

PLAYER HANDOUT #6: EARLY REVELATION (SEASON 6)

Pathfinder,

Your recent investigations and recovery of agent Gylisia's papers have already yielded results. Under my direction, a team of scholars has tracked down the long-retired Society ciphers the gnome used and translated many of her entries. Although many of these records present valuable leads, one is especially timely and exciting.

Several months ago, the Pathfinder Society recovered an incomplete relic called the Sky Key. Its missing components disappeared millennia ago, carried by dwarven refugees to the far corners of Avistan and beyond, and the Society has struggled to follow these faint trails to piece the potent device back together. It appears Gylisia may have found one of the pieces centuries ago! She writes of a visit to Tar Kuata in Osirion, where she not only met with the Iroran devotees there, but also the curious order of dwarven monks known as the Ouat. According to her journals, some of the resident dwarves' ancestors arrived long ago from the distant north bearing a broken treasure of wire and steel. Based on additional context and several magical divinations, I have reason to believe Gylisia—and you—may have found one of the lost pieces of the Sky Key!

I have contacted Venture-Captain Norden Balentiir in Sothis to prepare for an expedition. You have already demonstrated your resourcefulness by uncovering this information; when I assemble a team to travel to Tar Kuata, I hope you will consider joining the expedition.

Highest regards,

Venture-Captain Ambrus Valsin

PLAYER HANDOUT #6: EARLY REVELATION (SEASON 7)

Pathfinder,

Your recent investigations and recovery of agent Gylisia's papers have already yielded results. Under my direction, a team of scholars has tracked down the long-retired Society ciphers the gnome used and translated many of her entries. Although several of these records present valuable leads, our contact Amenopheus has identified one that is especially timely and exciting.

Osirion's borders have not always run where they do today—Ancient Osirion has survived for more than six millenia, and its dominion stretched to Nex and beyond. However, opportunities to study the land's earliest days are few. The ruins that Gylisia identified in northern Nex are ancient in the extreme, dating back to the Age of Darkness, when desperate survivors of Earthfall sought refuge any way they could. Gylisia reported that the Arclords of Nex had left the ruins largely untouched and under the guardianship of the local girtablilu; there are no signs of further explorations since her report. This site may very well provide a pristine view into the lives of those who experienced the Age of Darkness, allowing us to expand our understanding of that period.

Venture Captain Roderus is taking great care in selecting the agents to delve into these ruins. While I would not normally recommend that agents as new as yourselves delve into a mission so fraught with potential dangers, you show promise and may very well be prepared by the time he is ready to launch the expedition. In the meantime, if you can help me identify other promising agents to take on this project, I would consider it a great service.

Highest regards,

Venture-Captain Ambrus Valsin