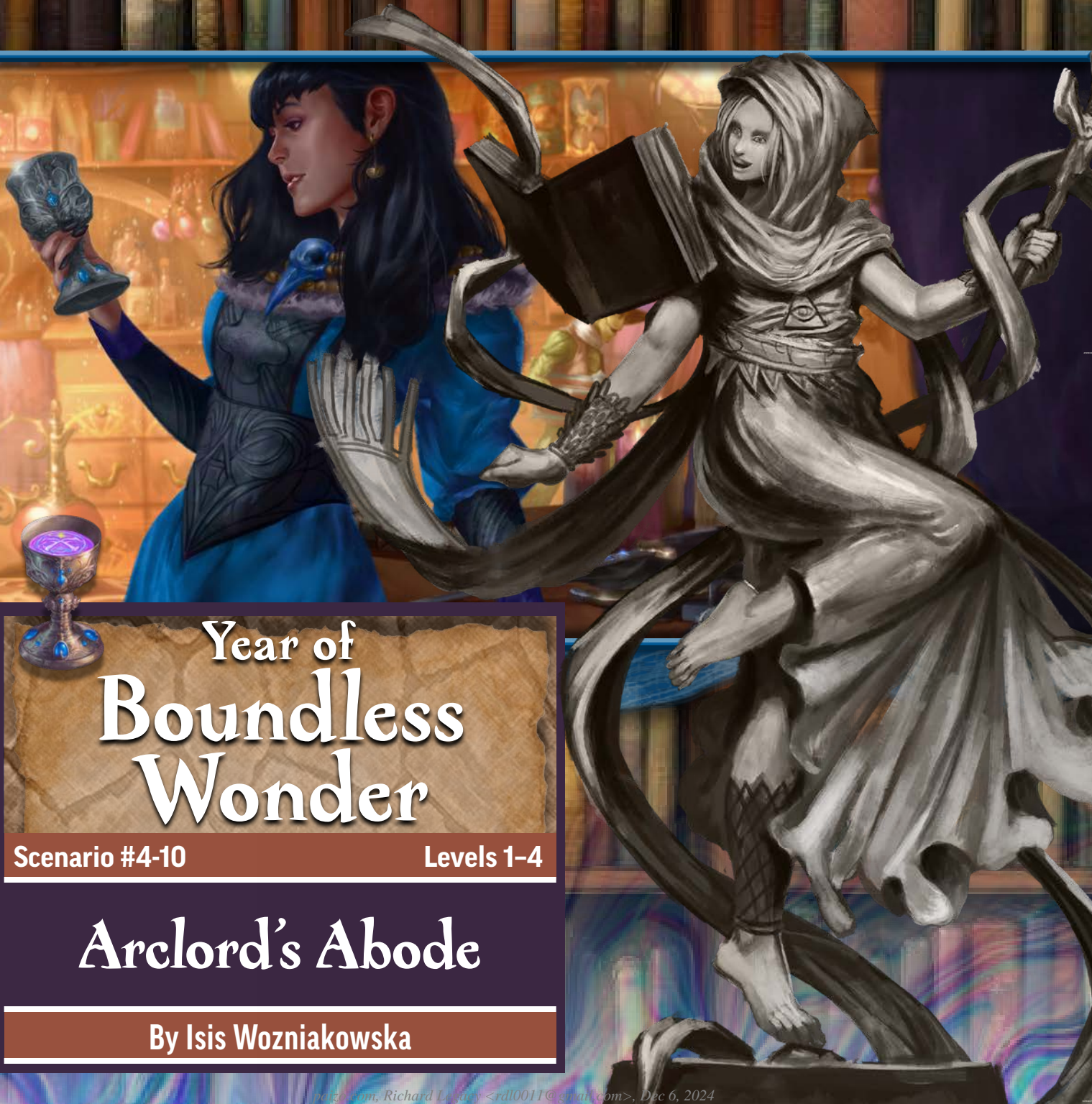


PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-10

Levels 1-4

Arclord's Abode

By Isis Wozniakowska



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Arclord's Abode

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens Pathfinder Society Guide*, *Pathfinder Lost Omens Impossible Lands*, and *Pathfinder Secrets of Magic*

Maps: *Pathfinder Flip Mat Classics: Museum*

Online Resources: 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 *Pathfinder Society (Second Edition) Guide to Organized Play* at <http://www.organizedplayfoundation.org/paizo/guides/>



METAPLOT



ENVOY'S ALLIANCE



VIGILANT SEAL

SUMMARY

The wise-cracking skull found within the Vaults of the Grand Lodge has recovered her memory of herself, as well as the reason she forgot them in the first place. Someone was after her research, seeking to put it towards evil ends, and now she has to recover it before that someone does first.

The Pathfinders send in a team to help Alyreha the Arclord recover her back-up notes from her abandoned manor. Unfortunately, Alyreha's old enemies may have beaten them to them to the punch and activated just about every magical defense the manor had available. The Pathfinders will have to leave Alyreha to stabilize the house while they fight through and disable her old defenses, as well as solve some of the Arclord's old training puzzles to find the pieces of her research and restore her true form. But in order to gain access to her tower where all the research needs to be put together, they may have to come face to face with an old enemy of both Alyreha and the Pathfinder Society.

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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Arclord's Abode

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ADVENTURE BACKGROUND

The Pathfinder Society was recently entrusted with a vast trove of magical relics, and they've turned their attention to learning the mysteries and powers of these items. The stakes are high, as an enemy of the Society, the night hag merchant Aslynn, has sent her changeling children to seize the items and learn their secrets for nefarious purposes.

One such "item" was in fact a living creature, in a sense: a talking skull with an extensive repertoire of arcane knowledge but no memory of her own life, or even her identity. In truth, this skull, who called herself "Zykyryz," contains the spirit of **Alyreha Tzonnek** (CG female human Arclord). Alyreha is one of the Arclords of Nex, a faction of wizards who claim to be the descendants of Nex's household servants and who use Nex's old texts to steer the nation toward greater prosperity (or to further their own goals, depending on who you ask). Several months ago, one of Aslynn's children, **Liaskra** (NE female changeling marauder) learned that Alyreha had been researching the secrets of true names, a rare type of magic which Aslynn desires for her schemes. As such, Liaskra set out to capture Alyreha and present her as a gift to Aslynn.

As Liaskra's team invaded Alyreha's home to abduct her, Alyreha hastily conducted a difficult ritual in an attempt to temporarily hide her true name and thwart her attackers. With hostile forces closing in, she wrote her true name on a scroll, intending to tear it up and hide the pieces. In theory, this would temporarily cause all other beings to forget she even existed; when it was safe to be remembered again, she could then recover her true name when the pieces were reunited. Liaskra and her agents burst in and violently disrupted the ritual at the last moment, with unintended and disastrous results: Alyreha's true name was lost, her body unraveled, and her mind, wrenched from reality, barely managed to anchor itself in a mundane skull which happened to be in her study at the time. When the dust cleared, Liaskra suddenly found herself holding an arrogant, loud-mouthed skull (who also had no idea what was going on) while surrounded by various dangerous critters, fantastic objects, and wizardly experiments that

WHERE ON GOLARION?

Arclord's Abode begins in the Nexus House in Quantum, Nex. The adventure takes place within the arclord Alyreha's manor in the outskirts of the city. More information on the arclords, Nex, the Nexus House, Quantum, and Venture-Captain Sebneth Sanserkoht can be found on 251-267 of *Pathfinder Impossible Lands*, 94-97 of *Pathfinder Lost Omens Pathfinder Society Guide*, and pages 80-81 of *Pathfinder Lost Omens World Guide*.



suddenly had no one to keep them all in check. Assuming some magic had confused her or altered their memories, Liaskra and her forces fled.

With no idea of who or what the skull really was, Liaskra defaulted to "business as usual." She traded the skull to the Onyx Alliance, a mercantile organization from the Plane of Shadow which her mother Aslynn had been manipulating for some time. She assumed the skull would be safe in the Onyx Repository—and unable to bother or insult anyone—until such time as Aslynn returned from her otherworldly expeditions to claim her treasures. The conclusion to the struggle between the Pathfinders and the Onyx Alliance resulted in the

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treasures, including Alyreha, ending up in the Society's vaults. So, the talkative, wise-cracking skull became the Society's problem. The Society pieced together that the skull contains the mind of an Arclord, so they dispatched a group of agents to Quantum to investigate—with "Zykyryz" tagging along—and learn the truth. After touring the city and recovering pieces of Alyreha's memories, the Society finally helped her remember who she was before becoming an animate skull. With this newfound knowledge, the Society is preparing to dispatch a team of to Alyreha's home to piece together the Arclord's true name and keep her discoveries out of Aslynn's hands.

GETTING STARTED

The PCs begin the adventure having already arrived at the Nexus House in Quantum, Nex. **Venture-Captain Sebnnet Sanserkoht** (NG female gnome vash-vatom), excitedly greets them at the entrance and ushers them into a small meeting room.

Read or paraphrase the following to start the adventure.

Closing the door behind her, the brown-skinned gnome with golden streaks through her long, dark hair crosses the room in a

few long strides and leans against a stool, grinning wryly. Atop the stool sits a skull with glowing pink eyes. "Good, good you're all here. I'm vash-vatom Sebnnet Sanserkoht, or venture-captain, if you prefer. I have someone I need to introduce you all to before we get to the rest of the briefing." She gestures towards the skull beside her, "This here, is Alyreha, one of Nex's arclords. We recently dispatched a team of agents that assisted her in recovering her lost memories."

