

A1. Delegating Authority

The Grand Lodge's campus is overrun with marauders and monsters, while support staff, initiates, and visitors run in peril for their lives. Yet, nearby groups of Pathfinders cluster together and argue about what to do about it, which team should stand back and support the other, and who has the best idea of what is happening. A venture-captain approaches from the direction of Skyreach.

The PCs are greeted by venture-captain Janiff Ivulxtin, the former head administrator for the Grand Lodge. Janiff nods curtly and explains that many of the venture-captains are busy investigating the potential source and goals of the attack, and that the venture-captains alone cannot coordinate the masses of Pathfinder agents in the Grand Lodge. As a result, there is a vacuum of leadership, and he needs dependable agents to remind their colleagues that the Society's motto includes the word "cooperate."

Janiff cites four critical areas. The Repository and the Center House both have wards and defenses, but should still be cordoned off and protected from the outside. The Society also has a number of visitors and guests who should be escorted safely off grounds and reassured that everything is under control. Finally, Absalom's district guards need to be stalled at the front gates before they overrun the campus and make a mess of everything. These are important tasks but are not necessarily heroic. The PCs are granted a modicum of temporary authority to see that jobs are handled.

Four teams can be found within a short distance of the PCs' present location, but they still need to succeed at appropriate skill checks in order to convince them to accept an order. Each skill check has a difficulty of Easy, Standard, or Hard; the DCs of these checks depends upon the subtier, as described below. If the PCs use any spells or effects on the leader of each group that require a Will saving throw, use the Will save bonus listed below.

Subtier 1–2: Easy DC 12; Standard DC 16; Hard DC 20;	Will +2
Subtier 3–4: Easy DC 14; Standard DC 18; Hard DC 22;	Will +5
Subtier 5–6: Easy DC 16; Standard DC 20; Hard DC 24;	Will +8
Subtier 7–8: Easy DC 19; Standard DC 23; Hard DC 27;	Will +10
Subtier 10–11: Easy DC 22; Standard DC 26; Hard DC 30;	Will +13

PCs may retry skill checks to convince their fellow Pathfinders, but the DC of each additional attempt increases by 2 (cumulative), and they must come up with a new argument in order to roll a new skill check.

Development: The PCs must persuade at least three Pathfinder teams to cooperate in order to achieve a victory in this mission.

THE CENTER HOUSE

These Pathfinders have lost their nerve.

INTERACTION

Skill Check Diplomacy (Standard)

GROUP

Leader Jayson Rhees (CG male half-elf rogue)

Personalities This team recently had a bad experience in Ustalav. Jayson himself caught ghoul fever and almost died. A few of his teammates have wondered if the life of a Pathfinder is still for them. They're not unwilling to help, but they've lost their edge. In Subtiers 7–8 and higher, Jayson explains that he's recently started sleepwalking, which has never done before, and that he has woken up several times in the process of trying to enter the Center House. Venture- Captain Basia Kalistoff of Ustalav now has him logging his dreams every night at the "special request of the Decemvirate." He and his team are consequently petrified to go near the building.

Quote *"Maybe you should ask someone with more experience? Or maybe it doesn't need to be guarded? It is haunted, isn't it?"*

Special PCs with class features that grant bonuses against fear effects can apply their bonus to their Diplomacy checks made to influence this team. If a PC uses a spell that negates or inhibits fear effects (such as *remove fear*), influencing this team becomes easier. Such spells grant a +5 circumstance bonus on checks made to influence the team.

Multiweapon Mastery (Ex)

Xill

A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

ESCORT DETAIL

These Pathfinders question the PCs' authority.

INTERACTION

Skill Checks Bluff (Standard) or Knowledge (history) (Easy)

GROUP

Leader Shorvan Anvilhammer (CN male dwarven ranger)

Personalities Shorvan is the dominant personality in his group. He's a decent man, but very independent. He's stubborn and works best with a well-established chain of command. Worse, the Pathfinder charter doesn't technically allow for field agents to give orders to other field agents. The PCs can overcome this issue with a successful Bluff check, or point out other instances in the Society's history when temporary measures were taken in an emergency. In Subtiers 7–8 and higher, Shorvan's experiences on his latest mission make him particularly unlikely to listen to orders from fellow Pathfinders. One of his adventuring companions on his last mission ordered the entire team to follow a plan that almost led the mission to disastrous failure.

Quote "I'm quite confident that Professor Nigel Aldain can find his own way to the front gate. What gives you the right to order us about? You're no venture-captains!"

THE FRONT GATE

These Pathfinders need a confidence boost.

