

SECOND EDITION

# PATHFINDER SOCIETY



## Year of Boundless Wonder

Scenario #4-05

Levels 1-4

The Arclord Who Never Was

By Michael Bramnik



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# The Arclord Who Never Was

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, and *Pathfinder Gamemastery Guide*

**Maps:** *Pathfinder Flip-Mat: The Rusty Dragon Inn* and *Starfinder Flip-Mat: Solar Temple*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SCENARIO TAGS

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

- ✓ **METAPLOT (BOUNDLESS WONDER)**
- ✓ **ENVOY'S ALLIANCE**
- ✓ **VIGILANT SEAL**

## SUMMARY

The PCs journey through the magically cosmopolitan city of Quantum, on a mission to help a wise-cracking skull discovered in the Grand Lodge's vaults rediscover her lost memories.

After following fragmented clues around the city, the PCs discover the only two sources of true information about the skull's past: a magic-infused song and a golem forged using ancient techniques. With these discoveries in hand, they return to the Pathfinder Lodge at Nexus House to research what sort of magic caused their companion's current state. They begin to piece together the truth: the skull contains the spirit of a powerful wizard. Her amnesia came about when a ritual she attempted to use to protect herself from her enemies failed, damaging her true name in the process. But before the PCs can finish their research, those enemies strike again and they must act fast to protect the wizard and her secrets!

## HOW TO PLAY



**PLAY TIME: 4–5 HOURS**



**LEVELS: 1–4**



**PLAYERS: 3–6**



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## ADVENTURE BACKGROUND

A vast trove of magical items recently landed in the vaults of the Grand Lodge, and the Pathfinder Society has turned their attention to learning their mysteries and powers. The stakes surrounding these items are higher than the Pathfinders realize, however. An enemy of the Society, **Aslynn** (NE female night hag merchant), has instructed her changeling children to seize these items whenever possible and learn their secrets for nefarious purposes.

Among the trove of items, the Society was surprised to discover a talking skull with an extensive repertoire of arcane knowledge but no memory of her life. Without memories to guide her, the skull took the name Zykyryz.

In truth, the skull contains the spirit of **Alyreha Tzonnek** (CG female human arclord). Alyreha was one of the Arclords of Nex, a faction of wizards in the magic-infused nation named for its legendary wizard-king founder. The Arclords claim to draw inspiration from Nex's writings and magical teachings to carry his vision into the modern age. A few months ago, Aslynn's daughter **Liaskra** (NE female changeling marauder) learned that Alyreha had been researching the secrets of true names, a rare type of magic which Aslynn desires for her schemes. As such, Liaskra set out to capture the arclord and present her as a gift to Aslynn.

As Liaskra's team invaded Alyreha's home to abduct her, Alyreha hastily conducted a difficult ritual in an attempt to temporarily hide her true name and thwart her attackers. With hostile forces closing in, she wrote her true name on a scroll, intending to tear it up and hide the pieces. In theory, this would temporarily cause all other beings to forget she even existed; when it was safe to be remembered again, she could then recover her true name when the pieces were reunited. However, the changeling and her agents burst in and violently disrupted the ritual at the last moment, with unintended and disastrous results: the arclord's true name was lost, her body unraveled, and her mind, wrenched from reality, barely managed to anchor itself in a mundane skull which happened to be in her study at the time. When the dust cleared, Liaskra suddenly found herself holding an arrogant, loud-mouthed skull (who also had no idea what was going on) while surrounded by various dangerous critters, fantastic objects, and wizardly experiments that suddenly had nobody to keep them all in check. Assuming some magic had confused them or altered their memories, the changeling and her forces fled.

## WHERE ON GOLARION?

"The Arclord Who Never Was" takes place in Quantum, the magic-infused capitol city of Nex. For more information on Nex, see pages 80–81 of *Pathfinder Lost Omens World Guide*. For more information on Quantum, see pages 250–268 of *Pathfinder Lost Omens Impossible Lands*.



With no idea of what the skull really was, Liaskra defaulted to “business as usual.” She traded the skull to the Onyx Alliance, a mercantile organization from the Plane of Shadow that her mother Aslynn had been manipulating for some time. She assumed the skull would be safe in the Onyx Repository—and unable to bother or insult anyone—until such time as Aslynn returned from her otherworldly expeditions to claim her treasures. Then, the conclusion to the struggle between the Pathfinders and the Onyx Alliance resulted in the treasures, including Alyreha, ending up in the Society's vaults. So, the talkative, wise-cracking skull is now the Society's problem! Unfortunately, no one is sure who the skull really is, as her true name has been severed from reality. Thanks to a cryptic hint gleaned from Aslynn's fractured memories, the Society suspects the skull belongs to an arclord, but their knowledge goes no further than that.

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## GETTING STARTED

The PCs begin the adventure aboard a ship bound for Quantum, the capitol city of Nex. The Society covered the PCs' expenses for the voyage, asking them to keep their wayfinders and other signs of affiliation with the Society under wraps and travel aboard a low-profile merchant vessel to avoid attention. Though the journey is free, it is unpleasant; about the rickety *Opportune*, the PCs contend with uncomfortable bunks and dusty provisions.

Quantum's port inspectors pay little mind to the *Opportune's* arrival so, about an hour after dawn, the PCs reach the local Pathfinder Lodge, Nexus House. The lodge's staff greets them, giving them ample time to eat and freshen up before leading them to Venture-Captain **Sebnet Sanserkoht** (NG female gnome vash-vatom) in one of the lodge's pillow-laden sitting rooms.

Read or paraphrase the following to begin the adventure.

A bronze-skinned gnome wearing a bright crimson sash and lavender saree stands beside a wooden table holding a lumpy parcel covered in velvet cloth. A multitude of bangles, earrings, and necklaces jangle musically as she speaks. "Welcome to Nexus House! I am vash-vatom Sebnet Sanserkoht, at your service. And may I present—"

"VrFrph Zircurs!" A muffled voice calls from beneath the cloth, cutting Sebnet off. With a sigh, Sebnet pulls the velvet aside to reveal a grinning skull. The pink lights glowing in each of the skull's eye sockets twinkle. "As I was saying... the great Zykyryz! Sebnet, I thought we worked this out? I promised to stop doodling on your table, and you promised to quickly pull the curtain to give me a dramatic reveal!"

Gnome and skull both tilt their eyes down to the table's surface, where an ink pen rests next to numerous crooked spirals, as if someone had drawn them with the pen held in their teeth. Zykyryz reacts first. "Er, that just goes to show my powers of divination are a-head of their time—hey!" The skull is muffled as Sebnet unceremoniously drops the velvet back in place, shaking her head as she claims a nearby seat. "Our humorous friend here, Pathfinders, is why we sent for you. We don't have too many details, but Zykyryz, as she's calling herse—"

From beneath the velvet, "Those letters do *not* get enough love in your chronicles! It's a crime not to use them!"

Sebnet's eye twitches ever so slightly, but she continues. "She's taken the name Zykyryz for now because she likes the sound of it, but she's almost certain that wasn't her name before. We discovered her in the vaults of the Grand Lodge. Unfortunately, nobody could figure out who or what she was, as if she never existed! However, I have come to believe she's one of the Arclords of Nex.

"Other recent events provide evidence to support this theory this as well. Agents of a long-time foe of ours, the night hag Aslynn,

have been snooping around anywhere I went to do research. It's as if the more we learn about the skull, the more others do as well.

"I need you to take Zykyryz into Quantum. Follow her hunches and premonitions about where she can go to remember who she is. Return here when you've gleaned all you can, and together we'll try to discern why Aslynn is after her before whatever scheme she's up to comes, dare I say it... to a head."

Sebnet pulls the velvet cloth from the now-chortling Zykyryz, suggesting the PCs decide who among them wants to devote a free hand to carrying the mission's star.

As the PCs are preparing to head out into the city, they have ample time to ask Sebnet or Zykyryz questions.

**What does vash-vatom mean?** Sebnet answers, "It is the Nexian title that equates to venture-captain. It has been the long-standing tradition of Nexus House to use that title here."

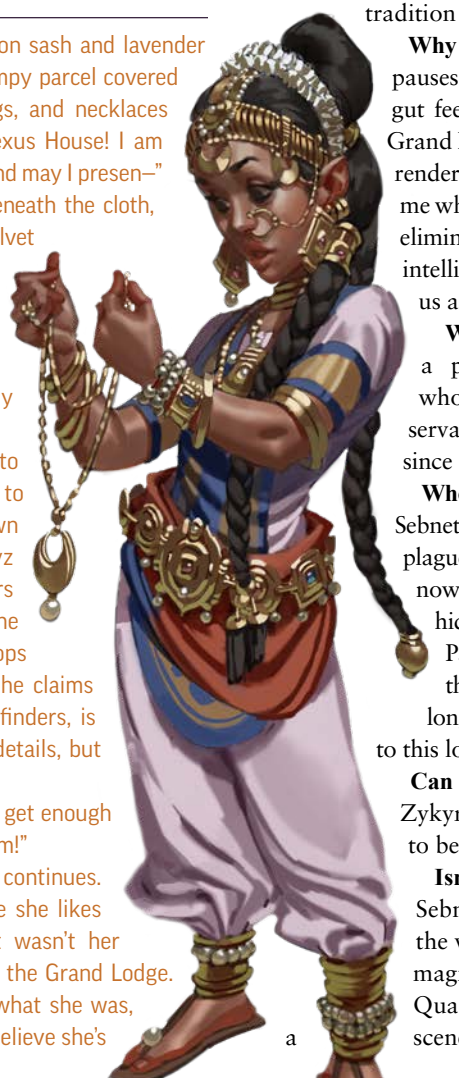
**Why do you think Zykyryz is an arclord?** Sebnet pauses for a moment before replying, "It's more of a gut feeling than anything concrete. I was visiting the Grand Lodge for treatment after one of my experiments rendered me temporarily deaf, and the thought just hit me when I encountered her in the vaults. We've already eliminated the possibilities of her being undead or an intelligent magic item, by the by. Regardless, this gives us a place to start digging!"

**What's an arclord?** "The Arclords of Nex are a powerful and influential faction of wizards who claim to be descended from Nex's household servants. They've been lobbying for control over Nex since he disappeared." Sebnet answers.

**Who is Aslynn? If she's so dangerous, why send us?** Sebnet replies, "Aslynn is a powerful night hag who has plagued our operations for nearly a decade. You might now be able to guess why you were instructed to hide your *wayfinders*. It's possible local and veteran Pathfinder agents are known to her spies, but that's less true of those newer to our Society. So long as her agents don't know that you're connected to this lodge, you should be able to walk freely."

**Can we place you in a backpack or something?** Zykyryz vigorously retorts, "Absolutely not! I refuse to be treated like a bag of bones!"

**Isn't Zykyryz going to draw a lot of attention?** Sebnet replies, "Fortunately, there are few places in the world where people are as willing to accept the magical and fantastical as normal as the streets of Quantum. Even a talking skull is unlikely to cause scene. Still, the longer the investigation takes, the more likely Aslynn's agents will catch on to your deeds. Once you've gathered what you can out in the city, return here to collect your research."



