confront Aslynn and deal with her once and for all. Though awake and safe, Zarta is too drained from her ordeal to participate in the battle.

The containment field surrounding the site is an enclosed rectangular prism of energy, the bottom of which lies underground and the sides of which run 40 feet high along all four edges of the map. Any creature coming into physical contact with the containment field takes 4d12+26 (6d10+27 at levels 9–10) electricity and force damage. Incorporeal creatures can't pass through the field and Aslynn is unwilling to do so.

Ruin Features: Use the map on page 18 for this encounter. The circular structure among the ruins where the PCs begin is enclosed within stone walls and a 10 feet high stone ceiling. The ancient stone ceiling can withstand being struck by a single cannon blast. If struck by a second cannon blast, the ceiling collapses, dealing double damage to any potential targets within the radius of its burst due to falling stone adding to the cannon's projectile. The remaining stone walls around the ruins rise 5 feet above the surrounding sands.

Creatures: Having lost much of her power to the Pathfinders' series of traps, Aslynn is experiencing

fear for the first time in centuries. With all avenues of escape now closed, she resolves to fight to the death. Her statistics in this encounter represent her weakened state; for levels 7–8, her abilities are now comparable to those of a typical night hag; for levels 9–10, she retains a bit more of her original capacity.

Hazards: If Revecka or Star destroyed the *Dream Ripper*, this encounter contains no hazards. Otherwise, the darkened shadow cannons and bombards fire upon visible targets from their vantage overhead. The *Dream Ripper* hovers immobilized in the squares marked on the map, 30 feet up in the air. The hazards are on the ship's northwest and southwest corners; if adding additional hazards to scale the encounter, place them along the ship's western side.

If any PCs at the table have a Chronicle Sheet from *Pathfinder Society Scenario #4-11: Prisoner's of the Electric Castle* that indicates they stole Aslynn's previous airship, the *Gale's Claw*, the Pathfinder Society has additional insight into how Aslynn and her followers build munitions. This insight grants the PCs a +2 circumstance bonus on all checks to disable the hazards.

The *Dream Ripper* fights on until its last darkened shadow cannon or darkened shadow bombard is destroyed or disabled. Once this happens, the hazard's remaining ammunition stores explode, damaging the ship beyond repair and sending it crashing down onto the desert sands below. The *Dream Ripper* is then destroyed.

LEVELS 7–8

ASLYNN

Page 25, art on page 35

CREATURE 9

DARKENED SHADOW CANNONS (2)

Page 26

HAZARD 5

LEVELS 9–10

ASLYNN THE DREAM TAKER

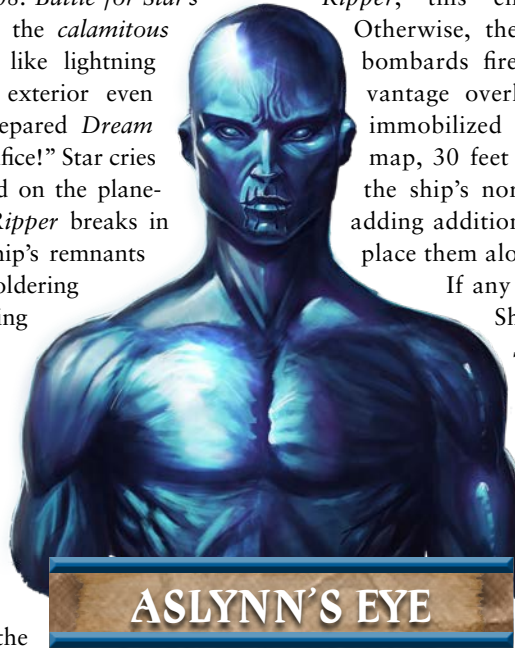
Page 32, art on page 35

CREATURE 11

DARKENED SHADOW BOMBARDS (2)

Page 33

HAZARD 7



Trapping the Hag's Claw

Development: As the PCs fight on within the containment field, their allies among the Pathfinders and Ardis Scholars outside the field do their best to render aid, adjusting it to draw off Aslynn's magical energy and weaken the night hag further. Five rounds after combat begins, Aslynn is fatigued. Six rounds after combat begins, Aslynn is slowed 1, and she retains this condition for the duration of the fight.



ZARTA DRALNEEN

CONCLUSION

Once Zarta is awake, the *Dream Ripper* destroyed, and Aslynn defeated, the crowd of Pathfinder agents and Ardis Scholars outside of the energy field begin to shout and cheer. With the threat ended, the Ardis Scholars drop the protective field and those beyond rush forward into the ruins to tend to Zarta and congratulate each of the victorious PCs. Zarta concedes that she woke up with a bit of a headache but that she'll recover soon thanks to the PCs.

If Star was deactivated after destroying the *Dream Ripper*, Pathfinders and Ardis Scholars alike begin pouring over the automaton. They vow to conduct a thorough examination of Star and to do everything within their power to see that Star is reactivated. Revecka in particular is confident that she'll be able to come up with a way to help Star.

The Waterfall personally congratulates the PCs, remarking that they have accomplished their main mission exceptionally well. The masked woman then carefully picks up the *draught of dreams* and suggests that she'd like to see it locked away where no other dream-seeking creatures could ever get their hands on it. For the first time since she met the PCs, the Waterfall seems to smile. For now, it's time for all to head back to camp for the holding of a long-awaited celebration. As word of Aslynn's defeat spreads, such celebrations are likely to be repeated within the halls of Pathfinder Lodges across the Inner Sea, the depths of the Dreamlands, and even places far beyond.

REPORTING NOTES

If Star is deactivated, check box A on the reporting sheet.

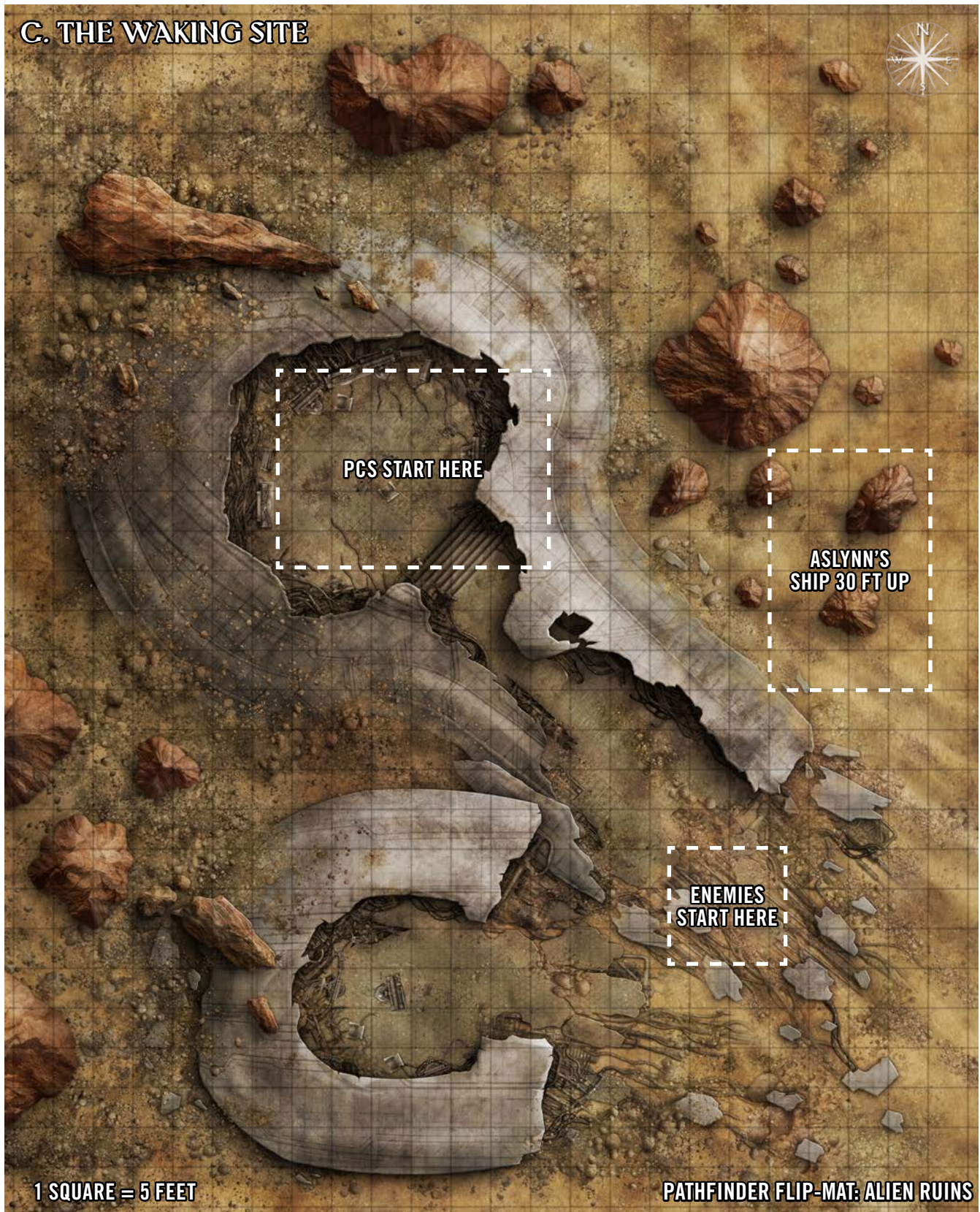
PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they defeat Aslynn. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if the *Dream Ripper* is destroyed. Doing so earns each PC 2 Reputation with their chosen faction.