Alyreha shakes and rattles before Sebnnet is allowed to continue. "That's right! I up and lost my head, but your society helped me put the pieces of it back together. But in turn, I also remembered why I lost it in the first place. See, I was doing research on true names and had just hit a breakthrough, but someone else wanted to get a hold of my work to use for some sort of evil plan. Needless to say, I didn't agree with that, and tried to lock away my research by erasing memory of myself until the time was right to let my studies out."

Sebnnet finally cuts back in, "And now that her memories have been restored, it's likely that the rest of her research can be as well. So that's where you all come in. We want you to take Alyreha and go to her former manor, to find the pieces of her research and restore her true name before anyone else finds her old notes."

Sebnnet also briefly explains that Vigilant Seal faction leader Eando Kline and Envoy's Alliance faction leader Fola Barun each sent a letter to the lodge addressed to the PCs. She hands them two envelopes. Provide the players with **Handout #1: Eando Kline's Letter** (page 32) and **Handout #2: Fola Barun's Letter** (page 32)

What kind of danger do you expect there? Alyreha says "Well, I mean I am an exceptionally powerful wizard so there's all kinds of magic in my old manor. But don't worry I haven't let all that power," she pauses for effect, "go to my head!" She waits for laughter, only continuing once Sebnnet clears her throat. "Anyway, I don't expect any of that to be too much trouble to any of you. Since all memory of me was erased until recently, I suspect it's just been abandoned all this time. The only thing I would worry about is if someone tried to break in there during all this time, there might be one or two of my magical defenses active, but there shouldn't be too much of a problem, especially with how magically warded I made sure to keep the place."

What exactly is an Arclord? Alyreha begins to cackle with laughter. "I suppose I shouldn't expect a bunch of newly grown Pathfinders from way out in Absalom to know that. You see, Arclords are the decedents of household workers in Nex's own household. Many of them supposedly had notes and scrolls left behind by Nex himself and sought to sway the nation's politics towards what they suspected Nex would have wanted. You might



NEXUS HOUSE

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say we make up the *bones* of government!" She bursts out laughing at her own pun, only continuing once Sebnet again clears her throat. "Ahem, though... I had more important things to spend my time than politics, and naturally I have absolutely no idea what the others have been up to lately. I've been sitting around in this skull for long enough that I couldn't possibly have kept up with any of that even if I wanted to!"

Are you really a powerful wizard? Alyreha's eyes shine brighter in response. The air around her begins to whirl and lifts her skull to float above the desk as she cackles wildly. But after a few moments, the magic stops and she drops back down. "Of course I am! After all what other kind of wizard would be able to adapt their spells to work without hands on the fly like this? Unfortunately, this form is quite *the headache*," she pauses only briefly this time, "and can only channel a fraction of my power."

Are you sure your house is still there? / Don't you think someone else would be living there by now? Alyreha says "Well the beauty of being wiped from the memory of everyone around for months means it's likely no one would have known the place was even empty. I suspect most people just thought it was that Crazy Wizard House that's always been there whose owner no one could remember. Frankly, I'm a bit disappointed that it'll lose that reputation now, what wizard doesn't want to be seen as so mysterious that no one even dare approach their home?" Alyreha laughs light-heartedly. "I'm sadly too much of a public figure to keep that up though, so I guess I'll just have to let it recover its prior reputation as 'Arclord Alyreha's Abode!'"

ARCANA OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Arcana or Society check to Recall Knowledge remembers more about the Arclords. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success Old public records of Alyreha's manor mention that she had a habit of making strange puzzles out of the rooms of her household, which she sometimes uses to entertain her guests and train her young apprentices.

Success Since many arclords are involved in politics, they are known to have a tradition of being overly cautious with their living spaces, covering them with wards, alarms and many kinds of magical defenses to keep themselves and especially their research secrets safe.

Critical Failure Many arclords were highly specialized in a specific school of magic, and Alyreha was known for her strengths in enchantment magic. She was specifically known to use it when her students failed at puzzles she would give them, often compelling them to jump on one leg for several minutes or similar such tasks.

A. MAGICAL MANOR FLOOR 1

Once the PCs have asked all their questions, they can make whatever preparations they need in Quantum and then proceed to Alyreha's manor, which is on the outskirts of the city. She can direct them there easily enough, and they need only walk about half an hour to arrive.

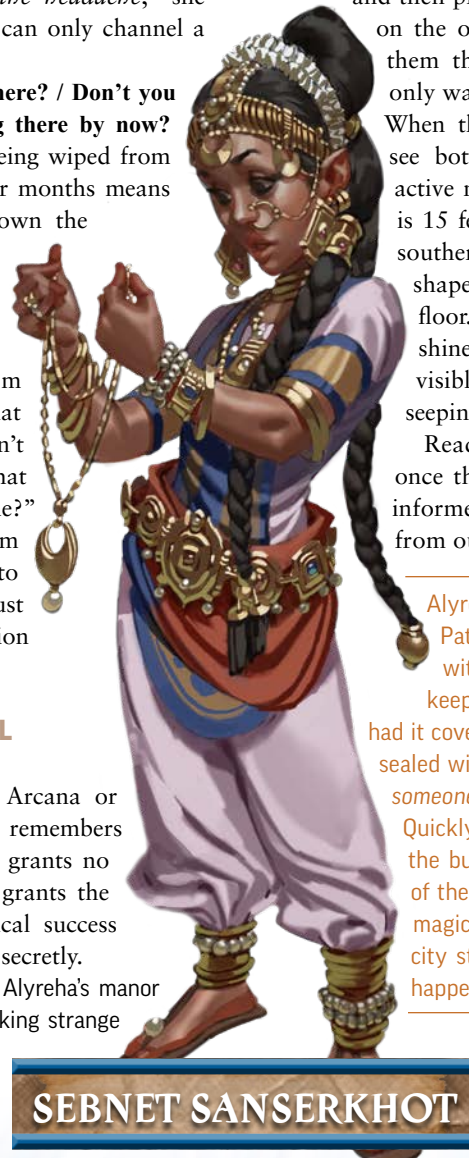
When the PCs reach the manor, they can see both its unusual shape and signs of active magic within. Each of its two floors is 15 feet tall, while a small section of the southern ceiling rises above into a tower shape, another 40 feet above the second floor. Flashing multicolored magical lights shine through the windows and energy visibly pulses out from the building, seeping into the surrounding area.

Read or paraphrase the following once the PCs decide to approach and are informed of the arcane anomalies visible from outside.

Alyreha rattles in concern, "You see that, Pathfinders? My manor was once filled with numerous magical experiments. To keep it safe from thieves and intruders I had it covered in wards, keeping all of the magic sealed with its walls. Something, or more likely *someone*, has broken several of the wards. Quickly now, get me inside! It's safe to enter the building for now, but if too many more of the wards are compromised, uncontrolled magical energy could surge out into the city streets, People could die if we let that happen!"

A1. UNIVERSAL FOYER

The front doors of the manor open up into an elegant foyer with a statue set against the far wall.



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Read or paraphrase the following once the PCs enter.

The eastern wall of this elegant foyer displays a statue of Nex, covered in a wide array of multicolored runes. Several other runes and lines of magical energy, seeming to originate from other parts of the house, coalesce in a strange magical circle surrounding the statue's base. The statue's left hand holds a staff that lights up in apparently random sequences of color. Glowing runes on the rest of the walls shimmer, spin, and spill out into the adjoining rooms. Flashes of mystical lights going off in other parts of the house are visible underneath the doorways. A deep thrumming sound can be heard throughout, though its source cannot be determined.

Alyreha's eyes glow a vibrant red and flash in disbelief at the sight before her. "Oh goodness, it's worse in here than I thought! I don't think I can permanently repair the wards here without significant time and a look at my old notes. However, my statue of Nex is supposed to be the focal point—as well as being a lovely bit of décor—so if you place me over there on top of it, I should be able to keep the magical bleed from getting any worse. That'll buy you all some time to look around and find what we need! But be careful, Pathfinders, I suspect with how terrible this damage is that it may be deliberate, and someone has a trap waiting for you.

I keep backup copies of the more important notes of my true name research around the manor, hidden by magic and defenses that only I had keys to surpass. It's likely that all this damage to the wards has been done to reveal my hidden research. Thankfully, that shouldn't deactivate the rest of the defenses I put into place, which was hopefully enough to scare our thieves off. But that will mean that whatever they didn't manage to overcome, you all will have to do so, as I no longer have my relics to deactivate the defenses, and it would take more time than we have to make new ones for each room. I'm counting on you all to find whatever notes you can and make your way upstairs, but don't fret if one of the challenges seems impossible for you all. I'm still a highly skilled wizard, after all. I put my notes together in such a way that not every single part is needed to piece the research back together. Oh! And feel free to take any useful items you find. You can even keep them. After all, as I am, they're not exactly going to be any good in my hands!" She laughs at her joke before turning her focus to the wards.

The PCs can return at any point during the adventure to ask Alyreha questions. She can explain the manor's

layout and the normal function of each room, though she can't be sure how the magical defenses have been impacted by the arcane magics leaking out. She can also offer advice on what sorts of puzzles are in each room, but doesn't know what sorts of things may have been broken by whoever intruded on her manor.

What kinds of defenses did you put in place? "Well, my divination lounge had the ability to scry on the outside of the manor, as well as see into some of the other rooms. I also had my upstairs evocation atrium set up to summon in aspects of the elemental planes. There were probably some other things, but it's been a while and I'm not sure what all is working anymore. And what's been tampered with by our previous intruders."

Where did you hide your research?

"I think I hid extra copies of my notes around in each of my show rooms. I set up rooms in the manor themed after the different schools of magic, to teach my students what each of them means and represents. Each of those rooms should have some of my research to recover, but like I said I duplicated some parts so while I'll appreciate you clearing out everything, it isn't necessary to find every single part."