SEBNET SANSEKHOHT



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## FACTION MISSIONS

As the PCs make ready to depart, Sebneth hands them two letters, sent in advance by Vigilant Seal leader **Eando Kline** (CG male human explorer) and **Fola Barun** (CG female half-elf ambassador), leader of the Envoy's Alliance. Give the players **Handout #1: An Envoy's Burden** and **Handout #2: A Sealed Request** and give them time to read them over to become familiar with each faction's requests. Knowing the city as she does, Sebneth observes the goals of these two factions could be at odds with each other, and GMs should note that accomplishing one mission might preclude the PCs from completing the other. The vash-vatom advises the party to decide in advance which faction's mission they want to prioritize, but can't give any specific advice on either.

## DIPLOMACY (GATHER INFORMATION), SOCIETY OR LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information, a DC 15 Society check to Recall Knowledge, or a relevant DC 13 Lore check to Recall Knowledge (such as Quantum Lore), remembers pertinent details about Quantum and the Arclords of Nex.

**Critical Success** The Pathfinder Society is on good terms with many of the Arclords of Nex, including the influential Ambellek Dyr.

A PC who learns this gains a +1 status bonus on all checks during Don't Lose Your Head encounters.

**Success** Quantum is a metropolis boasting one of the most diverse populations on all of Golarion. In addition to humanoids of all ancestries, beings who would be considered monsters elsewhere in the world are citizens here, including an abundance of those with extraplanar and elemental origins. The Arclords are spellcasters who lay claim to Nex's arcane legacy. They don't rule the nation, but they are a powerful faction with much influence over its destiny.

**Critical Failure** Scores of invisible stalkers lurk among Quantum's extremely diverse population of humanoids and outsiders. The cutthroat nature of Quantum's politics means that these experts in the arts of assassination might be anywhere and everywhere around the city.

## DON'T LOSE YOUR HEAD

Fragments of mystical resonance from the ritual gone awry latched onto the people and places with whom the arclord interacted on a regular basis. The PCs must now take Zykyryz around the city to help pick up these clues. The Pathfinders exit Nexus House to a bright morning as the sun climbs toward fluffy clouds high above as Zykyryz provides them with a list of people and locations, but can't elaborate about any of them.

## QUIPS AND QUIBBLES

The PCs must carry Zykyryz with them throughout this adventure. The disembodied skull is extremely chatty and has opinions about every situation the PCs find themselves in. While she absolutely enjoys practical jokes, she's also genuinely trying to make sense of her identity and thus sometimes gives inaccurate information out of confusion.

She doesn't disrupt PCs who are concentrating on tasks, engaged in combat, or in distress of any kind. That said, GMs are encouraged to prepare head- or skull-related puns for Zykyryz to use at every opportunity.

Zykyryz has negligible bulk and occupies 1 hand. A PC carrying her isn't considered flat-footed when flanked, as she constantly (and loudly) warns the Pathfinders about enemy attacks. The PCs can fashion a harness so Zykyryz can ride on a PC's shoulder or head, freeing up their hands but making that PC clumsy 1 as long as they carry her in this fashion.



ZYKYRYZ

The streets of Quantum flow with uninhibited magic, an arcane wonderland unlike any other major city across Golarion. From the stairs of Nexus House alone, the PCs can see an ice cream cart run by a protean woman, a gathering of oozes being led by a wizard down the street as they absorb various refuse and waste. From a distance, a golem marches inexorably onward around the edges of the city. As the PCs reach the bottom of the stairs, Zykyryz whistles flirtatiously at a particularly tall ghoran woman, whose glance bounces off of her with an eye roll. The enormous Bandeshar palace sits in the middle of the city's lake, surrounded by serene waters and flying carpets. To the far west of the city is the Scrivenbough library, the red stone sticking out among the other buildings.

The list given to the PCs consists of: a bureaucrat at the Bandeshar palace, a certain location at the docks, two persons in the Merchant's League, a nearby nature preserve, a priest at Scrivenbough library, and the Warlock's Walk. Sebneth has thoughtfully prepared this list on a piece of parchment for the PCs in advance. Give the players **Handout #3: People and Places**.

Zykyryz's jesting nature combined with her current state makes her prone to going off on tangents or snide commentary, so the PCs must help her focus on her past connections. At each destination, Zykyryz gives a bit of banter, which is followed by a list of skills the PCs can utilize to this end. The DCs for these checks are 15 for

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levels 1–2 and 18 for levels 3–4. Diplomacy is a relevant skill for all of these checks. These DCs should be lowered by 2 for Lore skills. GMs can allow PCs to use skills that aren't listed if justified by good roleplay but should increase the DCs by 2.

If at least one PC succeeds at the check, they succeed in helping Zykyryz recall a memory about her former interactions from that site. There are six possible memories that can be obtained at this time; GMs should keep track of how many the PCs recover.

## THE BANDESHAR

The Bandeshar was once the palace of Nex himself. It's currently the home of the Council of Three and Nine who govern the nation as well as hundreds of functionaries and government officials. Zykyryz leads the PCs to retired Pathfinder archivist **Igrigi Lokar** (LG male human bureaucrat).

**Heady repartee:** "Here we are in the headquarters of the nation. It's a stretch to call it a brain-trust if you ask me..."

**Skull's skills:** Deception, Pathfinder Society Lore, Society

**Memory:** Zykyryz remembers she enjoyed speaking with Igrigi when she visited Nexus House's libraries.

## THE DOCKS: VALKUS ISLE

Zykyryz asks the PCs to go to the docks at the eastern most point of Quantum, from where they can see the edges of Valkus Isle. With no one to speak to at this location, Zykyryz instead asks the PCs to point out which vessel brought them to Nex before making her quip.

**Heady repartee:** "You came here in *that* ship? You Pathfinders really are brave!"

**Skull's skills:** Occultism, Perception, Sailing Lore

**Memory:** Zykyryz remembers coming to this spot to contemplate the failed magical experiments that took place on the island, dooming it to become an inescapable prison.

## MERCHANT'S LEAGUE: LADHLIA

In the heart of the markets, the PCs find Ladhlia (N female mercane merchant), a broad-shouldered humanoid-shaped outsider standing about 9 feet tall with blue skin and numerous eyes.

**Heady repartee:** "Nobody's going to lose that one in a crowd. She certainly stands head-and-shoulders above the rest!"

**Skull's skills:** Arcana, Survival, Mercantile Lore

**Memory:** This extraplanar entrepreneur was the arclord's primary source for rare magical reagents and skymetals for experiments.

## MERCHANT'S LEAGUE: OLORTHU

Based in an opulent pavilion is **Olorthu** (CG male oread rockhound). The diamond merchant sports an asymmetrical array of razor-sharp crystals from his head in lieu of hair.

**Heady repartee:** "With head-spikes like that, he could be a literal headhunter if you got him angry!"

**Skull's skills:** Crafting, Mining Lore, Nature

**Memory:** Zykyryz procured two extremely rare sapphires she'd been seeking out for years from Olorthu, spending a pretty sum in the process.

## NATURE PRESERVE

Unbeknownst to the PCs, Zykyryz added one false destination to the list to have a little fun with her more ambulatory companions. She heard from Sebnnet that a recent Pathfinder mission involved eliminating a smuggling ring operating under the city, and that the conflict had spread up to the surface in this area. Upon arrival, Zykyryz indicates a nearby manhole cover that leads to Quantum's putrid sewer system, urging the PCs to descend. She owns up to the joke once half of the PCs have done so, or once the character carrying Zykyryz is about to bring the skull down with them.

**Heady repartee:** "Okay, seriously? You think clues to a mighty arclord's memory would be down some random sewer grate? And Sebnnet called *me* a numbskull!"

**Skull's skills:** Any PCs suspicious of this course of action can attempt a DC 18 Perception check to Sense Motive. Success alerts them to the ruse, and prompts a response of, "Aww, you're no fun!" from Zykyryz.

**Memory:** There are no memories at this location beyond the blurb of recent history.

## THE TWIN TEMPLE

Zykyryz first leads the PCs to the docks, until a distinctive cylindrical building of red brick comes into view. This is the Scrivenbough, a fortified library complex dedicated to Abraxas, demon lord of forbidden lore and magic. But the sight of the building stirs something within the skull's memories.

**Heady repartee:** "Okay, so next we go to the library of demon lord Abrax—actually, strike that. Maybe we'll do better at Nethys's Twin Temple? Though I hear it's harder to find stuff there than it used to be!"

**Skull's skills:** Medicine, Religion, Library Lore

**Memory:** Zykyryz once contemplated seeking out assistance from Abraxas's followers in the past, but balked upon receiving a request to retrieve a significant secret for the library's keepers; upon refusing the request, she found herself unable to recall what had been asked of her. Now, as then, she changes her mind as to the destination, instead seeking research aid at Nethys's Twin Temple.

At the Twin Temple, the PCs meet with **Greora** (N female dwarf priest of Nethys) who allows them to study in the temple's libraries and is particularly curious about Zykyryz. Greora supports most





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forms of magical experimentation but understands it can be dangerous, even to the most powerful spellcasters. She believes it's important for everyone who pushes the frontiers of knowledge to be ready to accept the consequences if their studies take an unfortunate turn.

## WARLOCK'S WALK

Warlock's Walk is the most popular park in Quantum and its primary parade ground. It is open to the public at all times and boasts a massive marble fountain, the Vizier's Fountain, whose living waters dance to the delight of spectators and children. Once the PCs arrive in this location, Zykyryz asks to be put down on the ground near the fountain. Immediately, the magical waters lift the skull up in the air, leading the characters in a short and splashy chase.

**Heady repartee:** "Head's up, I'm making a narrow escape! You're not getting out of this one bone dry!"

**Skull's skills:** Acrobatics, Engineering Lore, Intimidation

**Memory:** Zykyryz remembers coming here often for midday meals on the nearby benches while enjoying watching children at play, reinforcing her desire to use her arcane talents to better the lives of others.

## THE STARRY-EYED CONSERVATORIUM

After seeking out the six locations in the city, Zykyryz receives a flash of insight and directs the PCs to a relatively nondescript building north of the Bandeshar, providing a lovely view of the massive palace as well as several towers that float suspended above the city.

Inside they find a private academy teaching magical theory and music in equal measure, along with the connection many cultures have between the two. Asking around, the Pathfinders discover the academy is largely funded by a member of the Arclords of Nex. This includes an endowment for impoverished children with magical potential as well as youths of ancestries considered "monstrous" by most societies on Golarion, so they and their families can live at the Starry-Eyed Conservatorium while enrolled. Strangely, none of the students nor staff seem to remember who this arclord is, and no written materials bear their name.

If the PCs have fewer than 6 memories, they can attempt to coax Zykyryz into talking a bit more with a DC 16 Diplomacy or Performance check. A PC can donate at least 1 gold piece to the endowment's charity box to gain an automatic success on this check. If the PCs attain a number of successes equal to or greater than the number of characters, this counts as if they recovered another memory.

## ORDER OF OPERATIONS

The **Spark of Life** and **Proof of Life** sections of this adventure can occur in whatever order the PCs choose, provided they've learned about both of them at the Starry-Eyed Conservatorium. GMs should review how the NPCs at each location react to the PCs depending on how they handled themselves during previous encounters. It's possible for PCs to avoid the consequences presented, but this should only occur if the Pathfinders are extremely lucky... or paranoid.



OLORTHU

**Development:** Where the PCs are able to take their investigation next is determined by how well they've helped Zykyryz so far. The characters learn information for all memory levels equal to or less than the number of memories they've helped the skull obtain. After leaving the Conservatorium, they can travel to any location they have access to.

**0-1 Memories:** Zykyryz points the PCs to an advertisement for Scorpia's Grotto, a bar one of the Conservatorium's graduates opened near the docks, suggesting it's important. The PCs can now travel to area **A**.