Trapping the Hag's Claw



Trapping the Hag's Claw

APPENDIX 1: LEVEL 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to Organized Play section on page 39 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

SETTING THE TRAP

NARCELA

UNIQUE CG HUMAN HUMANOID CHANGELING

Changeling former spy

Perception +17

Will +16

Discovery DC 18 Hag Lore or similar, DC 20 Crafting or Pathfinder Society Lore, DC 22 Perception, DC 22 Society

Influence Skills DC 22 Dreamlands Lore, Hag Lore, or Pathfinder Society Lore (to discuss her history and how she met her present allies); DC 24 Occultism, Society, or Warfare Lore (to anticipate Aslynn’s strategies); DC 26 Crafting or Engineering Lore (to discuss how Aslynn might deploy stolen technology); DC 26 Diplomacy

Influence 1: Narcela speaks fondly of collaborating with Revecka in devising the Stasian coil array, an apparatus combining technology and magic capable of producing a temporary containment field. The apparatus momentarily prevents escape by most magical forms of extraplanar travel.

Influence 2: Narcela notes that the Stasian technology that Aslynn installed on her airship, the *Gale’s Claw*, allowed the vessel to readily travel from one plane to another. Though the Pathfinder Society captured the *Gale’s Claw*, Aslynn stole enough components from the Ardis Scholars to build a second airship, and Narcela wouldn’t be surprised if she had done so by now. However, the Pathfinder Society allowed her and Revecka to study the *Gale’s Claw*, and she is confident that the trap will be able to stop anything built on similar technology from escaping.

Influence 4: Knowing her mother, Aslynn, has an aversion to cold iron, Narcela offers the PCs a +1 *striking shifting cold iron sickle*.

Influence 6: Narcela provides insight into the potential capabilities of her mother, Aslynn. Treat the result of any check to Recall Knowledge to identify one of Aslynn attributes as one degree of success better. (See **Encounter C** on page 16).

SETTING THE TRAP

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase each Discovery and Influence DC by 1.

12-13 Challenge Points: Increase each Influence threshold beyond the first by 1 (for example, Narcela’s thresholds become 1, 3, 5, and 7).

14-15 Challenge Points: Increase each Discovery and Influence DC by 1 and increase each Influence threshold beyond the first by 1 (for example, Narcela’s thresholds become 1, 3, 5, and 7).

16-18 Challenge Points (5+ players): Increase each Discovery and Influence DC by 2.

Weaknesses Narcela has a deep affection for Revecka. If the PCs have obtained at least 1 Influence Point from Revecka or favorably mention her, the PCs gain a +1 circumstance bonus on checks to Influence Narcela.

Background Changeling who spied on dreaming victims for her mother, Aslynn, before betraying the night hag due to her love for another.

Appearance Slender, dark-haired woman with one brown eye and another a vivid green.

Personality Driven, protective, focused, and strategic.

Trapping the Hag's Claw

REVECKA

UNIQUE

NG

HUMAN

HUMANOID

Ardis Scholar sage

Perception +20

Will +14

Discovery DC 16 Crafting or Engineering Lore or similar, DC 18 Pathfinder Society Lore, DC 20 Perception, DC 20 Society

Influence Skills DC 22 Athletics (to help install Stasian coils; see Influence Thresholds for more information), DC 24 Crafting or Engineering Lore or similar (to discuss Stasian coil functions), DC 24 Thievery (to precisely adjust the array, see Influence Thresholds for more information); DC 26 Diplomacy.

Influence 1: Revecka trusts the PCs to help with the sensitive process of placing, connecting, and covering the Stasian coil array; PCs may now use Athletics or Thievery to influence Revecka.

Influence 2: Revecka explains that the trap's buried apparatus is composed of interconnected crystal capacitors, Stasian coils, and electrical relays that interact with the presence of ethereal energies to act as an extraplanar inhibitor.

Influence 3: Revecka steps far away from the trap before taking out a reinforced case. She hands the PCs one piece of *explosive ammunition* from within, of an ammunition type of their choice. She asks them to keep the volatile ammunition far away from the intricate work on the coil array but speculates that it may be useful when it comes time to confront Aslynn.

Influence 5: Revecka theorizes that an active Stasian coil array could be adjusted to cause any nearby extraplanar portals to collapse. See **Event 3: Sleepers Arise!** on page 15 for further details on the effects of this result.

Resistances The prototype galvasphere that Revecka improvised as an artificial heart prevents her from sleeping or dreaming, a fact that she sorely laments. Conversations that remind her of the Dreamlands or the abilities she has lost take a -2 penalty.

Background An Ardis Scholar and pioneer of Stasian technology research

Appearance Pale, thin human woman dressed in explorer's clothing with a galvasphere embedded in her chest

Personality Well-organized, practical, hopeful, and inventive.

STAR

UNIQUE

LN

AUTOMATON

CONSTRUCT

Reawakened war machine

Perception +20

Will +14

Discovery DC 20 Astronomy Lore or similar, DC 22 Crafting or Pathfinder Society Lore, DC 24 Perception, DC 26 Society

Influence Skills DC 20 Fortune-Telling Lore or Genealogy Lore (to discuss possible futures, experiences, individuality, and personal history); DC 21 Astronomy Lore (to discuss the stars and their movement across the sky), DC 21 Pathfinder Society Lore, or Lore about a specific settlement or terrain (to discuss tales of the Society's adventures and the world of Golarion); DC 22 Architecture Lore, Art Lore, Circus Lore, Theater Lore, or Performance (to cultivate new interests and means of personal expression); DC 24 Diplomacy or Society (to discuss interpersonal interactions); DC 26 Medicine or Nature (to discuss the passage of time and developmental growth); DC 28 Crafting or Warfare Lore or similar (to discuss weapons, tactics, and logistics)

Influence 1: Star has overheard others speaking of "friendship" and asks the PCs to give examples of what a "friend" is.

Influence 2: Star asks the PCs to explain whether one friend ever "controls" another or what mutual demands friends may impose.

Influence 3: Star inquires about what one must sacrifice to remain in a friendship and what one friend might be willing to give up or to sacrifice to help another friend.

Influence 4: Star concedes that they're indebted to the Pathfinders for their freedom, but more importantly they consider the PCs to be "friends." See **Event 3: Sleepers Arise!** on page 15 for further details on the effects of this result.

Resistances Star doesn't take kindly to being forced to do things. Any attempts to use Intimidation to Influence Star automatically critically fail. Additionally, Star holds no loyalty to the fallen Jitska Imperium. Checks that attempt to play on sympathy for the former empire take -2 penalty.

Weaknesses Any automaton PCs, or any PCs whose abilities are closely tied to the stars (such as cosmos oracles) gain a +2 circumstance bonus on all checks to Influence Star.

Background A lonely automaton from a bygone era, accustomed to being alone but recently freed to explore the world of the present.

Appearance A massive, ancient automaton shaped like a turtle.

Personality Pensive, aloof, and curious.

Trapping the Hag's Claw

ENCOUNTER A (LEVELS 7–8)

LESSER ANIMATE DREAMS (3)

CREATURE 6

UNCOMMON NE MEDIUM DREAM INCORPOREAL

Variant animate dream (*Pathfinder Bestiary* 2 18)

Perception +12; darkvision

Languages telepathy 100 feet

Skills Acrobatics +12, Deception +15, Intimidation +15, Occultism +10, Stealth +14

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +5

AC 21; **Fort** +13, **Ref** +16, **Will** +12; +1 status to all saves vs. magic

HP 78; **Immunities** disease, paralyzed, poison, precision, sleep

Resistances all 4 (except force, ghost touch, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ♦ nightmare tendril +17 (agile, finesse), **Damage** 4d6 negative plus endless nightmare

Occult Innate Spells DC 24; **3rd** *fear, sleep*; **2nd** *paranoia*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) A lesser animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 24 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victims falls asleep and can't be awakened as long as they remain at this stage (1 day).