Hey, we found some supplies in one of the rooms/ Can we use any

supplies we find around? "If you find anything that you all can use, go for it. I'm happy to share my knowledge and supplies if you find something lying around."

Each of the magically themed rooms within the manor have a sign with the room's proper name hanging over the center of the chamber, as well as a label on the door if it has one, both clearly denoting the room's name and purpose. Once they're ready to leave the foyer, Alyreha tells the PCs to come back to her any time they recover a fragment of her research to check on their progress. If the PCs attempt to talk to her about the future of her research, refer to the Vigilant Seal Mission section on page 8.

RECOVERING RESEARCH FRAGMENTS

The PCs need to recover at least five fragments of Alyreha's research in the following rooms before she can restore her true name and form, though neither she nor the PCs are aware of this number initially. For the first three research fragments, she looks over the notes, think for several moments, and admit she does not yet have enough



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information to piece together what that portion of research means. Once the PCs bring her four fragments, however, she explains that this is almost enough to piece together her lost knowledge and that they should return once they've found one more fragment. Once the PCs return with the fifth fragment, Alyreha states that she can definitely recover her own true name and restore the wards from her research tower from these five fragments alone, but if the PCs find more fragments, she could conserve some of her power needed to hold the wards together and instead provide them some magical support.

If the PCs find six research fragments, Alyreha can use some of her power manipulating the runes of the manor to teach each PC a command word they can use as a single command action to have the manor release a burst of positive energy, healing the speaker for 1d8 Hit Points (2d8 for levels 3–4). This effect can only be used once per PC.

If the PCs find seven research fragments, Alyreha can use more of her power to allow a single PC to speak a separate command word as a two action command and envision activity, granting themselves or an ally the quickened 1 condition for 1 minute, though the extra action can only be used to Strike or Stride. This effect can only be used once for the entire party.

VIGILANT SEAL MISSION

Initially, Alyreha is too worried about the state of the manor to discuss what to do with her research once it's reassembled. If the PCs approach her on the topic after they have acquired at least three research fragments, she is able to focus on their arguments. Alyreha makes it clear that she will hear the PCs out, but once she's made up her mind, that's that. As such, they get only one chance at this skill challenge. Each PC can attempt two skill checks to convince her, chosen from the following options or other skills at the GM's discretion.

PCs who succeed at a DC 15 Diplomacy check to Make a Request, a DC 20 Deception check to Lie, or a DC 17 Intimidation check to Coerce (expressing the gravity of the consequences rather than directly threatening Alyreha—threats against her are an automatic critical failure) can make compelling arguments to persuade her. The PCs can impress Alyreha with their knowledge of true name magic with a DC 17 Arcana or Occultism check to Recall Knowledge. The PCs can also explain how safe the vaults at Skyreach are with a successful DC 13 Pathfinder Society Lore check to Recall Knowledge, but the PCs can only benefit from this Lore check once. For levels 3–4, holding the wards together has been especially taxing for Alyreha, increasing these DCs by 3.

The PCs' checks to persuade her have the following results.

Critical Success The PCs earn 2 Persuasion Points.

Success The PCs earn 1 Persuasion Point.

Critical Failure The PCs lose 1 Persuasion Point.

If the PCs earn at least as many Persuasion Points as the number of PCs, then they convince Alyreha to turn her research over to the Pathfinder Society for safekeeping; otherwise, she refuses their offer. If the PCs recover all eight research fragments, they gain 2 additional Persuasion Points (3 for a group of 6 PCs). These bonus Persuasion Points apply retroactively, with Alyreha changing her mind and deciding to trust the PCs if they almost convince her earlier in the adventure and then later recover the rest of her research. She does not reconsider her decision under any other circumstance.

A2. CONJURATION GALLERY MODERATE

The walls of this room are covered in paintings of creatures, organized beneath signs that list the names of each of the Outer Planes. Many of the paintings have been moved aside, turned crooked, or taken off the shelf, as if the room had been thrown into disarray. On the southern end of the room, a painting in the section labeled "Maelstrom" lies on the floor, with one side of the frame slightly broken off.

Each of the pictures on the wall shows a creature from another plane of existence, with research notes about each plane and the creature underneath. As the PCs enter, several of the pictures are crooked or in disarray, but one lies broken on the floor. A pair of extra planar creatures used this broken picture to sneak their way into this plane. Once the PCs enter, the creatures move to take them out, hoping to continue to sow chaos.

Creatures: Two void worms (or two akizendris for levels 3–4) glide out of the broken painting on the southern end of the room. They immediately attack the PCs. They care little for tactics and prefer to each go after different PCs whenever possible.

LEVELS 1-2

VOID WORMS (2)

CREATURE 1

Page 18

LEVELS 3-4

AKIZENDRIS (2)

CREATURE 3

Page 23

Development: Any PC who examines the maelstrom painting notes parts of a torn page stuck to its back, where it had previously been concealed by the frame.

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The other pieces can be found on the backs of other pictures in the room. Though none of the other frames are broken, they can be removed from their paintings without difficulty, allowing the PCs to retrieve the rest of the pieces easily, gaining one fragment of research.

The western wall also contains a single square painting, 10 feet on each side, labeled "Illusion Garden." This contains an image of the outdoor garden adjacent to it, rather than a creature, and if interacted with, allows anyone to step through it and enter the garden (area A5) without having to go around the outside of the house.

A3. ABJURATION DISPLAY ROOM

This display room contains numerous magical weapons, jewelry items, tomes, crystals, and other baubles. To the north and south, 8 different cabinets with indentations display 8 separate items, 7 of which are surrounded by a blue orb with lines of electricity running across it. On top of the cabinet furthest to the southeast, a charred and unrecognizable item lies in place of one of the orbs.

While every room of the manor is covered in a collection of protective magics, this room is specifically dedicated to its study. Each alcove contains an item surrounded by a magical barrier with a different rune on each.

A PC trained in Arcana automatically recognizes these as runes commonly used in shielding and warding spells. Each item can be used to unlock the cabinet door underneath it, given the proper understanding of the wards. The cabinets each contain a portion of Alyreha's research. When Liaskra and her crew came through trying to get to the research, they were unable to deactivate the orb to the southeast and ended up destroying the item within it, leaving only seven functioning.

The PCs only need to open five of the cabinets to earn a full fragment of the research. Additional cabinets beyond that do not contribute anything. They can understand the nature of each magical ward by succeeding at a DC 14 Arcana or a DC 16 Nature, Occultism or Religion check to Recall Knowledge. A PC who succeeds at a DC 19 Thievery check to Disable a Device can also bypass the wards. A success opens that specific cabinet. A critical success gives greater understanding of all the wards, imparting a +2 circumstance bonus to all further attempts with any of the cabinets. A failure results in the PC attempting the check taking 1d6 electricity damage (or 2d6 electricity damage on a critical failure). Two failures or critical failures in any combination on any one cabinet leads to energy being channeled inward to that cabinet, destroying the item within. Trying to force

open a cabinet with Athletics results in that PC taking 2d6 electricity damage and counts as a failure for that cabinet. For levels 3–4, Liaskra damaged some of the wards in her rush to gain access, increasing the DC for each of the above skill checks by 2.

A4. DIVINATION LOUNGE

This room is completely bereft of windows and lit only by dim magical orbs mounted on each wall. Two perfectly smooth crystal balls lie in the center of two large tables, near the center of the room. The other furniture in the room has been tossed, the shelves have been ransacked and a pair of mirrors on the far eastern side lie shattered on the floor, revealing an empty indentation in the eastern wall.

The set of research that was here, was found and taken by Liaskra. And the PCs can obtain it off her person by confronting and defeating her in the research tower in area C.

Any PC at least trained in Arcana, Occultism, Nature or Religion can interface with either of the crystal balls using a 3 action activity. Using either causes that ball to display a remote location along with a label of what room or area is being viewed. A PC doing this is aware they can easily choose to view other areas available to that crystal ball, cycling through the options in a set order. The western crystal displays the rooms of the manor in the same order as they are listed in this scenario. The eastern crystal ball displays important cities and landmarks around Golarion, including the Starstone Cathedral, Lepistadt University, and the Husk Beetle at Sothis, among several others. The western orb has been left active displaying the front entrance since Liaskra and her minions last used it; they went through trying to identify the location of all Alyreha's research, then noticed the Pathfinders' imminent arrival at the manor. They decided that allowing the PCs to collect the research posed a much more convenient option than obtaining the work themselves and retreated to the Research Tower (area C), destroying the magical sensors upstairs as they went.

If the PCs cycle through the scenes, they can easily see images of each room on the first floor as they presently are, including a view of the outside entrance and the Illusion Garden. If they continue to cycle through the rooms, nothing on the second floor is visible, nor is the tower. The name of each room appears, but the view of the room itself is missing, as the sensors have been disabled.

If the PCs ask Alyreha about the failed sensors in this divination hall, she remarks that she remembers having a scrying sensor for each room, but can't say for sure if someone sabotaged them or if the damage to the house's

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overall magical protections could have taken them out. Though the missing notes do indicate more evidence towards blatant sabotage.

A5. ILLUSION GARDEN

Several statues of an adult Garundi woman at varying ages are displayed, each with a plaque describing an important event or reward.

In this area, there are several statues of Alyreha at varying points of her life, each one portraying a key event in her life. While there are no statues of Alyreha in her youth, there are several honorary pedestals with



ALYREHA STATUE

placards honoring major events from her childhood as well, with the name on each artistically scratched away.

