

PATHFINDER SOCIETY®

YEAR OF THE SKY KEY



THE TECHNIC SIEGE

By Kyle Baird



The Technic Siege

Pathfinder Society Scenario #6–03

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Contributing Artists • Dmitry Burmak, Marjorie Davis

Cartographer • Jason Engle, Rob Lazzaretti,
Sean Macdonald

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Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

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THE TECHNIC SIEGE

By KYLE BAIRD



Located 250 miles up the Vanji River from the Fever Sea, the city of Nantambu remains a beacon of normalcy and safety in a Mwangi Expanse often overshadowed by the influence of the evil Gorilla King. The Expanse's second largest city, Nantambu contains immense open-air markets that rival any in the world, sprawling throughout a paved ring surrounding the elaborate towers of the city's core. Nantambu's most well known bazaar lies on the eastern outskirts of town, behind the stone walls of Sharrowsmith's Exports. What most inhabitants of Nantambu don't know, however, is that within Sharrowsmith's Exports' inner sanctum is the Pathfinder Society's only permanent lodge in the entire Expanse.

Founded by Venture-Captain Nieford Sharrowsmith as a financial partnership with the influential merchant Aya Allahe, Sharrowsmith's Exports serves as the hub for some of the Society's most dangerous missions and is responsible for the acquisition of some of the Pathfinders' most valued treasures.

Nieford and Aya acquire most of these exquisite items personally, but with the venture-captain on an expedition and Aya's overwhelmed with her responsibilities elsewhere in Nantambu, an increasing number of treasures have come to the lodge from other sources. A few months ago, a lone field agent named Arvellos Rand purchased an item of extreme rarity in a market in Eleder—a book entitled *A Thread of Silver*—from a bookseller who didn't know its true value. Rand, however, instantly recognized the significance of the find. The book, said to describe one of the earliest surveys of Silver Mount in Numeria, provides a wealth of knowledge on the rarely explored location and the strange technology within. Supposedly no copies of the book existed beyond those held by the Technic League. The original authors of *A Thread of Silver*, the Technic League holds a single goal: the acquisition of personal and worldly power through magic and ancient alien technology. The group, said to be the true power behind the Black Sovereign, is known to ruthlessly hunt down and retrieve or destroy any copies of *A Thread of Silver* since the original volume's theft generations ago.

WHERE ON GOLARION?

The Technic Siege takes place in the Mwangi Expanse's second largest city, Nantambu, also called the "Song-Wind-City". To learn more about Nantambu and the Mwangi Expanse see the Pathfinder Campaign Setting sourcebooks, *Heart of the Jungle* and *The Inner Sea World Guide*. The PCs' primary enemies in the scenario hail from distant Numeria. You can learn more about that, the Technic League, and the technology they wield in *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars* and *Pathfinder Campaign Setting: Technology Guide*. These books are available at bookstores and game stores everywhere and online at paizo.com.



It's the latter fact that Rand didn't know, and thus he had no idea of the repercussions of taking the valued book to the Pathfinder Lodge in Nantambu, where he hoped the legendary Magaambya arcane academy could aid him in deciphering the book's contents.

Rand sent word ahead that he was headed to Sharrowsmith's Exports with the book, and Aya forwarded the information on the Grand Lodge in Nieford's stead. The Decemvirate, knowing the danger inherent in possessing a copy of *A Thread of Silver*, fears that Rand and the Pathfinder operation in Nantambu may both be at terrible risk. To bolster the lodge's defenses and ensure the

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GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

book makes its way safely to the vaults of the Grand Lodge, a team of agents has been dispatched to aid Aya in any way possible. But just as the Pathfinders make their way up the Vanji River to Nantambu, so too does a small contingent of Technic League agents, intent on recovering the book and eliminating any who may have read from its pages. When the two parties meet, a dire conflict is sure to ensue.

SUMMARY

The adventure begins as the PCs arrive in Nantambu after a lengthy boat ride from Absalom, traveling across the Inner Sea, down the western Garundi coastline, avoiding the Eye of Abendego, and briefly stopping in the Aspis Consortium-run port city of Bloodcove. Having avoided any conflict with the Consortium while there, the Pathfinders rented a boat to carry them up the Vanji River to their final destination. Following Master of Scrolls Kreighton Shaine's instructions, the PCs make their way to Sharrowsmith's Exports to meet their contact, Aya Allahe.

Aya informs the PCs that Pathfinder agent Arvellos Rand purchased a supposed copy of the incredibly rare Numerian text, *A Thread of Silver*. The book, she says, is currently in the lodge's vault and ready for transport back to Absalom. Despite this, Aya fears the PCs may have come too late, for rumors have begun to swirl that the Technic League is in Nantambu searching for whomever possesses the coveted book. To make matters worse, Arvellos Rand has not been seen for 2 days. Aya worries that if the rumors of the League's presence are true, the Numerians may have discovered Rand's connection to the book and captured him—likely interrogating him about where the book is currently being held.

Aya instructs the PCs to search for the lost agent and find out if the Technic League is indeed in Nantambu. They must prevent anyone, especially anyone connected with the Technic League, from learning that the Society possesses the book. Failing that, the PCs must find ways to reinforce the lodge's defenses and gather aid should Sharrowsmith's Exports come under siege.

GETTING STARTED

Once the players are ready to begin, read or paraphrase the following to get the adventure underway:

The intermittent breeze off the Vanji River provides welcome respite from the jungle's torrid oppression. The docks in Nantambu seem as busy as any in Absalom, Katapesh, or Sothis. Hundreds of dockhands move quickly to offload exotic cargo from vessels ranging from single-person canoes to fifty-foot-long river barges. All manner of items can be seen entering the city including rare animal pelts, fine linens, and fruits and vegetables from the far corners of Golarion.

Just past the docks, vast open-air markets completely encompass the mosaic-decorated towers making up Nantambu's inner city. Hundreds of glass chimes and beaded charms hang from the towers' balconies and windows, casting a kaleidoscopic radiance across the city's skyline.

Another time, exploration of the jewel of the Mwangi Expanse would be a welcome excursion, however, Master of Scrolls Kreighton Shaine's words to you from before the journey's start still ring clear.

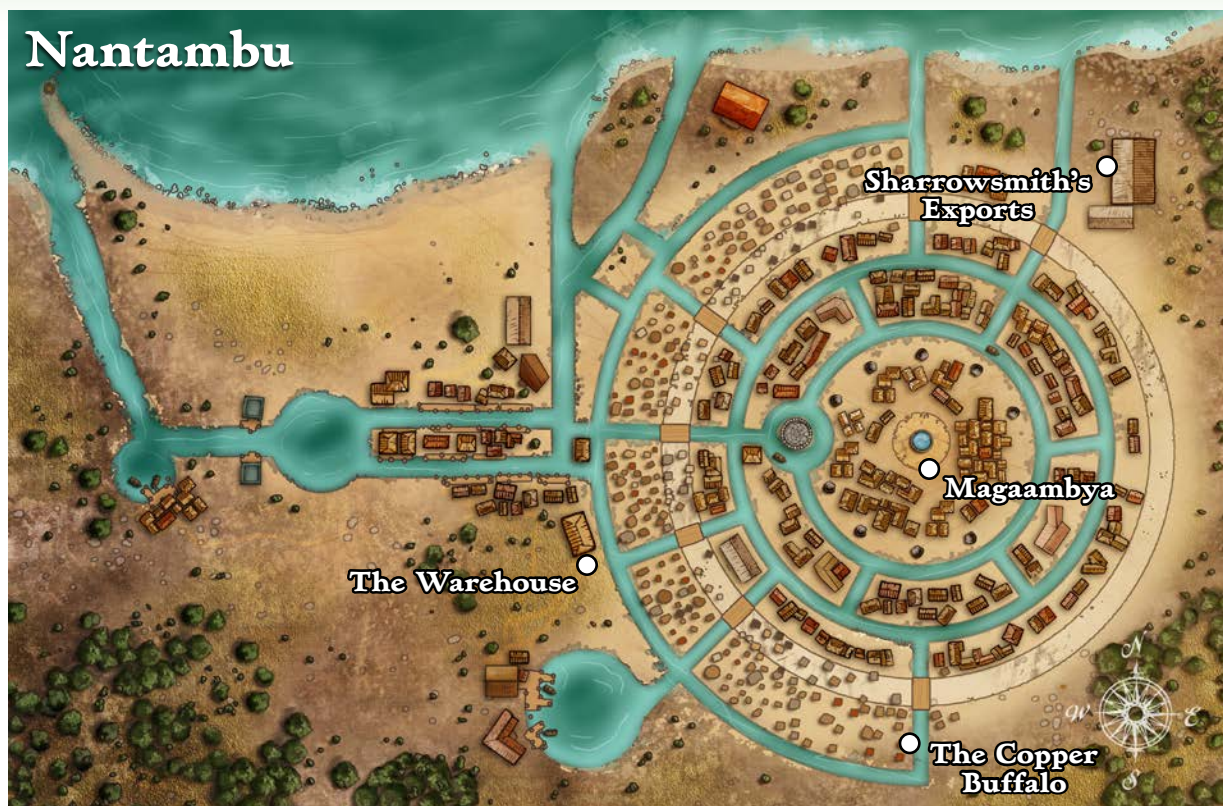
"As I'm sure you've heard by now, the Society recently acquired what we believe to be the very core of the fabled Sky Key. The entirety of the organization is now focused on finding the four remaining pieces of the mysterious, fractured item, as well as finding any information we can regarding Numerian technology.

"We received word that an agent in Nantambu has obtained a copy of *A Thread of Silver*. The original copy of this book was stolen from the Technic League in Numeria generations ago. Since that time, several copies have surfaced. In each case, however, the books' owners were savagely murdered and the copies were destroyed by Technic League agents.

"We don't know if the book that was purchased is legitimate, but the very mention of its name is treacherous. Venture-Captain Nieford Sharrowsmith is off on an important expedition, so the Nantambu lodge is in the hands of our trusted associate, Aya Allahe. I need you to travel to the covert lodge—in the back of Sharrowsmith's Exports on the outskirts of Nantambu. Take this coin and show it to the guards standing outside the inner sanctum. Tell them that you require an appraisal. They will recognize the coin and let Aya know you've arrived. Work with her to make sure the existence of the book remains a secret and see it safely to Absalom. No one must learn we purchased the book or of our operations in Nantambu."

The Master of Scrolls's words fade from memory as the early morning sun continues its ascent into the clear Mwangi sky.

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If the PCs question why they were required to travel by boat instead of using teleportation or other magical means of transportation, provide them for following answer, as though the question was asked in Absalom and answered by Kreighton Shaine.

"The city of Nantambu and the surrounding territory are under constant watch by the Tempest-Sun mages. While the Society's presence in Nantambu is known, the existence of a lodge there must remain a secret. I fear that any fantastical means of travel may attract unwanted attention. Surely seasoned adventurers such as yourself can handle such a lengthy trip."

The PCs may have their own information into various topics relevant to their mission. Allow them to make Knowledge checks regarding the topics below. If the party cannot make any of the listed Knowledge checks, you may provide the information up to DC 20 on each topic as insights given by Kreighton Shaine before the party departed.

Technic League

The PCs may attempt a Knowledge (local) skill check to test their knowledge of this organization.

DC 15+ The Technique League is a formerly secret society whose chief goal is the acquisition of personal and worldly power through magic and ancient technology.

DC 20+ The League is incredibly protective of their secrets and power, and they ruthlessly hunt down those who leave Numeria with technology or knowledge thereof, including such books as *A Thread of Silver*. Those said to possess such jealously guarded secrets are often brutally murdered to maintain the League's sole control of such technology.

DC 30+ Many believe the Technic League is the true power behind Numeria's ruler, Kevoth-Kul, who holds the title "Black Sovereign." Members are said to meld technology into their very bodies, and use it to fuel their magic and vice-versa.

A Thread of Silver

The PCs may attempt a Knowledge (arcana) skill check to test their knowledge of this esoteric book.

DC 15+ This incredibly rare book is said to contain an account of the first ventures into the largely unexplored Numerian dungeon known as Silver Mount.

DC 20+ The original copy of this book was stolen from the Technic League, and since then the cabal has hunted down any who are said to own a copy, or know the secrets possessed within.

DC 30+ Should the Pathfinder Society gain access to a legitimate copy of this rare book, it could provide incredible insight into the Sky Key and other Numerian technology that has heretofore been beyond the organization's reach and understanding.

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EXPLORING THE CITY

The Technic Siege is intended to provide an open investigation format and includes more information and situations than the PCs are likely to be able to complete within the normal time allotted to a Pathfinder Society Organized Play session. The PCs first arrive in Nantambu in the early morning with a full day of sunshine ahead of them. Each task the PCs undertake takes a certain amount of time based on the PCs' choices and abilities. Each section provides guidance for the amount of time the act takes. The final encounter of the scenario takes place approximately 10 hours after the PCs' arrival in the city (this will vary based on PC choices). If the scenario is running in a limited time slot, the final encounter should begin when less than 1-1/2 hours remain.