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Replace one of the lesser animate dreams with a faded animate dream.

12–13 Challenge Points: Replace all lesser animate dreams with faded animate dreams.

14–15 Challenge Points: Replace one of the lesser animate dreams with a faded animate dream and add an additional faded animate dream to the encounter.

16–18 Challenge Points (5+ players): Add one lesser animate dream and one faded animate dream to the encounter.



FADED ANIMATE DREAM (0)

CREATURE 7

UNCOMMON NE MEDIUM DREAM INCORPOREAL

Weak animate dream (*Pathfinder Bestiary* 2 6, 18)

Perception +12; darkvision

Languages telepathy 100 feet

Skills Acrobatics +12, Deception +16, Intimidation +16, Occultism +10, Stealth +16

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 22; **Fort** +13, **Ref** +16, **Will** +12; +1 status to all saves vs. magic

HP 90; **Immunities** disease, paralyzed, poison, precision, sleep

Resistances all 5 (except force, ghost touch, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ♦ nightmare tendril +18 (agile, finesse), **Damage** 4d8–2 negative plus endless nightmare

Occult Innate Spells DC 24; **4th** *confusion, dimension door* (at will), *nightmare, phantasmal killer, sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) A faded animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 24 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victims falls asleep and can't be awakened as long as they remain at this stage (1 day).

Trapping the Hag's Claw

ENCOUNTER B (LEVELS 7-8)

ASLYNN'S EYES (3)

CREATURE 4

RARE **CE** **MEDIUM** **DREAM** **FIEND**

Perception +14; darkvision

Languages Aklo, Common; telepathy 30 ft. (other Aslynn's eyes only)

Skills Athletics +9, Acrobatics +12, Deception +11, Stealth +12

Str +3, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3

AC 20; **Fort** +8, **Ref** +11, **Will** +8; +1 status to all saves vs. mind-affecting effects

HP 60; **Weaknesses** sonic 5; **Resistances** acid 5, fire 5, mental 5

Shattered Mirror When an Aslynn's eye dies, their body explodes in a 20-foot burst of jagged glass shards that deal 5d6 slashing damage to each creature in the area (DC 18 basic Reflex save).

Speed 30 feet

Melee ♦ fist +14 (agile, finesse), **Damage** 2d6+3 bludgeoning plus psychic assault

Occult Innate Spells DC 21; **2nd** *mirror image*; **1st** *illusory object* (at will); **Cantrips (2nd level)** *mage hand*

Mirrored Transformation ♦ (concentrate, occult, polymorph, transmutation) An Aslynn's eye takes the appearance of a mirrored version of any Large or smaller creature who they have seen and whose appearance they remember. While those who are not familiar with the subject of their mimicry may be fooled by the disguise, those who know the subject well automatically notice the mirroring effect. This ability doesn't change the Speed of the Aslynn's eye or their attack and damage bonuses with its Strikes but might change the damage type their Strikes deal.

Dream Eating ♦♦♦ (curse, enchantment, manipulate, mental, occult) An Aslynn's eye can consume the subconscious dreams of a creature within 30 feet; the creature must attempt a DC 21 Will save.

Critical Success The target is unaffected and is temporarily immune to the Aslynn's eye's dream eating for 1 day.

Success Target takes 1d6 mental damage and Aslynn's eye gains temporary Hit Points equal to half the mental damage the target takes. If the target's Hit Points were lower than the damage dealt, the Aslynn's eye gains temporary Hit Points equal to their remaining Hit Points instead.

Failure As success, but target takes 2d6 mental damage and is stupefied 1 for 1 round.

Critical Failure As success, but target takes 4d6 mental damage and is stupefied 2 for 1 minute.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one Aslynn's eye to the encounter.

12-13 Challenge Points: Add one Aslynn's sharper eye to the encounter.

14-15 Challenge Points: Add two Aslynn's eyes and one Aslynn's sharper eye to the encounter.

16-18 Challenge Points (5+ players): Add one Aslynn's eye and two Aslynn's sharper eyes to the encounter.



Mirror Travel ♦♦ (occult, teleportation) An Aslynn's eye can crawl into any mirror within their reach as if it were a door or window, instantly transporting them as well as any items they're wearing and holding to another mirror within 500 feet. The Aslynn's eye can remain within the mirror indefinitely or, provided they're using their Mirrored Transformation ability, they may choose to exit a mirror as part of any action they take with the Move trait. An Aslynn's eye can't exit a mirror unless they're using their Mirrored Transformation ability to take a specific creature's form. An Aslynn's eye can't exit a mirror that has the broken condition.

Psychic Assault (necromancy, occult, mental) The Aslynn's eye imbues their attacks with a psychic assault, infusing the mind of the creature struck with hideous nightmare visions and hallucinations. A creature damaged by the Aslynn's eye's fist must succeed at a DC 21 Fortitude save or be dazzled for 1 round. On a critical failure, the target is dazzled for 1d4 round and slowed 1 for 1 round.

Trapping the Hag's Claw

POTTED VIOLET ETHERROOT

CREATURE 7

RARE NE LARGE ETHEREAL PLANT

Perception +18; darkvision, emotion sense 120 ft., *see invisibility*

Languages Aklo (can't speak any language); telepathy 100 ft.

Skills Arcana +15, Occultism +15

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

Emotion Sense (emotion, mental) The potted violet etheroot can sense the emotions of creatures within 120 feet as an imprecise sense. Emotion sense is a precise sense against creatures under an emotion effect. A creature under the effects of *calm emotions* or the serenity effect of the etheroot's Incite Emotion ability can't be noticed via emotion sense.

AC 25; **Fort** +15, **Ref** +17, **Will** +14

HP 90; **Hardness** 5; **Immunities** sleep; **Resistances** fire 10

Soulfired Pot The potted violet etheroot is rooted in a soulfired pot, which was glazed within a hellish kiln and which, like normal objects, has Hardness and grants the etheroot resistance to fire. This Hardness reduces any damage the etheroot takes by an amount equal to the Hardness. Once the potted violet etheroot is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its soulfired pot breaks, it loses its resistance to fire, and its AC is reduced to 23. Breaking the pot also increases the etheroot's speed to 25 feet.

Speed 15 feet (25 feet if Soulfired Pot is broken)

Melee ♦ stalked bite +18 (magical, reach 20 feet), **Damage** 2d10+8 bludgeoning

Melee ♦ tentacle +18 (agile, finesse, magical, reach 15 feet), **Damage** 2d6+8 bludgeoning plus Knockdown

Occult Innate Spells DC 25; **Constant (4th)** *see invisibility*

Tentacle Flurry ♦ The potted violet etheroot makes two Strikes with two different tentacles, each limb targeting a different creature. This counts as two attacks toward the etheroot's multiple attack penalty for further actions, but the penalty doesn't increase until after both attacks are made.

Incite Emotion ♦ (emotion, enchantment, mind-affecting, occult, mental) **Requirements** The etheroot's last action was a success with a Strike using its stalked bite. **Effect** Wounds caused by the potted violet etheroot's stalked bite can create an intense emotional response. The creature damaged by the etheroot's stalked bite is subjected to an effect of the etheroot's choice from the following (DC 22 Will save; duration 1 minute unless otherwise stated):

Despair: Target must attempt a Will save as if subjected to the *crushing despair* spell.

Fear: Target must attempt a Will save as if targeted by the *fear* spell.

Hope: Target is affected as if subjected to the *inspire courage* cantrip and must attempt a Will save to determine duration.

Critical Success The target is affected for 4 rounds.

Success The target is affected for 3 rounds.

Failure The target is affected for 1 round.

Critical Failure The target is unaffected.

Serenity: Target must attempt a Will save as if subjected to the *calm emotions* spell.

Trapping the Hag's Claw

ASLYNN'S SHARPER EYE (O)

CREATURE 6

RARE CE MEDIUM DREAM FIEND

Perception +17; darkvision

Languages Aklo, Common; telepathy 30 ft. (other Aslynn's eyes only)

Skills Athletics +12, Acrobatics +15, Deception +13, Stealth +15

Str +4, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +3

AC 23; **Fort** +11, **Ref** +16, **Will** +11; +1 status to all saves vs. mind-affecting effects

HP 100; **Weaknesses** sonic 5; **Resistances** acid 5, fire 5, mental 5

Shattered Mirror When an Aslynn's eye dies, their body explodes in a 20-foot burst of glass shards that deal 7d6 slashing damage to each creature in the area (DC 21 basic Reflex save).