A statue of Alyreha alongside her golem-bodied best friend Vrinchus stands out from the rest. Even from outside the garden, extraneous magical lettering is shimmering and visible on top of the mundane description on its placard. If any PC approaches the stature, however, a series of complex magical structures form around them. They first see the statue begin to slowly sink into the ground, and almost immediately thereafter it seems to recede an impossible distance away, along with the walls of the house and other features of the garden. Walls of shimmering arcane energy rise up all around them, far too many to normally fit in the garden's space. A ceiling forms above, trapping them in a complex illusory maze. Though in reality nothing has changed, the illusion is incredibly powerful, making it seem like the terrain itself has stretched and warped to accommodate the arcane labyrinth.

Each PC can attempt two skill checks to navigate the maze, chosen from the following options or other skills at the GM's discretion. A successful DC 14 Arcana or Occultism check to Recall Knowledge grants enough magical understanding to manipulate the maze's illusory walls. A successful DC 15 Survival check to Sense Direction allows a PC to navigate through the correct paths. A successful DC 16 Athletics to Force Open allows a PC to push their way through some of the illusion's walls. A successful DC 16 Perception check or Will save to Disbelieve allows PC to briefly see the maze for what it is and help direct their companions. For levels 3–4, the arcane energy from the triggered wards causes the maze's walls to shift more frequently, increasing the DC of each check by 2.

The PCs' checks to navigate the maze have the following results.

Critical Success The PCs earn 2 Navigation Points.

Success The PCs earn 1 Navigation Point.

Critical Failure The PCs lose 1 Navigation Point.

If the PCs earn at least as many Navigation Points as the number of PCs, they reach the statue. Here, they can dispel the illusory maze and cease the statue's very real descent into the ground, returning it to its original height, simply by touching it. This allows the PCs to exit the garden without issue. With the statue remaining in its aboveground location, they can investigate the magical lettering, which can easily be deciphered into a command word that causes the placard to slide down, revealing a hidden compartment containing one fragment of Alyreha's research. If they do not earn enough Navigation Points, they end up spending too much time navigating the maze, allowing the statue to

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completely sink into the ground. The PCs wander the maze for 1 hour before determining that the statue is gone and the research fragment is no longer accessible.

B. MAGICAL MANOR FLOOR 2

Areas B and C use the maps on page 12 for all of their encounters.

B1. NECROMANCY STUDY TRIVIAL

Two small desks lay on the eastern and western sides of this small study room. The western desk hums with a soft, soothing sound while the eastern one buzzes with an unsettling low noise. On either desk, numerous crafting and repair supplies lie scattered about, and prototype golem frames are piled up against the northern wall. The shelf on the southern wall contains several books in an array of unusual languages. On all four walls, arcane runes shake and spark with instability.

Alyreha did much work on the cycle of souls and positive and negative energy during her time researching in golem crafting, most of which she compiled into a single study room here. She primarily used this room to teach students about the positive utilities of necromancy magic, despite its popular reputation as something practiced only for evil ends.

Hazard: The rune wards on the walls have become dangerously overloaded, creating a hazard of unbridled necromantic energy. Any living creature approaching the nexus of this energy risks giving it a place to discharge, like electricity finding a ground. The runes and wards in the other rooms are active enough to keep the energy from flooding into them, which means the hazard only affects those in this room or the hallway outside.

LEVELS 1-2

UNBRIDLED NECROMANCY ENERGY HAZARD 2

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LEVELS 3-4

UNBRIDLED NECROMANTIC ENERGY HAZARD 4

Page 25

If the PCs manage to disable or remove the hazard, they can search the room. A thorough search reveals some of the books on the shelves have marks along their spines. The three books in question are written in Celestial, Requian and Necril. Each has further markings in its table of contents and in certain marked passages. A PC who succeeds at a DC 14 Arcana, DC 16 Society, or DC 16 Religion check

to Decipher Writing can decode the cypher being used and reveal a fragment of Alyreha's true name research hidden within the text. For levels 3-4, Liaskra caused some damage to the books in her haste to destroy the magical sensor here, increasing the DC of each skill check by 2.

If any PC understands one or more of these languages, each PC receives a +1 circumstance bonus for each language known by the party, as anyone can help translate, not just the PC making the check. A PC using a spell or ability to understand written language can also provide one or more of these bonuses. Alyreha is too distracted maintaining the wards to decode her old cypher, so she cannot help the PCs in this task.

B2. HOME OFFICE

This room has several letters and other correspondence splayed on the desk alongside certificates and other obtuse bureaucratic paperwork. Numerous supplies for writing letters and correspondence scattered around and inside the drawers of the desk.

Most the letters are decades old and none have any relevance to the current situation, but the PCs can find one letter with the seal of the Blakros family on the bottom of it. The letter is a brief thank you note from Nigel Aldain thanking Alyreha for a tour of her manor and of her collection of magical items and artifacts.

B3. READING ROOM

While Alyreha spent most of her actual time in her research tower in practice, she originally set this room up to be a quiet reading room where she could focus on her numerous magical tomes. Most of the books have been moved upstairs to the Research Tower, but a few still remain, namely several complicated books on magical theory, many of them focused on interactions with the plane of positive energy and study of living constructs.

Rewards: If the PCs take a few moments to search the room, they easily find a *cantrip deck* (*Pathfinder Secrets of Magic* 181) consisting of five *stabilize* cards in one of the desk drawers.

B4. TEACHING HALL

On the far eastern wall of this small room, a board covered in complex magical runes in geometric arrangements is barely visible, nearly faded with the time this room has been untouched. The desk on the eastern side is covered in books, dried up inkwells and other writing implements. The room pulses with spiritual energy and wisps of airy magic all coalesce around a semi-transparent humanoid form sitting patiently at one of the chairs facing the desk.

Arclord's Abode



Arclord's Abode

Neibiat, one of the students at the university that Alyreha sponsored, unfortunately died in a magical accident, but her will to learn wizardry was so strong that her spirit refused to move on to the Boneyard. Since Alyreha has always had a soft spot for those society often considers “monstrous,” she took Neibiat in as an apprentice, so she can master magic and, hopefully, one day move on. However, since Alyreha’s memory was lost, Neibiat wandered aimlessly trying to remember why she had come to learn here. Now that the memory of her teacher has been returned to the world, she has been waiting to resume her studies and finally become a master of the arcane.



NEIBIAT

The young woman’s spirit sits patiently in one of the chairs opposite the desk and stares longingly at the wall. As soon as the PCs enter, she turns around to look at them, asking desperately if they have any news of her missing teacher.

A PC can convince Neibiat that they know Alyreha and are trying to restore her with a successful DC 15 Diplomacy check to Make an Impression. If they try to bring in Alyreha in skull form, the student glares at them and becomes angry, believing that they do not take her desires seriously by bringing in a silly talking skull instead of her teacher, granting a –1 circumstance penalty on any check to convince her of their sincerity.

Any PC who fails cannot try again, as Neibiat is too frustrated to believe them, however multiple PCs can attempt the check. A critical failure results in her glaring at the offending PC and then vanishing from sight. Anyone who can see invisible creatures sees Neibiat sinking into the floor. She thereafter refuses to come out. She also does this if any PC attempts to harm her.

If the PCs succeed in convincing the ghost they genuinely desire to help, she introduces herself as Neibiat and says that she will happily help the PCs in whatever way she can if it means it will restore her great teacher Alyreha. She mentions that she heard a group run through earlier ransacking the place, and she thinks they headed upstairs to the tower, but could only catch a glimpse of them through the hallway since she is bound to this small area of the house. She describes the group as a “spiky woman, along with a weird, clawed person,” (or “weird, clawed people” if the PCs have enough Challenge Points to face multiple apprentices).

Neibiat doesn’t know what the intruders were after, only that she tried to stop them from ransacking Alyreha’s house, but they just pushed through her. She laments that she is not far along enough in her studies to stop them with magic but will gladly offer up some supportive magic, that she recently mastered to one of the PCs. She offers to cast *false life* on a single PC of the party’s choice to grant that PC 9 temporary Hit Points (or 13 temporary Hit Points for levels 3–4).

Rewards: If the PCs manage to convince Neibiat of their good intentions, she also gifts them a *scroll of magic weapon* that she knows is buried among the papers on the desk.

Arclord's Abode

B5. ENCHANTMENT AUDITORIUM MODERATE

The semitransparent image of a small, elderly Garundi woman dressed in typical Nexian garb stands at a podium on the eastern side of this room before an empty lecture hall. Her form doesn't move, but three obvious runes on the podium glow with a pulsating light, alternating between pale blue and rose. Before the figure, magic shimmers over a sheaf of papers, as if the figure were waiting to speak from prepared notes.

A flattering illusory image of Alyreha in her former human form stands before a podium on the far side of this room. The papers on the podium in front of her illusory image flicker as the magic hiding her research notes hasn't fully faded. A PC can identify the runes as powerful examples of enchantment magic with a DC 12 Arcana check. A critical success reveals the presence of the trap below without the need for a Perception check, as the wards in the room have begun to interact strangely with experimental enchantments present to create a complex trap of powerful enchantment magic (see Hazard, below).

Hazard: In order to reach the notes, the PCs must endure a lecture imbued with enchantments that will slowly overwhelm their minds. They need to disable this misfiring magic before they lose themselves to the deluge of information.

LEVELS 1-2

FASCINATING LECTURE HAZARD 3

Page 20

LEVELS 3-4

FASCINATING LECTURE HAZARD 5

Page 26

Development: If the PCs disable the trap, they can easily collect the research fragment here. If the PCs all succumb to the trap, each falling unconscious, it expends its energy over the hour they are unconscious, destroying the research fragment in the process.

B6. EVOCATION ATRIUM MODERATE

The central area of this room has pedestals with runes corresponding to acid, cold, fire, and electricity, with central runes placed for sonic and force. The walls of the larger portion of the room each have their own extravagant mural representing one of the four elements.