**2-3 Memories:** While looking at the ad, Zykyryz remembers that ordering a "chill-witch" at Scorpia's Grotto signals a person is a friend of the Conservatorium to the bar's staff, and often

yields free services.

**4-5 Memories:** After encountering the ad, Zykyryz points the PCs to a deaf janitor, who remembers the Conservatorium's benefactor spent a good deal of time at a place called the Sunmist Stele, one of the towers floating above the city. (Like the golem Vrisk on page 12, this janitor's deafness prevented them from completely forgetting Alyreha, though they don't remember her name.) She also directs the PCs to a public magic carpet service near the Bandeshar that takes visitors to those locales for 1 sp each. The PCs can now travel to area **B**.

**6 Memories:** Suddenly inspired by the above, Zykyryz guides the PCs to the top floor of the Conservatorium, indicating an unmarked door. The PC who opens it must make a DC 10 Reflex save or gets bonked harmlessly on the head by an ironing board that falls from the doorframe while Zykyryz laughs uproariously. However, the skull's presence activates an otherwise hidden magical portal inside this janitorial closet that allows the PCs to teleport directly to the Sunmist Stele if they so choose, arriving at area **B2**. Zykyryz instinctively knows where this portal goes and shares this information.

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**Reward:** Inside the janitorial closet are two *minor healing potions*. For levels 3–4, these are instead *lesser healing potions*.

## A. SPARK OF LIFE MODERATE

Originally devised by a homesick Varisian cyphermage as a brick-by-brick reconstruction of a famous inn from their homeland, this property changed hands several times over the years until Conservatorium graduate **Gabranaya** (NG female girtablilu troubadour) sought to establish a small venue for libations and music, financially supported by Arclord Alyreha. Scorpio's Grotto has been open for almost two years now, hosting musicians of all kinds who perform day and night.

The PCs arrive to find Gabranaya onstage, playing a lute in a rustic, strumming style using her own pincers as castanets. Her song is about the love of nature found beneath moonlight, primarily staying in a major key throughout the piece. The bartender and servers mostly consist of pechs and gnomes, obviously enjoying the music as they work. Admittance to seating by the stage requires the purchase of a drink, costing anywhere from a single copper piece for a mug of ale or tea to 1 gp for a bottle of Nexian wine. If the PCs learned enough at the Conservatorium, they might order a "chill-witch" instead. In this case, their bartender serves them the house specialty free of charge: imported Irriseni liquor poured over shards of ice harvested from the elemental plane of water, topped off by a tiny magical umbrella that closes on its own when the drinker's lips come close to the rim of the glass. They seem to do this by rote and act confused if asked why. Zykyryz quips that she would ask for a sip except she's afraid it would go right through her, eliciting laughter from nearby drinkers who have clearly seen stranger things than a talking skull before. Any non-refreshment related inquiries are directed to Gabranaya once she finishes singing. Before that can happen however, another "act" suddenly arrives!

In hopes of drawing Alyreha out into the open long ago, the changeling Liaskra had been making monthly payments to an up-and-coming street gang, instructing them to harass those closest to her. Since the arclord's ritual was disrupted and all memory of her existence lost, the gang has gone unpaid for several months with their mission forgotten. Until this very day when the PCs began uncovering memory fragments, they had actually forgotten this task entirely and now seek to make up for lost profits and time! After storming inside, the gang's leader Keryn calls out that if the bar can't offer satisfactory protection money, they're going to pay in broken furniture and bones!



## EVENT: CAN'T WE TALK ABOUT THIS?

If the PCs would rather avoid a bar fight, they can try to defuse the situation before violence ensues. The gang is, after all, more interested in being paid. The easiest solution would simply be for the PCs to pay the gang to get them to leave. This costs them 1 gp each. Alternatively, the PCs can attempt bravado, bluster, or negotiation to convince the toughs to leave and give the bar more time to pay. This requires the PCs to attempt Deception, Diplomacy, Intimidation, or Society checks. The DCs for these checks is 16 for levels 1–2 and 19 for levels 3–4. Convincing the gang requires a number of successes equal to half the number of characters, and each PC can only roll once. PCs who ordered the bar's special drink are invigorated by it, gaining a +1 item bonus on these checks. If the PCs don't convince the gang to back off, they must either pay or fight.

Unbeknown to the PCs, this gang holds some strange views about golems and also boast having informants all around the city. If the PCs already visited the Sunmist Stele and were given a magical sigil by Vrisk, Keryn recognizes it as the mark of "clay-friends" she doesn't want to do business with. This raises each of the above DCs by 3. On the other hand, if the PCs visited the Sunmist Stele and destroyed Vrisk, the magic carpet operator who flew them back to the city passed this information to Keryn, making her friendlier to the PCs in turn. This lowers each of the above DCs by 2. Either way, Zykyryz is eager to get in a verbal jab, either to goad the gang members that they "don't have the guts" to start trouble or that they should take it easy on the "lazybones" who probably just forgot to pay them on time, depending on the PCs' approach. The PCs can decide whether or not to let Zykyryz speak. If they do, the skull gives each of them a +1 circumstance bonus to the above rolls.

## EVENT: BAR BRAWL MODERATE

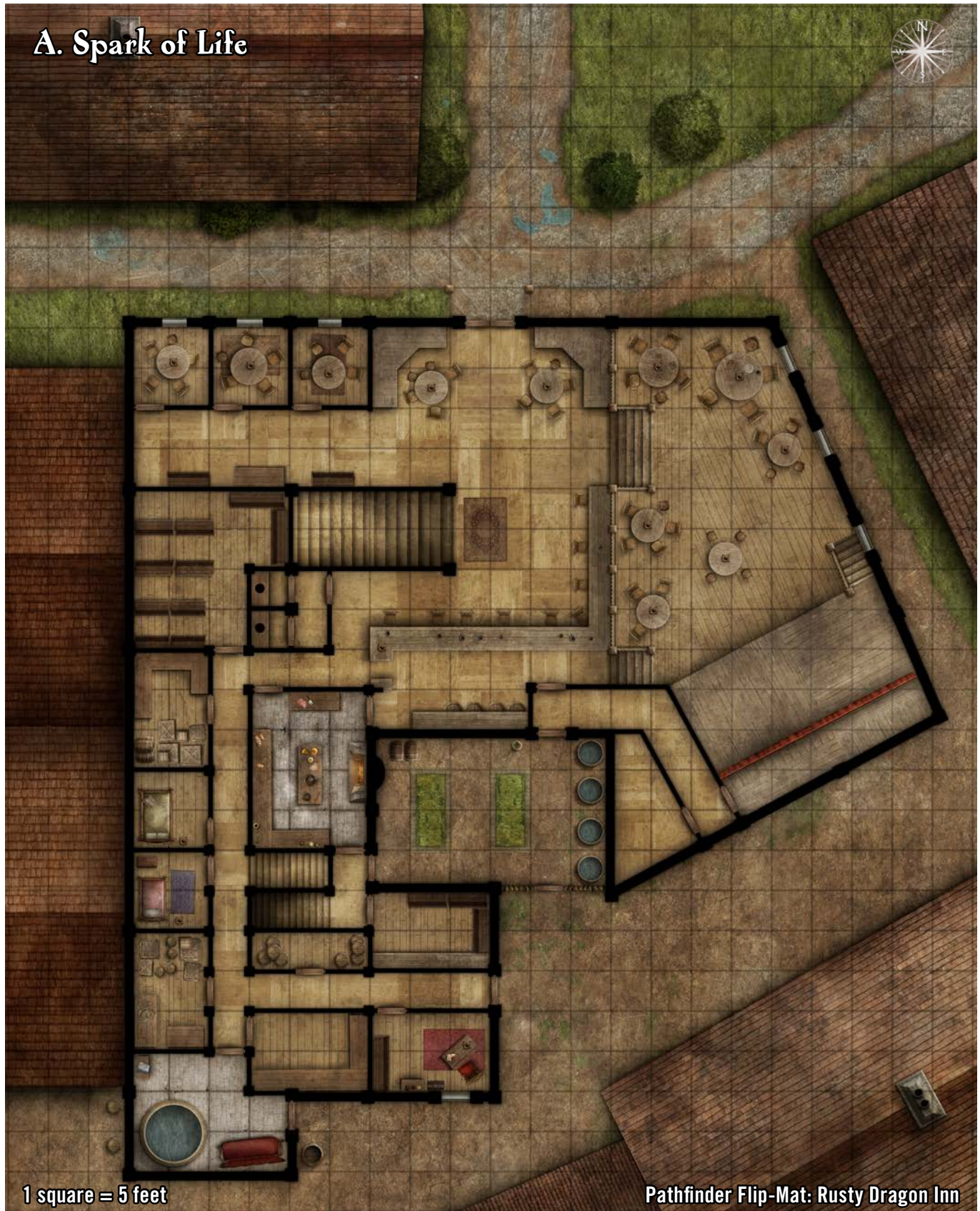
Should the PCs choose violence or have it forced upon them, most of the staff and customers dive under tables or run for side exits. Use the map on page 9 for this encounter.

**Creatures:** The gang members begin near the northern doors. They use nonlethal tactics unless one of them is struck lethally. If this occurs, they all respond in kind. Gang members flee once reduced to one-quarter of their total Hit Points or fewer. Bar stools and chairs can be used as improvised melee weapons; they're nonlethal and deal 1d6 bludgeoning damage on a successful hit (2d6 for levels 3–4) but are destroyed in the process.



# The Arclord Who Never Was

## A. Spark of Life





# The Arclord Who Never Was

## LEVELS 1-2

### DANCER

Page 19

### CREATURE 1

### SERVERS (2)

Page 19

### CREATURE -1

## LEVELS 3-4

### CHARLATAN

Page 22

### CREATURE 3

### GUARDS (2)

Page 22

### CREATURE 1

**Development:** If the PCs manage to defuse the situation nonviolently, the gang takes a liking to them. They mention they have people all over the city and that they might be able to help with whatever it is the PCs are looking for, making a point to ask exactly what that is if Zykyryz contributed to the conversation. Keryn offers each PC a small enamel badge, ironically in the

shape of a black skull with red eyes. This marks them as honorary members and has implications if the PCs have yet to travel to the Sunmist Stele, and also for when they return to Nexus House. Keryn suggests her group is starting to become popular in Quantum, and the badges might earn them favors elsewhere. If questioned or interrogated, the gang members don't currently remember who was urging them to harass the bar.

Regardless of how the PCs make the gang members leave, Gabranaya is extremely grateful (although slightly perturbed if the PCs broke too many of her barstools) and speaks with them.

Gabranaya was the first (and to date, only) girtablilu to graduate from the Conservatorium. She was very close with her benefactor, even spending time at their home composing an arcane ballad that explored similarities between the magic of souls finding their true selves and the emotions evoked by music. The girtablilu, like everyone else on Golarion, had her memory purged of Alyreha's existence. She still retains that song, due to the fact that the ritual Alyreha used to find her own true name was based on this very ballad.

The girtablilu sings for the PCs and Zykyryz, infusing them with spiritual resonance and giving them knowledge of the Sunmist Stele's location if they didn't have it already. If the PCs used violence to drive the gang away, the song has a slightly more vigorous edge to it, which has implications if the PCs have yet to travel to the Sunmist Stele. If the PCs are defeated in battle, they awake to find themselves being tended to by Gabranaya and her staff. In thanks for trying their best, she still sings for them.