INTERACTION

Skill Checks Diplomacy (Hard) or Knowledge (local) (Easy)

GROUP

Leader Meesha Tenpenny (NG female halfling fighter)

Personalities Meesha and her teammates want to help but are dubious when asked to stall the district guards at the front gates. There are only six of them and they don't like their odds against Absalom's city watch. They need to be reminded this is a contest of wills not a brawl with the authorities. A good pep talk achieves this, as does a reminder that the Grand Lodge was built in the Foreign Quarter for a reason; it has some of the privileges of an embassy. Meesha needs to be coached to tell the guards that if they want to tread across the campus, they'll need a signed warrant from Lord Gyr first. In Subtiers 7–8 and higher, a member of the guard has already entered the grounds without leave to demand an explanation for the chaos. "You tell Ambrus Valsin that this time it's gone too far! When I come back, I'm bringing a small army and we're going to find out what you people are hiding in all these creepy buildings. Once and for all!" This event clearly rattles Meesha.

Quote "What if the guard won't take no for an answer? Can I be arrested? Will someone post my bail? Maybe a venture-captain should be doing this?"

THE REPOSITORY

These vain Pathfinders test the PCs' patience.

INTERACTION

Skill Checks Diplomacy (Hard) or Intimidate (Easy)

GROUP

Leader Dara Immlin (CG female aasimar sorcerer)

Personalities Dara Immlin and her regular team consider themselves to be up-and-coming Pathfinders. When asked to simply stand around the Repository and make sure no one approaches, they scowl. They argue that there are far better uses for a team of their considerable talents. In Subtiers 7–8 and above, Dara has a signed commendation from a venture-captain for her team's exemplary work on a difficult mission. This little bit of personal recognition has gone right to their heads.

Quote "Why don't you guard the stone building with no doors and windows? We'll capture that giant two-headed vulture!"

Special Immlin's teammates typically follow her lead. Spells like *charm person* and *suggestion* or certain bardic abilities can sway Dara's opinion if used discreetly. This requires either using the Silent Spell metamagic feat, or enlisting the assistance of another PC to create a distraction, which requires a successful Bluff check at the Standard DC. If Dara fails her Will save against a spell like *charm person* or *suggestion* and the PCs cast the spell discreetly, she convinces her team to guard the repository. If Dara's team notices the PCs casting a spell on her but she fails the saving throw, the PCs can smooth the matter over with a Diplomacy check at the Standard DC. If Dara's team notices the PCs casting and Dara succeeds on the saving throw, they become extremely suspicious. The PCs may still try again, but the DC of all checks increases by 4 instead of the standard increase of 2.

Conductive (Ex)

Anytime a tophet is affected by an effect that deals fire damage, determine how much damage the construct would have taken if it were not immune to fire. Creatures currently swallowed whole by the construct take fire damage equal to half of this amount.

Tophet

Detonate (Su)**Blood Hag**

A blood hag in fiery form can explode in a 30-foot-radius burst that deals 8d6 points of fire damage (**Reflex DC 18 for half**). Using this ability returns a blood hag to her normal form. The save DC is Constitution-based.

Fiery Form (Su):**Blood Hag**

As a standard action, a blood hag who has removed her skin by using mask evil can assume the form of a flying ball of fire for up to 12 rounds. After leaving fiery form, a blood hag must wait 1d4 rounds before assuming it again. A blood hag in this form who enters the same space as another creature stops moving for that round and deals 3d6 points of fire damage (**Reflex DC 20 negates**) to that creature. A blood hag can suppress her heat and dim her light to that of an ember if she chooses, and can pass through openings and cracks as though in *gaseous form*. A blood hag in fiery form retains her AC and also has immunity to nonmagical attacks and effects. A successful targeted *dispel magic* spell or 20 points of cold damage returns her from her fiery form to her normal form. A blood hag can assume fiery form a number of times per day equal to her Charisma modifier (typically 4). The save DC is Charisma-based.

Mask Evil (Su)**Blood Hag**

During the day, a blood hag “wears her skin,” giving her the appearance of a young woman. When so disguised, the blood hag can’t use her bite, claws, or fiery form ability. At night, she bursts out of her skin and returns to her monstrous form. The hag regrows her skin each dawn. While a blood hag is wearing her skin, her alignment is masked as though by a constant *undetectable alignment* spell.

Writhing Snakes (Ex):**Dorvae**

When a dorvae succeeds at a grapple check against an opponent, the serpents of its body writhe around the grappled foe, biting wherever they can gain purchase. This deals 2d8 points of piercing damage, and the grappled foe is subject to the dorvae’s supernatural poison.

Dorvae Poison (Su) Writhing snakes—*injury*; save **Fort DC 20**; *frequency* 1/round for 12 rounds; *effect* 1d4 Wis and on the first failed save the target is susceptible to the dorvae’s *lesser geas* no matter its Hit Dice for 24 hours. *Cure* 3 saves. The save DC is Constitution-based.

