

#1: Opening the Door - GM ONLY

Chronicle Adjustment: #3-12, #3-14 (Wonders in the Weave P1 and P2.)

PCs who can read Aklo, Draconic, Undercommon or *Read Magic* can read the runes. Unless all 3 wards are deactivated, any non-serpentfolk creature that touches the door or enters the chamber is subject to a curse of poisoned blood, causing the sickened condition. The curse is temporary; expiring after completing an additional mission during part 2 or after the first encounter of part 3.

Resist the Curse: Hard Fortitude Save.

The Blood Ward: "Warm Blood feeds the Cold God."

Easy Knowledge Religion or Hard Heal: Realize the serpentfolk sacrificed warm blooded creatures. Touching the ziggurat with warm blood will deactivate the ward.

The Mind Ward: "Pure Minds speak in silence."

Average Knowledge Arcana or History: Recall that serpentfolk are masters of telepathy, and silent communication is sacred. Using Sign Language, Telepathy, or supernatural/spell like communication will deactivate the ward.

The Scale Ward: "False Skin emboldens the true."

Easy Knowledge Local/Nature or Hard Bluff: Recall serpentfolk are masters of disguise. Wearing a magical or non magical disguise (Or shapeshift/altered form) and performing an average disguise check.

If the PCs successfully defeat the undead and help the Muckmouth to access the ziggurat, report one Muckmouth success to HQ staff.

#2: Traversing the Tumbling Cavern - GM ONLY

Chronicle Adjustment: #3-20, #3-22 (The Rats of Round Mountain P1 and P2)

Everyone in the cavern risks repeatedly falling prone or being knocked into walls. The PCs must secure passage for the repair team by succeeding at three of the following five checks (or two checks for a four-player table) using the Average skill check DC, which they can attempt in any order. Each PC can participate in each check once, whether by rolling the check independently or aiding another PC who is rolling the check.

Perception or Survival: Find and point out the best handholds.

Craft: Carpentry/Ships, Knowledge Dungeoneering or Engineering: Construct makeshift scaffolds of wood, ropes, and debris.

Acrobatics, Climb, or Escape Artist: Find and traverse the quickest route

Bluff, Diplomacy, Intimidate, Knowledge Local, Perform: Encourage the Ratfolk to help.

Intelligence or Wisdom at Easy DC: Discern a pattern in the mountain's rotations.

If the PCs fail at completing 3 checks, the tunnel collapses and crushes the ratfolk repair team within an instant. The PCs also suffer bludgeoning damage 1d6*Party APL damage, and fail Mission #2.

If the PCs successfully reach the Pagoda of the Rat, report one Round Mountain success to HQ staff.

#3: Laying the Spirits to Rest - GM ONLY

Chronicle Adjustment: #3-21: The Temple of Empyrean Enlightenment

	Crypt: Hard Melee Attak Roll or Average Initiative Check.
	Library: Hard +3 Perception Check or Hard Knowledge Religion Check.
	Meditation Room: Hard Sleight of Hand Check or Hard Acrobatics Check.
	Chapel: Hard Perform Oratory or Sing Check or Hard +3 Bluff Check.
	Refectory: Hard Combat Maneuver Check or Average Heal Check.
	Kitchen: Hard Will Save or Harder Diplomacy Check.
	5 or 6 Successes: The PCs take no damage. Zhuang awakens from his nightmares with a headache, but no lasting harm.
	3 or 4 Successes: The PCs take an amount of damage equal to $1d4 \times$ their APL (Average Will half). Zhuang suffers severe convulsions and, as the PCs exit the ritual, his nightmares manifest as fiends, which immediately attack the PCs.
	2 or Fewer Successes: The PCs take an amount of damage equal to $1d6 \times$ their APL (Average Will half). Zhuang's nightmares manifest with increased strength; grant each foe a +2 bonus on ability checks, attack rolls, saving throws, and skill checks.
	If the PCs successfully awaken Zhuang, report one Temple success to HQ staff.