Should the PCs come to Scorpia's Grotto after visiting the

Sunmist Stele, Gabranaya's song is the final piece of the puzzle that makes Alyreha recognize herself and forget the Zykyryz persona, though she can't make up her mind whether or not she has the "social skulls" to stop the puns.

**Reward:** If the PCs drive the gang away, Gabranaya gifts them with a *battle lute* (*Pathfinder Adventure Path #164: Hands of the Devil* 73).

## B. PROOF OF LIFE MODERATE

Before she began delving into the mysteries of true names, some of Alyreha's studies involved something known to many in her nation—golem-forging. Differing from all modern practitioners in that field however, Alyreha wondered if a golem's body could host a sentient, willing soul.

After exhausting research, she attained success in a small structure floating above the city of Quantum named the Sunmist Stele, where **Vrisk** (NG male proto-golem), the only "living" soul who truly remembers her, resides. Use the map on page 11

for the following encounters.





# The Arclord Who Never Was





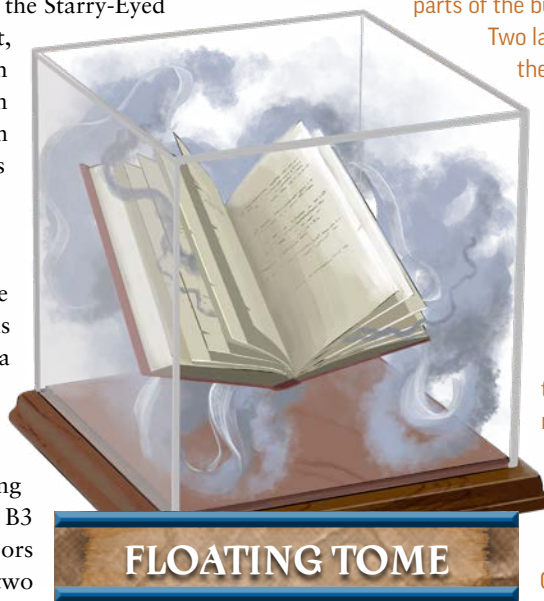
# The Arclord Who Never Was

Vrisk does not have ears; supply chain issues concerning a specific grade of chalcedony prevented Alyreha from completing them before her botched ritual. Because music was so deeply involved with said ritual, Vrisk's lack of hearing has rendered him immune to forgetting about the arclord.

The PCs can arrive here either by magic carpet (free of charge if any of them happen to be wearing badges earned at Scorpia's Grotto) or by teleportation directly from the Starry-Eyed Conservatorium. From this vantage point, the PCs can view the whole city beneath them, including small clouds of dust in the wake of the two massive Quantum golems that eternally patrol the outskirts of the capitol.

## B1. FOYER

The doors to this open air courtyard are open. Its walls sport etchings of enormous humanoid-shaped beings chiseled out of a mountain by thousands of tiny workers. The internal doors each bear an inscription of an eye with diamond-like facets. These are, in fact, magical scrying sensors, making the occupants of area B3 automatically aware of visitors. The doors to B2 are locked, requiring either two successful DC 15 Thievery checks or asking Zykyryz for help. If the PCs do this, Zykyryz's eye sockets light up for a moment, causing the doors to silently swing open.



## B2. PROTECTED TOMES

A teleportation circle occupies the center of this chamber, its runes providing gentle light to the entire space. Twelve sealed glass cases filled with nearly transparent mist surround it. Floating inside of each is an ancient scroll or tome yellowed with age and barely legible. Attached to the side of each case is a short chain connected to a thin silver rod tipped with a stylized hand, its index finger extended. A PC who picks up one of these rods finds that they can use it to turn the pages of the tome or manipulate the scroll inside that case. The texts are mostly written in the Celestial and Requian languages can concern the birth of new souls in Creation's Forge, also known as the Positive Energy Plane. One scroll mentions that a portal to this plane resides at the heart of Golarion's sun. Zykyryz translates these if asked, surprised to learn that she's fluent in both languages. A magical scrying sensor exists in this chamber as well, making the occupants of area B3 aware of the PCs. The doors leading from B2 to B1 can be unlocked without a check, and the doors leading to B3 are closed but not locked. The teleportation circle here can't be used to return to the city below unless activated by Vrisk.

## B3. THE SUNMIST STELE

Read or paraphrase the following when the PCs open the doors.

An air of serenity pervades this space. Hundreds of smooth azurite and lapis lazuli pebbles decorate the chamber's floor. The blue gems harmonize in wavy patterns that catch the light streaming in from above and reflect it into the room, giving the air a misty quality. The walls rise up 60 feet, tapering to a narrow iris. Cabochons strung together on wires sway due to the breezy downdraft, deflecting off one another with a sound akin to lithographic windchimes. Closed doors lead to other parts of the building.

Two large devices catch the eye as the doors open. To the north is a raised platform whose boundary is inlaid with diamonds, its inner rings wrought from pure gold. Several magical foci float above, directing some kind of energy into a glowing globe at its center. The second is a cylindrical apparatus standing nearly 30 feet in height that seems to be channeling sunlight through it. At its base is a large diamond that has been shaped into a prism.

Turning to face the door from in front of the structure is a humanoid figure very clearly not made of living material. His body appears to have been carved from a single block of weathered jasper, bearing dark gray, red, and brown stripes and splotches, with two titanium-tinted sapphires for eyes. A single Celestial rune has been carved into his forehead.

He wears long, flowing robes and holds a large silver rod with a clenched fist on the end. Despite all this, it's clear at a glance that this figure's crafting was incomplete; he has no ears.

## EVENT: A SKETCHY FEELING

Unless the Pathfinders attack or cast spells Vrisk can't identify, he waits to gauge their intentions while remaining on guard. This requires the PCs to Make an Impression—but with verbal communication unavailable to them, they must think creatively. Zykyryz has no reaction to this figure, other than possibly recognizing the sapphires as though she once purchased from Olorthu.

The PCs can attempt to communicate using magical symbols or pantomime, using Arcana, Nature, Occultism, Performance, or Religion checks (DC 15 or DC 18 for levels 3–4). Convincing Vrisk to stand down and converse at length with them requires a number of successes equal to half the number of characters. Each PC can only roll once. Failure means Vrisk interprets their overtures as a deception, and his defenders attack (page 13).

If any PCs take out and use writing utensils, they can instead attempt a Society or Diplomacy check. A PC with the Sign Language feat can't receive a result on any of these checks worse than a success, even if untrained.

Should any of the PCs be wearing gang badges from Scorpia's Grotto, Vrisk recognizes these as the mark of those who hate golems. This increases each of the DCs to communicate by 2. If the PCs instead received the more vigorous version of Gabranaya's song at Scorpia's Grotto, they each gain a +1 circumstance bonus to their checks.



# The Arclord Who Never Was

## EVENT: A HARD PLACE

Should the PCs attack, Vrisk and the animated objects present immediately defend themselves to the best of their ability. If the PCs fail to communicate or cast unidentified spells, Vrisk's uncertainty triggers the mindless animated objects to initiate hostilities.

**Creatures:** Vrisk begins standing near the eastern apparatus with defenders between him and the PCs. The animated objects fight to the best of their ability to protect Vrisk despite being mindless. Unless attacked without provocation, Vrisk primarily uses his defensive and nonlethal abilities in combat, only casting *pummeling rubble* if threatened by multiple attackers and using his magic rod as a last resort. Unlike most constructs, Vrisk is susceptible to nonlethal damage. Unless he feels the PCs mean to destroy him, he surrenders when reduced to a quarter of his Hit Points. If Vrisk is destroyed, all hostile animated objects drop lifelessly to the ground.

## LEVELS 1-2

### OVERTAXED VRISK CREATURE 2

Page 20, art on page 27

### ANIMATED BROOM CREATURE -1

Page 20

## LEVELS 3-4

### VRISK CREATURE 3

Page 23, art on page 27

### ANIMATED STATUE CREATURE 3

Page 23

**Development:** If the PCs manage to reduce the tension here without a fight, the animated objects depart, returning with “friends” from other parts of the structure in the form of animate chairs and benches for the PCs to sit on, including a fancy pedestal for Zykyryz. One or two of these animated objects play some games by pretending to be squeaky or otherwise unbalanced beneath a character for a minute or two. As with Zykyryz's jokes however, none of these are mean-spirited. Rather, this hints at the sort of mirth present in many of the arclord's creations.

If Vrisk is destroyed, animated furniture the PCs find throughout the rest of the

## MODERATE

complex can be seen running and hiding in fear from them at every opportunity, but the Pathfinders eventually find a journal Vrisk kept detailing the same information that the proto-golem would have otherwise told them. Should Vrisk defeat the PCs in combat, his fear of destruction subsides. He treats their wounds, allowing them to hear his tale.

## TRANSITIONS

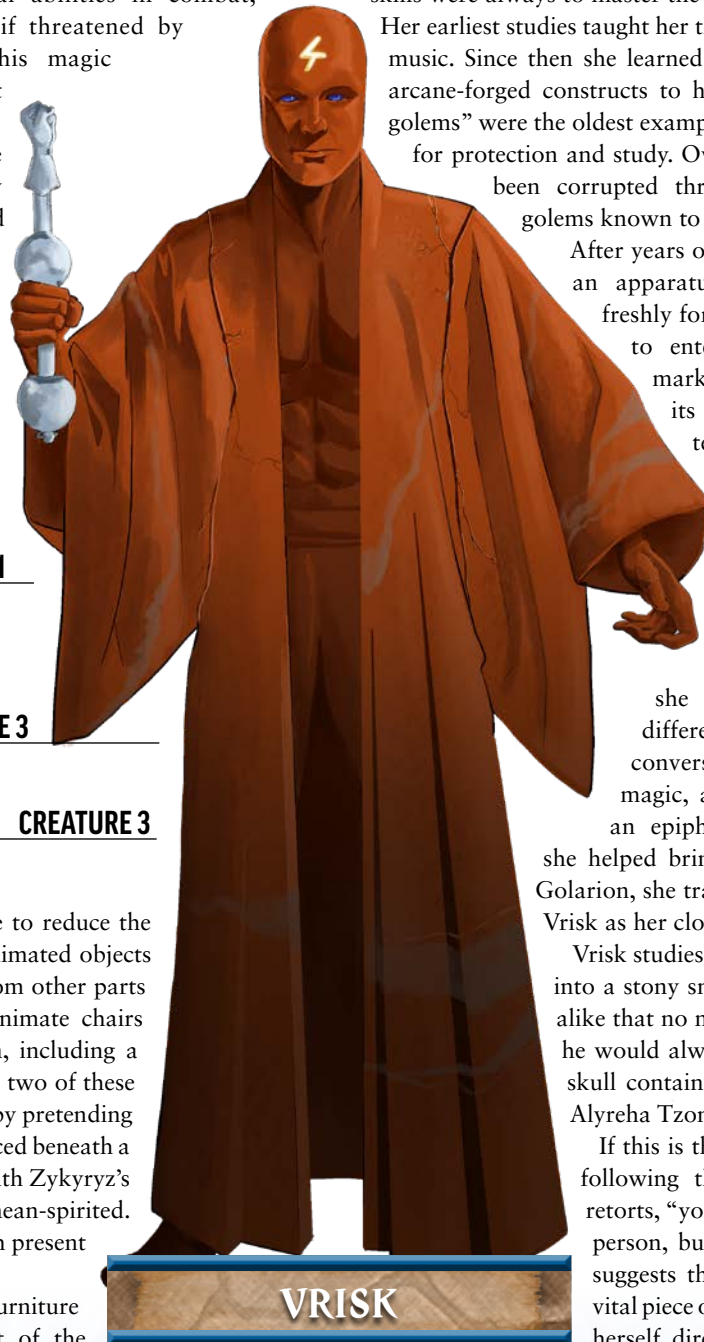
In a slow and measured cadence, Vrisk introduces himself and tells the PCs a story of an arclord whose goals in furthering her skills were always to master the interplay between magic and life. Her earliest studies taught her the connection between magic and music. Since then she learned ancient techniques that allowed arcane-forged constructs to house living souls. These “proto-golems” were the oldest example of their kind, originally crafted for protection and study. Over time the creation process had been corrupted through experimentation into the golems known to Golarion today.