The northern wall is covered by the image of an enormous caldera of an unknown volcano, a vast lake of lava that almost seems to glow intensely. The southern wall displays a vast coral reef, and the light from the ocean's surface almost seems to dance. The eastern wall displays a yawning cave, and the depths seem almost real. The western wall displays a fierce tornado tearing through an open field. The image somehow perfectly captures the fury of the intense winds. The western section of the floor portrays beams and circles along with complex equations, while the eastern section of the floor is covered in sine waves and elaborate musical notation. The ceiling above is painted with the four elements all blending, and the center piece is a brightly glowing evocation rune, crackling with energy.

Creatures: As the PCs enter the area, the rune above activates its defenses, which send burst of cold air and beam of white magical light into the central squared off portion of the room. The magic summons hostile elementals to greet the intruders. As the creatures are summoned specifically to defend the atrium, they attack the PCs immediately and fight until destroyed.

LEVELS 1-2

ICICLE SNAKE CREATURE 2

Page 21

WEAK WATER WISP CREATURE -1

Page 21

LEVELS 3-4

MIST STALKER CREATURE 4

Page 27

ELITE WATER WISP CREATURE 1

Page 27

Development: A PC who succeeds at a DC 20 Perception check to Seek near one of the murals discovers that each skillfully hides the creases of a hidden compartment in the wall containing some notes. Finding one compartment allows the rest to be discovered easily without requiring any further checks. The four sets of notes can be combined to make one research fragment.

B7. TRANSMUTATION SHOWROOM

Taxidermied animals and beasts on display cover most of this large showroom. On the southern end of the room, a set of stairs leads upwards, and a small door on the northeastern wall is labeled "Scroll Storage."

Arclord's Abode

When Alyreha researched and worked in golemcrafting, she spent a lot of time studying animals, specifically their strengths and features, their strengths and features to help her determine which body design could best perform a given function as needed. Several taxidermied animals and full sized models of animals in this room are testaments to that part of her former studies. The PCs can walk through this room to get to the stairs without issue, though anyone in the room notices a single model of an owl hanging from the ceiling in the very center of the room. A PC who succeeds at a DC 15 Perception check to Seek finds an ornate scroll lodged firmly within its beak.



LIASKRA

Anyone wanting to reach the owl will have to find a way up to it, likely jumping or swinging off other models to the bird itself. Thankfully, in honor of the physical nature of transmutation, Alyreha built the room—in addition to a display of various creatures—to be part gym and part obstacle course, with the bird's treasure being the reward at the end of the line.

The various creatures on display are sturdy enough to bear the weight of creatures and can serve as small platforms. Smaller display models can be moved about to help form new platforms. The PCs can approach this challenge from a variety of angles. Reaching the owl requires three consecutive successful DC 15 checks. Many approaches will simply require Athletics checks to Climb and Leap, but Crafting checks to build makeshift platforms, Acrobatics checks to swing about, or other creative approaches are possible. Particularly effective solutions, such as a PC employing a *feather token (ladder)*, might award one or even two successes if the solution is particularly effective, but even those should require balancing properly with a successful Acrobatics check, having someone hold a ladder steady with a successful Athletics check, or something similar.

There is no limit to the number of attempts the PCs can make, but footing is especially precarious, and stacks of models can easily collapse, so failures deal 1d6 bludgeoning damage.

Once at the owl, retrieving the scroll from the bird requires either a DC 15 Thievery or Crafting check to safely open the model's mouth and remove the scroll or a DC 17 Athletics check to Force Open.

For levels 3–4, the rampant transmutation magic causes the model's forms to shift slightly but constantly, increasing the DC of each skill check by 3.

B8. SCROLLS STORAGE ROOM

This room is a storage closet containing several dozen unfinished or experimental magical scrolls. The PCs can spend a few minutes digging through the shelves, but most of the scrolls are half-finished. Most are odd experimental spells that cannot be used by the PCs and would not have any value if sold. Every scroll in the room is appropriately labeled with the name of the spell being scribed into it.

Reward: Among all those in here, the PCs can find a single scroll clearly labeled “enlarge” rolled up with an ornate paper tag attached to the string that says, “For the promising apprentice”. It is, as the name suggests, a *scroll of enlarge*. For levels 3–4, this is instead a *scroll of comprehend language* and is labeled as such.

Arclord's Abode

C. WIZARD'S RESEARCH TOWER MODERATE

The stairs of this tower ascend 40 feet from the floor beneath it into a large circular room riddled with books, magical implements, and crafting equipment. The couches look well-worn and the northernmost of them is covered with unmade blankets, and several pillows, before a desk covered with a pile of handwritten documents and annotated books. The walls are covered with magical equations and geometric designs written in several different colors of chalk.

A tall, muscular shisk woman with heterochromatic eyes stands up from the northern most couch of the room. "Oh,

There you are, Pathfinders. What took you all so long? I've been waiting for you all to get through those defenses and find the Arclord's research for me. But now that you're here, I'll have to be taking whatever you have for myself," she sneers. "Mother needs me to bring her that research so that she can cook some true names and mix them together. I don't entirely get it myself, but I don't have to. All I need to know is that you have what I need for mother, so I am going to take it!"

Creatures: Liaskra and one of Aslynn's apprentices (or more when scaling the encounter) have been lying in wait for the Pathfinders to find the rest of the fragments of Alyreha's research, deeming them easier to defeat than the puzzles. Liaskra originally brought along the apprentice or apprentices to assist her in piecing together the Arclord's magical research. Liaskra, as a skilled fighter, prefers to fight up front and have her spellcaster ally focus on peppering the PCs with evocations from afar. Liaskra fights to the death, ready to die for her mother's cause. Once she has been defeated, any remaining apprentices surrender as soon as they have fewer than one third of their Hit Points remaining.

LEVELS 1-2

LIASKRA	CREATURE 1
Page 22, art on page 30	

FLESHWARP APPRENTICE	CREATURE 1
Page 22, art on page 30	

LEVELS 3-4

LIASKRA	CREATURE 4
Page 28, art on page 30	

FLESHWARP APPRENTICE	CREATURE 1
Page 28, art on page 30	

Rewards: In addition to the research fragment, the PCs can recover an ornate kukri in a decorative scabbard inlaid with gems worth 5 gp. For levels 3-4 they also find some +1 *handwraps of mighty blows*.

Development: Once the PCs have defeated Liaskra, they can collect the research that she stole from the Divination Lounge. With Liaskra defeated, they can also safely bring Alyreha up into the tower, at which point Alyreha notes that she recognizes Liaskra as the one who interrupted her name erasure ritual, causing it to fail. She explains that she got wind of Liaskra asking around about Alyreha's research, so Alyreha did what she could to look into Liaskra and Aslynn's plans and



FLESHWARP APPRENTICE

Arclord's Abode

why they were after the true name research. She learned that Aslynn apparently wanted to somehow learn to “cook” multiple true names, essentially “boiling them down” to raw material or combining them, and thus “molding” individuals according to her desires, which is why Alyreha decided she needed to act and hide herself from them.

If the PCs have not yet finished searching Alyreha’s house and seem keen to leave, Alyreha loudly and impatiently bemoans that she has a piece of research in each room dedicated to a school of magic, and regardless of defeating Liaskra she can’t possibly regain her form with what they currently have alone. She encourages the PCs to continue their search.

CONCLUSION

Once the PCs recover at least five research fragments, they can work alongside Alyreha in her tower to sort through the puzzle of words and runes to recover her true name. As this will take substantial time and requires great focus, she will allow the PCs to attempt to collect any remaining research fragments before they help her attempt this, though obtaining some—like the one in the Illusion Garden if the PCs failed the skill challenge—may have become impossible without resetting mechanisms, which only Alyreha can do. For those fragments, she tells the PCs not to worry, and that she can’t reset anything until the next day at the earliest, anyway. She will also hear any attempts to persuade her to keep her research with the Pathfinder Society if the PCs have not yet pleaded their case.

As soon as she has the knowledge of her true name, she invokes it, causing a brilliant arcane light to burst forth from the skull she inhabits. As the light fades, sitting on the desk before the Pathfinders is a small, elderly Garundi woman dressed in flowing desert robes bearing the symbol of a Nexian arclord. With her previous form returned to her, she quickly rummages through her shelves and books and spends the next several hours going room-to-room and restoring all her wards and defenses. She is incredibly grateful to the PCs and the Pathfinder Society, especially if the PCs recovered all eight research fragments.

After putting together the pieces of Alyreha’s true name and saving her research from falling into the hands of Aslynn and her daughter Liaskra, the PCs can return to the Nexus house and report their findings to Sebnat Sanserkoht. She thanks the PCs for preventing the research from falling into the wrong hands. She also assures them that she will continue to work with Alyreha to recover any of her other work that might still be left behind or needs to be recreated.

Rewards: If Alyreha is restored to her true form, Sebnat is impressed enough that she grants the PCs a *Ganjay book* (*Pathfinder Lost Omens Pathfinder Society Guide* 96). For levels 3–4 she additionally rewards them with a dose of *oxygen ooze* (*Pathfinder Lost Omens Impossible Lands* 306).

Special: If the PCs did not manage to obtain at least five research fragments, the minimum needed to recover Alyreha’s true name, her skull form looks dejectedly down at the papers and books before her and admits that she will have to report this to the city and have them send in someone as soon as possible to restore the wards on her manor. As only two fragments risked total destruction from the PC’s failure, and one from any potential escape by Liaskra, Alyreha is still able to return to her true form eventually. She reassures the Pathfinders that the important thing was that they, at least, took out the defenses, so now she can hold the wards steady enough for someone else to collect the necessary fragments. She does, however, lament that she’s impatient to be back in her old body, but since it can’t be helped, she’ll have to start doing research on new puns to inflict upon the rest of the Pathfinders in the meantime.