#4: Cave of Lost Souls - GM ONLY

Chronicle Adjustment: #6-21 Tapestry's Toil

Hazard: Any creature that remains adjacent to the Black Sapphire takes 1 point of Con DRAIN per hour. When a creature reaches 0 Con, its soul vanishes into the gem. After consuming 13 souls, the gem sends them through the Ethereal Plane to Aslynn.	
Hazard Continued: Any creature that touches the stone risks contracting <i>Demon Fever</i> .	
Disease(SU) <i>Demon Fever</i> : contact; save Hard Fort DC; onset immediate; frequency 1/day; effect $1d6$ Con damage (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves.	
The PCs can collect information about the stone for their mission in three ways.	
	Average Diplomacy or Heal: Help the terrified slaves recount their experiences. They describe having nightmares of a dark void and recall that the duergar spoke of a bargain with a "witch."
	Average Know Arcana, Planes, or Religion: Understand that the stone is drawing souls into the Ethereal Plane.
	Hard Perception: See that their reflection in one of the stone's facets is corpse-thin, fanged, and purple.
	If the PCs recognize and rescue Swareti, he aids in the stone's investigation. The PCs can roll their checks untrained, and gain a +2 bonus to their checks.
<p style="text-align: center;">Black Sapphire Siphoning Stone Stats</p> <p>HP: $10 \times \text{APL}$ Hardness: 5 (Tiers 1-2 and 3-4) or 10 (Tiers 5-6+)</p> <p>Special: If the Black Sapphire Siphoning Stone is destroyed, the souls are returned to their original bodies, and everyone afflicted by <i>Demon Fever</i> is cured. Any ability damage or drain, however, remains.</p>	
If the PCs successfully defeat the duergar and destroy the siphoning stone (whether or not they successfully investigate it), report one Slave Mountain success to HQ staff.	

#5: Allies on the Fringe - GM ONLY

Chronicle Adjustment: #6-97 Siege of Serpents

The PCs must convince at least two of the groups to join forces, and can do any group in any order. If the PCs fail to do so, the groups make an offer for the PCs to defeat the hated Skullbreaker tribe (**encounter E**) in order to join.

The PCs can perform three different tasks listed in each group's entry below. The PCs must succeed at two or more tasks to convince each group to lend assistance. Roleplay is encouraged to give bonuses to the PCs rather than just rolling dice. (Consider granting +2 bonuses for creative roleplay.)

The members of each group are wary of the PCs.

They do not appreciate attempts that the PCs may make to all talk at once.

Only one PC may attempt to use aid another to assist a check.

A different PC may attempt to try a task that the group has failed previously, taking a cumulative -4 penalty for each previous failure.

If the PCs are caught attempting to use magic to influence a group, that group immediately abandons the negotiations, stating that they should never have trusted the Pathfinders over the Aspis Consortium's warnings.

	The Faithful of Xiwu
	The Hhruul
	The Raegrix Clan

If the PCs successfully negotiate with at least two groups or defeat the Skullbreakers, report one Patchwork Allies success to HQ staff.

#6: Eternal Lake Temple - GM ONLY

Chronicle Adjustment: None

To convince Aoitsun to restore the waters, the PCs must negotiate with her, scare her off, or defeat her in combat.

Negotiation and Threaten

	Trying to reason with Aoitsun requires roleplay, and 5 different AVERAGE skill checks or saving throws.
	The PCs can repeat a skill check in place of attempting a new tactic, but each additional attempt takes a cumulative -4 penalty.
	If the PCs succeed at fewer than 3 check, they must proceed to fight Aoitsun.

Negotiation Strategies

Diplomacy: Reasoning with the Dragon.	Bluff: Feigning Helplessness.
Know Nature or Planes: Explaining the impact of dried up waterways.	Perform Oratory or Sense Motive: Complimenting the Dragon.

Knowledge Arcana or Nobility: Appealing to the sovereign dragon's noble and honorable nature.

Threaten Strategies

Hard Attack Roll: Threaten the dragon with a show of martial strength.
Spellcraft or Use Magic Device: Impressing the dragon with magical prowess.
Knowledge Local: Describing the desperate people in the tapestry.
Sense Motive: Sensing the dragon's loneliness and desire for allies.
Intimidate: Threaten the Dragon with violence.

CRYPT

Dozens of skeletal figures claw at one another, trying to crawl their way out of overflowing sarcophagi.

Beat them Back!

Melee Attack Roll - HARD

OR

Quick, shut the lids!

Initiative Roll - AVERAGE

LIBRARY

Two young acolytes sit facing each other on the floor. They read aloud from unholy texts, and tears of blood drip onto the pages from their unblinking eyes.

Find a Holy Text

Perception Roll - HARDER

OR

Speak the word of Korada

Know Religion - Hard

MEDITATION ROOM

Several monks perform grotesque contortions and throw glass spheres to one another while reciting the mantra, "bind my soul to Sifkesh." Countless worms carpet the floor and walls.

Spin the Sacred Spheres

Sleight of Hand Roll - HARD

OR

Practice Proper Technique

Acrobatics Roll - HARD

CHAPEL

A bloated corpse stands upon a balcony at the front of this vaulted chapel, preaching heresy and ugly truths to a crowd of rapt worshippers.

Drown Him Out

Perform Oratory or Sing - HARD

OR

Distract the Congregate

Bluff Roll - HARDER

REFECTORY

A table covered in scorched dirt and vermin sits at the center of this dining room. Two dozen acolytes choke and gag as they feast on the roiling mess.