After years of trials, she succeeded in creating an apparatus that allowed a living soul, freshly forged in the Positive Energy Plane, to enter a host body she prepared, marked with a Celestial rune on its forehead. After many days of telepathic conversation (as the initial creation had neither ears nor mouth), he chose a name and gender for himself, and began to study alongside her.

Arclord Alyreha believed herself to be male in her youth, but always felt that she was meant to be something different—something more, aided by conversations with Vrisk about life, magic, and souls that helped her reach an epiphany. In the same place where she helped bring a new soul to the surface of Golarion, she transitioned into her true self, with Vrisk as her closest confidant.

Vrisk studies Zykyryz intently before breaking into a stony smile, informing the PCs and skull alike that no matter what form his friend takes, he would always recognize her. Somehow, this skull contains the mind and spirit of Arclord Alyreha Tzonnek.

If this is the first place the PCs have visited following their city investigation, Zykyryz retorts, “you may be head over heels for this person, but that's not me.” Vrisk nods and suggests the PCs need to seek out another vital piece of magic to help Alyreha remember herself, directing them to Scorpia's Grotto. If



# The Arclord Who Never Was

the PCs didn't fight him, the proto-golem offers to cast a *sigil* on each character that he thinks could help them—a rune the Arclord often used.

Should the PCs come to the Sunmist Stele after visiting Scorpia's Grotto, Vrisk's tale is the final piece of the puzzle that makes Alyreha recognize herself and forget the Zykyryz persona, though she can't quite make up her mind whether or not she has the social skills to stop the puns.

To leave this floating site, Vrisk can activate the teleportation circle in area **B2**, causing the PCs to emerge from a cramped janitor's closet in the Starry-Eyed Conservatorium (requiring one PC to make a Reflex save as per "6 Memories" on page 7, but also allowing the Pathfinders to locate the *healing potions*). Alternatively, the PCs must hail magical public transportation in the form of a flying carpet that takes them back to the ground.

**Reward:** For levels 1–2, the rod Vrisk carries is a +1 *low-grade silver morningstar*. For levels 3–4, it is instead a +1 *striking low-grade silver morningstar*. The proto-golem gifts this item to the Pathfinder Society as a tool for both defense and study.

## HEAD IN THE BOOKS

After their day in the city, there's nothing left for the player characters to do except return to Nexus House, the vash-vatom greeting them upon their return. Even though Alyreha has been revived, the mystery of what caused her mind to be sent into a skull other than her own still remains.

Read or paraphrase the following.

Sebnet leads the way to an underground library, each room boasting concave mirrors that reflect and diffuse the light emanating from a massive central orrery, providing illumination to the whole space.

"Pathfinders, this is the Library of Reflection. All the tomes and scrolls here are extremely fragile, so any form of sunlight or flames are forbidden. Somehow, thanks to you restoring her, I remember Alyreha, and that she used to spend long hours here researching... something. Thanks to this wondrous bit of magical resonance you've discovered, I sense we may have a limited window of time to track down what secrets she was seeking to uncover!"

To conduct this timely research, each PC can attempt three checks using skills associated with the four magical traditions: Arcana, Nature, Occultism, and Religion. PCs can also use the Athletics skill to help carry heavy tomes around the library, and relevant Lore skills at GM discretion. The DCs for these checks is 15 for levels 1–2 and 18 for levels 3–4.

**Critical Success** The PC earns 2 Library Points.

**Success** The PCs earns 1 Library Point.

**Critical Failure** The PC loses 1 Library Point.

If the PCs are wearing any gang badges, a Nexus House initiate remarks that they've got a cousin in that group and offers to help. Each badge-wearing PC gains a +1 circumstance bonus on their checks. If the PCs have the *sigil* from Vrisk, this arcane mark pulses with light when the PCs are close to things touched by Alyreha in

## A FALSE FINISH

Given the lighthearted nature of this adventure and the many jokes, puns, and personalities the Pathfinders have encountered during their day in Quantum, it's entirely possible it hasn't occurred to PCs that recovering Alyreha's lost memories might trigger some response from Aslynn's forces.

This obfuscation is intentional. GMs are encouraged to lull their players into thinking that **Head in the Books** is the final portion of this adventure, possibly even by pretending to pack up some gaming materials while reading the boxed text that begins the **Home Invasion** encounter on page 15.



the past, reducing all research related DCs by 1. In addition, if a PC uses the Vrisk's rod as a tool to help read tomes, that character gains a +1 item bonus on their checks.

The number of Library Points the PCs earn determines how much information they learn before the magical resonance fades. For groups of 5 PCs, use the following thresholds: *Library Threshold 0* (0–3 Library Points), *Library Threshold 1* (4–6 Library Points), *Library Threshold 2* (7–11 Library Points), and *Library Threshold 3* (12+ Library Points). For groups of 6 PCs, use the following thresholds instead: *Library Threshold 0* (0–3 Library Points), *Library Threshold 1* (4–8 Library Points), *Library Threshold 2* (9–14 Library Points), *Library Threshold 3* (15+ Library Points).

**Library Threshold 0 (0–2 Library Points):** The PCs learn the arclord was studying true names, an extremely rare form of magic that can be used to control others or to unlock one's own inner power.

With their shoddy research, discovering this information is a slow process, forcing them to stay up late into the night. All of the PCs are fatigued the following day.

**Library Threshold 1 (3–5 Library Points):** As Library Threshold 0 except the PCs are able to get a bit more rest. Each PC can attempt a DC 13 Fortitude save (DC 16 for levels 3–4) to avoid becoming fatigued.

**Library Threshold 2 (6–9 Library Points):** The PCs learn that Alyreha was on the cusp of creating new rituals using true names to benefit the ritualist rather than to bind others.

**Library Threshold 3 (10+ Library Points):** In addition to learning about the aims of Alyreha's true name rituals, the PCs discover that if one of these new rituals were to be interrupted, it could "unmake" the ritualist's body, only giving their mind and soul milliseconds to find a suitable receptacle nearby or else risk being lost forever.



# The Arclord Who Never Was

**Reward:** If the PCs reach Library Threshold 2, they discover a *scroll of thoughtful gift* in the library (*Pathfinder Advanced Player's Guide* 226). For levels 3–4, they also discover a *scroll of charitable urge* (*Advanced Player's Guide* 216).

## C. LIBRARY OF REFLECTION

Unless otherwise noted, all rooms are 10 feet in height. All of the library's doors are typically left open except when the dormitory is in use. Use the map on page 16 for the combat encounter below.

### C1. MEETING SPACE

This room has a long table in its center, perfect for small gathering symposiums. A small magical stove sits on the eastern wall, providing heat for coffee or tea as well as dim illumination into adjacent squares if there are no other light sources.

### C2. CENTRAL CHAMBER

Like several other chambers within Nexus House, this 20-foot-high chamber boasts a magical orrery in its center. So long as it spins, it provides bright light to its chamber and any other room in the library whose doors are open and mirrors not covered.

### C3. DORMITORY

A place for weary researchers to rest without leaving the library. If the PCs were proficient in their studies the night before, this is where they would have slept.

### C4. MAGICAL ARCHIVE

Numerous circular tables fill this space, each one with a golden disk in the center. Researchers interact with these disks to access knowledge stored in spiritual rather than written form. This is one of the areas the PCs would have used in their studies the night before.

### C5. REPOSITORY

Home of the library's physical books and scrolls. This is one of the areas the PCs would have used in their studies the night before.

### EVENT: HOME INVASION

Despite having a feeling that "something" was happening in the city, Liaskra only became aware of actual events regarding the skull after the PCs started their research. Even though only a fraction of her strike team is currently at her disposal, she sends them to assault Nexus House anyway hoping they get lucky, while she reports the situation directly to Aslynn.

Read or paraphrase the following.

Early in the morning, Sebneth Sanserkoht smiles as she walks past the glowing orrery in the library's central chamber, her many bangles announcing her presence before she's seen. She carefully balances a tray bearing a carafe of orange juice, a pot of freshly brewed coffee, and a hot plate containing sizzling bacon and steaming biscuits.

Suddenly, an explosion shakes the lodge to its foundations! The orrery shatters, a concussive wave of magic knocking the vashatom unconscious. A contingency spell stored in one of her jewelry pieces teleports Sebneth away to safety as a shadowy figure emerges from invisibility, just before the entire library is plunged into total darkness, heralded by the sound of breakfast crashing to the floor.

An inky voice whispers from the dark. "Finally, we've found you. Get the skull!"

The entire library is in total darkness. The PCs begin in area C1, having been awaiting a debriefing by Sebneth. Alyreha begins in hand (or on shoulder) of the PC who was last in possession of her skull, or with whom the Arclord had established the closest rapport at GM discretion.

**Alyreha's Aid:** With her new friends' lives in danger, the Arclord suddenly finds she can access some of her arcane powers. How much she can bring to bear on this encounter is determined by how thorough the PCs were in their research. Alyreha acts at the start of each round. Her actions depend upon the highest threshold the PCs reached in the library.

If the PCs pulled an all-nighter doing research (Library Threshold 0), Alyreha casts *blur* on the PC who is holding her in round 2. In round 3, she casts *light* if area C1 has no other light sources.

If the PCs achieved Library Threshold 1, Alyreha instead casts *haste* on a single PC in the first round. In round 2, she casts *blur* as described above. In round 3, she casts *light* as described above.

If the PCs achieved Library Threshold 2, Alyreha instead uses the Quickened Casting metamagic feat to cast *haste* on two PCs simultaneously in the first round. In round 2, she casts *blur* as described above. In round 3, she casts *light* if area C1 has no other light sources, or *true target* on 4 PCs if it already does. If she doesn't cast *true target* in round 3, she does so in the round 4.

Finally, if the PCs achieved Library Threshold 3, Alyreha instead casts *haste* (7th level), targeting up to 6 PCs or their combat capable companions in the first round. In round 2, she casts *blur* as described above, and in rounds 3 and 4 she casts *light* and/or *true target* as described above.

**Creatures:** Taking advantage of Nexus House's open floorplan and enchantments that constantly clean signs of passage, Liaskra's assault leader (a dero strangler for levels 1–2 or a shae for levels 3–4) and their team drank *potions of invisibility* before infiltrating the lodge. The leader then used a scroll of *shatter* to disable the orrery. The skulls are survivors from the nature preserve with a grudge against the Pathfinder Society. They fight to the death, here as a distraction while the others try to capture Alyreha. All other enemies withdraw if they're in possession of the skull. The assault leader begins this encounter near the orrery in C2 and doesn't let the skull out of their sight. All other forces are evenly spread out just outside the doors to area C1 on all sides. All enemies except for the assault leader begin this encounter invisible.