Speed 30 feet

Melee ♦ fist +17 (agile, finesse), **Damage** 2d6+6 bludgeoning plus psychic assault

Occult Innate Spells DC 24; **3rd** *slow*; **2nd** *mirror image*; **1st** *illusory object* (at will); **Cantrips (3rd)** *mage hand*

Mirrored Transformation ♦ (concentrate, occult, polymorph, transmutation) An Aslynn's sharper eye takes the appearance of a mirrored version of any Large or smaller creature who they have seen and whose appearance they remember. While those who are not familiar with the subject of their mimicry may be fooled by the disguise, those who know the subject well automatically notice the mirroring effect. This ability doesn't change the Speed of the Aslynn's sharper eye or their attack and damage bonuses with its Strikes but might change the damage type their Strikes deal.

Dream Eating ♦♦♦ (curse, enchantment, manipulate, mental, occult) An Aslynn's sharper eye can consume the subconscious dreams of a creature within 30 feet; the creature must attempt a DC 24 Will save.

Critical Success The target is unaffected and is temporarily immune to the Aslynn's sharper eye's dream eating for 1 day.

Success Target takes 1d6+3 mental damage and Aslynn's sharper eye gains temporary Hit Points equal to half the mental damage the target takes. If the target's Hit Points were lower than the damage dealt, the Aslynn's sharper eye gains temporary Hit Points equal to their remaining Hit Points instead.

Failure As success, but target takes 3d6 mental damage and is stupefied 1 for 1 round.

Critical Failure As success, but target takes 6d6 mental damage and is stupefied 2 for 1 minute.

Mirror Travel ♦♦ (occult, teleportation) An Aslynn's sharper eye can crawl into any mirror within their reach as if it were a door or window, instantly transporting them as well as any items they're wearing and holding to another mirror within 500 feet. The Aslynn's sharper eye can remain within the mirror indefinitely or, provided they're using their Mirrored Transformation ability, they may choose to exit a mirror as part of any action they take with the Move trait. An Aslynn's sharper eye can't exit a mirror unless they're using their Mirrored Transformation ability to take a specific creature's form. An Aslynn's sharper eye can't exit a mirror that has the broken condition.

Psychic Assault (necromancy, occult, mental) The Aslynn's sharper eye imbues their attacks with a psychic assault, infusing the mind of the creature struck with hideous nightmare visions and hallucinations. A creature damaged by the Aslynn's sharper eye's fist must succeed at a DC 24 Fortitude save or be dazzled for 1 round. On a critical failure, the target is dazzled for 1d4 round and slowed 1 for 1 round.

Trapping the Hag's Claw

ENCOUNTER C (LEVELS 7-8)

If the *Dream Ripper* is destroyed (see Development under **Event 3: Sleepers Arise!** on page 15), remove the darkened shadow cannons at the start of the encounter.

ASLYNN

CREATURE 9

UNIQUE NE MEDIUM FIEND HAG HUMANOID

Variant night hag (*Pathfinder Bestiary* 202)

Perception +21; darkvision

Languages Abyssal, Aklo, Celestial, Common, Infernal, Tien

Skills Arcana +19, Deception +19, Diplomacy +17, Intimidation +19, Occultism +21, Religion +19

Str +6, **Dex** +3, **Con** +5, **Int** +4, **Wis** +6, **Cha** +4

Items *bring me near* (*Pathfinder Treasure Vault* 114), *siphoning heartstone* (page 26)

AC 27; **Fort** +18, **Ref** +16, **Will** +19; +2 status to all saves vs. magic, -2 to all saves if Aslynn doesn't have her *siphoning heartstone*

HP 160; **Immunities** sleep; **Weaknesses** cold iron 10; **Resistances** cold 10, fire 10, mental 10

Speed 25 feet, fly 25 feet

Melee ♦ jaws +21 (magical), **Damage** 2d8+8 piercing plus 1d6 evil

Melee ♦ claw +21 (agile, magical), **Damage** 2d10+8 slashing plus 1d6 evil and nightmarish wounds

Occult Innate Spells DC 28, attack +20; **9th** *bind soul* (at will; from *siphoning heartstone*), *ethereal jaunt* (at will; from *siphoning heartstone*); **8th** *dream council*; **6th** *phantasmal calamity*, *screaming*, **5th** *nightmare*, **3rd** *dream message* (at will), *magic missile* (at will), *mind reading* (at will from *siphoning heartstone*); **2nd** *invisibility* (at will); **1st** *ray of enfeeblement* (at will), *sleep* (at will); **Constant (3rd)** *detect magic*

Aslynn's Gaze ♦♦ (curse, emotion, enchantment, fear, mental, occult) Aslynn gazes upon a creature, afflicting it with intense distress and a gnawing sense of impending doom; the creature must attempt a DC 28 Will save. Since this effect isn't visual, the creature doesn't need to be able to see Aslynn to be affected.

Critical Success The target is unaffected and is temporarily immune to Aslynn's gaze for 1 day.

Success The target is frightened 1.

Failure The target is frightened 1 and slowed 1 for 1 round.

Critical Failure The target is frightened 2 and slowed 1 for 1 minute.

Change Shape ♦ (concentrate, occult, polymorph, transmutation) Aslynn can take on the specific appearance of any Medium female humanoid or any Large or smaller cat who she has seen and whose appearance she remembers. This doesn't change her Speed or her attack and damage bonuses with her Strikes but might change the damage type her Strikes deal (typically to bludgeoning).

SCALING ENCOUNTER C

To adjust for the PCs' strength, use the following Challenge Point adjustments. These adjustments aren't cumulative.

10-11 Challenge Points: Add one taunting skull to the encounter. If the *Dream Ripper* isn't destroyed, also increase the DC of checks to disable the darkened shadow cannons by 2.

12-13 Challenge Points: Give Aslynn the elite adjustment. If the *Dream Ripper* isn't destroyed, also add one darkened shadow cannon to the encounter.

14-15 Challenge Points: Give Aslynn the elite adjustment and add one taunting skull to the encounter. If the *Dream Ripper* isn't destroyed, also add one darkened shadow cannon to the encounter and increase the DC of checks to disable the cannons by 2.

16-18 Challenge Points (5+ players): Give Aslynn the elite adjustment and add one faded animate dream to the encounter. If the *Dream Ripper* isn't destroyed, add a second faded animate dream to the encounter.

Dream Theft ♦♦♦ (enchantment, incapacitation, occult, mental) Aslynn can trap a dreaming mind in her *siphoning heartstone*. She can force the dreaming creature into a lucid body and enter its dreamscape (DC 25 Will save negates). There, if the creature's lucid body would be killed, she can trap the creature's dreaming mind within her *siphoning heartstone*, causing the creature's body to remain in a mindless coma indefinitely.

Ethereal Spying ♦♦ (divination, occult) **Frequency** once per day; **Effect** Aslynn plucks an ethereal eye from the air and sends it off to do her spy work. The eye has AC 18, HP 1, and a fly speed of 60 feet. Aslynn can see through this eye and move it in any direction using a single action.

Nightmarish Wounds (necromancy occult) Wounds caused by Aslynn's claws cause creatures to dwell on their worst nightmares. A creature damaged by Aslynn's claw must succeed at a DC 25 Fortitude save or be stupefied 1 for 1 day. On a critical failure, or if it gets hit again and fails its save a second time, it's stupefied 2 for 1 day.

Spell Ambush A creature flat-footed to Aslynn takes a -2 circumstance penalty to checks and DCs to defend against her spells.

Trapping the Hag's Claw

DARKENED SHADOW CANNONS (2)

HAZARD 5

COMPLEX MAGICAL

Stealth +13 (trained)

Description A cannon built of cast iron and infused with shadow magic, mounted on the side of Aslynn's flying ship.

Disable DC 24 Arcana or Thievery to disrupt the cannon; two checks are required to disable it

AC 23, **Fort** +17, **Ref** +10

Hardness 10; **HP** 50 (BT 25)

Load the Cannons ➤ **Trigger** The ship flies within 30 feet of a PC; **Effect** The cannon reloads and rolls initiative.

Routine (three actions) The cannon fires a blast that contains as many PCs as possible, choosing randomly in the event of a tie, then reloads.