REPORTING NOTES

If the PCs succeeded at the Envoy’s Alliance faction mission check box A; if they failed the mission, check box B. If the PCs succeeded at the Vigilant Seal faction mission check box C; if they failed the mission check box D.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they recover at least five research fragments, enough to complete Alyreha’s true name and return her to her true form. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they defeat Liaskra, stopping her from getting her hands on the rest of Alyreha’s research. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The Envoy’s Alliance and Vigilant Seal factions take particular interest in this mission.

Envoy’s Alliance: If the PCs successfully collect all eight fragments of Alyreha’s research, they impress Alyreha, convincing her to trust the Society even more, and gain 2 additional Reputation with the Envoy’s Alliance faction.

Vigilant Seal: If PCs successfully convince Alyreha to keep her research safe at the Grand Lodge they gain an additional 2 Reputation with the Vigilant Seal faction.

Arclord's Abode

APPENDIX 1: LEVEL 1-2 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 1st-level PCs. If your group has a different composition or size, refer to GM Basics section of the Guide to Organized Play: Pathfinder Society 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).

ENCOUNTER A3 (LEVELS 1-2)

VOIDWORMS (2)

CREATURE 1

CN TINY MONITOR PROTEAN

Pathfinder Bestiary 266

Perception +4; entropy sense (imprecise) 30 feet, darkvision

Languages Abyssal, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7

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

Entropy Sense (divination, divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of *nonetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 17; **Fort** +5, **Ref** +9, **Will** +6

HP 16, fast healing 1; **Resistances** precision 3, protean anatomy 5

Protean Anatomy (divine, transmutation) A voidworm's vital organs shift and change shape and position constantly. Immediately after the voidworm takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first. The voidworm is immune to polymorph effects unless it is a willing target. If blinded or deafened, the voidworm automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ♦ jaws +9 (chaotic, finesse, magical), **Damage** 1d8-1 piercing plus 1d4 chaotic

Melee ♦ tail +9 (chaotic, finesse, magical), **Damage** 1d4-1 slashing plus 1d4 chaotic and confounding lash

SCALING ENCOUNTER A3

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

10-11 Challenge Points: Increase the voidworms' Hit Points by 10 each and increase the damage of their jaws and tail Strikes by 1.

12-13 Challenge Points: Add one voidworm to the encounter.

14-15 Challenge Points: Add one voidworm to the encounter, increase the voidworms' Hit Points by 5 each, and increase the damage of their jaws and tail Strikes by 1.

16-18 Challenge Points (5+ players): Add two voidworms to the encounter.



Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips** (4th) *dancing lights*, *ghost sound*, *prestidigitation*; **Constant** (4th) *freedom of movement*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The voidworm takes on the appearance of a Tiny animal. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

Arclord's Abode

ENCOUNTER B1 (LEVELS 1-2)

UNBRIDLED NECROMANTIC ENERGY

HAZARD 2

ABERRATION MAGICAL NECROMANCY

Stealth DC 17 (trained)

Description Magical energy contained within the room surges in flashes of dark lightning.

Disable DC 17 Arcana (trained) to restore some of the arcane wards, DC 20 Religion or Occultism (trained) to quell the necromantic energy in the room.

Necromantic Discharge ➤ **Trigger** A creature steps into the room. **Effect** The necromantic energy pulsing throughout the room branches out like lightning, inundating any creatures in the room or the three squares of hallway outside it. Each creature in those areas must attempt a DC 18 Fortitude save as they are suffused with dark energy, which deals 2d8 negative damage, or 2d8 positive damage to any creature with negative healing.

Critical Success The creature is unaffected.

Success The creature takes half damage and is enfeebled 1 for 1 hour.

Failure The creature takes full damage and is enfeebled 1 for 1 hour.

Critical Failure The creature takes double damage and is enfeebled 1 for 1 day.

Reset 10 minutes

Arclord's Abode

ENCOUNTER B5 (LEVELS 1-2)

FASCINATING LECTURE

HAZARD 3

ABERRATION


MAGICAL

TRAP

Stealth +10 (expert)

Description The semitransparent image of a small Garundi woman at the podium suddenly begins lecturing on the nature of enchantment magic.

Disable DC 17 Intimidation to disrupt the lecture, DC 20 Thievery (trained) to scratch out of one of the glyphs on the podium, or *dispel magic* (2nd level; counteract DC 18) to counteract one of the runes; three total successes are required to disable the trap.


Take Your Seats  (arcane, compulsion, enchantment, mental) **Trigger** A creature attempts to touch the research papers on the podium. **Effect** The papers are protected by a powerful ward of enchantment magic that lasts until the hazard is completely disabled; no creature can muster the will to touch them. All creatures within the room must attempt a DC 20 Will save. The trap then rolls initiative.

Critical Success The creature is unaffected.

Success The creature must spend an action approaching one of the empty desks in the classroom.

Failure The creature must spend two actions approaching one of the empty desks in the classroom and taking a seat. They are stupefied 1 for 1 hour.

Critical Failure The creature spends its next turn approaching one of the empty desks in the classroom and taking a seat. It is stupefied 2 for 1 hour and fascinated for one minute.

Routine  (arcane, compulsion, enchantment, mental, nonlethal) The image lectures on incredibly advanced topics without pause, overwhelming the minds of those listening while compelling them to continue to pay attention. Each creature in the room must succeed at a DC 20 Will save and take 1d6 nonlethal mental damage, as well as the following effects.

Critical Success The creature is unaffected.

Success The creature is stunned 1 and takes half damage as it shakes off most of the mental load.

Failure The creature is stunned 2 and takes full damage as it can't help but try and process all the information.

Critical Failure The creature is stunned for 1 round, fascinated for 1 minute, and takes double damage as all its mental faculties are focused on the lecture.

Damage from this hazard does not end the fascinated condition. A creature who is reduced to 0 Hit Points by the fascinating lecture enters a catatonic stupor until they regain Hit Points. If a creature spends 1 hour in the stupor, they automatically regain 1 Hit Point and awaken.

Arclord's Abode

ENCOUNTER B6 (LEVELS 1-2)

ICICLE SNAKE

CREATURE 2

N **SMALL** **ELEMENTAL** **COLD** **WATER**

Pathfinder Bestiary 2 114

Perception +7

Skills Athletics +7, Stealth +7

Str +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

AC 18; **Fort** +8, **Ref** +9, **Will** 5

HP 35; **Immunities** bleed, cold, paralyzed, poison, sleep;

Weaknesses fire 5

Speed 25 feet, climb 20 feet

Melee ♦ jaws +9 (finesse), Damage 1d6+1 piercing plus 1d6 persistent cold

Icicle ♦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 27 on Deception checks and DCs to pass as an icicle.

WEAK WATER WISP

CREATURE -1

TINY **ELEMENTAL** **WATER**

Pathfinder Bestiary 3 6, 91

Perception +6; darkvision, mist vision

Languages Aquan

Skills Athletics +2, Medicine +4, Plane of Water Lore +2

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

AC 12; **Fort** +6, **Ref** +2, **Will** +2

HP 10; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 2

Resonance (aura, water) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the water trait; a creature with the elemental and water traits gains this bonus to all attack and damage rolls.

Accord Essence ⤿ (water) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a wish spell or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.

Speed 25 feet, swim 25 feet

Melee ♦ tendril +4 (reach 10 feet), **Damage** 1d6-2 bludgeoning

SCALING ENCOUNTER B6

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

10-11 Challenge Points: Add one weak water wisp to the encounter.

12-13 Challenge Points: Replace the weak water wisp with a second icicle snake.

14-15 Challenge Points: Add one icicle snake to the encounter.

16-18 Challenge Points (5+ players): Add one icicle snake and one weak water wisp to the encounter.



Drench ♦ (abjuration, primal, water) The wisp puts out all fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).

In Concert When a water wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

Arclord's Abode

ENCOUNTER C (LEVELS 1-2)

LIASKRA

CREATURE 1

UNIQUE NE MEDIUM CHANGELING SHISK HUMANOID

Perception +8; darkvision

Languages Aklo, Common, Mwangi

Skills Acrobatics +7, Athletics +6, Deception +3, Occultism +4, Society +4, Stealth +7, Thievery +7, Underworld Lore +6

Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +0

Items hand crossbow, kukri

AC 16; **Fort** +4, **Ref** +9, **Will** +6

HP 20

Attack of Opportunity ⤵

Barbed Quills ⤵ **Frequency** once per day; **Trigger** Liaskra is hit with an unarmed Strike or a Strike with a non-reach melee weapon; **Effect** Liaskra breaks off quills in her attacker's flesh. She deals 1d8 piercing damage to the triggering creature (DC 17 basic Reflex save). On a critical failure, the creature also takes 1d4 persistent bleed damage as the quills hook into their flesh.

Speed 25 feet

Melee ⬥ quills +8 (finesse, unarmed), **Damage** 1d6+3 piercing

Melee ⬥ kukri +8 (agile, finesse, trip), **Damage** 1d6+3 bludgeoning

Ranged ⬥ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Trick Attack ⬥ Liaskra musters her guile to attempt a clever attack that catches her foe unprepared. Liaskra chooses one of her weapons. The next attack with that weapon deals an extra 1d6 precision damage. In addition, Liaskra can Interact to draw the weapon (or to reload it if she chooses the hand crossbow).