The following abbreviated city stat block is provided to accommodate parties who wish to spend Prestige Points in the city, make purchases in its many markets, or receive spellcasting services.

NANTAMBU

NG large city

DEMOGRAPHICS

Government council

Population 14,500 (13,000 humans [8,000 Zenj, 4,000 Bonuwat, 300 Mauxi, 100 Bekyar, 600 other] 600 halflings, 400 elves, 500 other)

MARKETPLACE

Base Value 11,200 gp; **Purchase Limit** 60,000 gp;

Spellcasting 9th

Nantambu and its Inhabitants

Whether hailing from the Mwangi Expanse or learning of it through their travels with the Society, the PCs may have some insight into the culture and customs of Nantambu. Player characters may attempt Knowledge (local) skill checks to test their knowledge of the city and its people prior to arriving in Nantambu. Pathfinders who are native to the Mwangi Expanse gain a +5 circumstance bonus on the check and may make it untrained. A character who succeeds at a DC 20 check understands the nuances of Nantambu society to such a degree that she automatically succeeds at any checks to aid another PC with Diplomacy skill checks made to gather information within the city.

DC 10+ Nantambu is the Mwangi Expanse's second largest city, with a population of over 14,000 people of mostly Zenj and Bonuwat tribal heritage. It is the home of the Magaambya, one Golarion's oldest and most storied academies of arcane knowledge.

DC 15+ Members of Zenj tribes are believed to be the most populous of the Mwangi peoples, living in hundreds

of small tribes in the jungles and savannas of the Mwangi Expanse. Some of the tribes live in villages alongside the region's many rivers while others are nomadic herders who graze their cattle or goats in the Expanse's grasslands and hills. The Bonuwat are seafarers, and as such are often the group most encountered by the outside world. The Mwangi found in ports such as Bloodcove or the Shackles tend to be Bonuwat. They are excellent fishermen and sailors.

DC 20+ Nantambu maintains a remarkable aura of security and normalcy despite the lack of defensive fortifications or a standing army, primarily due to its strong magical history.

DC 25+ The tallest tower in Nantambu is known as the Natambiyan. The gold-flecked tower is said to contain the *Watcher's Stone of Jatembe*, a magical scrying globe used by Old-Mage Jatembe himself.

Nantambu's Magical History

Pathfinder agents who have studied arcane history likely recall stories of the Old-Mage Jatembe and his Ten Magic Warriors. Player characters may attempt a Knowledge (arcana or history) skill check to test their insight into such topics.

DC 15+ After Earthfall ushered in the Age of Darkness, it is said that Old-Mage Jatembe and his Ten Magic Warriors fought to reclaim fragments of civilization and enlightenment in the aftermath of the comprehensive cultural collapse. Their followers were said to have settled Nantambu near the end of the Age of Anguish and built the Magaambya to stand as Garund's center of learning.

DC 20+ The magic perfected by Old-Mage Jatembe and taught in the Magaambya today blends arcane study with natural magic, creating a unique hybrid of scholarship and druidism.

DC 25+ Old-Mage Jatembe is said to have learned secrets whispered by the severed head of the ancient god of serpentfolk, Ydersius, before sewing shut its lips once more. He also slew the King of Biting Ants and sealed away the ruins of the Doorway to the Red Star. He was even known to have communed with angels and devils as an equal, using any means available to ensure the safety and survival of his people.

DC 30+ Legends provide few details of the fate of Old-Mage Jatembe, however, there are those who believed he was actually an incarnation of Nethys, the All-Seeing God of Magic.

A. SHARROWSMITH'S EXPORTS

Sharrowsmith's Exports, which serves as both a thriving marketplace and the front for the Pathfinder Society's secret lodge in Nantambu stands on the northwestern corner of the city. As the PCs approach the building for the first time, read or paraphrase the following:

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Towering wooden gates stand open, leading to a vast courtyard surrounded by thick, stone walls. Dozens of colorful awnings cover rows of tables and carts, as hundreds of customers peruse all manner of exotic goods.

Two large, vaguely human statues rise from a central fountain. Their faces look up to the sky and their gaping mouths overflow with water feeding into the basin below. Beyond the fountain stands an immense stone building lined with monolithic pillars, behind which is a facade carved with great beasts native to the Mwangi jungles.

Two guards stand watch over the bazaar just inside the gates, and two more stand outside the sealed doors to the inner building. These guards are under the employment of Aya Allahe and keep a lookout for any trouble. Should the PCs ask to have an item appraised, they are directed to the inner building. If the PCs present the coin given to them by Kreighton Shaine, the guards lead the PCs inside the building and ask them to wait in the foyer (area A2).

Aya Allahe returns with the guard from Venture-Captain Nieford Sharrowsmith's office and introduces herself to the PCs. Aya is a Mwangi aasimar woman with golden eyes and lips, smooth dark skin that shines with a celestial radiance, and modest, traditional Mwangi attire. She asks to see the coin and upon its presentation she leads the PCs to the westernmost appraisal room of Sharrowsmith's Exports (area A4).

Once securely in the appraisal room, she formally addresses the PCs.

"Welcome Pathfinders. It's good to see that your leaders take your recent acquisition seriously. If you will follow me, I will lead you to your lodge."

Aya runs her hand along the wall and presses a hidden catch. The wall slowly recedes, revealing a small room lit by a single torch.

"Please, follow me."

Aya leads the PCs through the door, past a vaguely human wooden statue, and into a warmly lit lounge.

"Please think of this as your home away from home. You will find it currently empty, as Nieford departed several weeks ago and took most of his agents with him. The venture-captain left only Arvellos Rand behind to watch over the grounds until he returned.

"Rand had only just arrived in Nantambu with the item whose discovery prompted your visit here. Now, he has now been missing for two days.

"Your precious book is locked in the lodge's hidden vault, but I fear it may not be safe even there. Rumors ride the winds that strange mechanical creatures have been seen in the corners of the city and dark shadows stalk the night. I fear that the book's rightful owners are here in my city and it's only a matter of time before they find this location—putting my investment and my safety at risk.

"From what I have heard of the Technic League, they will stop at nothing to destroy the book and lay waste to any who would stand in their way. It is important that you find Arvellos Rand and make sure no one can connect a copy of *A Thread of Silver* to our facility. Should the League learn of its location, I fear the defenses of this lodge would not survive their magical and technological onslaught."



The Magaambya

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It's likely the PCs will have several questions for Aya. Potential queries and her responses are listed below.

Who sold Arvellos the book? "I don't know his name, but Arvellos claimed he was a Varisian book peddler in Eleder. We have no reason to suspect the bookseller was aware of the tome's value given the pittance he sold it to Rand, though he may have been more cunning than we assume. After all, a low price tag is an easy means of getting rid of a dangerous relic like *A Thread of Silver*."

What's your stake in this? "Your venture-captain and I are business partners in Sharrowsmith's Exports. It provides a base of operations in the Mwangi Expanse for your Society and provides my people access to your vast trade network. I see it as a mutually beneficial relationship, one which will help my city continue to prosper in these dark times."

Where is Nieford Sharrowsmith's expedition and why can't he return for something so important? "I know only that he left urgently on an expedition south of the city, toward the Bandu Hills. Though we are business partners, Nieford and I try to stay out of one another's personal business as much as possible to maintain a professional relationship. He said that the "eyes of the Ten" were on him, which I interpret to mean his mission is one of extreme importance."

What should we do now? "Find Arvellos. Make sure he is safe and ensure he has not exposed the Society's purchase to the Technic League. Beyond that, you should investigate the rumors of the League's presence here in Nantambu. There are some in the city who report seeing strange happenings, unusual even by Nantambu's standards. If the Technic League is indeed in Nantambu, we need to make sure they don't learn of the Pathfinder Society's presence or involvement in the book's acquisition. Maybe you could plant rumors across the city of someone else's involvement. Perhaps your Aspis Consortium friends in Bloodcove? Whatever it takes to lead the Technic League away from the city."

And if our efforts to fool the League fail? "Then I suggest fortifying the lodge's defenses. I know several powerful merchants in Nantambu who would support our cause. The lodge contains two guardians that currently lack key components to properly function. That wooden statue we passed on the way in is actually a wood golem. All it takes is the essence of a baobab sapling's root and a small ritual to reactivate it. In Nieford's office hangs a suit of Zenj ceremonial armor that, when fitted with a special black diamond from the Brazen Peaks, animates and will defend this lodge to the best of its abilities. I know of at least three merchants in town who are likely to have such a gem."

At this point it's up to the PCs to figure out what to do, but their time is limited. Should they wait too long, the Technic League discovers the location of *A Thread of Silver*.

Because part of the PCs' task is to fortify Sharrowsmith's Exports against a possible Technic League attack, the lodge is presented in further detail below, including information on what NPCs or creatures may come to the Pathfinders' aid in a time of crisis. No Challenge Ratings are assigned to these areas, as the PCs' enemies are presented in the final encounter (see page 23).

Faction Notes: Members of the Exchange faction should be interested in impressing Aya, who is a fellow merchant. During the adventure, keep track of whether Exchange faction PCs treat Aya in a disrespectful manner or make snide comments about fellow members of the Pathfinder Society. Aya has no interest in working with people who mock their superiors and gossip about their peers, and associating this behavior with one or more Exchange faction PCs impacts their faction goal. This is a qualitative goal and requires no skill check.

Grand Lodge faction PCs should be interested in surveying the state and defenses of Sharrowsmith's Exports to ensure that it is in good working order and capable of weathering an attack. Giving the site a thorough inspection takes one hour and requires a successful DC 18 Knowledge (engineering) check or DC 23 Perception check. Such a PC determines that reactivating at least one of the lodge's construct guardians (see areas A5 and A6) is essential for bringing the complex up to the expected standard.

A1. The Grand Bazaar

Sharrowsmith's Exports houses one of the most active markets in Nantambu. The open-air bazaar is home to dozens of merchants, many of whom sell their varied wares from beneath colorful awnings. The exterior walls of the compound are made of lightly colored granite and stand 12 feet high. A massive wooden gate in the eastern wall remains open from dawn, when the market opens, until about an hour after dusk, when the merchants begin to close shop.

Two large stone statues occupy the interior of a centrally located fountain. A successful DC 18 Knowledge (geography or history) check reveals these statues to be miniature replicas of the fabled Drowning Stones, an ancient site 400 miles up the Vanji River.

Traders looking to receive a formal appraisal of any rare good can request a meeting with Sharrowsmith's analysts inside the inner building.

Creatures: During the hours the market is open, four guards stand watch over the grounds. Two stand just inside the gate and two stand outside the inner building.

MARKET GUARDS (4)

CR 1

LN human warrior 3

hp 22 each (*Pathfinder RPG NPC Codex* 267)

THE TECHNIC SIEGE

A. Sharrowsmith's Exports

N



1 square = 5 feet

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A2. Foyer

Beyond the primary structure's stone doors, the grand foyer of the inner building welcomes merchants from all over Golarion. The room is decorated with Mwangi cultural items and dominated by two large preserved reptiles. A successful DC 15 Knowledge (nature) check identifies both creatures. The large lizard in the southwest corner is a giant frilled lizard (*Pathfinder RPG Bestiary* 194) and the creature in the northwest corner is a pachycephalosaurus (*Pathfinder RPG Bestiary* 379). A massive compass rose with ivory inlay dominates the center of the floor.

Creatures: The taxidermied lizard could be made into an animated object (*Pathfinder RPG Bestiary* 14), as it no longer contains enough biological elements to be animated as undead. The pachycephalosaurus is unique in that underneath its preserved hide is its entire skeletal structure, which could be animated to serve as a guardian by innovative necromancers. Neither of these objects is assumed to be animated in the course of the adventure, and any PC who chooses to use them as defensive allies should create their statistics as part of creating the animated object or skeleton, using the respective rules in the *Pathfinder RPG Bestiary*.

A3. Personal Appraisal Rooms

These small rooms serve as private meeting rooms for anyone requesting an appraisal of their trade goods. Each room contains a large wood table and simple yet comfortable wooden chairs.

A4. Luxury Appraisal Rooms

Reserved for clientele possessing especially rare wares, these rooms are well appointed and spacious enough to appraise large treasures. The northern luxury room contains a secret door in its west wall leading into the Pathfinder Society lodge. A successful DC 35 Perception check is required to notice the catch to release the wall panel.

A5. Sharrowsmith's Office

Venture-Captain Nieford Sharrowsmith's personal office is used to entertain some of Nantambu's most influential residents. It doubles as a planning room for launching Pathfinder Society activities in the region. A massive oak table occupies much of the room. Several maps lay spread out on its surface, revealing areas of the Mwangi Expanse south of Nantambu. A successful DC 21 Knowledge (geography) check identifies one of the maps as an early exploration of northern Sargava.