# The Arclord Who Never Was





# The Arclord Who Never Was

## LEVELS 1–2

### DERO STRANGLER

Page 21

### CREATURE 3

### SKULK RAIDER

Page 21, art on page 28

### CREATURE 1

## LEVELS 3–4

### SHAE

Page 24

### CREATURE 4

### SKULK RAIDERS (3)

Page 24, art on page 28

### CREATURE 1

**Development:** In the event any of Liaskra's forces take possession of Alyreha's skull and abscond with her through the doors at the western edge of the map, they escape upstairs and onto the streets of Quantum. If this occurs, Alyreha musters all of her power and unleashes an eruption of raw arcane energy enhanced with a single letter of her true name. This explosion completely destroys her abductors while severely damaging the façade and entrance hall of Nexus House. Other Pathfinders are then able to recover her skull.

Any captured forces remain silent other than to confirm who they work for, as they're quite certain betraying Aslynn or Liaskra would put their lives and souls in danger.

Regardless of the outcome, Sebneth quickly regains consciousness and rejoins the PCs.

## CONCLUSION

Sebneth puts the PCs to work repairing damage to Nexus House, but unexpected help may arrive before they begin. If the PCs befriended the gang at Scorpio's Grotto and wore their badges afterward, Keryn and company come to lend a hand. If the party befriended Vrisk enough to earn his arcane mark, the proto-golem makes the trek from his sanctuary along with a dozen animated brooms to assist. If both groups are present, they're slightly uneasy with each other, but their connection with the Pathfinders is strong enough to prevent any confrontations. In the event the PCs

didn't befriend either group, they must clean up the mess on their own.

Both Vrisk and the gang members press the PCs to tell them what happened. Vrisk accepts whatever decision the PCs make as to whether to share information with him or not. The gang members, though, react poorly if the PCs don't wish to tell them anything (assuming the PCs didn't tell them details about their mission earlier) and wonder if the PCs just wanted to use them. In order to smooth things over with the gang without telling the full truth, the PCs must succeed at a Deception or Performance check to lie or distract. The DCs for this check is 17 for levels 1–2 and 20 for levels 3–4. If Vrisk is present, the PCs take a –2 circumstance penalty to their checks. Failure means the gang members leave in a huff, taking back their honorary badges.

Once things have calmed down, Sebneth summons the PCs to her office, where she and Alyreha's skull await them, Sebneth sporting a bump on the back of her head. The vash-vatom posits that in these dangerous times, she needs to put in a request for Toldrar, Head of Security for the Grand Lodge in Absalom, to give Nexus House his "special touch." She expresses her gratitude to the PCs for learning who the

Arclord is as well as her research into the magic of true names. The heightened arcane abilities that Alyreha regained under pressure gradually slip from her mind, leaving her mentally fatigued but all the more driven to recover her former power. Thanks to the PCs, the investigation can

continue at the Arclord's abandoned home—an expedition to be organized in the near future, once Alyreha has had a chance to recover from the day's events. The Pathfinder Society hopes to restore Alyreha's true name and body to her, so that through cooperating with one another, Aslynn's schemes might be revealed.

## REPORTING NOTES

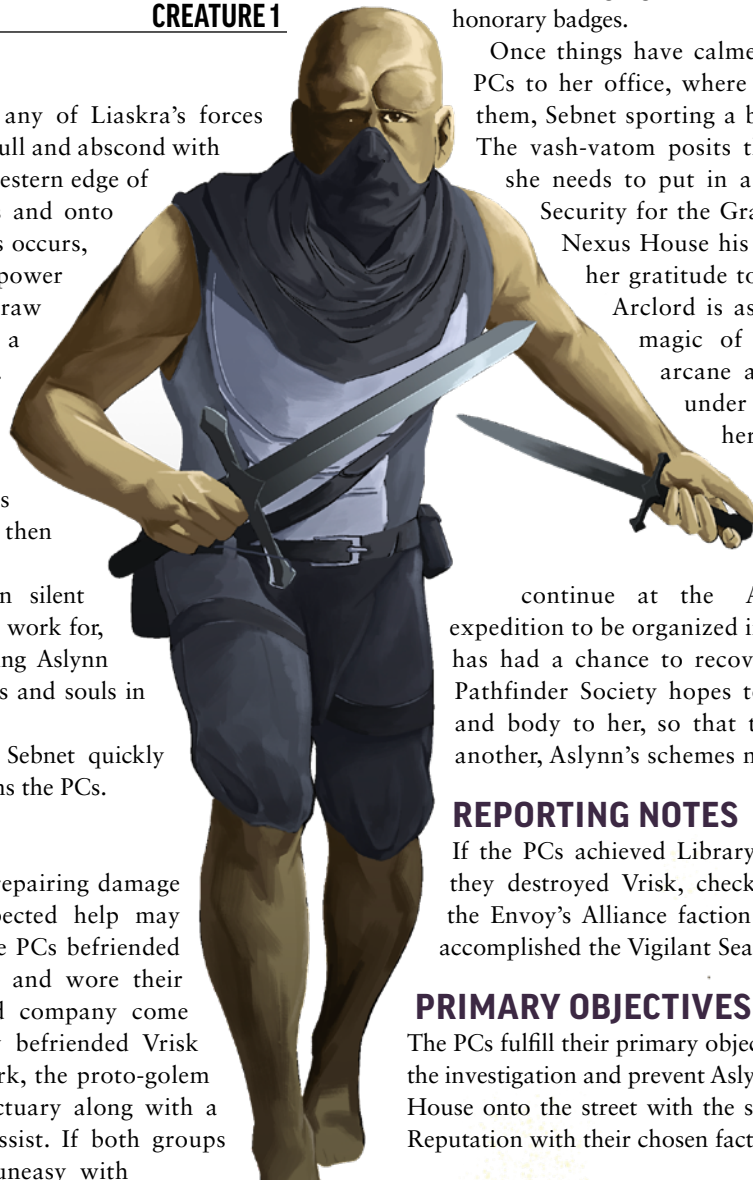
If the PCs achieved Library Threshold 3, check box A. If they destroyed Vrisk, check box B. If they accomplished the Envoy's Alliance faction mission, check box C. If they accomplished the Vigilant Seal faction mission, check box D.

## PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they complete all parts of the investigation and prevent Aslynn's forces from escaping Nexus House onto the street with the skull. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objective and earn 2 additional Reputation with



SKULK RAIDER

# The Arclord Who Never Was

their chosen faction if they accomplish 4 or more of the following tasks: obtain at least 4 memories before leaving the Starry-Eyed Conservatorium, resolve the encounter at Scorpia's Grotto without violence, resolve the encounter at the Sunmist Stele without violence, reach Library Threshold 2 at Nexus House, succeed at the Envoy's Alliance faction mission, or succeed at the Vigilant Seal faction mission.

## FACTION NOTES

This mission is of particular interest to the Envoy's Alliance and Vigilant Seal factions.

**Envoy's Alliance:** The Envoy's Alliance hopes to establish a broad spectrum of new allies in Quantum. If the Pathfinders earned (and kept) the respect of the gang and their honorary badges while also not destroying Vrisk, each PC earns 2 additional Reputation with the Envoy's Alliance faction.

**Vigilant Seal:** The Vigilant Seal is far more concerned that information regarding Alyreha remains with trusted personnel only. If the Pathfinders earned Vrisk's arcane sigil and avoided sharing information about the skull or true name magic with any non-Pathfinders besides Vrisk, each PC earns 2 additional Reputation with the Vigilant Seal faction.



# The Arclord Who Never Was

## APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A. EVENT: BAR BRAWL! (LEVELS 1-2)

#### DANCER

#### CREATURE 1

**N** **MEDIUM** **HUMAN** **HUMANOID**  
*Pathfinder Gamemastery Guide* 236

**Perception** +3

**Languages** Common

**Skills** Acrobatics +8, Athletics +8, Diplomacy +7, Performance +13 (+15 when dancing), Stealth +6, Theater Lore +5

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

**Items** daggers (3), jewelry and clothes (worth 10 gp)

**AC** 16; **Fort** +6, **Ref** +8, **Will** +3

**HP** 20

**Speed** 25 feet

**Melee** ✦ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

**Melee** ✦ foot +8 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

**Ranged** ✦ dagger +8 (thrown 10 feet), **Damage** 1d4+3 piercing

**Fascinating Dance** ✦ **Frequency** once per round; **Effect** The dancer Strides up to their Speed. Once during this movement, when the dancer is adjacent to a creature, the dancer can make that creature attempt a DC 17 Will save. On a failure, that creature is fascinated with the dancer until the end of its next turn.

#### SERVERS (2)

#### CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**  
*Pathfinder Gamemastery Guide* 238

**Perception** +3

**Languages** Common

**Skills** Acrobatics +6, Diplomacy +4, Thievery +5

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

**Items** pewter mug, serving tray

**AC** 16; **Fort** +2, **Ref** +7, **Will** +5

**HP** 7

**Quick Catch** ✨ **Trigger** An object that the server could hold in one hand is dropped within the server’s reach; **Requirements** The server has at least one hand free; **Effect** The server catches the dropped object before it hits the floor or leaves their reach.

## SCALING ENCOUNTER A

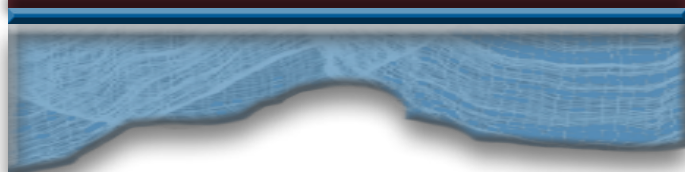
To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Replace one server with one guard.

**12–13 Challenge Points:** Add one guard to the encounter.

**14–15 Challenge Points:** Add one guard and one server to the encounter.

**16–18 Challenge Points (5+ players):** Add two guards to the encounter.



**Speed** 25 feet

**Melee** ✦ fist +6 (agile, nonlethal), **Damage** 1d4+1 bludgeoning

**Ranged** ✦ pewter mug +6 (thrown 10 feet), **Damage** 1d4+1 bludgeoning

#### GUARD (0)

#### CREATURE 1

**LN** **MEDIUM** **HUMAN** **HUMANOID**  
*Pathfinder Gamemastery Guide* 232

**Perception** +7 (+8 to find concealed objects)

**Languages** Common

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

**AC** 18; **Fort** +7, **Ref** +5, **Will** +5

**HP** 20

**Attack of Opportunity** ✨

**Speed** 25 feet

**Melee** ✦ club +9, **Damage** 1d6+4 bludgeoning

**Melee** ✦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

**Ranged** ✦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Ranged** ✦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

# The Arclord Who Never Was

## B3. EVENT: A HARD PLACE (LEVELS 1-2)

### OVERWORKED VRISK

### CREATURE 2

UNIQUE NG MEDIUM CONSTRUCT GOLEM

**Perception** +7; darkvision

**Languages** Celestial, Common, Requian

**Skills** Arcana +7, Athletics +5, Golem Lore +8, Medicine +5, Religion +7

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

**Unfinished** Vrisk's smooth head does not have ears, so he's deaf. He automatically critically fails any Perception checks that require hearing and is immune to auditory effects. He can supply verbal components for casting spells and command components for activating magic items, but if he performs an action he isn't accustomed to that involves auditory elements, he must succeed at a DC 5 flat check or the action is lost. He has both the Sign Language and Read Lips skill feats.