Ranged ➤ cannon blast +15 (range increment 40 feet, reload 2), **Damage** 2d8+5 bludgeoning damage to creatures in a 5-foot burst (DC 21 basic Reflex save)

FADED ANIMATE DREAM (0)

CREATURE 7

UNCOMMON NE MEDIUM DREAM INCORPOREAL

Weak animate dream (*Pathfinder Bestiary* 2 6, 18)

Perception +12; darkvision

Languages telepathy 100 feet

Skills Acrobatics +12, Deception +16, Intimidation +16, Occultism +10, Stealth +16

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 22; **Fort** +13, **Ref** +16, **Will** +12; +1 status to all saves vs. magic

HP 90; **Immunities** disease, paralyzed, poison, precision, sleep

Resistances all 5 (except force, ghost touch, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ➤ nightmare tendril +18 (agile, finesse), **Damage** 4d8-2 negative plus endless nightmare

Occult Innate Spells DC 24; **4th** *confusion*, *dimension door* (at will), *nightmare*, *phantasmal killer*, *sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 24 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied (1 day); **Stage 3** The victims falls asleep and can't be awakened as long as they remain at this stage (1 day).

TAUNTING SKULL (0)

CREATURE 5

UNCOMMON NE TINY UNDEAD

Pathfinder Book of the Dead 74

Perception +13; darkvision

Languages Common, Necril

Skills Acrobatics +12 (+14 to Maneuver in Flight), Intimidation +12 (+14 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

AC 22; **Fort** +10, **Ref** +14, **Will** +11

HP 80 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious **Weaknesses** positive 5

Speed 15 feet, fly 40 feet

Melee ➤ jaws +14 (agile, finesse, reach 0 feet), **Damage** 2d10+3 piercing

Incessant Goading ➤ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 22 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

SIPHONING HEARTSTONE

ITEM 9

UNIQUE ABJURATION INVESTED OCCULT

Usage worn

This variant of a traditional hag's *heartstone* was crafted from the petrified tears of a dream dragon, which is psychically attuned by Aslynn's spirit and proximity. The *siphoning heartstone* stores the dreaming minds stolen by Aslynn through her *siphoning stones*. Aslynn can release a stored mind, sifting out its essence, but such tampering usually inflicts psychological harm, resulting in new phobias or sleep disorders.

When Aslynn wears the *siphoning heartstone*, she gains a +2 item bonus to saving throws. Additionally, it grants her Dream Theft ability and allows her to use additional occult innate spells: *ethereal jaunt* (9th level), *bind soul*, and *mind reading* at will. If it's separated from Aslynn for 24 hours (or she's been dead for 24 hours), the *siphoning heartstone* becomes a nonmagical gemstone.

Activate ➤ command; **Requirements** You must be touching the *siphoning heartstone*; **Effect** The *siphoning heartstone* attempts to counteract one disease affecting you (counteract level 5, counteract modifier +18).

Trapping the Hag's Claw

APPENDIX 2: LEVEL 9-10 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 9th-level PCs. If your group has a different composition or size, refer to Organized Play section on page 39 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

SETTING THE TRAP

NARCELA

UNIQUE CG HUMAN HUMANOID CHANGELING

Changeling former spy

Perception +17

Will +19

Discovery DC 21 Hag Lore or similar, DC 23 Crafting or Pathfinder Society Lore, DC 25 Perception, DC 25 Society

Influence Skills DC 25 Dreamlands Lore, Hag Lore, or Pathfinder Society Lore (to discuss her history and how she met her present allies); DC 27 Occultism, Society, or Warfare Lore (to anticipate Aslynn’s strategies); DC 29 Crafting or Engineering Lore (to discuss how Aslynn may deploy stolen umbral vise technology); DC 29 Diplomacy

Influence 1: Narcela speaks fondly of collaborating with Revecka in devising the Stasian coil array, an apparatus combining technology and magic capable of producing a temporary containment field. The apparatus momentarily prevents escape by most magical forms of extraplanar travel.

Influence 2: Narcela notes that the Stasian technology that Aslynn installed on her airship, the *Gale’s Claw*, allowed the vessel to readily travel from one plane to another. Though the Pathfinder Society captured the *Gale’s Claw*, Aslynn stole enough components from the Ardis Scholars to build a second airship, and Narcela wouldn’t be surprised if she had done so by now. However, the Pathfinder Society allowed her and Revecka to study the *Gale’s Claw*, and she is confident that the trap will be able to stop anything built on similar technology from escaping.

Influence 4: Knowing her mother, Aslynn, has an aversion to cold iron, Narcela offers the PCs a +1 *striking shifting cold iron sickle*.

Influence 6: Narcela provides insight into the potential capabilities of her mother, Aslynn. Treat the result of any check to Recall Knowledge to identify one of Aslynn attributes as one degree of success better.

SCALING SETTING THE TRAP

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase each Discovery and Influence DC by 1.

12-13 Challenge Points: Increase each Influence threshold beyond the first by 1 (for example, Narcela’s thresholds become 1, 3, 5, and 7)

14-15 Challenge Points: Increase each Discovery and Influence DC by 1 and increase each Influence threshold by 1 (for example, Narcela’s thresholds become 1, 3, 5, and 7).

16-18 Challenge Points (5+ players): Increase each Discovery and Influence DC by 2.

Weaknesses Narcela has a deep affection for Revecka. If the PCs have obtained at least 1 Influence Point from Revecka or favorably mention her with favor, the PCs gain a +1 circumstance bonus on checks to influence Narcela.

Background Changeling who spied on dreaming victims for her mother, Aslynn, before betraying the night hag due to her love for another.

Appearance Slender, dark-haired woman with one brown eye and another a vivid green.

Personality Driven, protective, focused, and strategic.

Trapping the Hag's Claw

REVECKA

UNIQUE

NG

HUMAN

HUMANOID

Ardis Scholar sage

Perception +20

Will +17

Discovery DC 19 Crafting or Engineering Lore or similar, DC 21 Pathfinder Society Lore, DC 23 Perception, DC 23 Society

Influence Skills DC 25 Athletics (to help install Stasian coils; see Influence Thresholds for more information); DC 27 Crafting or Engineering Lore or similar (to discuss Stasian coil functions); DC 27 Thievery (to precisely adjust the array; see Influence Thresholds for more information); DC 29 Diplomacy.

Influence 1: Revecka trusts the PCs to help with the sensitive process of placing, connecting, and covering the Stasian coil array; PCs may now use Athletics or Thievery to influence Revecka.

Influence 2: Revecka explains that the trap's buried apparatus is composed of interconnected crystal capacitors, Stasian coils, and electrical relays that interact with the presence of ethereal energies to act as an extraplanar inhibitor.

Influence 3: Revecka steps far away from the trap before taking out a reinforced case. She hands the PCs three pieces of *explosive ammunition* from within, of an ammunition type of their choice. She asks them to keep the volatile ammunition far away from the intricate work on the coil array but speculates that it may be useful when it comes time to confront Aslynn.

Influence 5: Revecka theorizes that an active Stasian coil array could be adjusted to cause any nearby extraplanar portals to collapse. See **Event 3: Sleepers Arise!** on page 15 for further details on the effects of this result.

Resistances The prototype galvasphere that Revecka improvised as an artificial heart prevents her from sleeping or dreaming, a fact that she sorely laments. Conversations that remind her of the Dreamlands or the abilities she has lost take a -2 penalty.

Background An Ardis Scholar and pioneer of Stasian technology research

Appearance Pale, thin human woman dressed in explorer's clothing with a galvasphere embedded in her chest

Personality Well-organized, practical, hopeful, and inventive.

STAR

UNIQUE

LN

AUTOMATON

CONSTRUCT

Reawakened war machine

Perception +24

Will +17

Discovery DC 23 Astronomy Lore or similar, DC 25 Crafting or Pathfinder Society Lore, DC 27 Society, DC 29 Society

Influence Skills DC 23 Fortune-Telling Lore or Genealogy Lore (to discuss possible futures, experiences, individuality, and personal history); DC 24 Astronomy Lore (to discuss the stars and their movement across the sky), DC 24 Pathfinder Society Lore, or Lore about a specific settlement or terrain (to discuss tales of the Society's adventures and the world of Golarion); DC 25 Architecture Lore, Art Lore, Circus Lore, Theater Lore, or Performance (to cultivate new interests and means of personal expression); DC 27 Diplomacy or Society (to discuss interpersonal interactions); DC 29 Medicine or Nature (to discuss the passage of time and developmental growth); DC 31 Crafting or Warfare Lore or similar (to discuss weapons, tactics, and logistics)

Influence 1: Star has overheard others speaking of "friendship" and asks the PCs to give examples of what a "friend" is.

Influence 2: Star asks the PCs to explain whether one friend ever "controls" another or what mutual demands friends may impose.

Influence 3: Star inquires about what one must sacrifice to remain in a friendship and what one friend might be willing to give up or to sacrifice to help out another friend.

Influence 4: Star concedes they're indebted to the Pathfinders for their freedom, but more importantly they consider the PCs to be "friends." See **Event 3: Sleepers Arise!** on page 15 for further details on the effects of this result.