Sharrowsmith's desk sits nestled in the corner of the room. All that remains on his desk is a ledger detailing recent transactions consistent with preparing to supply an extended expedition for a large group of agents.

Hanging on the west wall is a 20-foot-wide silken tapestry of a large city on the banks of a vast river. Shimmering silver thread depicts a ruined visage of the city superimposed on the image below, creating the appearance of a city at once both whole and desolated. A successful DC 30 Knowledge (history or geography) check identifies the city as Dokaren, a city on the Defaka River destroyed centuries ago by a deadly artifact called the *Song of Extinction*. Behind the tapestry, a secret door grants access to the Pathfinder Society lodge's library (area A8). A successful DC 28 Perception check is required to find the hidden latch beneath Sharrowsmith's desk that releases the door.

Creature: The suit of Zenj ceremonial armor on display in the northeast corner of the office is an animated object missing a particular type of black diamond control gem. The PCs can reactive and control the suit of armor by finding and replacing the gem in encounter E1.

ZENJ CEREMONIAL ARMOR

CR 5

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 36 (3d10+20)

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

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

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee 2 slams +5 (1d8+3/19-20)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points (additional attack, additional movement, metal)

A6. Secret Foyer

This passage serves as the main entrance for Society members and their allies heading to and from the bazaar. The room is lit by a single *continual flame* torch and has two exits, an obvious door to the west (area A7) and a hidden door (Perception DC 10 to locate) in the eastern wall, leading to area A4.

Creature: An inert wood golem stands motionless in the passage. The construction is missing a vital component found only in select regions of the Mwangi jungles. The PCs can reactive the golem and use it to protect the lodge by finding a baobab root and returning it to the lodge. Aya knows of a book in the library detailing the short ritual necessary to reanimate the golem.

WOOD GOLEM

CR 6

hp 64 (*Pathfinder RPG Bestiary* 164)

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A7. Lodge Lounge

This comfortable refuge contains a pair of couches and a lounge chair for traveling agents to rest and recuperate after exploring the harsh jungles that surround Nantambu.

A8. Library

The Nantambu lodge is famous for its expansive collection containing thousands of volumes on the Mwangi Expanse, rivaled in the region only by the libraries of the nearby Magaambya. A large wooden decagon table with the Glyph of the Open road engraved into its surface occupies the center of the room. A secret door in the eastern wall (Perception DC 10 to locate) leads to area **A5**.

A better hidden secret door in the room's southeastern corner (Perception DC 30 to locate) leads to the lodge's secure vault (area **A15**).

Characters who spend an hour studying in the library gain a +10 circumstance bonus on a single Knowledge or Survival check relating to the Mwangi Expanse made within 24 hours of such study. A character may benefit from this bonus only once per day, regardless of how many hours she spends studying.

A9. Kitchen

A large double-sided fireplace is the central feature of the lodge's kitchen, which is large enough to comfortably hold over a dozen agents.

A10. Pantry

The pantry, normally stocked to the brink with crates and barrels of foodstuffs, now lies nearly empty with only minimal essentials left behind by Sharrowsmith.

A11. Armory

The Nantambu lodge's armory still houses weapons, shields, and a few suits of armor. The PCs can find any simple or martial weapon, any light shield or light suit of armor in the room (none of this equipment is masterwork, magical, or made from special materials). Additionally, the PCs find a cache of adventuring gear left behind by Sharrowsmith. The PCs can rummage through the goods and each find any one piece of equipment listed on Table 6-9 on page 158 of the *Pathfinder RPG Core Rulebook*, so long as it is valued at less than 150 gp. They are free to use these items throughout the adventure, but any item not expended is returned to the lodge at the adventure's conclusion.

A12. Sleeping Quarters

The Nantambu lodge can comfortably host 12 agents at a time using these simple dormitories. Each room contains a bunk bed and private chest for storing personal items.

LOCAL CONTACTS

As the PCs explore Nantambu, they are likely to speak with a number of the local inhabitants as well as those visiting the city from elsewhere to trade their wares. Below are several sample NPCs that can be used to provide information to the PCs and add depth to the setting.

Baolo Aberash (NG male Bonuwat male expert 3): Wearing a bright green and yellow vest and baggy tan pantaloons, Baolo hails from a small village a day's travel south along the Vanji River. Baolo is an expert fisherman and is in town to sell his recent catch of butterflyfish and purchase fruit and several new garments for his family.

Hadzi Kahina (CG male Zenj shaman^{ACG} 4): Hadzi operates a small booth in the city's western markets. A native of Nantambu, he earns his living reading the palms of travelers passing through the city. Hadzi keeps his information as general as possible, but often strikes a specific chord with those whose fortunes he tells.

Ntisi Nomusa (NG female Zenj warrior 5): Ntisi is a proud warrior for a village found deep in the jungles to the north. She came to Nantambu 3 days ago to sell the hide of a rare white lion she slew. She is an excellent resource for learning of the jungle's dangers should any traveler be so bold to venture beyond the safety of the city.

Marra Gavix (CN female Taldan bard 2): A former Chelish slave, Marra escaped her captors and fled south. She eventually ended up in Nantambu after several years of travel and now makes a respectable living as a street performer, providing entertainment to those shopping in the markets.

Marthalius Crispin (N male Chelaxian expert 4): Crispin, who goes by the nickname Marti, owns and operates a local bar, the Sodden Fish. Hailing from the Sodden Lands, Marti keeps his ear to the ground and the Chelish wine flowing. Nearly any piece of information can be acquired at the Sodden Fish—for a price of course.

A13. Privy

The privy of the Nantambu lodge earns much talk from agents travelling through the area for its solid ivory construction.

A14. Stables

The lodge's stables, though currently empty, show signs of recent occupation, with the courtyard beyond its gates covered with month-old hoof prints and wagon ruts. Pathfinders are expected to leave Large or larger companion creatures here during their stay.

A15. Vault

The lodge's vault is accessible only through a secret door hidden behind one of the many bookshelves in the

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CREATIVE PLAYERS

Players should be encouraged to come up with their own creative methods for achieving the Society's goals in Nantambu. It's important to foster these ideas, but not let the players completely nullify the design intent of the scenario. Use the example encounters and situations provided in the scenario to adjudicate how a player's idea would unfold and adjust the remainder of the scenario accordingly, keeping in mind the enjoyment of everyone at the table. Do not let a small group of players hijack the investigation at the expense of others' involvement.

library (area **A5**). Lined with stone shelves and a small stone table, the vault is home to the lodge's most precious treasures. The copy of *A Thread of Silver* lies open on the table. Several other relics line the shelves, including old tablets, pottery and woodcarvings. None of these items are magical, though they're worth anywhere from several hundred to several thousand gold pieces each.

Treasure: The most valuable and useful piece of treasure in the room is the copy of *A Thread of Silver* which lies at the center of the PCs' mission. Rules for reading the guide and gaining mechanical benefits as a result of the knowledge contained within can be found on pages 14–15 of *Pathfinder Player Companion: Dungeoneer's Handbook*.

Those without access to these rules may spend 1 hour reading the book in the lodge and attempt a DC 25 Knowledge (engineering) check at the completion of the reading. If successful, the PC gains one of the three listed skill bonuses in the book's stat block for the remainder of the scenario. A character may benefit from only one such bonus at a time. Those PCs who make a copy of the book (thereby purchasing it from the scenario's Chronicle sheet), must use the standard dungeon guide rules found in *Dungeoneer's Handbook* when using the book in the future.

A THREAD OF SILVER

PRICE 6,700 GP

ACCURACY +7

ASSOCIATED SKILL Knowledge (engineering) (DC 25)

This thick leather-bound book was stolen from the Technic League by unknown hands, and it describes one of the earliest surveys of the Silver Mount of Numeria and nearby ruins. The League's assassins brutally hunt down anyone with a copy.

SKILL BONUSES

- Disable clockwork trap (Disable Device +2)
- Evaluate Numerian relic (Appraise +4)
- Identify construct creature (Knowledge [arcana] +4)

B. GAINING LEVERAGE

The PCs may choose socially focused options to avert the threat posed by the Technic League's presence in Nantambu. Below are a few opportunities the PCs might pursue.

B1. Whispers in the Wind

The PCs could decide to start a whispering campaign and redirect any investigation of the sale or acquisition of *A Thread of Silver* away from the Society. The PCs can spend 1 hour attempting to plant the seeds of a vicious (and certainly deadly) rumor designed to obscure the truth behind the book's location. The base DC for this Bluff check starts at DC 25. Allow each PC participating a chance to aid this check. An especially creative or detailed lie can reduce this DC by as much as 5. Success means the Technic League must devote additional resources and time to investigate the rumor. If the Bluff check is successful, increase the time it takes for encounter **F** to occur by 2 hours and reduce the number of Technic League Mercenaries by one.

The PCs can spend additional time further establishing their misinformation or concocting new seeds of untruth. They can spend up to 2 additional hours spreading their lies, each successful hour granting an additional 2 hour delay for encounter **F**. Each additional attempt increases the DC required for success by 10. Additional successes do not further reduce the number of Technic League Mercenaries in encounter **F**.

B2. Acquiring Aid

Aya has several contacts in the city that may aid the PCs' efforts. Travelling to and meeting with these contacts takes an hour each, but if the party splits up, they can talk to several of them simultaneously.

Bunda Malinzi (NG female Zenj alchemist 4, specializes in herbal remedies): If the PCs succeed at a DC 15 Diplomacy skill check, Bunda offers to sell any single alchemical item in her possession for half price. PCs can choose any single item from the Alchemical Remedies, Alchemical Tools and Alchemical Weapons sections of *Pathfinder RPG Ultimate Equipment* and purchase it for half price.

Takna Hunzu (N male Zenj expert 2, florist): If the PCs succeed on a DC 22 Diplomacy skill check when speaking with Takna, the DC to spread rumors throughout the city (see encounter **B1**) is reduced by 5. Each PC who buys a bouquet of flowers for 3 gp (maximum 1 per PC) reduces the Diplomacy check DC to convince Takna to help by 2.

Utuma Zbembe (LN female Bonuwat expert 5, purveyor of the fantastic): If the PCs succeed at a DC 22 Diplomacy check when consulting Utuma, they learn of an additional rumor regarding the location of either Arvellos Rand or Sal Durivan (see Section **D**). This reduces the time required to find one of these men by 1 hour (though each still requires a minimum of 1 hour to find). This check

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may be attempted twice, once for each missing person, the second of which has a heightened DC of 27.

Faction Notes: These contacts later discuss their impressions of the PCs with Aya, who uses the information to judge whether she would like to collaborate with the Exchange faction. If the PCs succeed on at least half of the Diplomacy checks above that they attempt (minimum 1), they make a good impression and contribute to the faction's goals.

C. FINDING ARVELLOS (CR 8 OR CR 11)

The PCs can attempt to find field agent Arvellos Rand by canvassing the streets of Nantambu and following the rumors that catch their ears. One such rumor, which they can gather with a successful DC 15 Diplomacy check, refers to a heavily tattooed Kellid man—a sort of person rarely seen in these parts—dressed in clothes that seemed to be made of solid oil and glass. A successful DC 16 Knowledge (local or arcana) check hints that such a man could belong to the Technic League, and be dressed in some of the alien attire their assassins and spellcasters tend to wear.

As the PCs might fear, Arvellos has been captured by the Technic League. Locating the secret warehouse where he's being interrogated requires a DC 23 Diplomacy check to gather information (or DC 26 in Subtier 8-9) and takes 1d4+1 hours. Pathfinders can reduce this DC by 1 for every 50 gp spent, up to 200 gp per PC. Exceeding the DC by 5 or more reduces the time to find the warehouse by 1 hour. If the PCs fail in their attempt to gather information, they can attempt to do so again by spending an additional 1d2 hours each time using the same skill checks.

The warehouse sits on the far southwestern outskirts of town along a secluded canal. Its solid 20-foot-high walls contain a few dirt-stained windows facing the eastern waterfront. The exterior doors of the warehouse are locked with average strength padlocks, and the door nearest the docks is trapped.

The warehouse interior contains dozens of boxes and crates, some stacked as high as 15 feet off the floor. A balcony along the south interior wall provides a space for the Technic League members to work and plan their activities in Nantambu.

Creatures: A Numerian gearsman robot stands guard at the western door. Succeeding at a DC 25 Perception check allows a PC to hear the whirring of gears through the solid wood door. In Subtier 8-9, an additional gearsman stands ready in the center of the warehouse. Both gearsmen are advanced models, outfitted with force fields.

A Technic League initiate pores over the scouting reports gathered by her allies, high on the southern balcony. Zentyr, a Technic League interrogator (and the tattooed Kellid whose description led the PCs here) is working on his latest assignment: the Pathfinder field agent Arvellos Rand. Rand sits bound to a chair in the

middle of the warehouse, feebly attempting to resist the interrogators' questioning techniques.