**Items** +1 low-grade silver morningstar

**AC** 18; **Fort** +10, **Ref** +4, **Will** +7

**HP** 34; **Immunities** auditory, bleed, death effects, diseased, doomed, drained, fatigued, magic (see below), paralyzed, poison, sickened; **Resistances** physical 5 (except bludgeoning)

**Golem Antimagic** harmed by negative (2d8, 1d8 from areas or persistent damage); healed by positive (area 1d6); slowed by emotion

**Vulnerable to Daze** Vrisk is affected by the *daze* spell as if he was a living creature

**Vulnerable to Redact** If targeted by *redact* or any other spell that erases text, Vrisk must succeed at a DC 18 Will save or immediately die as the rune on his forehead is erased.

**Speed** 20 feet

**Melee** ✦ fist +8 (agile, nonlethal), **Damage** 1d10+2 bludgeoning

**Melee** ✦ morningstar +9 (magical, versatile P), **Damage** 1d6+2 bludgeoning

**Arcane Prepared Spells** DC 18, attack +10; **2nd** *dispel magic*; **1st** *pummeling rubble* (*Advanced Player's Guide* 223), *ray of enfeeblement*, *sleep*; **Cantrips (2nd)** *daze*, *shield*, *sigil*

**Arcane School Spells** 1 Focus Point; **1st** *protective ward* (*Core Rulebook* 407)

### ANIMATED BROOM

### CREATURE -1

N SMALL CONSTRUCT MINDLESS

*Pathfinder Bestiary* 20

**Perception** +3; darkvision

**Skills** Athletics +5

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

**AC** 16 (14 when broken); construct armor; **Fort** +3, **Ref** +6, **Will** +3

**HP** 6; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, an animated broom has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated broom is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 14.

## SCALING ENCOUNTER B3

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

**10-11 Challenge Points:** Add one animated broom to the encounter.

**12-13 Challenge Points:** Add one animated leather armor to the encounter.

**14-15 Challenge Points:** Add one animated broom and one animated leather armor to the encounter.

**16-18 Challenge Points (5+ players):** Add two animated brooms and one animated leather armor to the encounter.



**Speed** 15 feet

**Melee** ✦ bristles +6 (agile, magical, finesse), **Damage** 1d4 bludgeoning plus dust

**Dust** A creature hit by an animated broom's bristles must succeed at a DC 15 Fortitude save or spend its next action coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature that doesn't breathe is immune to this effect.

### ANIMATED LEATHER ARMOR (0)

### CREATURE 1

UNCOMMON N MEDIUM CONSTRUCT MINDLESS

Variant animated armor (*Pathfinder Bestiary* 20)

**Perception** +5; darkvision

**Skills** Athletics +8

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

**AC** 15 (11 when broken); construct armor; **Fort** +7, **Ref** +5, **Will** +3

**HP** 20; **Hardness** 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, an animated leather armor has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated leather armor is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 11.

**Speed** 20 feet

**Melee** ✦ glaive +8 (deadly 1d8, forceful, magical, reach 10 feet), **Damage** 1d8+2 slashing

**Melee** ✦ gauntlet +8 (agile, free-hand, magical), **Damage** 1d6+2 bludgeoning



# The Arclord Who Never Was

## C1. EVENT: HOME INVASION (LEVELS 1-2)

### DERO STRANGLER

### CREATURE 3

CE SMALL DERO HUMANOID

*Pathfinder Bestiary* 84

**Perception** +6; darkvision

**Languages** Aklo, Undercommon

**Skills** Athletics +11, Intimidation +7, Medicine +4, Stealth +10

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

**Items** aklys, hand crossbow (10 bolts), lethargy poison (5 doses), rope (50 feet)

**AC** 19; **Fort** +10, **Ref** +8, **Will** +6

**HP** 45; **Immunities** confusion; **Weaknesses** vulnerable to sunlight

Vulnerable to Sunlight A dero strangler takes 8 damage for every hour they're exposed to sunlight.

**Speed** 20 feet

**Melee** aklys +11 (trip), **Damage** 1d6+6 bludgeoning

**Ranged** aklys +10 (ranged trip, tethered, thrown 20 feet), **Damage** 1d6+6 bludgeoning

**Ranged** hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison

**Occult Innate Spells** DC 19; **2nd** darkness (at will), sound burst; **Cantrips** (2nd) daze, ghost sound

**Strangle** ♦ (attack, nonlethal) **Requirements** The dero must have two free hands, or be wielding an aklys and have one hand free. **Effect** The dero attempts an Athletics check to Grab with a +2 circumstance bonus. On a success, the target takes 1d6+6 bludgeoning damage. Double the damage on a critical success.

### SKULK RAIDER

### CREATURE 1

UNCOMMON CE MEDIUM HUMANOID SKULK

*Pathfinder Bestiary* 2 243

**Perception** +5; low-light vision

**Languages** Common

**Skills** Acrobatics +6, Deception +6, Society +4, Stealth +8, Thievery +6

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

**Camouflaged Step** The skulk gains the benefit of the Cover Tracks action in forests and subterranean settings without moving at half Speed.

**Chameleon Skin** The skulk's skin shifts and changes to match the surroundings. As long as most of their body is not covered by clothing or armor, the skulk gains a +2 circumstance bonus to Stealth checks to Hide.

**Items** daggers (2), shortsword

**AC** 16; **Fort** +7, **Ref** +8, **Will** +5

**HP** 21

**Speed** 25 feet

**Melee** ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

**Melee** ♦ dagger +8 (agile, versatile S), **Damage** 1d4+2 piercing

**Ranged** ♦ dagger +8 (thrown 10 feet), **Damage** 1d4+2 piercing

**Sneak Attack** A skulk's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER C1

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

**10-11 Challenge Points:** Add one duergar sharpshooter to the encounter.

**12-13 Challenge Points:** Add two duergar sharpshooters to the encounter.

**14-15 Challenge Points:** Add two skulk raiders to the encounter.

**16-18 Challenge Points (5+ players):** Add three skulk raiders to the encounter.



### DUERGAR SHARPSHOOTER (0)

### CREATURE 0

LE MEDIUM DUERGAR DWARF HUMANOID

*Pathfinder Bestiary* 138

**Perception** +4; darkvision

**Languages** Common, Dwarven, Undercommon

**Skills** Athletics +3, Stealth +5

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

**Items** chain shirt, crossbow (3 bola bolts and 10 bolts), light mace

**AC** 17; **Fort** +7, **Ref** +7, **Will** +4; +2 status to saves vs. magic

**HP** 16

Light Blindness

**Speed** 20 feet

**Melee** light mace +5 (agile, finesse, shove), **Damage** 1d4+1 bludgeoning

**Ranged** crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing or bola bolt

**Occult Innate Spells** DC 12; **2nd** enlarge (self only), invisibility (self only)

**Bola Bolt** This shot deals no damage, but on a hit, the target must succeed at a DC 16 Reflex save or be knocked prone and immobilized until it is freed with a successful DC 15 check to Escape. This check can be attempted either by the target or a creature adjacent to the target.

# The Arclord Who Never Was

## APPENDIX 2: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A. EVENT: BAR BRAWL! (LEVELS 3–4)

#### CHARLATAN

#### CREATURE 3

NE MEDIUM HUMAN HUMANOID  
Pathfinder Gamemastery Guide 209

**Perception** +6

**Languages** Common

**Skills** Acrobatics +8, Deception +11, Diplomacy +9, Occultism +7, Performance +11, Society +7, Stealth +8, Thievery +8, Underworld Lore +9

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

**Versatile Performance** The charlatan can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. They can also use an acting Performance instead of Deception to Impersonate.

**Items** disguise kit, lute, sap, shortsword, thieves' tools

**AC** 18; **Fort** +5, **Ref** +8, **Will** +10

**HP** 40

**Speed** 25 feet

**Melee** ♦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

**Melee** ♦ sap +7 (agile, nonlethal), **Damage** 1d6+2 bludgeoning

**Occult Spontaneous Spells** DC 20, attack +10; **2nd** (2 slots) *charm*, *illusory disguise*, *invisibility*; **1st** (3 slots) *illusory disguise*, *magic aura*, *unseen servant*, *ventriloquism*; **Cantrips (2nd)** *daze*, *ghost sound*, *mage hand*, *message*, *prestidigitation*

**Bard Composition Spells** 1 Focus Point, DC 19; **1st** *counter performance* (Core Rulebook 386); **Cantrips (1st)** *inspire courage* (Core Rulebook 386)

**Sneak Attack** The charlatan deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER A

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

**19–22 Challenge Points:** Apply the elite adjustment to both guards.

**23–27 Challenge Points:** The PCs face one guard and two elite guards.

**28–32 Challenge Points:** Add two elite guards to the encounter.

**33+ Challenge Points:** Replace the two guards with four elite guards.



#### GUARDS (2)

#### CREATURE 1

LN MEDIUM HUMAN HUMANOID  
Pathfinder Gamemastery Guide 232

**Perception** +7 (+8 to find concealed objects)

**Languages** Common

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

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

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

**AC** 18; **Fort** +7, **Ref** +5, **Will** +5

**HP** 20

**Attack of Opportunity** ↻

**Speed** 25 feet

**Melee** ♦ club +9, **Damage** 1d6+4 bludgeoning

**Melee** ♦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

**Ranged** ♦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Ranged** ♦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning



# The Arclord Who Never Was

## B3. EVENT: A HARD PLACE (LEVELS 3–4)

### VRISK

### CREATURE 3

UNIQUE NG MEDIUM CONSTRUCT GOLEM

**Perception** +9; darkvision

**Languages** Celestial, Common, Requian

**Skills** Arcana +9, Athletics +7, Golem Lore +10, Medicine +7, Religion +9

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

**Unfinished** Vrisk's smooth head does not have ears, so he is deaf. He automatically critically fails any Perception checks that require hearing and is immune to auditory effects. He can supply verbal components for casting spells and command components for activating magic items, but if he performs an action he's not accustomed to that involves auditory elements, he must succeed at a DC 5 flat check or the action is lost. He has both the Sign Language and Read Lips skill feats.

**Items** +1 striking low-grade silver morningstar

**AC** 18; **Fort** +12, **Ref** +6, **Will** +9

**HP** 42; **Immunities** auditory, bleed, death effects, diseased, doomed, drained, fatigued, magic (see below), paralyzed, poison, sickened;

**Resistances** physical 5 (except bludgeoning)

**Golem Antimagic** harmed by negative (3d8, 1d10 from areas or persistent damage); healed by positive (area 2d6); slowed by emotion

**Vulnerable to Daze** Vrisk is affected by the *daze* spell as if he was a living creature.

**Vulnerable to Redact** If targeted by *redact* or any other spell that erases text, Vrisk must succeed at a DC 20 Will save or immediately die as the rune on his forehead is erased.