Resistances Star doesn't take kindly to being forced to do things. Any attempts to use Intimidation to Influence Star automatically critically fail. Additionally, Star holds no loyalty to the fallen Jitska Imperium. Checks that attempt to play on sympathy for the former empire take -2 penalty.

Weaknesses Any automaton PCs, or any PCs whose abilities are closely tied to the stars (such as cosmos oracles) gain a +2 circumstance bonus on all checks to Influence Star.

Background A lonely automaton from a bygone era, accustomed to being alone but recently freed to explore the world of the present.

Appearance A massive, ancient automaton shaped like a turtle.

Personality Pensive, aloof, and curious.

Trapping the Hag's Claw

ENCOUNTER A (LEVELS 9–10)

ANIMATE DREAMS (3)

CREATURE 8

UNCOMMON NE MEDIUM DREAM INCORPOREAL

Pathfinder Bestiary 2 18

Perception +14; darkvision

Languages telepathy 100 feet

Skills Acrobatics +14, Deception +18, Intimidation +18, Occultism +12, Stealth +18

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 24; **Fort** +15, **Ref** +18, **Will** +14; +1 status to all saves vs. magic

HP 110; **Immunities** disease, paralyzed, poison, precision, sleep **Resistances** all 5 (except force, ghost touch, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ♦ nightmare tendril +20 (agile, finesse), **Damage** 4d8 negative plus endless nightmare

Occult Innate Spells DC 26; **4th** *confusion*, *dimension door* (at will), *nightmare*, *phantasmal killer*, *sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 26 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victims falls asleep and can't be awakened as long as they remain at this stage (1 day).

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Replace one animate dream with a wicked animate dream.

23–27 Challenge Points: Replace all animate dreams with wicked animate dreams.

28–32 Challenge Points: Replace one of the animate dreams with a wicked animate dream and add an additional wicked animate dream to the encounter.

33+ Challenge Points: Replace all animate dreams with wicked animate dreams and add an additional wicked animate dream to the encounter.



WICKED ANIMATE DREAM (0)

CREATURE 9

UNCOMMON NE MEDIUM DREAM INCORPOREAL

Elite animate dream (*Pathfinder Bestiary* 2 6, 18)

Perception +16; darkvision

Languages telepathy 100 feet

Skills Acrobatics +16, Deception +20, Intimidation +20, Occultism +14, Stealth +20

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 26; **Fort** +17, **Ref** +20, **Will** +16; +1 status to all saves vs. magic

HP 130; **Immunities** disease, paralyzed, poison, precision, sleep **Resistances** all 5 (except force, ghost touch, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ♦ nightmare tendril +22 (agile, finesse), **Damage** 4d8+2 negative plus endless nightmare

Occult Innate Spells DC 28; **4th** *confusion*, *dimension door* (at will), *nightmare*, *phantasmal killer*, *sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 28 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victims falls asleep and can't be awakened as long as they remain at this stage (1 day).

Trapping the Hag's Claw

ENCOUNTER B (LEVELS 9–10)

ASLYNN'S SHARPER EYES (3)

CREATURE 6

RARE **CE** **MEDIUM** **DREAM** **FIEND**

Perception +17; darkvision

Languages Aklo, Common; telepathy 30 ft. (other Aslynn's eyes only)

Skills Athletics +12, Acrobatics +15, Deception +13, Stealth +15

Str +4, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +3

AC 23; **Fort** +11, **Ref** +16, **Will** +11; +1 status to all saves vs. mind-affecting effects

HP 100; **Weaknesses** sonic 5; **Resistances** acid 5, fire 5, mental 5

Shattered Mirror When an Aslynn's sharper eye dies, their body explodes in a 20-foot burst of jagged glass shards that deal 7d6 slashing damage to each creature in the area (DC 21 basic Reflex save).

Speed 30 feet

Melee ♦ fist +17 (agile, finesse), **Damage** 2d6+6 bludgeoning plus psychic assault

Occult Innate Spells DC 24; **3rd** *slow*; **2nd** *mirror image*; **1st** *illusory object* (at will); **Cantrips (3rd)** *mage hand*

Mirrored Transformation ♦ (concentrate, occult, polymorph, transmutation) An Aslynn's sharper eye takes the appearance a mirrored version of any Large or smaller creature who they have seen and whose appearance they remember. While those who are not familiar with the subject of their mimicry may be fooled by the disguise, those who know the subject well automatically notice the mirroring effect. This ability doesn't change the Speed of the Aslynn's sharper eye or their attack and damage bonuses with its Strikes but might change the damage type their Strikes deal.

Dream Eating ♦♦♦ (curse, enchantment, manipulate, mental, occult) An Aslynn's sharper eye can consume the subconscious dreams of a creature within 30 feet; the creature must attempt a DC 24 Will save.

Critical Success The target is unaffected and is temporarily immune to the Aslynn's sharper eye's dream eating for 1 day.

Success Target takes 1d6+3 mental damage and Aslynn's sharper eye gains temporary Hit Points equal to half the mental damage the target takes. If the target's Hit Points were lower than the damage dealt, the Aslynn's sharper eye gains temporary Hit Points equal to their remaining Hit Points instead.

Failure As success, but target takes 3d6 mental damage and is stupefied 1 for 1 round.

Critical Failure As success, but target takes 6d6 mental damage and is stupefied 2 for 1 minute.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

19–22 Challenge Points: Add one Aslynn's sharper eye to the encounter.

23–27 Challenge Points: Add one well-fed potted violet etheroot to the encounter.

28–32 Challenge Points: Add one Aslynn's sharper eye and one well-fed potted violet etheroot to the encounter.

33+ Challenge Points: Add two Aslynn's sharper eyes and one well-fed potted violet etheroot to the encounter.



Mirror Travel ♦♦ (occult, teleportation) An Aslynn's sharper eye can crawl into any mirror within their reach as if it were a door or window, instantly transporting them as well as any items they're wearing and holding to another mirror within 500 feet. The Aslynn's sharper eye can remain within the mirror indefinitely or, provided they're using their Mirrored Transformation ability, they may choose to exit a mirror as part of any action they take with the Move trait. An Aslynn's sharper eye can't exit a mirror unless they're using their Mirrored Transformation ability to take a specific creature's form. An Aslynn's sharper eye can't exit a mirror that has the broken condition.

Psychic Assault (necromancy, occult, mental) The Aslynn's sharper eye imbues their attacks with a psychic assault, infusing the mind of the creature struck with hideous nightmare visions and hallucinations. A creature damaged by the Aslynn's sharper eye's fist must succeed at a DC 24 Fortitude save or be dazzled for 1 round. On a critical failure, the target is dazzled for 1d4 round and slowed 1 for 1 round.

Trapping the Hag's Claw

WELL-FED POTTED VIOLET ETHEROOT CREATURE 9

RARE NE LARGE ETHEREAL PLANT

Perception +20; darkvision, emotion sense 120 ft; *see invisibility*
Languages Aklo (can't speak); telepathy 100 ft.

Skills Arcana +18, Occultism +18

Str +5, **Dex** +6, **Con** +4, **Int** +3, **Wis** +3, **Cha** +3

Emotion Sense (emotion, mental) The potted violet etheroot can sense the emotions of creatures within 120 feet as an imprecise sense. Emotion sense is a precise sense against creatures under an emotion effect. A creature under the effects of *calm emotions* or the serenity effect of the etheroot's Incite Emotion ability can't be noticed via emotion sense.

AC 28; **Fort** +17, **Ref** +21, **Will** +16

HP 120; **Hardness** 7; **Immunities** sleep; **Resistances** fire 10

Soulfired Pot The potted violet etheroot is rooted in a soulfired pot, which was glazed in a hellish kiln and which, like normal objects, has Hardness and grants etheroot resistance to fire. This Hardness reduces any damage the etheroot takes by an amount equal to the Hardness. Once the potted violet etheroot is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its soulfired pot breaks, it loses its resistance to fire, and its AC is reduced to 23. Breaking the pot also increases the etheroot's Speed to 25 feet.

Speed 15 feet (25 feet if Soulfired Pot is broken)

Melee ♦ stalked bite +21 (finesse, magical, reach 20 feet),

Damage 2d10+11 bludgeoning

Melee ♦ tentacle +21 (agile, finesse, magical, reach 15 feet),

Damage 2d6+9 bludgeoning plus Knockdown

Occult Innate Spells DC 28; **5th** *hallucination*; **Constant (5th)** *see invisibility*

Tentacle Flurry ♦ The potted violet etheroot makes two Strikes with two different tentacles, each limb targeting a different creature. This counts as two attacks toward the etheroot's multiple attack penalty for further actions, but the penalty doesn't increase until after both attacks are made.