Trap: The northeastern door, nearest to the docks, is trapped by an *alarm* spell set to release an audible alarm should anyone attempt to break in.

All Subtiers

ARVELLOS RAND

CR 6

N male freelance thief (*Pathfinder RPG NPC Codex* 147)

hp 42 (currently 7)

ALARM TRAP

CR 2

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger proximity (*alarm*); Reset none

Effect spell effect (audible *alarm*)

Subtier 5-6 (CR 8)

TECHNIC LEAGUE INITIATE

CR 5

NE female storm sorcerer (*Pathfinder RPG NPC Codex* 163)

hp 35

TACTICS

During Combat If given time, the initiate casts defensive spells until such time she feels she must engage the PCs. During the fight she uses her arcane abilities to both damage the PCs and give the interrogator alchemist an advantage.

Morale As long as Zentyr remains alive, the initiate continues to fight. Once the Kellid falls in battle, the initiate attempts to flee and warn the rest of the Technic League in Nantambu.

GEARSMAN ROBOT

CR 4

Pathfinder Campaign Setting: Inner Sea Bestiary 44

N Medium construct (robot)

Init +1; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 42 (4d10+20)

Fort +1, Ref +2, Will +2

Defensive Abilities hardness 10; Immune construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee slam +9 (1d4+7) or mwk spear +10 (1d8+5/x3 plus 1d6 electricity)

Ranged mwk spear +6 (1d8+6/x3)

STATISTICS

Str 20, Dex 13, Con —, Int 10, Wis 13, Cha 1

Base Atk +4; CMB +9; CMD 20

Feats Combat Reflexes, Power Attack

Skills Craft (alchemy) +8, Disable Device +8, Perception +8, Profession (guard) +7, Sense Motive +8

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ROBOT SUBTYPE

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

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

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

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

Languages Common, Hallit

SQ adaptive learning, charge weapon, self-repair

SPECIAL ABILITIES

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

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

Self-Repair (Ex) A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals the maximum amount: 24 points of damage.

ZENTYR

CR 6

Male human alchemist (vivisectionist) 7 (*Pathfinder RPG*)

Advanced Player's Guide 27, *Pathfinder RPG Ultimate Magic* 20)

LE Medium humanoid (human)

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

DEFENSE

AC 22, touch 16, flat-footed 16 (+4 armor, +5 Dex, +1 dodge, +2 natural)

hp 56 (7d8+21)

Fort +8, **Ref** +12, **Will** +2; +4 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk dagger +11 (1d4+1/19–20), mwk dagger +11 (1d4/19–20)

Ranged mwk dagger +13 (1d4+1/19–20)

Special Attacks sneak attack +4d6

Alchemist Extracts Prepared (CL 7th)

3rd—bottled gelatinous cube

2nd—*bull's strength*, *invisibility*, *touch injection*^{uc}

1st—*cure light wounds*, *disguise self*, *illusion of calm*^{uc} (DC 12), *shield*, *true strike*

TACTICS

Before Combat Zentyr is busy questioning Rand, trying his best to extract every ounce of information. Unless the *alarm* is sounded, he is unprepared for the combat.

During Combat Zentyr moves into the shadows or uses his *invisibility* extract before distracting the PCs with a bottled gelatinous cube (*Pathfinder RPG Bestiary* 138). He then drinks his mutagen (already applied to his statistics). He emerges from hiding and applies his best poisons to his blades before placing them in the back of a hapless PC.

Morale Unafraid of failure, Zentyr fights to the death.

Base Statistics Without his mutagen, Zentyr's statistics are **AC**

18, touch 14, flat-footed 14; **Ref** +10, **Will** +3; **Melee** mwk dagger +9 (1d4+1/19–20), mwk dagger +9 (1d4/19–20);

Ranged mwk dagger +11 (1d4+1/19–20); **Dex** 18, **Wis** 10;

CMD 21; **Skills** Perception +7, Profession (interrogator) +10, Sleight of Hand +8, Stealth +12, Survival +4.

STATISTICS

Str 12, **Dex** 22, **Con** 14, **Int** 13, **Wis** 8, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 23

Feats Brew Potion, Dodge, Quick Draw, Throw Anything, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Craft (alchemy) +11, Intimidate +5, Knowledge (arcana) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +6, Profession (interrogator) +9, Sleight of Hand +10, Spellcraft +8, Stealth +14, Survival +3

Languages Common, Hallit, Polyglot

SQ alchemy (alchemy crafting +7, identify potions), cruel anatomist, mutagen (+4/–2, +2 natural, 70 minutes), discoveries (bottled ooze^{um}, concentrate poison, preserve organs^{um}), poison use, swift alchemy, swift poisoning, torturer's eye, torturous transformation

Combat Gear *oil of magic weapon*, *potion of cure moderate wounds*, *potion of displacement*, concentrated blue whinnis (1 dose), concentrated purple worm poison (1 dose), malyass root paste (2 doses), bloodroot (4 doses); **Other Gear** +1 studded leather, mwk daggers (2), *cloak of resistance* +1,

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alchemy kit, formulae book (contains all prepared extracts as well as: 1st—*ant haul*^{APG}, *comprehend languages*, *crafter's fortune*^{APG}, *deathwatch*, *detect secret doors*, *expeditious retreat*, *jump*, *negate aroma*^{APG}; 2nd—*alchemical allocation*^{APG}, *anthropomorphic animal*^{UM}, *barkskin*, *blood transcription*^{UM}, *false life*, see *invisibility*; 3rd—*fly*, *haste*, *seek thoughts*^{APG}), 401 gp

Subtier 8–9 (CR 11)

TECHNIC LEAGUE INITIATE

CR 7

NE female trickster gnome (*Pathfinder RPG NPC Codex* 165)

hp 46

TACTICS

During Combat If given time, the initiate casts defensive spells until such time she feels she must engage the PCs. During the fight she uses her arcane abilities to both damage the PCs and give the interrogator alchemist an advantage.

Morale As long as Zentyr remains alive, the initiate continues to fight. Once the Kellid falls in battle, the initiate attempts to flee and warn the rest of the Technic League in Nantambu.

ADVANCED GEARSMEN ROBOTS (2)

CR 5

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

hp 67 each (includes 25 hp force field)

SPECIAL ABILITIES

Force Field (Ex) A force field sheathes the gearsmen in a thin layer of shimmering energy that grants 25 bonus hit points. All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once the force field's hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

ZENTYR

CR 9

Male human alchemist (vivisectionist) 10 (*Pathfinder RPG Advanced Player's Guide* 27, *Pathfinder RPG Ultimate Magic* 20)

LE Medium humanoid (human)

Init +6; **Senses** Perception +12

DEFENSE

AC 22, touch 16, flat-footed 16 (+4 armor, +5 Dex, +1 dodge, +2 natural)

hp 88 (10d8+40)

Fort +11, **Ref** +14, **Will** +3

Immune poison

OFFENSE

Speed 30 ft.

Melee +1 dagger +13/+8 (1d4+2/19–20), mwk dagger +13/+8 (1d4/19–20)

Ranged +1 dagger +15 (1d4+2/19–20)

SCALING ENCOUNTER C

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

Subtier 5–6: Remove the Technic League Initiate.

Subtier 8–9: Remove the second advanced gearsman robot guardian.

Special Attacks sneak attack +5d6

Alchemist Extracts Prepared (CL 10th)

4th—*greater invisibility*

3rd—*bottled gelatinous cube*, *fly*, *seek thoughts*^{APG} (DC 15)

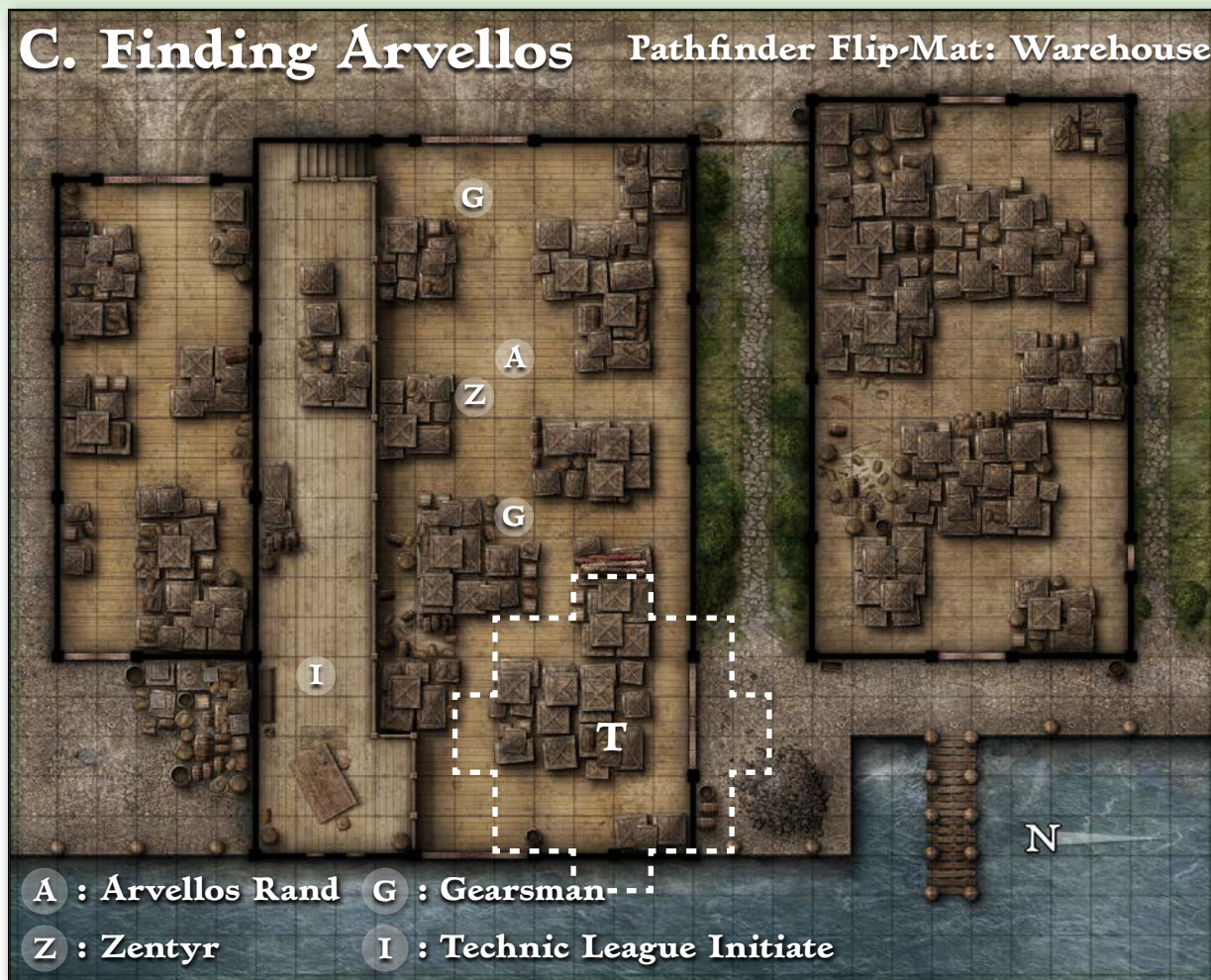
2nd—*barkskin*, *blood transcription*^{UM}, *bull's strength*, *invisibility*, *touch injection*^{UC}

1st—*comprehend languages*, *cure light wounds*, *disguise self*, *illusion of calm*^{UC} (DC 13), *shield*, *true strike*



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C. Finding Arvellos Pathfinder Flip-Mat: Warehouse



TACTICS

Before Combat Zentyr is busy questioning Rand, trying his best to extract every ounce of information. Unless the *alarm* is sounded, he is unprepared for the combat.

During Combat Zentyr moves into the shadows or uses his *greater invisibility* extract before distracting the PCs with a bottled gelatinous cube (*Pathfinder RPG Bestiary* 138). He then drinks his mutagen (already applied to his statistics). He emerges from hiding and applies his best poisons to his blades before placing them in the back of a hapless PC.

Morale Unafraid of failure, Zentyr fights to the death.

Base Statistics Without his mutagen, Zentyr's statistics are

AC 18, touch 14, flat-footed 14; **Ref** +12, **Will** +4; **Melee** +1 dagger +11/+6 (1d4+1/19–20), mwk dagger +11/+6 (1d4/19–20); **Ranged** +1 dagger +13 (1d4+1/19–20); **Dex** 18, **Wis** 10; **CMD** 23; **Skills** Fly +8, Perception +13, Profession (interrogator) +11, Sleight of Hand +8, Stealth +15, Survival +4.