Infectious Dance (Su)**Maenad**

Any creature viewing a dancing maenad from within 60 feet of her must succeed at a **DC 19 Will** save or be affected as if by *confusion* for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 temporary hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.

Mad Feast (Su)**Maenad**

As a full-round action, a maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 temporary hit points, and a +4 morale bonus on fear saves for 12 hours. Creatures affected also take a –4 penalty on Will saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery, excess, and violence.

Poison (Ex)**Maenad**

Bite—*injury*; save **Fort DC 19**; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Death Throes (Su)**Soulsilver**

When a soulsilver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (**Reflex DC 12 half**). The save DC is Constitution-based.

Perfect Copy (Su)**Soulsilver**

When a soulsilver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

Adaptive Strike (Su)**Naunet Protean**

A naunet’s natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a naunet may infuse all of its natural attacks with adamantite, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

Coalesce Chaos (Su)**Naunet Protean**

Once per day as a standard action, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to *solid fog* (CL 12th) and lasts for 2d6 rounds. If six or more naunets are present, the coalesced chaos instead functions as *acid fog* (CL 12th).

Inflict Warpwave (Su)

Imentesh Protean

As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a **DC 20 Fortitude** save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. See page 213 for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

Warpwaves

Imentesh Protean

Many proteans, particularly the imenteshes, have the ability to create and manipulate ripples in reality known as warpwaves. Yet even a protean can't predict what effects a warpwave might have. When a creature is affected by a warpwave, roll 1d20 and consult the table below to see what effect the entropic energies have.

d20	Warpwave Effect	Imentesh Protean
1	Target takes 2 Strength damage.	
2	Target takes 2 Dexterity damage.	
3	Target takes 2 Constitution damage.	
4	Target takes 2 Intelligence damage.	
5	Target takes 2 Wisdom damage.	
6	Target takes 2 Charisma damage.	
7	Target gains 1 negative level.	
8	Target is blinded or deafened for 1d4 rounds.	
9	Target is confused for 1d4 rounds.	
10	Target is entangled by filaments of energy for 1d4 rounds.	
11	Target becomes fatigued (or exhausted if already fatigued).	
12	Target becomes nauseated for 1d4 rounds.	
13	Target is stunned for 1d4 rounds.	
14	Target is sickened for 1d4 rounds.	
15	Target is staggered for 1d4 rounds.	
16	Target gains 4d6 temporary hit points.	
17	Target is affected by a <i>heal</i> spell (CL = protean's CR).	
18	Target is turned to stone.	
19	Target is affected by <i> baleful polymorph </i> (CL = protean's CR).	
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.	

Mirror Travel (Su)

Soulsliver

At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Swallow Whole (Ex)

Tophet

Once swallowed by a tophet, an opponent takes no damage, but is trapped inside the creature's hollow interior. The construct's maw locks down, preventing creatures from climbing back out. A creature can attempt to hack or smash its way out as normal, but a tophet's stomach has hit points equal to one-tenth its actual hit points plus its bonus hit points for being a construct (totalling 40 hit points for most tophets). Alternatively, a swallowed creature can attempt to pick the lock on the iron hatch in the tophet's stomach by making a **DC 30 Disable Device** check. If a creature exits by picking the lock, the tophet closes its hatch and can swallow whole again. These locks can also be picked from the outside, but only after the tophet is slain. A Large tophet's belly can hold 1 Medium creature at a time.

Implant (Ex)

Xill

As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with **DC 20 Heal** checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Planewalk (Su)

Xill

A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

Air Walk

Ectoplasmic Human

School transmutation [air]; **Level** cleric 4, druid 4

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature (Gargantuan or smaller) touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if it is negated by an *antimagic field*.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Confusion (Su)

Voidworm Protean

A creature struck by a voidworm's tail slap must make a **DC 12 Will** save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Confusion

Voidworm Protean

d% **Behavior**

01–25 Act normally

26–50 Do nothing but babble incoherently

51–75 Deal 1d8 points of damage + Str modifier to self with item in hand

76–100 Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Confusion (Su)

Naunet Protean

A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a **DC 19 Will** save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect. The save DC is Constitution-based.

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Naunet Protean

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|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
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| 6 | Target takes 2 Charisma damage. |
| 7 | Target gains 1 negative level. |
| 8 | Target is blinded or deafened for 1d4 rounds. |
| 9 | Target is confused for 1d4 rounds. |
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| 13 | Target is stunned for 1d4 rounds. |
| 14 | Target is sickened for 1d4 rounds. |
| 15 | Target is staggered for 1d4 rounds. |
| 16 | Target gains 4d6 temporary hit points. |
| 17 | Target is affected by a <i>heal</i> spell (CL = protean's CR). |
| 18 | Target is turned to stone. |
| 19 | Target is affected by <i> baleful polymorph</i> (CL = protean's CR). |
| 20 | Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target. |