FLESHWARP APPRENTICE

CREATURE 1

RARE NE MEDIUM ABERRATION

Perception +4; low-light vision

Languages Aklo, Common

Skills Arcana +7, Occultism +5, Stealth +5, Thievery +7

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +1

Items invisibility potion, spellbook, thieves' tools

AC 15; **Fort** +8, **Ref** +9, **Will** +10

HP 14

Speed 25 feet

Melee ⬥ claw +5 (agile, finesse), **Damage** 1d4 slashing

Arcane Prepared Spells DC 17, attack +9; **1st** *burning hands*, *grease*, *magic missile*; **Cantrips** (1st) *acid splash*, *daze*, *detect magic*, *produce flame*, *read aura*, *shield*

Wizard School Spell 1 Focus Point; **1st** *force bolt* (Core Rulebook 407)

SCALING ENCOUNTER C

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

10-11 Challenge Points: Apply the elite adjustment to Liaskra.

12-13 Challenge Points: Add one fleshwarp apprentice to the encounter.

14-15 Challenge Points: Apply the elite adjustment to Liaskra and add one fleshwarp apprentice to the encounter.

16-18 Challenge Points (5+ players): Add two fleshwarp apprentices to the encounter.



ELITE LIASKRA (0)

CREATURE 2

UNIQUE NE MEDIUM CHANGELING SHISK HUMANOID

Perception +10; darkvision

Languages Aklo, Common, Mwangi

Skills Acrobatics +9, Athletics +8, Deception +5, Occultism +6, Society +6, Stealth +9, Thievery +9, Underworld Lore +8

Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +0

Items hand crossbow, kukri

AC 18; **Fort** +6, **Ref** +11, **Will** +8

HP 30

Attack of Opportunity ⤵

Barbed Quills ⤵ **Frequency** once per day; **Trigger** Liaskra is hit with an unarmed Strike or a Strike with a non-reach melee weapon; **Effect** Liaskra breaks off quills in her attacker's flesh. She deals 1d8 piercing damage to the triggering creature (DC 19 basic Reflex save). On a critical failure, the creature also takes 1d4 persistent bleed damage as the quills hook into their flesh.

Speed 25 feet

Melee ⬥ quills +10 (finesse, unarmed), **Damage** 1d6+5 piercing

Melee ⬥ kukri +10 (agile, finesse, trip), **Damage** 1d6+5 bludgeoning

Ranged ⬥ hand crossbow +11 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Trick Attack ⬥ Liaskra musters her guile to attempt a clever attack that catches her foe unprepared. Liaskra chooses one of her weapons. The next attack with that weapon deals an extra 1d6 precision damage. In addition, Liaskra can Interact to draw the weapon (or to reload it if she chooses the hand crossbow).

Arclord's Abode

APPENDIX 2: LEVEL 3-4 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 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the Guide to Organized Play: Pathfinder Society 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).

ENCOUNTER A3 (LEVELS 3-4)

AKIZENDRIS (2)

CREATURE 3

CN SMALL MONITOR PROTEAN

Pathfinder Bestiary 2 204

Perception +8; darkvision, entropy sense (imprecise) 30 feet

Languages Abyssal, Celestial, Protean; telepathy (touch)

Skills Acrobatics +9, Deception +10, Occultism +11, Society +10, Stealth +9, Thievery +9

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

Entropy Sense (divination, divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 19; **Fort** +6, **Ref** +11, **Will** +10

HP 42 (fast healing 1); **Resistances** precision 3, protean anatomy 6; Weaknesses lawful 3

Protean Anatomy (divine, transmutation) A voidworm’s vital organs shift and change shape and position constantly. Immediately after the voidworm takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first. The akizendri is immune to polymorph effects unless it is a willing target. If blinded or deafened, the akizendri automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 25 feet

Speed 25 feet, fly 25 feet, swim 25 feet; *freedom of movement*

Melee ♦ jaws +12 (chaotic, finesse, magical), **Damage** 2d8+3 piercing plus 1d4 chaotic and garbled thoughts

SCALING ENCOUNTER A3

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

19–22 Challenge Points: Add one voidworm to the encounter.

23–27 Challenge Points: Add one akizendri to the encounter.

28–32 Challenge Points: Add one voidworm and one akizendri to the encounter.

33+ Challenge Points: Add two akizendris to the encounter.



Melee ♦ tail +12 (chaotic, finesse, magical), **Damage** 2d6+3 bludgeoning plus 1d4 chaotic and Grab

Divine Innate Spells DC 20, attack +12; **3rd** *glyph of warding*, *secret page*; **1st** *detect alignment* (at will, lawful only);

Cantrips (2nd) *acid splash*, *daze*, *ghost sound*, *mage hand*, *sigil*; **Constant (4th)** *freedom of movement*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The voidworm takes on the appearance of a Tiny animal. This doesn’t change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Constrict ♦ 1d8+3 bludgeoning, DC 20

Garbled Thoughts (divine, emotion, enchantment, mental) A creature hit by the akizendri’s bite Strike must attempt a DC 20 Will save.

Success The creature is unaffected.

Failure The creature is stupefied 1 for 1d4 rounds.

Critical Failure As failure, but the creature is also confused for 1 round.

Text Immersion (divine, transmutation) When the akizendri casts *secret page*, it can physically immerse itself in the text, changing the message of the text in the process. It can exit the book at any point by Dismissing *secret page*, at which point it appears in a space adjacent to the text. If it does so to begin combat, it rolls a Deception check for initiative. As long as it remains immersed in the text, the akizendri has no body. It can communicate telepathically with a creature as long as the creature touches the book or scroll that contains the *secret page*. It can sense nearby creatures using its entropy sense, but not in any other way, nor can it use any attack, manipulate, or move actions or speak aloud. If the object it is immersed in is destroyed, the akizendri reappears in an adjacent square and is stunned 1.

Arclord's Abode

VOIDWORM (0)

CREATURE 1

CN TINY MONITOR PROTEAN

Pathfinder Bestiary 266

Perception +4; entropy sense (imprecise) 30 feet, darkvision

Languages Abyssal, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7

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

Entropy Sense (divination, divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 17; **Fort** +5, **Ref** +9, **Will** +6

HP 16 (fast healing 1); **Resistances** precision 3, protean anatomy 5

Protean Anatomy (divine, transmutation) A voidworm's vital organs shift and change shape and position constantly. Immediately after the voidworm takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first. The voidworm is immune to polymorph effects unless it is a willing target. If blinded or deafened, the voidworm automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ✦ jaws +9 (chaotic, finesse, magical), **Damage** 1d8-1 piercing plus 1d4 chaotic

Melee ✦ tail +9 (chaotic, finesse, magical), **Damage** 1d4-1 slashing plus 1d4 chaotic and confounding lash

Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only);

Cantrips (4th) *dancing lights*, *ghost sound*, *prestidigitation*;

Constant (4th) *freedom of movement*

ChangeShape ✦ (concentrate, divine, polymorph, transmutation)

The voidworm takes on the appearance of a Tiny animal. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

Arclord's Abode

ENCOUNTER B1 (LEVELS 3-4)

UNBRIDLED NECROMANTIC ENERGY

HAZARD 4

ENVIRONMENTAL

MAGICAL

NECROMANCY

Stealth DC 20 (trained)

Description Magical energy contained within the room surges in flashes of dark lightning.

Disable DC 20 Arcana (trained) to restore some of the arcane wards, DC 23 Religion or Occultism (trained) to quell the necromantic energy in the room.

Necromantic Discharge ➤ **Trigger** A creature steps into the room. **Effect** The necromantic energy pulsing throughout the room branches out like lightning, inundating any creatures in the room or the three squares of hallway outside it. Each creature in those areas must attempt a DC 21 Fortitude save as they are suffused with dark energy, which deals 2d8+5 negative damage, or 2d8+5 positive damage to any creature with negative healing.

Critical Success The creature is unaffected.

Success The creature takes half damage and is enfeebled 1 for 1 hour.

Failure The creature takes full damage and is enfeebled 1 for 1 hour.

Critical Failure The creature takes double damage and is enfeebled 1 for 1 day.

Reset 10 minutes

Arclord's Abode

ENCOUNTER B5 (LEVELS 3-4)

FASCINATING LECTURE


HAZARD 5

COMPLEX MAGICAL TRAP

Stealth +13 (expert)

Description The semitransparent image of a small Garundi woman at the podium suddenly begins lecturing on the nature of enchantment magic.

Disable DC 20 Intimidation to disrupt the lecture, DC 23 Thievery (trained) to scratch out of one of the glyphs on the podium, or *dispel magic* (3rd level; counteract DC 20) to counteract one of the runes; three total successes are required to disable the trap.


Take Your Seats  (arcane, compulsion, enchantment, mental) **Trigger** A creature attempts to touch the research papers on the podium. **Effect** The papers are protected by a powerful ward of enchantment magic that lasts until the hazard is completely disabled; no creature can muster the will to touch them. All creatures within the room must attempt a DC 22 Will save. The trap then rolls initiative.

Critical Success The creature is unaffected.

Success The creature must spend an action approaching one of the empty desks in the classroom.

Failure The creature must spend two actions approaching one of the empty desks in the classroom and taking a seat. They are stupefied 1 for 1 hour.

Critical Failure The creature spends its next turn approaching one of the empty desks in the classroom and taking a seat. It is stupefied 2 for 1 hour and fascinated for one minute.

Routine  (arcane, compulsion, enchantment, mental, nonlethal) The image lectures on incredibly advanced topics without pause, overwhelming the minds of those listening while compelling them to continue to pay attention. Each creature in the room must succeed at a DC 22 Will save and take 2d6 nonlethal mental damage, as well as the following effects.

Critical Success The creature is unaffected.