STATISTICS

Str 12, **Dex** 22, **Con** 16, **Int** 14, **Wis** 8, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 25

Feats Brew Potion, Dodge, Improved Two-Weapon Fighting,

Quick Draw, Throw Anything, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Craft (alchemy) +15, Fly +10, Intimidate +9, Knowledge (arcana) +9, Knowledge (local) +3, Knowledge (nature) +11, Perception +12, Profession (interrogator) +12, Sleight of Hand +10, Spellcraft +11, Stealth +17, Survival +3

Languages Common, Polyglot, Hallit

SQ alchemy (alchemy crafting +10, identify potions), cruel anatomist, discoveries (combine extracts, concentrate poison, sticky poison [2 strikes], bottled ooze^{UM}, preserve organs^{UM}), mutagen (+4/–2, +2 natural, 100 minutes), poison use, swift alchemy, swift poisoning, torturer's eye, tortuous transformation

Combat Gear *potion of cure moderate wounds*, concentrated blue whinnis (1 dose), concentrated purple worm poison (1 dose), malyass root paste (2 doses), bloodroot (4 doses); **Other Gear** +1 studded leather, +1 dagger, mwk dagger, *aegis of recovery*, *belt of mighty constitution* +2, *cloak of resistance* +1, alchemy kit, formulae book (contains all prepared extracts as well as: 1st—*ant haul*^{APG}, *crafters fortune*^{APG}, *deathwatch*, *detect secret doors*, *expeditious retreat*, *jump*, *negate aroma*^{APG}; 2nd—*alchemical*

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allocation^{APG}, *anthropomorphic animal*^{UM}, *false life*, see *invisibility*; 3rd—*awaken*, *baleful polymorph*, *haste*; 4th—*discern lies*), 451 gp

Treasure: The upper balcony contains several maps, lists of names, and reports from an ongoing investigation. One of the lists is likely to attract the PCs' attention (see **Player Handout 1**). On a shelf on the second story balcony, the PCs also find a pair of technological marvels: pharmaceuticals called hype and cureall. Each contains a single dose and requires a standard action to consume. Statistics for these items appear in the appendix on page 27.

Development: If the Technic League Initiate is allowed to escape, she immediately locates the Technic League lieutenant and informs him of the situation. The PCs then have only 2 hours before the League makes the connections and the final encounter begins.

If Arvellos Rand survives the ordeal, he thanks the PCs profusely and offers any assistance he can provide. He tells the PCs the following.

"I bought the book from a travelling Varisian bookseller in Eleder by the name of Sal Durivan—a guy who had no clue how much it was really worth. He said he was also on his way north to Nantambu, and I figured it'd be better for me to deliver the book here rather than risk someone here recognizing its worth before I could secure its safekeeping. Come to think of it, I haven't seen Sal around town. I wonder if he ever made it, or if the Technic League got to him before they caught me."

Beyond this information Rand has little else to offer.

Faction Notes: Grand Lodge faction PCs should be interested in ensuring Arvellos Rand survives the encounter. Doing so contributes to the faction's ongoing goals in the region.

Rewards: If the PCs fail to defeat the Technic League agents and discover the pharmaceuticals in the second story balcony, reduce each PC's gold earned as follows.

Subtier 5–6: 850 gp.

Out of Subtier: 1,325 gp.

Subtier 8–9: 1,800 gp.

D. THE COPPER BUFFALO (CR 7 OR CR 10)

If the PCs choose to search for the man who sold Arvellos Rand the copy of *A Thread of Silver*, they may acquire his name a couple of ways. The easiest way is to ask Arvellos himself, however, the PCs can also spend 1d3+1 hours using Diplomacy to gather information. A successful DC 20 Diplomacy check is sufficient to learn about a Sczarni man by the name of Sal Durivan who was seen peddling books from a rickety cart about a week ago. A PC who

beats the Diplomacy DC by 10 or more reduces the time necessary to find this information by 1 hour (minimum 1 hour). Additionally, the PCs learn that the man was spotted this morning entering the Copper Buffalo, a bar located on the city's south side.

The Copper Buffalo would normally be open for business, however, when the PCs arrive the building's windows are shuttered and the sign on the door reads "closed for business." If the PCs ask around the streets for any information, passersby shrug and suggest perhaps the barkeep is ill.

Creatures: Three Technic League mercenaries are keeping the Buffalo shut down while they interrogate their target. One of the guards has Sal Durivan in the corner of the establishment, pressing him to answer dangerous questions. A quiet oread with veins of the skymetal adamantine marbled through his rocky flesh sits in the corner of the bar, watching the scene unfold. This is Thurlok, an inquisitor of Nethys and ally of the Technic League. He works with the Technic League to recover stolen technology in exchange for access to their arcane knowledge—especially that regarding the rare skymetals to which he believes he has a personal connection.

Subtier 5–6 (CR 7)

TECHNIC LEAGUE MERCENARIES (3)	CR 3
Human fighter 4	
NE Medium humanoid (human)	
Init +2; Senses Perception –1	
DEFENSE	
AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)	
hp 38 each (4d10+12)	
Fort +7, Ref +4, Will +1 (+1 vs. fear)	
Defensive Abilities bravery +1	
OFFENSE	
Speed 30 ft.	
Melee mwk flail +8 (1d8+3) or mwk guisarme +8 (2d4+4/×3)	
Ranged composite longbow +6 (1d8+3/×3)	
TACTICS	
Before Combat The Technic League mercenaries have their weapons drawn and threaten anyone who interferes with their business.	
During Combat The guards swarm their targets and attempt to make use of their teamwork feats.	
Morale Unless directed differently by their oread leader, the guards continue to fight until incapacitated.	
STATISTICS	
Str 16, Dex 14, Con 14, Int 13, Wis 8, Cha 10	
Base Atk +4; CMB +9 (+11 trip); CMD 21 (23 vs. trip)	
Feats Combat Expertise, Combat Reflexes, Coordinated Maneuvers ^{APG} , Improved Trip, Paired Opportunists ^{APG} , Tandem Trip ^{UC}	

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SCALING ENCOUNTER D

To accommodate parties of four PCs, remove one Technic League Mercenary in both subtiers.

Skills Bluff +1, Intimidate +7, Knowledge (arcana) +5, Knowledge (engineering) +8, Sense Motive +2

Languages Common, Polyglot

SQ armor training 1

Combat Gear *potion of cure light wounds*, *potion of feather step*^{APG}, alchemist's fire (2); **Other Gear** breastplate, mwk flail, mwk guisarme, composite longbow (+3 Strength) with 20 arrows, *cloak of resistance* +1, antitoxin, 17 gp

THURLOK

CR 4

Male oread inquisitor of Nethys 5 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Advanced Race Guide* 144)
NE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

hp 36 (5d8+10)

Fort +5, **Ref** +3, **Will** +8

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +6 (1d6+3) or
dagger +5 (1d4+2/19–20)

Ranged shortbow +5 (1d6/×3)

Special Attacks bane (5 rounds/day), treacherous earth^{ARG}

Inquisitor Spell-Like Abilities (CL 5th; concentration +9)

At will—*detect alignment*

5 rounds/day—*discern lies*

Inquisitor Spells Known (CL 5th; concentration +3)

2nd (3/day)—*blistering invective*^{UC} (DC 16), *confess*^{APG} (DC 16),
see invisibility

1st (5/day)—*divine favor*, *interrogation*^{UM} (DC 15), *shield of faith*, *tireless pursuit*^{APG}

0 (at will)—*bleed* (DC 14), *brand*^{APG} (DC 14), *detect magic*,
detect poison, *guidance*, *read magic*

Domain Conversion inquisition^{UM}

TACTICS

Before Combat Thurlok rests comfortably in his chair with his feet up on the table. He waits to enter combat until it seems most advantageous. He casts *shield of faith* before entering combat, then drinks his *potion of blur*.

During Combat Once in combat, Thurlok makes liberal use of his bane special ability to smite his foes.

Morale The oread recognizes a lost cause and attempts to flee if he is reduced to fewer than 10 hit points.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 17

Feats Escape Route^{UC}, Power Attack, Skill Focus (Intimidate), Skill Focus (Perception)

Skills Bluff +8, Diplomacy +12, Intimidate +17, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (local) +1, Perception +15, Sense Motive +6, Spellcraft +5, Stealth +7, Survival +8

Languages Common, Terran

SQ charm of wisdom, cunning initiative, granite skin^{ARG}, judgment 2/day, monster lore +4, solo tactics, stern gaze, track +2

Combat Gear *potion of blur*, *potion of cure moderate wounds*, *potion of invisibility*, *scroll of delay poison*, *scroll of disguise self*, *scroll of heroism*, *wand of remove fear* (7 charges); **Other Gear** +1 *chain shirt*, mwk quarterstaff, dagger, shortbow with 20 arrows, 4 gp

Subtier 8–9 (CR 10)

TECHNIC LEAGUE MERCENARIES (3)

CR 6

Human fighter 7

NE Medium humanoid (human)

Init +2; **Senses** Perception –1

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 71 each (7d10+28)

Fort +8, **Ref** +5, **Will** +2 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *flail* +12/+7 (1d8+5) or

mwk guisarme +11/+6 (2d4+4/×3)

Ranged composite longbow +9/+4 (1d8+3/×3)

Special Attacks weapon training (flails +1)

TACTICS

Before Combat The Technic League mercenaries have their weapons drawn and threaten anyone who interferes with their business.

During Combat The guards swarm their targets and attempt to make use of their teamwork feats.

Morale Unless directed differently by their oread leader, the guards continue to fight until incapacitated.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +14 (+18 trip); **CMD** 26 (28 vs. trip)

Feats Combat Expertise, Combat Reflexes, Coordinated Maneuvers^{APG}, Greater Trip, Improved Trip, Outflank^{APG}, Paired Opportunists^{APG}, Tandem Trip^{UC}, Toughness

Skills Bluff +1, Intimidate +10, Knowledge (arcana) +8, Knowledge (engineering) +11, Knowledge (local) +2, Sense Motive +4

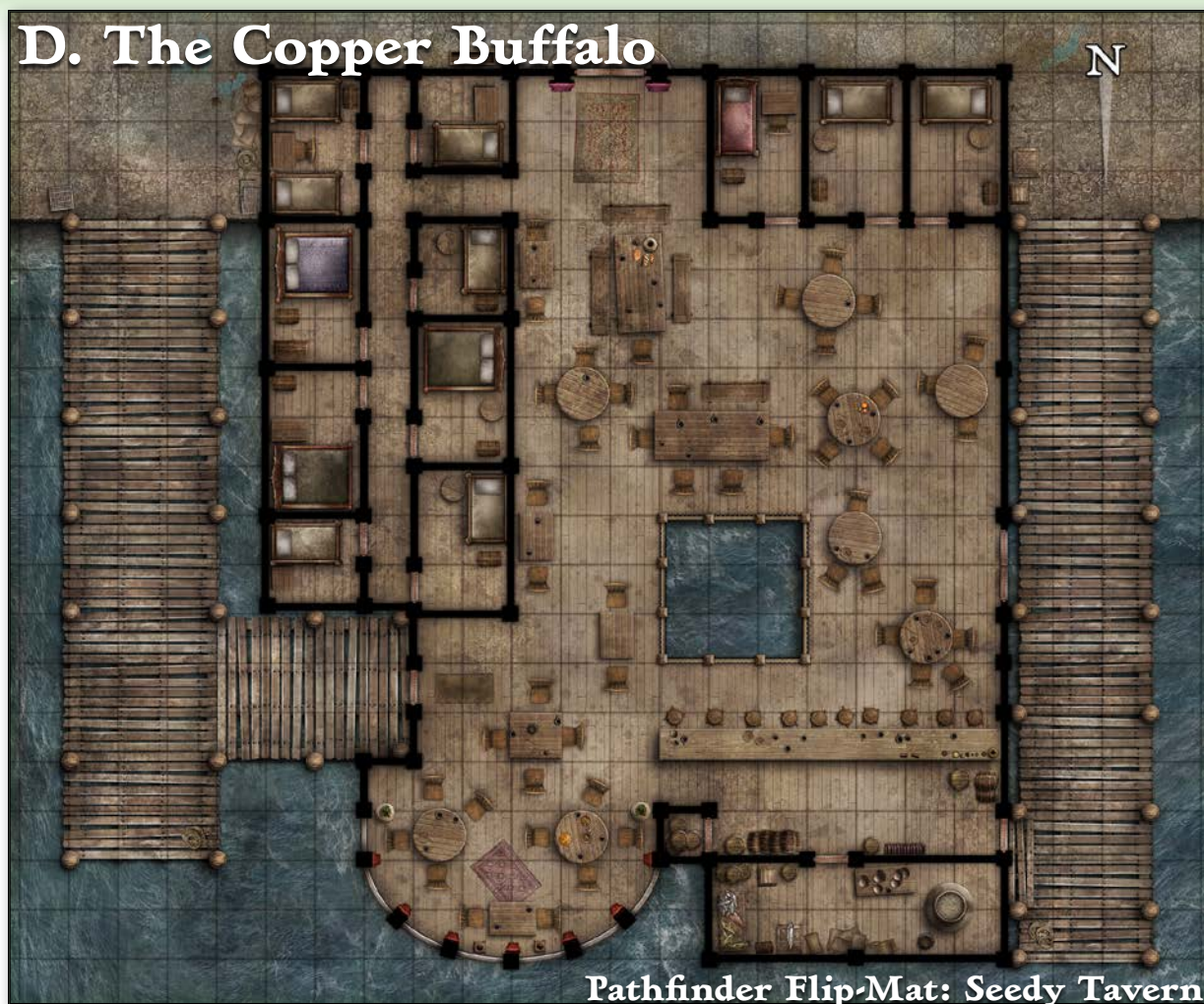
Languages Common, Polyglot

SQ armor training 2

Combat Gear *potion of cure moderate wounds*, *potion of*

THE TECHNIC SIEGE

D. The Copper Buffalo



Pathfinder Flip-Mat: Seedy Tavern

enlarge person, *potion of vanish*, *potion of feather step*^{APG}, alchemist's fire; **Other Gear** +1 breastplate, +1 flail, mwk guisarme, composite longbow (+3 Strength) with 20 arrows, *cloak of resistance* +1, antitoxin, 12 gp