**Speed** 20 feet

**Melee** ✎ fist +10 (agile, nonlethal), **Damage** 1d10+6 bludgeoning

**Melee** ✎ morningstar +11 (magical, versatile P), **Damage** 1d6+6 bludgeoning

**Arcane Prepared Spells** DC 20, attack +12; **2nd** *dispel magic*; **1st** *pummeling rubble* (*Advanced Player's Guide* 223), *ray of enfeeblement*, *sleep*; **Cantrips (2nd)** *daze*, *shield*, *sigil*

**Arcane School Spells** 1 Focus Point; **1st** *protective ward* (*Core Rulebook* 407)

### ANIMATED STATUE

### CREATURE 3

N MEDIUM CONSTRUCT EARTH MINDLESS

*Pathfinder Bestiary* 21

**Perception** +9; darkvision

**Skills** Athletics +11

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

**AC** 19 (15 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +5

**HP** 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15.

**Speed** 20 feet

**Melee** ✎ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

## SCALING ENCOUNTER B3

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

**19–22 Challenge Points:** Add one animated leather armor to the encounter.

**23–27 Challenge Points:** Add one animated statue to the encounter.

**28–32 Challenge Points:** Add one animated leather armor and one animated statue to the encounter.

**33+ Challenge Points:** Add two animated statues to the encounter.



### ANIMATED LEATHER ARMOR (0)

### CREATURE 1

UNCOMMON N MEDIUM CONSTRUCT MINDLESS

Variant animated armor (*Pathfinder Bestiary* 20)

**Perception** +5; darkvision

**Skills** Athletics +8

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

**AC** 15 (11 when broken); construct armor; **Fort** +7, **Ref** +5, **Will** +3

**HP** 20; **Hardness** 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, an animated leather armor has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated leather armor is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 11.

**Speed** 20 feet

**Melee** ✎ glaive +8 (deadly 1d8, forceful, magical, reach 10 feet), **Damage** 1d8+2 slashing

**Melee** ✎ gauntlet +8 (agile, free-hand, magical), **Damage** 1d6+2 bludgeoning

# The Arclord Who Never Was

## C1. EVENT: HOME INVASION (LEVELS 3-4)

### SHAE

### CREATURE 4

**N** **MEDIUM** **SHADOW**

*Pathfinder Bestiary 3 230*

**Perception** +10; darkvision

**Languages** Aklo, Auran, Common, Shae, Undercommon

**Skills** Acrobatics +13, Deception +9, Occultism +11, Shadow Plane Lore +11, Stealth +13

**Str** +3, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3

**Items** dagger (5)

**Shadow Shift** Being made partially of shadow themselves, shae are concealed in dim light or darkness even to creatures that can see clearly in those light levels.

**AC** 21; **Fort** +9, **Ref** +11, **Will** +10

**HP** 45; **Immunities** precision; **Resistances** cold 5, negative 5

**Counterattack** **Trigger** The shae is targeted by an attack from an adjacent creature that misses due to the shae being concealed;

**Requirements** The shae is aware of the attack; **Effect** The shae makes a Strike against the attacker.

**Slip** **Trigger** A creature moves adjacent to the shae; **Effect** The shae teleports to a clear space adjacent to another creature they can see within 30 feet.

**Speed** 25 feet, fly 35 feet; swift steps, tenebral form

**Melee** **◆** dagger +13 (agile, finesse, versatile S), **Damage** 1d4+5 piercing and 1d6 cold

**Ranged** **◆** dagger +13 (thrown 10 feet), **Damage** 1d4+5 piercing and 1d6 cold

**Occult Innate Spells** DC 21; **7th plane shift** (self only; to Shadow Plane or Material Plane only); **4th gaseous form** (at will); **Cantrips (2nd)** *chill touch*, *detect magic*

**Bide** **◆◆** The shae prepares to take action against their foes, watching their opponent and waiting for the right opportunity to respond. The shae gains a second reaction until the start of their next turn, though they still can't use more than one reaction on the same triggering action.

**Swift Steps** The shae's movement doesn't trigger reactions.

**Tenebral Form** The shae can Fly at full Speed in gaseous form.

## SCALING ENCOUNTER C1

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

**19-22 Challenge Points:** Add one dero stalker to the encounter.

**23-27 Challenge Points:** Add two dero stalkers to the encounter.

**28-32 Challenge Points:** The PCs face a shae, two skulk raiders, one dero stalker, and two dero stranglers.

**33+ Challenge Points:** The PCs face a shae, two skulk raiders, two dero stalkers, and two dero stranglers.



### SKULK RAIDERS (3)

### CREATURE 1

**UNCOMMON** **CE** **MEDIUM** **HUMANOID** **SKULK**

*Skulk (Pathfinder Bestiary 2 243)*

**Perception** +5; low-light vision

**Languages** Common

**Skills** Acrobatics +6, Deception +6, Society +4, Stealth +8, Thievery +6

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

**Items** dagger (2), shortsword

**Camouflaged Step** The skulk gains the benefit of the Cover Tracks action in forests and subterranean settings without moving at half Speed.

**Chameleon Skin** The skulk's skin shifts and changes to match the surroundings. As long as most of their body is not covered by clothing or armor, the skulk gains a +2 circumstance bonus to Stealth checks to Hide.

**AC** 16; **Fort** +7, **Ref** +8, **Will** +5

**HP** 21

**Speed** 25 feet

**Melee** **◆** shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

**Melee** **◆** dagger +8 (agile, versatile S), **Damage** 1d6+2 piercing

**Ranged** **◆** dagger +8 (thrown 10 feet), **Damage** 1d4+2 piercing

**Sneak Attack** A skulk's Strikes deal an extra 1d6 precision damage to flat-footed creatures.



# The Arclord Who Never Was

## DERO STALKER (0)

## CREATURE 2

CE SMALL DERO HUMANOID

*Pathfinder Bestiary 84*

**Perception** +5; darkvision

**Languages** Aklo, Undercommon

**Skills** Acrobatics +8, Medicine +3, Stealth +8, Thievery +8

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

**Items** aklys, giant centipede venom (4 doses), hand crossbow (20 bolts)

**AC** 19; **Fort** +7, **Ref** +10, **Will** +3

**HP** 30; **Weaknesses** vulnerable to sunlight

**Vulnerable to Sunlight** A dero stalker takes 4 damage for every hour they're exposed to sunlight.

**Nimble Dodge** ➤ **Requirements** The dero stalker is not encumbered. **Trigger** A creature targets the dero with an attack and the dero can see the attacker. **Effect** The dero dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

**Speed** 20 feet

**Melee** aklys +8 (trip), **Damage** 1d6+2 bludgeoning

**Ranged** aklys +10 (ranged trip, tethered, thrown 20 feet), **Damage** 1d6+2 bludgeoning

**Ranged** hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus giant centipede venom

**Occult Innate Spells** DC 17; **Cantrips (1st)** *daze*, *ghost sound*

**Sneak Attack** A dero stalker deals 1d6 extra precision damage to flat-footed creatures.

## DERO STRANGLER (0)

## CREATURE 3

CE SMALL DERO HUMANOID

*Pathfinder Bestiary 84*

**Perception** +6; darkvision

**Languages** Aklo, Undercommon

**Skills** Athletics +11, Intimidation +7, Medicine +4, Stealth +10

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

**Items** aklys, hand crossbow (10 bolts), lethargy poison (5 doses), rope (50 feet)

**AC** 19; **Fort** +10, **Ref** +8, **Will** +6

**HP** 45; **Immunities** confusion; **Weaknesses** vulnerable to sunlight

**Vulnerable to Sunlight** A dero strangler takes 8 damage for every hour they're exposed to sunlight.

**Speed** 20 feet

**Melee** aklys +11 (trip), **Damage** 1d6+6 bludgeoning

**Ranged** aklys +10 (ranged trip, tethered, thrown 20 feet), **Damage** 1d6+6 bludgeoning

**Ranged** hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison

**Occult Innate Spells** DC 19; **2nd** *darkness* (at will), *sound burst*; **Cantrips (2nd)** *daze*, *ghost sound*

**Strangle** ➤ (attack, nonlethal) **Requirements** The dero must have two free hands, or be wielding an aklys and have one hand free. **Effect** The dero attempts an Athletics check to Grab with a +2 circumstance bonus. On a success, the target takes 1d6+6 bludgeoning damage. Double the damage on a critical success.

# The Arclord Who Never Was

## APPENDIX 3: GAME AIDS



Sebneth Sanserkoht

Igrigi Lokar



Zykyryz

Olorthu





# The Arclord Who Never Was

## APPENDIX 3: GAME AIDS



Greora

Floating Tome



Gabranaya

Vrisk



# The Arclord Who Never Was

## APPENDIX 3: GAME AIDS



Skulk Raider



# The Arclord Who Never Was

## HANDOUT #1: AN ENVOY'S BURDEN

Pathfinders,

I trust this letter finds you well after your voyage. I wish the Society could have found a better ship for you to take to Quantum, but the secrecy of your trip has acted like an invisible shroud, guarding you as you sailed. By now you have met our... your little burden. Vash-vatom Sanserkoht strongly believes that discovering the truth behind this mobile migraine (dare I say migration?) is in all of our best interests, and could unlock new avenues and allies for us in Nex.

To this end, it would be very helpful to the Envoy's Alliance if you would be on the lookout for new allies while you conduct your investigation in Quantum. Even those who may seem misguided at first might learn better ways, and bring benefit to all.

Yours,

Fola Barun

## HANDOUT #2: A SEALED REQUEST

I don't like it. I don't like it one bit.

I agree with our archivists that we need to identify and catalog all of the things that have entered our vaults but shipping one of them off to Garund just because she can talk isn't wise—and I'm not just saying that because she called me a "rusty shovel" and insulted my beard. If you're reading this, however, it means that I've been overruled... again.

While you're investigating things in Quantum, the Vigilant Seal recommends that you keep the skull's presence as discreet as possible, and I do recognize this is no small thing that I ask. More importantly, keep information about the skull and any magic linked to her on a need-to-know basis. I trust your judgment if you feel certain allies of the Society can be trusted with knowing more, but I also trust you to know where those limits are. Keep on your toes down there—something you should remind your chatty friend that she *can't* do.

Eando Kline

## HANDOUT #3: PEOPLE AND PLACES

- A bureaucrat at the Bandeshar palace
- A certain location at the docks
- Two persons in the Merchant's League
- A nearby nature preserve
- A priest at Scrivenbough library
- The Warlock's Walk

# The Arclord Who Never Was

## ORGANIZED PLAY

### TREASURE TABLE

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

### TREASURE BUNDLES

- ☐ ☐ ☐ ☐ ☐ Don't Lose Your Head, page 5: 1 Treasure Bundles for each memory the PCs investigate, to a maximum of 6.
- ☐ Area A, page 8: 1 Treasure Bundle for driving the gang away from Scorpia's Grotto.
- ☐ ☐ Area B3, page 12: 2 Treasure Bundles for befriending Vrisk.
- ☐ Head in the Books, page 14: 1 Treasure Bundle for discovering the scrolls in the Library of Reflection.



# The Arclord Who Never Was



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

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

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

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

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel		
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Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead	
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Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel		
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# The Arclord Who Never Was

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## Pathfinder Society Scenario





# Scenario #4-05: The Arclord Who Never Was

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

Venture-Captain Sebneth Sanserkoht summoned you to Nex, where you learned the Pathfinder Society had come across a talking skull named Zykyryz, who could only remember small snippets from her past. The venture-captain sent you out into Quantum to see if you could jog her memory and hopefully uncover who she was and how she came to be just a skull. You searched the city, defended a tavern, and searched an arclord's home before she discovered that she was Arclord Alyreha. You then defended her and the Nexus Lodge against an attack from Aslynn's forces.

## Boons

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

## Rewards

### Starting XP

### XP Gained

### Total XP

### Starting GP

### GP Gained

### GP Spent

### Total GP

Experience

Gold

## Items

## Notes

battle lute<sup>U</sup> (level 1; 15 gp; *Pathfinder Adventure Path #164: Hands of the Devil* 73)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: LQJN

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)