Success The creature is stunned 1 and takes half damage as it shakes off most of the mental load.

Failure The creature is stunned 2 and takes full damage as it can't help but try and process all the information.

Critical Failure The creature is stunned for 1 round, fascinated for 1 minute, and takes double damage as all its mental faculties are focused on the lecture.

Damage from this hazard does not end the fascinated condition. A creature who is reduced to 0 Hit Points by the fascinating lecture enters a catatonic stupor until they regain Hit Points. If a creature spends 1 hour in the stupor, they automatically regain 1 Hit Point and awaken.

Arclord's Abode

ENCOUNTER B6 (LEVELS 1-2)

MIST STALKER

CREATURE 4

N **MEDIUM** **AMPHIBIOUS** **ELEMENTAL** **WATER**

Pathfinder Bestiary 2 114

Perception +13; darkvision, mist vision

Languages Aquan

Skills Athletics +11, Stealth +12

Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +5, **Cha** +0

Mist Cloud (aura, conjuration, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.

Mist Vision The mist stalker ignores the concealed condition from mist and fog.

AC 20; **Fort** +20, **Ref** +12, **Will** +11

HP 58, special; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, climb 20 feet, swim 30 feet

Melee ♦ tentacle +14 (finesse, sweep, reach 10 feet), Damage 2d8+4 bludgeoning plus Grab

Constrict ♦ 1d8+4 bludgeoning, DC 21

Solidify Mist ♦ (primal, transmutation, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 20 Reflex save or become immobilized until it Escapes or it is no longer in the mist cloud's emanation.

ELITE WATER WISP

CREATURE 1

TINY **ELEMENTAL** **WATER**

Pathfinder Bestiary 3 6, 91

Perception +8; darkvision, mist vision

Languages Aquan

Skills Athletics +6, Medicine +8, Plane of Water Lore +6

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

AC 16; **Fort** +10, **Ref** +6, **Will** +6

HP 30; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 2

Resonance (aura, water) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the water trait; a creature with the elemental and water traits gains this bonus to all attack and damage rolls.

SCALING ENCOUNTER B6

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

19-22 Challenge Points: Add one elite water wisp to the encounter.

23-27 Challenge Points: Replace the elite water wisp with a second mist stalker.

28-32 Challenge Points: Add one mist stalker to the encounter.

33+ Challenge Points: Add one mist stalker and one elite water wisp to the encounter.



Accord Essence ☞ (water) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a wish spell or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.

Speed 25 feet, swim 25 feet

Melee ♦ tendril +8 (reach 10 feet), **Damage** 1d6+2 bludgeoning

Drench ♦ (abjuration, primal, water) The wisp puts out all fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).

In Concert When a water wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

Arclord's Abode

ENCOUNTER C (LEVELS 3-4)

LIASKRA

CREATURE 4

UNIQUE **NE** **MEDIUM** **CHANGELING** **SHISK** **HUMANOID**

Perception +14; darkvision

Languages Aklo, Common, Mwangi

Skills Acrobatics +12, Athletics +12, Deception +6, Occultism +10, Society +8, Stealth +10, Thievery +12, Underworld Lore +10

Str +4, **Dex** +4, **Con** +1, **Int** +2, **Wis** +2, **Cha** +0

Items hand crossbow, +1 *handwraps of mighty blows*, kukri

AC 21; **Fort** +9, **Ref** +14, **Will** +10

HP 60

Attack of Opportunity ⚡

Barbed Quills ⚡ **Frequency** once per day; **Trigger** Liaskra is hit with an unarmed strike or a strike with a non-reach melee weapon; **Effect** Liaskra breaks off quills in her attacker's flesh. She deals 2d8 piercing damage to the triggering creature (DC 21 basic Reflex save). On a critical failure, the creature also takes 1d4+1 persistent bleed damage as the quills hook into their flesh.

Speed 25 feet

Melee ⚡ quills +15 (finesse, magical, unarmed), **Damage** 1d6+7 piercing

Melee ⚡ kukri +14 (agile, finesse, trip), **Damage** 1d6+7 bludgeoning

Ranged ⚡ hand crossbow +14 (range increment 60 feet, reload 1), **Damage** 1d6+4 piercing

Trick Attack ⚡ Liaskra musters her guile to attempt a clever attack that catches her foe unprepared. Liaskra chooses one of her weapons. The next attack with that weapon deals an extra 2d6 precision damage. In addition, Liaskra can Interact to draw the weapon (or to reload it if she chooses the hand crossbow).

SCALING ENCOUNTER C

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one fleshwarp apprentice to the encounter.



FLESHWARP APPRENTICE

CREATURE 1

RARE **NE** **MEDIUM** **ABERRATION**

Perception +4; low-light vision

Languages Aklo, Common

Skills Arcana +7, Occultism +5, Stealth +5, Thievery +7

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +1

Items *invisibility potion*, spellbook, thieves' tools

AC 15; **Fort** +8, **Ref** +9, **Will** +10

HP 14

Speed 25 feet

Melee ⚡ claw +5 (agile, finesse), **Damage** 1d4 slashing

Arcane Prepared Spells DC 17, attack +9; **1st** *burning hands*, *grease*, *magic missile*; **Cantrips (1st)** *acid splash*, *daze*, *detect magic*, *produce flame*, *read aura*, *shield*

Wizard School Spell 1 Focus Point; **1st** *force bolt* (Core Rulebook 407)

Arclord's Abode

Appendix 3: Game Aids



Nexus House

Alyreha



Sebnet Sanserkoht

Alyreha Statue



Arclord's Abode

Appendix 3: Game Aids



Neibiat

Fleshwarp Apprentice



Liaskra



Arclord's Abode

HANDOUT #1: EANDO KLINE'S LETTER

Greetings Pathfinders,

I wish to bid you good luck on your upcoming challenges. Your mission to aid Arclord Alyreha is, of course, of paramount importance. There is, however, a troubling aspect. If you haven't already, I'm soon you will soon learn that her research concerns true names—a dangerous area of magical research, though one promising great power as well. Alyreha's research has already shown its appeal as a target for those who would use it for twisted ends. Our night hag foe is but one of those who would steal the research if given the opportunity. I need you to convince Alyreha of the severity of this danger, and of the safety and security that we would afford her research here in Skyreach. I would be incredibly grateful were you to secure an agreement with her to store her true name research in the vaults here at the Grand Lodge. Though we do not want to threaten the goodwill we've built—and that you will continue building with her—please do your utmost to convince her to keep her research safe with us.

Good luck and stay safe out there,
Eando Kline of the Vigilant Seal

HANDOUT #2: FOLA BARUN'S LETTER

Warmest Greetings, Pathfinders,

I hope my letter finds you all in good spirits once you have arrived in Quantum. I know you are all being sent out to help our new ally Alyreha, and I want to wish you all the best of luck in restoring Alyreha to her former self. I write you now to request that you do whatever you can to prove that she can trust and rely on the Pathfinder Society as allies. As an Arclord of Nex she makes a valuable ally for us, and I would like us to be able to call on each other for aid in the future. If you could help her recover as much of her research as possible, I think she'll be grateful and understand that we're an organization in which she can put her faith. As such, I trust you all to do whatever you can to build Alyreha's faith in our Society's competence. Even should fewer scraps of her research prove critical to restoring her, do your utmost to find every bit until she confirms she has it all. That should properly demonstrate the Society's skill and dedication.

Best Regards,
Fola Barun of the Envoy's Alliance

Arclord's Abode

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

- □ □ □: 4 Treasure Bundles for obtaining at least 5 of the research fragments, allowing Alyreha to recall her true name and regain her human form.
- Area **B3**, page 11: 1 Treasure Bundle for finding the *cantrip deck* in Alyreha's Reading Room
- Area **B4**, page 11: 1 Treasure Bundle for successfully calming Seibian
- □ Area **B8**, page 15: 2 Treasure Bundles for finding the scroll in the Scroll Storage
- □ Area C, page 16: 2 Treasure Bundles for defeating Liaskra in the tower

CHALLENGE POINTS

CP TOTAL	LEVEL RANGE
8–15	1–2
16–18 (5+ players)	1–2
16–18 (4 players)	3–4
19+	3–4

CHALLENGE POINTS

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.

1st-level PCs = 2 points each

2nd-level PCs = 3 points each

3rd-level PCs = 4 points each

4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1–2 encounters appear in Appendix 1, and level 3–4 encounters appear in Appendix 2.

Arclord's Abode



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	
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	
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	
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	
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	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Arclord's Abode

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Pathfinder Society Scenario



Scenario #4-10: Arclord's Abode

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

When Alyreha the Arclord recovered her memories, she recalled that someone vile was after her true name research, and a ritual to remove her name had gone wrong, trapping her in a skull. The Pathfinders sent you in to help Alyreha recover her notes from her abandoned manor. Unfortunately, Alyreha's enemies beat you to the punch, activating the manor's magical defenses. Alyreha stabilized the house while you fought through and disabled her old defenses, as well as solved some of her old training puzzles to find the research that would restore her. Once you climbed Alyreha's tower where the research needed to be put together, you came face-to-face with one of Aslynn's minions. You ☐ successfully gathered all the research fragments, impressing the Arclord or ☐ did not gather all of the fragments of her research. You also ☐ successfully convinced her to store her research at Skyreach or ☐ failed to convince her.

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.

Rewards

Starting XP

XP Gained

Total XP

Starting GP

GP Gained

GP Spent

Total GP

Items

Notes

Ganjay book^U (Item 1, 10 gp, *Pathfinder Lost Omens Pathfinder Society Guide* 96)
oxygen ooze^U (Item 4, 15 gp, *Pathfinder Lost Omens Impossible Lands* 306)

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: MM9N

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