THURLOK

CR 7

Oread inquisitor of Nethys 8 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Advanced Race Guide* 144)

NE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

hp 55 (8d8+16) **Fort** +7, **Ref** +4, **Will** +10

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +11/+6 (1d6+6) or dagger +10/+5 (1d4+6/19-20)

Ranged shortbow +8/+3 (1d6/x3)

Special Attacks bane (8 rounds/day), swaying word^{UM} (1/day, DC 18), treacherous earth^{ARG}

Inquisitor Spell-Like Abilities (CL 8th; concentration +12)

At will—*detect alignment*

8 rounds/day—*discern lies*

Inquisitor Spells Known (CL 8th; concentration +6)

3rd (3/day)—*hunter's eye*^{APG}, *invisibility purge*, *locate object*

2nd (5/day)—*blistering invective*^{UC} (DC 16), *castigate*^{APG} (DC 16), *confess*^{APG} (DC 16), *silence* (DC 16)

1st (5/day)—*divine favor*, *interrogation*^{UM} (DC 15), *shield of faith*, *tireless pursuit*^{APG}, *true strike*

0 (at will)—*bleed* (DC 14), *brand*^{APG} (DC 14), *detect magic*, *detect poison*, *guidance*, *read magic*

Domain Conversion inquisition^{UM}

TACTICS

Before Combat Thurllok rests comfortably in his chair with his feet up on the table. He waits to enter combat until it seems most advantageous. He casts *shield of faith* and *bear's endurance* before entering combat, then drinks his *potion of invisibility*.

During Combat Once in combat, Thurllok makes liberal use of his bane special ability to smite his foes.

Morale The oread recognizes a lost cause and attempts to flee if he is reduced to fewer than 20 hit points.

STATISTICS

PATHFINDER SOCIETY SCENARIO

E1. The Zenj Jewel



Pathfinder Map Pack: Shops

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18, **Cha** 6

Base Atk +6; **CMB** +10; **CMD** 22

Feats Nimble Moves, Power Attack, Skill Focus (Intimidate), Skill Focus (Perception), Escape Route^{UC}, Precise Strike^{APG}

Skills Bluff +12, Diplomacy +12, Intimidate +22, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (local) +3, Perception +15, Sense Motive +8, Spellcraft +5, Stealth +9, Survival +15

Languages Common, Terran

SQ granite skin^{ARG}, cunning initiative, judgment 3/day, monster lore +4, solo tactics, stern gaze, track +4

Combat Gear *potion of cure moderate wounds*, *potion of displacement*, *potion of invisibility*, *scroll of bear's endurance*, *scroll of delay poison*, *scroll of disguise self*, *wand of remove fear* (7 charges); **Other Gear** +1 chain shirt, mwk quarterstaff, dagger, shortbow with 20 arrows, belt of giant strength +2, 129 gp

Development: Sal thanks the PCs and, should they ask, he confirms that he is the one who sold the book to Arvellos. He prefers not to say where he originally acquired the book, as he fears the PCs might frown on his taking the book from what he believed to be a dead pilgrim. He regrettably informs the PCs that he already told these men to whom he sold the book, that the buyer was a Pathfinder Society agent, and that Arvellos is staying at Sharrowsmith's Exports. If any of the guards or their oread leader is able

to flee (or if the PCs do not attempt to locate Sal and avoid this encounter altogether), they immediately report this information to the Technic League operatives and the final encounter begins 1 hour sooner.

Faction Notes: Although Sal is unwilling to disclose the book's origin, he is willing to divulge the names of a few of his other connections in the area. This information is of particular interest to members of the Exchange faction, which aims to develop its presence in the Mwangi Expanse. Sal doesn't give up this information easily—at least not to strangers. An Exchange faction PC who succeeds at a DC 20 Bluff, Diplomacy, or Intimidate check can convince him to share, and a PC who frames this request using Sczarni reasoning or terminology (e.g. “family” values and “cousins” watching out for one another) gains a +2 bonus on the check; the bonus increases to +5 if the PC has earned Chronicle sheets as a member of the former Sczarni faction. If convinced, Sal shrugs nonchalantly and makes a noncommittal observation about the weather or an equally innocuous topic. In doing so he is passing a hidden message directed at nobody in particular that invites the faction PC to meet Sal later; interpreting it correctly requires a successful DC 20 Sense Motive check with a similar bonus for former Sczarni membership. Sal has no interest in repeating himself or catering to thickheaded operatives, and he

THE TECHNIC SIEGE

gives up on the offer if the PC can't understand the message or fail to show up for the meeting later.

Rewards: If the PCs fail to defeat the mercenaries at the Copper Buffalo, reduce each PC's gold earned as follows.

Subtier 5–6: 850 gp.

Out of Subtier: 1,325 gp.

Subtier 8–9: 1,800 gp.

E. REACTIVATING THE DEFENSES

Through Aya's encouragement, the PCs might attempt to reactivate both of the Nantambu lodge's guardians (and possibly create their own in area **A2**). Each involves a minor encounter that requires the PCs to spend precious time tracking a specific item down and dealing with an obstructing situation in order to recover the necessary components.

E1. The Zenj Jewel (CR 7 or CR 10)

Aya informs the PCs that in order to reanimate the Zenj suit of armor in area **A5**, they must retrieve a black diamond harvested from mines beneath the Brazen Peaks. While exceedingly rare, Aya provides a small list of jewelers in the city for the PCs to check out. Tracking down and locating the only jeweler in the city who has such a gem takes 1d3 hours, but can be reduced by 1 hour with a successful DC 25 Diplomacy check made to gather information (DC 30 in Subtier 8–9), to further shorten the list of likely merchants.

The shop is a small clay brick building, one of the few in town with a permanent structure. From within come the sounds of a loud, one-sided discussion.

"You still owe 1,000 gold, Uzoma, you've had an extra week to pay up. Now where's the money?"

Creatures: Uzoma, a Nantambu native, turned to the local loan shark Tuma to purchase a cache of gems she couldn't have otherwise afforded. Unfortunately for Uzoma, she was unable to sell the merchandise before the terms of her loan came due. Now, several ruffians have come to collect on Uzoma's loan. Prior to the PCs' arrival, one of the ruffians questions Uzoma about her unpaid debt with his club draw, slowly tapping it against his open hand. Unless the PCs interfere, the ruffians smash several of the jewel cases and proclaim that they'll take the gems within as payment and interest. If the PCs attempt to intervene, the ruffians attempt to convince them that the situation is none of their business. If the PCs refuse to offer an acceptable solution and continue to press the ruffians, the thugs grab Uzoma and attempt to use her as a hostage while they leave the building. In Subtier 8–9, Tuma himself has come to the shop to collect the debt, and stands with

his face close to Uzoma's grinning wide enough to show all seven of his teeth and demanding that Uzoma pay her debt by sundown. If the PCs intervene, he is taken aback that foreigners would dare interfere with his legitimate business, and he threatens to report them.

All Subtiers

UZOMA

CR 1/3

Female apprentice jeweler (*Pathfinder RPG NPC Codex* 260)

hp 4

Subtier 5–6 (CR 7)

RUFFIANS (2)

CR 5

hp 45 each (*Pathfinder RPG NPC Codex* 258)

TACTICS

Morale Paid thugs, the ruffians are quick to surrender and do so if brought to fewer than 20 hit points. Unless other arrangements are made, however, the ruffians vow to return and collect their debt.

Subtier 8–9 (CR 10)

TUMA

CR 8

Male traitor (*Pathfinder RPG NPC Codex* 259)

hp 55

TACTICS

Morale Tuma has a long list of clients who owe him money and would prefer to live to see them pay. If reduced to fewer than 30 hit points, Tuma pleads for his life and agrees to whatever the PCs demand, knowing only that he needs to escape his current situation.

RUFFIANS (3)

CR 5

hp 45 each (*Pathfinder RPG NPC Codex* 258)

TACTICS

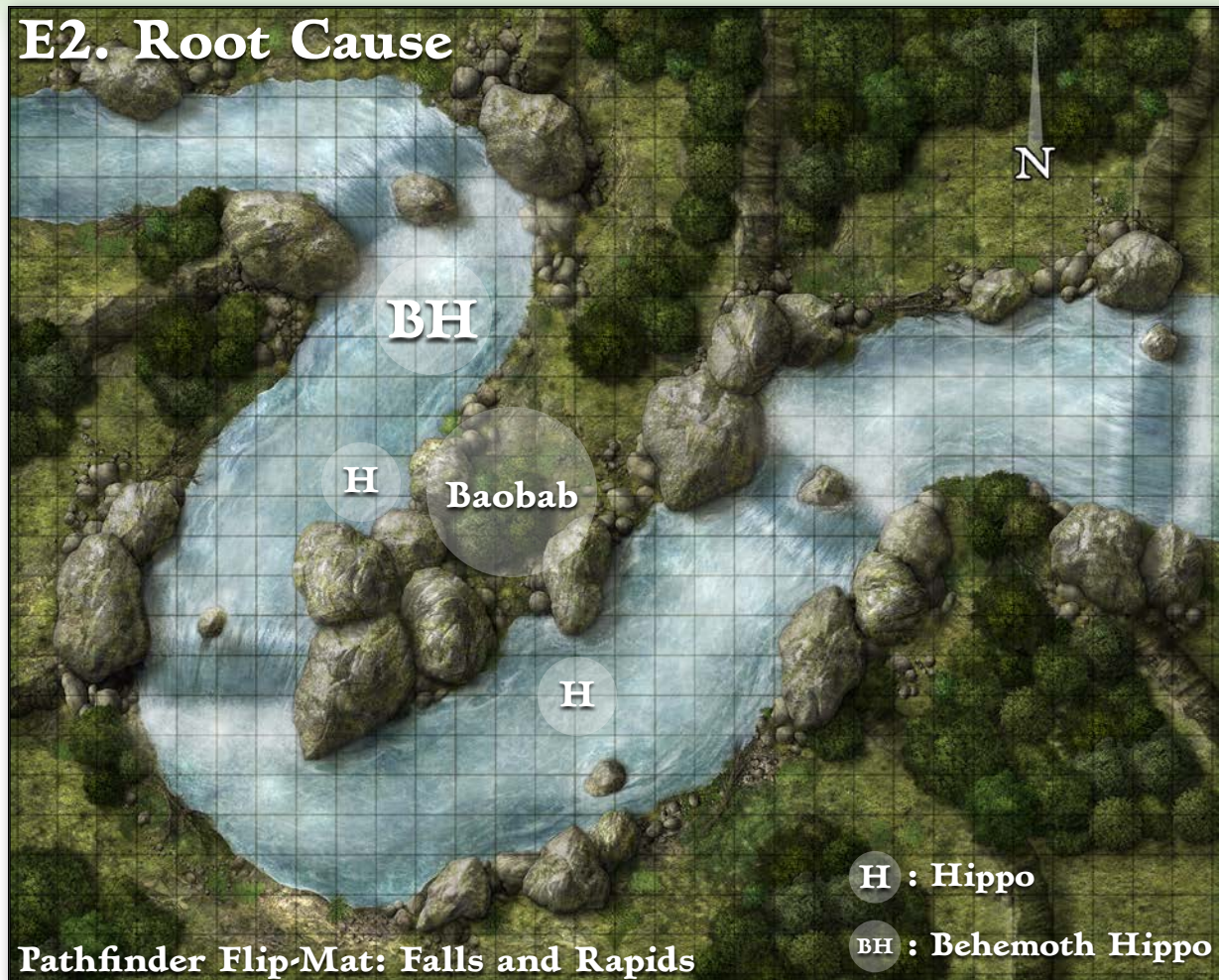
Morale The ruffians continue to fight as long as Tuma directs them to do so.