False Vision ♦♦ (concentration, illusion, mental, occult) The potted violet etheroot can trigger a false vision as the *hallucination* spell (Will DC 26) in the mind of a target within 800 feet to hear and see an object, creature, or force of the etheroot's choice, which can draw upon the target's own understanding. For example, the etheroot would not have to be familiar with the target's father to create a hallucination of the target's father that looked and sounded like him. The false vision can be sustained up to 1 hour.

Incite Emotion ♦ (emotion, enchantment, mind-affecting, occult, mental) **Requirements** The etheroot's last action was a success with a Strike using its stalked bite. **Effect** Wounds caused by the potted violet etheroot's stalked bite can create an intense emotional response. The creature damaged by the etheroot's stalked bite is subjected to an effect of the etheroot's choice from the following (DC 25 Will save; duration 1 minute unless otherwise stated):

Despair: Target must attempt a Will save as if subjected to the crushing despair spell.

Fear: Target must attempt a Will save as if targeted by the fear spell.

Hope: Target is affected as if subjected to the inspire courage cantrip and must attempt a Will save to determine duration.

Critical Success The target is affected for 4 rounds.

Success The target is affected for 3 rounds.

Failure The target is affected for 1 round.

Critical Failure The target is unaffected.

Serenity: Target must attempt a Will save as if subjected to the calm emotions spell.

Trapping the Hag's Claw

ENCOUNTER C (LEVELS 9–10) MODERATE OR SEVERE

If the *Dream Ripper* is destroyed (see Development under **Event 3: Sleepers Arise!** on page 15), remove the darkened shadow bombards at the start of the encounter.

ASLYNN THE DREAM TAKER

CREATURE 11

UNIQUE NE MEDIUM FIEND HAG HUMANOID

Variant night hag (*Pathfinder Bestiary* 202)

Perception +24; darkvision

Languages Abyssal, Aklo, Celestial, Common, Infernal, Tien

Skills Arcana +22, Deception +21, Diplomacy +19, Intimidation +21, Occultism +24, Religion +22

Str +7, **Dex** +4, **Con** +5, **Int** +5, **Wis** +7, **Cha** +3

Items *bring me near* (*Pathfinder Treasure Vault* 114), *siphoning heartstone* (page 33)

AC 30; **Fort** +20, **Ref** +19, **Will** +22; +2 status to all saves vs. magic, –2 to all saves if Aslynn doesn't have her *siphoning heartstone*

HP 190; **Immunities** sleep; **Weaknesses** cold iron 12;

Resistances cold 12, fire 12, mental 12

Speed 25 feet, fly 25 feet

Melee ♦ jaws +24 (magical), **Damage** 2d8+11 piercing plus 2d6 evil

Melee ♦ claw +24 (agile, magical), **Damage** 2d12+13 slashing plus 2d6 evil and nightmarish wounds

Occult Innate Spells DC 30, attack +22; **9th** *bind soul* (at will; from *siphoning heartstone*), *ethereal jaunt* (at will; from *siphoning heartstone*); **8th** *dream council*; **6th** *phantasmal calamity* ×2, *screaming*, **5th** *nightmare*, **3rd** *dream message* (at will), *magic missile* (at will), *mind reading* (at will from *siphoning heartstone*); **2nd** *invisibility* (at will); **1st** *ray of enfeeblement* (at will), *sleep* (at will); **Constant (3rd)** *detect magic*

Aslynn's Gaze ♦♦ (curse, emotion, enchantment, fear, mental, occult) Aslynn gazes upon a creature, afflicting it with intense distress and a sense of impending doom; the creature must attempt a DC 30 Will save. Since this effect isn't visual, the creature doesn't need to be able to see Aslynn to be affected.

Critical Success The target is unaffected and is temporarily immune to Aslynn's gaze for 1 day.

Success The target is frightened 1.

Failure The target is frightened 1 and slowed 1 for 1 round.

Critical Failure The target is frightened 2 and slowed 1 for 1 minute.

Change Shape ♦ (concentrate, occult, polymorph, transmutation) Aslynn can take on the specific appearance of any Medium female humanoid or cat who she has seen and whose appearance she remembers. This doesn't change her Speed or her attack and damage bonuses with her Strikes but might change the damage type her Strikes deal (typically to bludgeoning).

SCALING ENCOUNTER C

To adjust for the PCs' strength, use the following Challenge Point adjustments. These adjustments aren't cumulative.

19–22 Challenge Points: Add one faded animate dream to the encounter. If the *Dream Ripper* is not destroyed, also increase the DC of checks to disable the darkened shadow bombards by 2.

23–27 Challenge Points: Give Aslynn the elite adjustment. If the *Dream Ripper* is not destroyed, also add one darkened shadow bombard to the encounter.

28–32 Challenge Points: Give Aslynn the elite adjustment and add one faded animate dream to the encounter. If the *Dream Ripper* is not destroyed, also add one darkened shadow bombard to the encounter and increase the DC of the checks to disable the darkened shadow bombards by 2.

33+ Challenge Points (5+ players): Give Aslynn the elite adjustment and add two faded animate dreams to the encounter. If the *Dream Ripper* is not destroyed, also add two darkened shadow bombards to the encounter.

Dream Theft ♦♦♦ (enchantment, occult, mental) Aslynn can trap a dreaming mind in her *siphoning heartstone*. She can force the dreaming creature into a lucid body and enter its dreamscape (DC 27 Will negates). There, if the creature's lucid body would be killed, she can trap the creature's dreaming mind within her *siphoning heartstone*, causing their body to remain in a mindless coma indefinitely.

Ethereal Spying ♦♦ (divination, occult) **Frequency** once per day; **Effect** Aslynn plucks an ethereal eye from the air and sends it off to do her spy work. The eye has AC 18, HP 1, and a fly speed of 60 feet. Aslynn can see through this eye and move it in any direction using a single action.

Nightmarish Wounds (necromancy, occult) Wounds caused by Aslynn's claws cause creatures to dwell on their worst nightmares. A creature damaged by Aslynn's claw must succeed at a DC 30 Fortitude save or be stupefied 1 for 1 day. On a critical failure, or if it gets hit again and fails its save a second time, it's stupefied 2 for 1 day.

Spell Ambush A creature flat-footed to Aslynn takes a –2 circumstance penalty to checks and DCs to defend against her spells.

Trapping the Hag's Claw

DARKENED SHADOW BOMBARDS (2)

HAZARD 7

COMPLEX MAGICAL

Stealth +17 (trained)

Description A cannon built of cast iron and infused with shadow magic, mounted on the side of Aslynn's flying ship.

Disable DC 28 Arcana or Thievery to disable the cannon; two checks are required to disable it.

AC 25, **Fort** +20, **Reflex** +13

Hardness 10; **HP** 60 (BT 30)

Load the Cannons ➤ **Trigger** The ship flies within 30 feet of a PC; **Effect** The cannon reloads and rolls initiative.

Routine (three actions) The cannon fires a blast that contains as many PCs as possible, choosing randomly in the event of a tie, then reloads.

Ranged ➤ cannon blast +18 (range increment 40 feet, reload 2), **Damage** 2d8+9 bludgeoning damage to creatures in a 5-foot burst (DC 24 basic Reflex save)

FADED ANIMATE DREAM (0)

CREATURE 7

UNCOMMON NE MEDIUM DREAM INCORPOREAL

Weak animate dream (*Pathfinder Bestiary* 2 6, 18)

Perception +12; darkvision

Languages telepathy 100 feet

Skills Acrobatics +12, Deception +16, Intimidation +16, Occultism +10, Stealth +16

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 22; **Fort** +13, **Ref** +16, **Will** +12; +1 status to all saves vs. magic

HP 90; **Immunities** disease, paralyzed, poison, precision, sleep

Resistances all 5 (except force, ghost touch, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ➤ nightmare tendril +18 (agile, finesse), **Damage** 4d8-2 negative plus endless nightmare

Occult Innate Spells DC 24; **4th** *confusion*, *dimension door* (at will), *nightmare*, *phantasmal killer*, *sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 24 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied (1 day); **Stage 3** The victims falls asleep and can't be awakened as long as they remain at this stage (1 day).

SIPHONING HEARTSTONE

ITEM 9

UNIQUE ABJURATION INVESTED OCCULT

Usage worn

This variant of a traditional hag's *heartstone* was crafted from the petrified tears of a dream dragon, which is psychically attuned by Aslynn's spirit and proximity. The *siphoning heartstone* stores the dreaming minds stolen by Aslynn through her *siphoning stones*. Aslynn can release a stored mind, sifting out its essence, but such tampering usually inflicts psychological harm, resulting in new phobias or sleep disorders.