Flip the Tables

CMB Roll - HARD

OR

Treat the Sick

Heal Roll - AVERAGE

KITCHEN

A halfling sits in the center of this room, weeping in anguish. He waves his fingerless left hand and screams, "Korada has forsaken us! Abandon all hope!"

Instill Hope

Will Save - HARD

OR

Talk Him Down

Diplomacy Roll - HARDER

THE FAITHFUL OF XIWU

This sect of Tian soldiers came from the Lung Wa Empire, from a region that is now part of Lingshen. They used an obscure rite of self-mummification to extend their loyal service into eternity. The corruption of their spirits has increased with their centuries in the tapestry. They may be calm one moment, and then enraged the next. As their spirits have slowly unraveled, they have forgotten their names.

GIVE AID

Average Heal	Help the Xiwunese repair their frayed magical wrappings, which have suffered from centuries of degradation. This calms the soldiers' spirits, making them more reasonable.	
Average Knowledge Religion		

SENSE LOYALTY

Sense Motive	Sense that these soldiers are fiercely loyal to the Lung Wa Empire, and are (perhaps willfully) ignorant of its downfall. The PC knows to play on the soldiers' sense of duty but avoid mentioning their lost empire.	

COMMAND

Average Intimidate	PC can take charge of the soldiers, commanding them to be honorable in this time of need. This check is Easy if the PCs succeeded at the Sense Loyalty check (see above).	
Average Profession Soilder		

THE HHUUL

These owl-headed syrinxes hail from Arcadia and are eager to return to their ancestral homeland, but they have no sense of where they are in space and time. The Hhruul make a show of being calm and collected, but are obviously excited to speak with people from outside the tapestry and often interrupt the conversation to ask questions like, "what's the sky like where you come from?" or "how many star cycles does it take you to get home from here?" This excitement is tempered only by their wariness of the PCs.

IMPRESSIVE KNOWLEDGE

Average Knowledge Geography	The PCs can describe where Arcadia is and how to get there.	
Average Profession Sailor		

PROMISE ASSISTANCE

Average Bluff	The PCs can't know precisely how to help the Hhruul get home, but they can give assurances that the Pathfinder Society possesses the knowledge and means to help. This check is Easy if the PCs succeeded at the Impressive Knowledge check (see above).	

PHILISOPHICAL APPEAL

Easy Will	The syrinxes bluntly ask the Pathfinders about the philosophical implications of siding with the Society instead of fending for themselves. The PCs can prevail in a drawn-out philosophical debate with the syrinx.	

THE RAEGRIGX CLAN

These wyvarans are territorial and greedy. The Aspis Consortium convinced them that the Pathfinder Society abducted them centuries ago to steal their treasures. They distrust the Pathfinder Society even more since several of their kin went to attack the Grand Lodge and never returned. However, given the current state of the tapestry, they are willing to hear out the Pathfinders. The wyvarans insult and antagonize the PCs, calling them weak and blaming them for the tapestry's problems. They begin the conversation by demanding to know why they should listen to "a band of thieves and murderers."

STRAIGHT TALK

Average Diplomacy

A PC can explain the truth about the Pathfinder Society and its long enmity with the Aspis Consortium, convincing the wyvarans that the Aspis told them outright lies.

EXCESSIVE PRAISE

Average Knowledge
Arcana

Average Knowledge
Local

A PC recognizes that wyvarans are quite proud, like dragons. Heaping praise and adulation upon them can help win them over.

PROPER TRIBUTE

Hard Diplomacy

Hard Bluff

A PC can convince the wyvarans that, if they help, the Pathfinder Society will grant them treasure and territory as compensation. A PC who personally offers valuable tribute to the wyvarans (items or coins worth gp equal to 20 × the party's APL) gains a +4 bonus on this check.

If you don't want your players to know any of the above info, give them these pieces below instead.

THE FAITHFUL OF XIWU

This sect of Tian soldiers came from the Lung Wa Empire, from a region that is now part of Lingshen. They used an obscure rite of self-mummification to extend their loyal service into eternity. The corruption of their spirits has increased with their centuries in the tapestry. They may be calm one moment, and then enraged the next. As their spirits have slowly unraveled, they have forgotten their names.

THE HHRUUL

These owl-headed syrinxes hail from Arcadia and are eager to return to their ancestral homeland, but they have no sense of where they are in space and time. The Hhruul make a show of being calm and collected, but are obviously excited to speak with people from outside the tapestry.

THE RAEGRIGX CLAN

These wyvarans are territorial and greedy. The Aspis Consortium convinced them that the Pathfinder Society abducted them centuries ago to steal their treasures. They distrust the Pathfinder Society even more since several of their kin went to attack the Grand Lodge and never returned. However, given the current state of the tapestry, they are willing to hear out the Pathfinders.