Development: If the PCs manage to secure Uzoma's debt by either paying it or convincing Tuma to forgive the loan, Uzoma shows her gratitude by providing the PCs with the black diamond they seek. A successful DC 15 Appraise check reveals the gem to be worth 500 gp. If the PCs choose not to interfere and let the events unfold, Uzoma apologizes for the scene and regrets to inform the PCs that the gem they are seeking was just taken as payment for her debts.

Faction Notes: Uzoma is a friend of Aya Allahe, and so long as the PCs assist her in erasing her debt, she voices her approval to Aya. This contributes to the Exchange faction's goals.

PATHFINDER SOCIETY SCENARIO

E2. Root Cause



E2. Root Cause (CR 7 or CR 10)

Aya's mention of the baobab root needed to reactive the wood golem in the secret foyer (area A6) might lead the PCs to head out into the jungle to find the rare plant.

A successful DC 15 Knowledge (nature) check suggests the general direction the party should head to find the plant. The excursion out and back takes at least 2d4 hours. A successful DC 20 Survival check reduces this time by 1 hour, while a successful DC 25 check or greater reduces the trip by 2 hours. Succeeding at a DC 20 Knowledge (nature) skill check can further reduce this time by an additional hour. The entire time required to retrieve the baobab root takes a minimum of 2 hours by foot through the thick jungle, regardless of skill checks.

Creatures: The clean waters of the Vanji tributary have attracted a mated pair of hippopotami who are busy enjoying a meal and cooling off from the harsh sun. In Subtier 8–9, the hippopotami are replaced by a single behemoth hippopotamus. In either subtier, however, the territorial animals attack the PCs as the Pathfinders approach the shore near the root they seek.

Subtier 5–6 (CR 7)

HIPPOPOTAMI (2) CR 5

hp 59 each (*Pathfinder RPG Bestiary 2* 157)

TACTICS

During Combat The hippopotami viciously defend their feeding ground and charge and trample any trespassers.

Morale If reduced to fewer than 25 hit points, the hippopotami attempt to flee.

Subtier 8–9 (CR 10)

BEHEMOTH HIPPOPOTAMUS CR 10

hp 133 (*Pathfinder RPG Bestiary 2* 157)

TACTICS

During Combat If threatened, the hippopotamus attempts to grab its victim and drag it beneath the water.

Morale If reduced to fewer than 65 hit points, the behemoth hippopotamus attempts to flee.

THE TECHNIC SIEGE

Development: Should the PCs make it past the hippopotamus threat, a successful DC 15 Knowledge (nature) or DC 20 Survival check is required to correctly harvest the plant's root. If the PCs fail, they can attempt to locate another plant by spending an additional 1d4 hours and making further Knowledge (nature) and Survival checks to reduce the time accordingly (to a minimum of 1 hour).

F. THE SIEGE (CR VARIES)

Regardless of the PCs' actions up to this point, the Technic League continues their investigation into who sold and purchased the copy of *A Thread of Silver*. Based on the PCs' actions or inactions, the amount of evidence supporting the theory that the book is at Sharrowsmith's Exports will vary. It is even possible that the Technic League has been stretched so thin and fooled so completely that they entirely eliminate Sharrowsmith's Exports and the Pathfinder Society from their list of suspects.

If the PCs successfully meet all of the following conditions, the evening passes without incident and the following day Aya picks up rumors that the Technic League has moved on, continuing their hunt for *A Thread of Silver* elsewhere. In order for this to occur, the PCs must have:

- Successfully planted three plausible rumors about who purchased the book, directing suspicion away from Sharrowsmith's Exports or the Pathfinder Society.
- Reached Arvellos Rand within 3 hours of arriving in Nantambu and prevented any Technic League agents from escaping the warehouse.
- Found Sal Durivan within 5 hours of arriving in Nantambu, and prevented any of the hired mercenaries from reporting back to the Technic League.
- Done nothing else to draw the Technic League's attention to the true location or owners of the book.

If all of these conditions are met, the PCs avoid the siege upon Sharrowsmith's Exports and are free to return the book safely to Absalom without incident.

Assuming the PCs have not avoided the suspicion of the Technic League, Thilza Ferall, the lieutenant in charge of the investigation launches a covert assault on Sharrowsmith's Exports. She pays a young street performer to attract the attention of everyone in the Grand Bazaar, tailoring her performance to draw out any possible resistance. She then leads a team through the southern exterior wall using *stone shape* to avoid any gates or doors that might be trapped.

The encounter assumes the PCs are either in the lodge or elsewhere in the city. If the PCs are not in the lodge or even in Nantambu when the attack takes place, they receive an urgent *sending* from Arvellos Rand or a Sharrowsmith's appraiser, warning that something suspicious is happening at Sharrowsmith's Exports and they should return immediately.

The PCs arrive to see Marra Gavix, a young Taldan woman (whom they might have met earlier—see the Local Contacts sidebar on page 11), dancing atop the fountain in the middle of area A1, singing a song that has drawn nearly everyone's attention.

At the end of a verse about the perils of stealing from those more powerful than oneself, either Arvellos Rand (if the PCs rescued him) or a Sharrowsmith's appraiser comes running out of the inner building to warn the PCs, "They're here! They've broken through the rear gate!"

Creatures: Several Technic League agents are leading an assault on Sharrowsmith's Exports. They start by breaching the southern exterior wall and entering the lodge through the kitchen. They split off into smaller groups to cover more ground quickly, tossing every room as they search for their stolen tome.

If the PCs allowed a Technic League agent to escape from encounter C, add one additional subtier-appropriate gearsman robot to the encounter. If the PCs let any of the hired mercenaries escape from encounter D, add one additional subtier-appropriate mercenary to the encounter.

Aya Allahe, unfortunately, is likely unaware of what is taking place at the lodge as she did not receive the sending while studying the Technic League in the Magaambya. As such, she is not present during the battle and does not arrive until after its conclusion.

All Subtiers

MARRA GAVIX

CR 1

Female street performer (*Pathfinder RPG NPC Codex* 26)

hp 14

Subtier 5–6 (CR Varies)

TECHNIC LEAGUE MERCENARIES (2)

CR 3

hp 38 each (use the statistics on page 17)

GEARSMAN ROBOT

CR 4

hp 42 (use the statistics on page 13)

MITHRINAR DREGGS

CR 5

Male human oracle 6 (*Pathfinder RPG Advanced Player's Guide* 42)

NE Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 23, touch 17, flat-footed 19 (+4 armor, +3 deflection, +4 Dex, +1 natural, +1 shield)

hp 48 (6d8+18)

Fort +3, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.

PATHFINDER SOCIETY SCENARIO

Melee mwk heavy mace +4 (1d8-1)

Ranged dagger +5 (1d4-1/19-20)

Oracle Spells Known (CL 6th; concentration +10)

3rd (4/day)—*cure serious wounds, locate object, speak with dead* (DC 17)

2nd (6/day)—*augury, cure moderate wounds, sound burst* (DC 16), *tongues*

1st (7/day)—*bless, comprehend languages, cure light wounds, identify, obscuring mist, shield of faith*

0 (at will)—*create water, detect magic, guidance, light, mending, read magic, stabilize*

Mystery lore

TACTICS

Before Combat Before starting the siege, the oracle casts *shield of faith* on himself, which has already been calculated into his statistics. He utilizes *locate object* to guide the Technic League agents through the lodge.

During Combat Mithrinar serves as support for the rest of the Technic League squad, using his *wands of stone shape* and *wand of detect secret doors* to help them search the Pathfinder lodge, providing healing as needed, and casting *bless* if he is accompanied by at least two other agents. He is singularly focused on reaching and destroying the copy of *A Thread of Silver*, and he presses ever forward, despite resistance, even abandoning his allies or using them as a diversion as he continues to seek out his target.

Morale Mithrinar knows the penalty for failing his Technic League masters is worse than death, and thus fights until utterly defeated.

Base Statistics Without the benefit of *shield of faith*, the oracle has the following statistics: **AC** 20, touch 14, flat-footed 16; **CMD** 14.

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 14, **Wis** 10, **Cha** 18

Base Atk +4; **CMB** +3; **CMD** 17 **Feats** Extra Revelation^{APG}, Improved Iron Will, Iron Will, Toughness

Skills Appraise +10, Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (engineering) +13, Knowledge (geography) +8, Knowledge (history) +13, Knowledge (local) +10, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +8, Sense Motive +4, Spellcraft +8

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Hallit, Ignan, Infernal, Terran

SQ oracle's curse (tongues [Terran]), revelations (brain drain, lore keeper, sidestep secret)

Combat Gear *potions of cure light wounds* (3), *potion of gaseous form*, *wand of detect secret doors* (14 charges), *wand of stone shape* (5 charges); **Other Gear** chain shirt, light wooden shield, mwk heavy mace, dagger, *amulet of natural armor* +1

THILZA FERALL

CR 8

Female human sorcerer 9

NE Medium humanoid (human)

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

DEFENSE

AC 21, touch 12, flat-footed 19 (+4 armor, +1 Dex, +1 dodge, +1 natural, +4 shield)

hp 70 (9d6+36)

Fort +7, **Ref** +6, **Will** +11

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4-1/19-20)

Ranged dagger +5 (1d4-1/19-20)

Special Attacks mind reader (2/day, DC 18)

Bloodline Spell-Like Abilities (CL 9th; concentration +13)

Constant—hide aura

2/day—mind reader

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day)—*detect scrying, lesser globe of invulnerability, mass reduce person* (DC 20)

3rd (7/day)—*blink, lightning bolt* (DC 17), *slow, suggestion* (DC 19)

2nd (7/day)—*alter self, blur, cat's grace, invisibility, knock*

1st (7/day)—*ant haul^{APG}, charm person, feather fall, mage armor, magic missile, shield* (DC 15)

0 (at will)—*arcane mark, bleed* (DC 14), *detect magic, detect poison, mage hand, mending, message, open/close, touch of fatigue* (DC 14)

Bloodline rakshasa^{UM}

TACTICS

Before Combat Prior to combat, Thilza casts *mage armor* and *shield* upon herself, and ensures her hide aura ability is active. These bonuses are already incorporated into her statistics.

During Combat Thilza attempts to disable any opposition using spells such as *slow* and *command*, and resorts to using *mass reduce person* against particularly resistant opposition.

Morale Failure to destroy the book is not an option. Thilza fights until the mission is complete and expects the same of all under her command.

Base Statistics When not benefiting from her *mage armor* and *shield* spells, Thilza has the following statistics: **AC** 13, touch 12, flat-footed 11.

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +4; **CMB** +3; **CMD** 15

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (transmutation), Iron Will, Spell Focus (transmutation), Toughness

Skills Bluff +13, Disguise +12, Fly +5, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (history) +1, Knowledge (planes) +1, Linguistics +2, Perception +4, Sense Motive +3, Spellcraft +5, Use Magic Device +8; **Racial Modifiers** +2 Disguise, +2 Sense Motive

THE TECHNIC SIEGE

Languages Androffan, Common, Terran, Hallit

SQ *bloodline* *arcana* (add half sorcerer level to the Spellcraft DC to identify spells you cast; if the check fails by 5 or more, you can choose what spell they think you're casting instead), *silver tongue* (7/day)

Combat Gear *potion of shield of faith* (CL 12th), *wand of stone shape* (5 charges); **Other Gear** *dagger*, *cloak of resistance* +2, mark I dermal plating, 323 gp

SPECIAL ABILITIES

Mark I Dermal Plating (Ex) Thilza has a cybernetic implant in her skin, which grants her a +1 enhancement bonus to natural armor. This is a non-magical effect that cannot be dispelled, though anything that prevents technology from working negates this cybertech's bonus as well. For more information on cybertech and dermal plating, see *Pathfinder Campaign Setting: Technology Guide*.

Subtier 8–9 (CR Varies)

TECHNIC LEAGUE MERCENARIES (3) CR 6

hp 71 each (use the statistics on page 18)

ADVANCED GEARSMAN ROBOT

CR 5

hp 67 (use the statistics on page 14)

MITHRINAR DREGGS

CR 5

hp 48 (use the statistics from Subtier 5–6)

THILZA FERALL

CR 10

Female human sorcerer 11

NE Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

AC 25, touch 16, flat-footed 23 (+4 armor, +4 deflection, +1 Dex, +1 dodge, +1 natural, +4 shield)

hp 96 (11d6+55)

Fort +10, **Ref** +6, **Will** +12

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4–1/19–20)

Ranged dagger +6 (1d4–1/19–20)

Bloodline Spell-Like Abilities (CL 11th; concentration +15)

Constant—hide aura

3/day—mind reader

Sorcerer Spells Known (CL 11th; concentration +15)

5th (4/day)—*baleful polymorph* (DC 21), *feeblemind* (DC 19), *prying eyes*

4th (7/day)—*black tentacles*, *detect scrying*, *lesser globe of invulnerability*, *mass reduce person* (DC 20)

3rd (7/day)—*blink*, *lightning bolt* (DC 17), *ray of exhaustion* (DC 17), *slow* (DC 19), *suggestion* (DC 17)

2nd (7/day)—*alter self*, *blur*, *cat's grace*, *invisibility*, *knock*, *resist energy*

1st (7/day)—*ant haul*^{APG}, *charm person* (DC 15), *feather fall*, *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *detect poison*, *mage hand*, *mending*, *message*, *open/close*, *touch of fatigue* (DC 14)

Bloodline rakshasa^{UM}

TACTICS

Before Combat Prior to combat, Thilza casts *mage armor* and *shield* upon herself, drinks her *potion of shield of faith*, and ensures her hide aura ability is active. These bonuses have already been incorporated into her statistics.