When Aslynn wears the *siphoning heartstone*, she gains a +2 item bonus to saving throws. Additionally, it grants her Dream Theft ability and allows her to use additional occult innate spells: *ethereal jaunt* (9th level), *bind soul*, and *mind reading* at will. If it's separated from Aslynn for 24 hours (or she's been dead for 24 hours), the *siphoning heartstone* becomes a nonmagical gemstone.

Activate ➤ command; **Requirements** You must be touching the *siphoning heartstone*; **Effect** The *siphoning heartstone* attempts to counteract one disease affecting you (counteract level 5, counteract modifier +18).

Trapping the Hag's Claw

Appendix 3: Game Aids



Draught of Dreams

Narcela



The Waterfall

Revecka



Trapping the Hag's Claw

Appendix 3: Game Aids



Star

Potted Violet Etheroot



Queen Aslynn

Aslynn's Eye



Trapping the Hag's Claw

Appendix 3: Game Aids



Zarta Dralneen

Trapping the Hag's Claw

HANDOUT #1: ZARTA'S MESSAGE

Field agents,

My assistant, Rain in Cloudy Day, is entrusting this *sealing chest* into your capable hands. It contains a powerful magical artifact drawn from that collection of rare and wondrous items recently acquired by the Society and to which the night hag, Aslynn, has sought to lay claim; or, what Rain calls, "The Vault of Boundless Wonders." We have reason to believe the enclosed item is central to one of Aslynn's more ambitious schemes.

You are to deliver the *sealing chest* from the Grand Lodge in Absalom to the location within the Thuvian desert indicated on the accompanying map. I have arranged for you to use the Maze of the Open Road, which should make the journey a rather swift one.

Once you leave the Grand Lodge, travel with the utmost discretion. Under no circumstances should you try to open the *sealing chest* before your arrival. Keep your curiosity in check, for now.

The sun and sands along the Golden Road can be punishing, though I promise such pose little threat compared to the menace you will confront once in Thuvia. Nevertheless, I have faith in your ability to dutifully carry out these instructions.

I shall greet you in Thuvia.

Chief Archivist Zarta Dralneen

HANDOUT #2: TRAP INSTRUCTIONS

The trap for Aslynn consists of three parts, designed so that we can be certain to destroy her for good.

First Containment Field: First, you are to lure Aslynn into an area trapped with a containment field, as indicated on the enclosed map. This field is powered by Stasian coils and designed to block travel to and from the Ethereal Plane. In addition to preventing Aslynn from escaping through her typical means, they're also magically empowered by objects that are anathema to her, which will weaken Aslynn considerably. Once at the trap site indicated on the map, you are to perform the following.

- Contact Aslynn using the magical chalk provided to write a message upon one of the rocks at the trap site. From our past encounters, we know she can read anything written with the chalk. Let her know you have the *draught of dreams* and tell her that you would like to strike a bargain with her in exchange for the item. Encourage Aslynn to show herself as a sign of good faith, offer to demonstrate the chalice is real, and do not under any circumstances agree to any specific terms.
- Activate the chalice. To do so, speak my name, Zarta Dralneen, and pour the contents of the chalice onto a level area of the desert sand. A portal shall open before you, leading directly into my personal dreamscape. Place the chalice atop the rock indicated on the map once the portal has formed.
- Bait Aslynn into grabbing the chalice. You'll need to think on your feet based on how she responds. You might need to pretend to be tricked by her schemes into stepping away from the chalice, or to battle her until she decides she'd rather not stand and fight after being weakened. As soon as the chalice is removed from the indicated rock, a *clockwork chirper* perched near the rock will activate, raising alarm as it flies after the creature that activated it. This will signal the Ardis Scholars to activate the containment field. Each of you will be provided with a signal whistle for use in communicating with the Scholars if she manages to avoid triggering the *clockwork chirper*. Once the containment field is active, her only escape will be through the portal.

Dreamscape: My dreamscape is the second phase of the trap. I have prepared numerous traps within my dreaming mind for Aslynn, which will further sap her strength. Once these traps have activated, I will awaken, shunting Aslynn out of my dreamscape and into the trap's final part.

Second Containment Field: This second containment field will surround the area where I sleep. It's a duplicate of the first and is designed to keep Aslynn from escaping while you subdue her using whatever means necessary. There is no room for mercy with a foe like Aslynn; be sure she does not survive.

Trapping the Hag's Claw

HANDOUT #3: LUCID DREAMING

You understand the nature of Zarta's personal dreamscape and have a sense of how to manipulate it. At any time, you can use any one of the following abilities. The Dream Point cost of each ability is equal to the number of actions it takes to activate. These abilities are not affected by the stupefied condition, as they are manifestations of the power of the dream. Dream Points can only be used within Zarta's dreamscape.

- **Alter** ♦ As a single action, create or remove difficult terrain in a 10-foot burst within 30 feet.
- **Destroy** ♦♦ Manifest destructive energy in a 15-foot burst, dealing 4d8 force damage (DC 25 basic Fortitude or Reflex save, target's choice). For levels 9–10, increase the damage to 5d8 and the DC to 27.
- **Manifest** ♦ As a single action, conjure a *moderate healing potion* or a *potion of flying* in your free hand or the free hand of a willing ally within 30 feet. The potion you summon can only be consumed in the Zarta's personal dreamscape and ceases to exist when you die or wake up.
- **Restore** ♦♦ One creature or object within 30 feet regains 3d8+24 Hit Points (4d8+32 Hit Points for levels 9–10). The target also either removes the fatigued condition or decreases the value of one of the following conditions by 1: enfeebled, sickened, slowed, or stupefied.
- **Shatter** ♦♦ Deal 5 damage to all unattended objects in a 15-foot burst within 60 feet.
- **Ward** ♦ Gain resistance 7 to all damage for 1 round (resistance 9 for levels 9–10).

Trapping the Hag's Claw

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
7	22 gp
8	30 gp
9	44 gp
10	60 gp

TREASURE BUNDLES

- ☐ ☐ Setting the Trap, page 6: 1 Treasure Bundle for each NPC fully influenced (to a maximum of 2).
- ☐ Encounter A, page 7: 1 Treasure Bundle for defeating Aslynn's animate dreams.
- ☐ Preparing for the Dreamscape, page 11: 1 Treasure Bundle for earning at least as many Dream Points as the number of PCs.
- ☐ ☐ Encounter B, page 12: 2 Treasure Bundles for defeating Aslynn's minions.
- ☐ Event 2, page 14: 1 Treasure Bundle for awakening Zarta Dralneen.
- ☐ ☐ ☐ Encounter C, page 16: 1 Treasure Bundles for the destruction of the *Dream Ripper* and 2 Treasure Bundles for defeating Aslynn.

CHALLENGE POINTS

CP TOTAL	LEVEL RANGE
8-14	7-8
16-18 (5+ players)	7-8
16-18 (4 players)	9-10
19+	9-10

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

7th-level PCs = 2 points each

8th-level PCs = 3 points each

9th-level PCs = 4 points each

10th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 7-8 encounters appear in Appendix 1, and level 9-10 encounters appear in Appendix 2.

Trapping the Hag's Claw



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
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		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Trapping the Hag's Claw

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Scenario #4-17: Trapping the Hag's Claw

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Zarta Draldeen and the Waterfall, a member of the Decemvirate, summoned you to Thuvia to assist with laying a trap for long-time Society foe Aslynn. The trap was to be built using a magical chalice and electric Stasian coils, with Zarta serving as willing bait. During preparations, you built connections with one or more allies on site: ☐ Narcela, ☐ Revecka, and/or ☐ Star. While you were laying the trap, Aslynn appeared and stole the chalice before making her way to Zarta's dreamscape and taking over! Once the Waterfall realized what had happened, she sent you into Zarta's dreamscape, where you fought against Aslynn's minions and awoke Zarta by shattering Aslynn's cauldron and the *siphoning stone* stealing Zarta's soul. This awakening forcefully shunted Aslynn to the Material Plane, where she summoned her airship. ☐ Star launched themself at ship or ☐ Revecka activated her science experiment, and they destroyed it. Alternatively, ☐ you took on the airship and/or ☐ just Aslynn before defeating her and ending her terrible plans!

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

This adventure grants the following unique boon: **Crone in Rags**.

Rewards

Starting XP

XP Gained

Total XP

Starting GP

GP Gained

GP Spent

Total GP

Experience

Gold

Items

bag of holding, type III (level 11, 1,200 gp)
bring me near (level 12, 1,800 gp; *Pathfinder Treasure Vault* 114)

Notes

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: N5QE

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club