During Combat Thilza attempts to disable any opposition using spells such as *slow* and *black tentacles*, and resorts to using *baleful polymorph* against particularly resistant opposition.

Morale Failure to destroy the book is not an option. Thilza fights until the mission is complete and expects the same of all under her command.

Base Statistics When not benefiting from her *mage armor* and *shield* spells or her *potion of shield of faith*, Thilza has the following statistics: **AC** 13, touch 12, flat-footed 11; **CMD** 16.

STATISTICS

Str 8, **Dex** 13, **Con** 16, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +5; **CMB** +4; **CMD** 20

Feats Combat Casting, Dodge, Empower Spell, Eschew Materials, Great Fortitude, Greater Spell Focus (transmutation), Iron Will, Spell Focus (transmutation), Toughness

Skills Bluff +18, Disguise +12, Fly +5, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (history) +1, Knowledge (planes) +1, Linguistics +2, Perception +5, Sense Motive +3, Spellcraft +5, Use Magic Device +8; Racial Modifiers +2 Disguise, +2 Sense Motive

Languages Androffan, Common, Hallit, Terran

SQ *silver tongue* (7/day)

Combat Gear *potion of shield of faith* (CL 12th), *scroll of fickle winds*^{UM}, *scroll of stoneskin*, *wand of stone shape* (5 charges); **Other Gear** *dagger*, *belt of mighty constitution* +2, *cloak of resistance* +2, mark I dermal plating, 248 gp

SPECIAL ABILITIES

Mark I Dermal Plating (Ex) Thilza has a cybernetic implant in her skin, which grants her a +1 enhancement bonus to natural armor. This is a non-magical effect that cannot be dispelled, though anything that prevents technology from working negates this cybertech's bonus as well. For more information on cybertech and dermal plating, see *Pathfinder Campaign Setting: Technology Guide*.

Development: Should the Pathfinders capture any of the Technic League agents, they can discover that the League knows not just about the Pathfinder Society's purchase of *A Thread in Silver*, but is seeking other items of interest in the Mwangi Expanse. The agents present have not yet been briefed on the specifics of these other items, and cannot be interrogated for such information.

PATHFINDER SOCIETY SCENARIO

They do, however, know that the Pathfinder Society has recovered an item from the Worldwound that rightfully belongs to the Technic League. All members of the Technic League vow to recover not only the Pathfinders' stolen copy of *A Thread of Silver*, but any technology they may deem rightfully theirs.

If any member of the Technic League reaches the vault and obtains the copy of *A Thread of Silver*, she spends a full round destroying the book, tearing its pages and lighting them aflame. Once their mission has been accomplished, the Technic League mercenaries and their commanders attempt a withdrawal from the lodge to reassess who knows of the book's presence for future reprisals.

Rewards: If the PCs fail to defeat the Technic League agents, decrease each PC's gold earned as follows.

Subtier 5–6: 850 gp.

Out of Subtier: 1,325 gp.

Subtier 8–9: 1,800 gp.

CONCLUSION

By preventing the Technic League from destroying the invaluable copy of *A Thread of Silver*, the PCs have ensured that the Pathfinder Society can study its contents and gain valuable insight into Numerian technology. Furthermore, if they interrogated any of the Technic League agents assaulting Sharrowsmith's Exports, they may learn of the extent to which the League has targeted the Pathfinder Society, as well as of the existence of other technological relics somewhere in the Mwangi Expanse.

The PCs may stay in the Nantambu lodge and recover, possibly even assisting in repairing any damage done during the siege. During this time, they may not only study *A Thread in Silver* but make a copy of it. Any PC who uses ranks in Profession (scribe) when making Day Job checks receives a +4 bonus on the check for this scenario, as a result of the value of such a replica on the open market and to the Society itself. All copies of the book should be closely guarded or disguised as other books, however, as owning a copy (much less several) brings with it severe risk of reprisal from the Technic League (as this scenario demonstrates).

Aya arranges passage back to Absalom aboard a trading partner's cargo vessel headed there anyway. She sends word with the PCs of all she knows of the lodge's true venture-captain's whereabouts, and swears to act as his proxy until he returns. She thanks the Pathfinders for all they did to protect her place of business, but also urges them to take all copies of *A Thread of Silver* with them and depart as quickly as possible, lest the Technic League attack again. Each PC earns the Reading the Threads boon on her Chronicle sheet.

If the PCs fail to repel the invasion, and the Technic League agents succeed in destroying the book, Aya

consoles the Pathfinders with the fact that few could have withstood such a coordinated assault. She promises that the PCs' superiors will hear of the Pathfinders' valiant attempt when she passes on word to the Grand Lodge on her partner's behalf.

Reporting Notes

If members of the Exchange faction succeeded in arranging a meeting with Sal Durivan after rescuing him, check box A on the reporting sheet. If members of the Exchange faction succeeded in impressing Aya Allahe, check box B on the reporting sheet. If Grand Lodge faction PCs successfully fulfilled their faction goals (earning them the A Friend in Need boon), check box C on the reporting sheet. If one or more Technic League members escaped Nantambu and reported back to their superiors, check box D.

Primary Success Condition

The PCs successfully complete their mission by preventing the Technic League from destroying the copy of *A Thread of Silver* held in the vault of the Nantambu lodge. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

The PCs successfully complete their secondary mission condition if they fulfill the primary success conditions and prevent any of the Technic League members from escaping Nantambu and reporting back to their superiors, thus ensuring that the League receives no confirmation that the Pathfinder Society has a copy of *A Thread in Silver*.

Faction Notes

Members of the Exchange faction should build the faction's trade connections in the region, which they can accomplish in one of two ways. First, they can impress Aya Allahe by accomplishing two of the following three goals: avoid speaking negatively about the PCs' associates; impress Bunda, Takna, and/or Utuma in area B2; and eliminate Uzoma's debt in area E1. Alternatively, the PCs can surreptitiously arrange a meeting with Sal Durivan as described in area D. Fulfilling either of these goals earns each Exchange faction PC the Local Connection boon on his Chronicle sheet.

Grand Lodge faction PCs should ensure the security and health of the Nantambu lodge by accomplishing four of the following tasks: successfully survey the lodge with a successful skill check (area A), reactivate the animated Zenj armor in area A5, reactivate the wood golem in area A6, or rescue Arvellos Rand (this counts as two tasks). Succeeding at this goal earns each Grand Lodge faction PC the A Friend Indeed boon on his Chronicle sheet.

THE TECHNIC SIEGE

APPENDIX: NEW TECHNOLOGY

The following pieces of pharmaceutical technology are among the many strange relics used by the Technic League to maintain the secrets of their cabal and their grip over the land of Numeria. Each is a single-use item. More information on these items can be found in *Pathfinder Campaign Setting: Technology Guide*.

CUREALL

PRICE
1,400 GP

A dose of cureall allows the target to attempt an additional saving throw against a single disease or poison effect currently afflicting him. This additional saving throw counts for the total number of successful saves needed to recover from the disease or poison. If the target is suffering from multiple afflictions, a single dose of cureall works against only the effect with the highest save DC. Cureall also restores 1d4 points of ability damage or 1 point of ability drain that has been inflicted by a disease or poison, even if the user doesn't succeed at the save. A dose cures any ability drain before curing ability damage. If the target is suffering from drain or damage to multiple ability scores, the cureall cures the score with the most damage or drain (or randomly selects one if multiple scores have equal drain or damage).

CONSTRUCTION REQUIREMENTS CRAFT DC 25 | **COST** 700 GP

Craft Pharmaceutical[®], medical lab

HYPE

PRICE
250 GP

A synthetic adrenaline derivative once used by soldiers, hype boosts perception and reaction time but comes with some nasty side effects. This pharmaceutical has an onset time of 1 round and its effects last for 1 hour. It provides a +5 competence bonus on Perception checks and increases the user's base land speed by 10 feet, but the user takes a -4 penalty on concentration checks and on all Intelligence-, Wisdom-, and Charisma-based skill checks (with the exception of Perception).

CONSTRUCTION REQUIREMENTS CRAFT DC 24 | **COST** 125 GP

Craft Pharmaceutical[®], medical lab

PLAYER HANDOUT #1

Arvellos Rand—Purchased book in Eleder for 50 gp. Thief from western Avistan. Rumored member of the Pathfinder Society.

Aya Allake—Celestial half-blood. Access to limitless financial resources. Investigate relationship with Sharrowsmith's Exports. Possible connection to Pathfinder Society.

~~**Micky Threetees**—Suspected Aspis Consortium member. Group of thugs willing to smuggle nearly anything. Rumored in area. Investigate.~~

CURRENTLY
IN BLOODCOVE?

Sal Durivan—Possible alias of Scznari scum Malcolm Vandium, last known name associated with our property. Investigate.

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #6-03: The Technic Siege

Event	Date
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
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MSRP
\$59.99



Pathfinder Society Scenario #6-03: The Technic Siege

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

A Friend Indeed (Grand Lodge): You have rescued Arvellos Rand, a Pathfinder who has operated in the Mwangi Expanse for several years. In gratitude for your timely assistance, he offers to accompany you on future ventures and lend what help he can. You can use this boon when purchasing a follower vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 6o) to reduce the cost of that vanity by 2 Prestige Points (minimum 0). The follower must be Arvellos to gain this benefit. When you use this boon, cross it off your Chronicle sheet.

Local Connection (The Exchange): You know several friendly suppliers in western Garund. When purchasing any single-use item worth 100 gp or less while in the Mwangi Expanse, Rahadoun, Sargava, the Shackles, or the Sodden Lands, you reduce those items' cost by 10%. You must spend at least part of the adventure in one of these countries to use this boon; it does not apply between adventures, and the discount does not stack with other effects that reduce an item's price.

Reading the Threads: You have had additional time in which to study *A Thread of Silver*, an incomplete guide to crash sites near Starfall in Numeria. When using the book as a dungeon guide, you increase its accuracy bonus by 1 and gain a +2 competence bonus on optional skill checks made to increase its accuracy further.

CUREALL

PRICE
1,400 GP

A dose of cureall allows the target to attempt an additional saving throw against a single disease or poison effect currently afflicting him. This additional saving throw counts for the total number of successful saves needed to recover from the disease or poison. If the target is suffering from multiple afflictions, a single dose of cureall works against only the effect with the highest save DC currently afflicting him. Cureall also restores 1d4 points of ability damage or 1 point of ability drain that has been inflicted by a disease or poison, even if the user doesn't succeed at the save. A dose cures any ability drain before curing ability damage. If the target is suffering from drain or damage to multiple ability scores, the cureall cures the score with the most damage or drain (or randomly selects one if multiple scores have equal drain or damage).

HYPE

PRICE
250 GP

A synthetic adrenaline derivative once used by soldiers, hype boosts perception and reaction time but comes with some nasty side effects. This pharmaceutical has an onset time of 1 round and its effects last for 1 hour. It provides a +5 competence bonus on Perception checks and increases the user's base land speed by 10 feet, but the user takes a -4 penalty on concentration checks and on all Intelligence-, Wisdom-, and Charisma-based skill checks (with the exception of Perception).

All Subtiers

amulet of natural armor +1 (2,000 gp)
malyass root paste (250 gp, limit 2)
mark I dermal plating (acts as an amulet of natural armor +1 but instead occupies the cybertech body slot; 4,000 gp)
potion of shield of faith (CL 12th; 600 gp, limit 1)
purple worm poison (700 gp, limit 1)
wand of detect secret doors (14 charges, 210 gp, limit 1)
wand of stone shape (5 charges, 1,125 gp, limit 1)

Subtier 8-9

belt of giant strength +2 (4,000 gp)
belt of mighty constitution +2 (4,000 gp)
wand of remove fear (7 charges; 105 gp, limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,275	2,550
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	1,988	3,975
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	8-9	2,700	5,400
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=	Final XP Total	
	Initial Prestige		
GOLD	Initial Fame	GM's Initials	
	+	Prestige Gained (GM ONLY)	
	—	Prestige Spent	
	Current Prestige	Final Fame	
	Starting GP		
GOLD	+	GM's Initials	
	GP Gained (GM ONLY)		
	+	GM's Initials	
	Day Job (GM ONLY)		
	—	Gold Spent	
=	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #