

A PATHFINDER SOCIETY SCENARIO



THE FLESH COLLECTOR™

By Martin Long



THE FLESH COLLECTOR

PATHFINDER SOCIETY SCENARIO 2–16

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Pathfinder Society Scenario 2–16: The Flesh Collector is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tiers 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 20 of this product.

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THE FLESH COLLECTOR

BY MARTIN LONG



Four millennia ago, a titanic war raged between the wizard-kings Nex and Geb. At the conflict's apex, the necromancer Geb marshaled unfathomable power to blight Nex's domain, sucking out its life, and leaving behind a barren wasteland. The blight's relentless expansion threatened a remote peninsula in the Obari Ocean tended by the dryad sorcerer Jathyl. Just in time, Jathyl destroyed her peninsula's isthmus, sacrificing herself to isolate her forest from the blight.

The island Jathyl thereby created thrived as a lush paradise. Two hundred years ago, an estranged order of Vudrani monks from Jalmeray, the Monastery of the Unremitting Tide, settled on the island. They raised a massive temple, its central pillar formed from the island's biggest tree—Jathyl's tree. The monks had a modest need for lumber, but as worshipers of Irori's aspects of knowledge and history, they had a voracious appetite for paper.

A year ago, the monks finally felled the island's last tree. As it crashed to the ground, Jathyl's spirit jerked back into unwelcome consciousness, her sacrifice undone. Even as a ghost, the dryad retained her mystical bond to her tree. And what she felt utterly unhinged her. Part of her trunk still stood, stripped bare, supporting the temple. The rest lay scattered across Golarion in a thousand pieces, as lumber, scrolls, and books. She could feel nails driving into her timber as if they pierced her arms. She sensed quills scraping across her pages as if they engraved her skin. Incensed, Jathyl resolved to reclaim her tree, joist by joist, page by page.

Mentally controlling the monks' leaders, Jathyl quickly seized control of the temple. From the monastery library, she collected papers that once belonged to her tree, and misled the monks in their search for the book-thieves. To retrieve far-flung pieces of her tree, she influenced temple priests with her mental control, sending them across Golarion by boat, caravan, and magic, returning regularly with reclaimed books, paper, and timber. She felt the words others wrote on her paper immediately, wherever the writer was, forcing her into the unwelcome role of eavesdropper. However, she soon discovered some city-dwellers would pay her traveling expenses in return for hearing those words. The words she sold include those of a certain Paracountess Zarta Dralneen whose diary is made from Jathyl's tree.

WHERE ON GOLARION?

The Flesh Collector takes place just off the coast of Nex on Garund's eastern shore. Outside its thriving, cosmopolitan cities, Nex is a wasteland, devastated by an ancient feud between two archmages. To learn more about Nex, check out the *Pathfinder Campaign Setting: The Inner Sea World Guide*. The scenario opens in Almas's Pathfinder Lodge, the former Cathedral of Aroden. For more details on this location, check out *Pathfinder Campaign Setting: Seekers of Secrets*. Both books are available at your local bookstore or hobby store, and online at paizo.com.



Two weeks ago, Jathyl herself journeyed to Almas in distant Andoran, where she sneaked into the Pathfinder Lodge there, seizing an illuminated document known as the *Fleshforge Manuscript*. Its middle section was once part of her tree. The Lodge mobilized swiftly to retrieve its property and punish the unknown thief. However, Jathyl already realized the Pathfinders were coming for her, thanks to Zarta's diary. Dominating the master of the Jalmeri brothers, she warned the monks to prepare for the imminent return of the book-thieves.

SUMMARY

Venture-Captain Brackett sends the PCs to the Monastery of the Unremitting Tide in Nex to recover the *Fleshforge Manuscript*. The manuscript lies in three sections scattered around the monastery. As the PCs explore, Jathyl wages a subtle, escalating war via telekinesis and

deception. Through the monastery's dominated master, she convinces the (largely good) monks the PCs are thieves and instructs the master's students to challenge the party.

In the vast library, a misinformed paladin confronts the PCs for thievery, aided by monks. A diplomatic party can prevent excessive bloodshed. The PCs find (in the library or via divinations) a 4,000-year-old legend about a dryad who saved her forest from Geb's necromantic blight. Thefts of scrolls and codices began a year ago, shortly after the monks felled the island's last tree. The thief appears strangely indiscriminate, stealing both priceless works and valueless notes, but never from hallowed areas.

The central pillar of the monastery's temple is the trunk of Jathyl's tree, to which the ghost has grafted recovered timber and pages to mimic branches and leaves. The PCs find a circle of meditating priests (actually Wisdom-drained and comatose—Jathyl's "wardrobe"). In a haunting flashback, the PCs observe a rapidly approaching necromantic wave, which instantly fells trees and blackens greenery. A desperate dryad obliterates the isthmus just in time, isolating the peninsula to create an island, before the blight washes over her.

Jathyl confronts the party, angrily promising to "possess" all flesh and destroy every building before she allows mortals to steal her tree again. Once the party collects all three pieces of the stolen scroll, Jathyl sets the monastery ablaze and attacks. Creating a firebreak isolates the library, saving it from the inferno.

The PCs lay Jathyl's soul to rest if they either replant surviving seeds from her forest, or annihilate her tree, though neither is necessary for PCs to recover the *Fleshforge Manuscript*.

GETTING STARTED

Read the following to get the adventure underway.

"Our manuscripts are sacrosanct! You must make an example of this thief!"

The voice echoes off walls where packed bookshelves compete for space with religious icons and statues. You have come to the Pathfinder Lodge in the Andoran city of Almas, a former cathedral of Aroden, now one of the Society's foremost libraries. Wystorn Telfyr, librarian of the lodge, continues to rage. "I don't expect you field agent types to grasp the gravity of such a theft."

Behind Telfyr, Venture-Captain Brackett winces and tries to smile apologetically.

"Somehow a thief sneaked past the wards of our reliquary," continues the librarian, "and stole the *Fleshforge Manuscript*, a priceless example of the illuminator's art, embellished in rare inks and exquisite gilt. Certain scholars of the arcane arts—myself excluded, of course—might also perhaps covet it for its content. The *Fleshforge Manuscript* details how Nex's

fleshforges in Ecanus supplied monstrous beasts for its ancient war with Geb. I myself have a modicum of talent for constructs." Telfyr gestures immodestly toward several homunculi shelving books around the library. "Yet I freely admit this manuscript has proven beyond even my comprehension."

Venture-Captain Brackett unfurls a map on a table. "Thank you for favoring us with your presence so swiftly, fellow Pathfinders. Divination pinpoints the manuscript on a tiny island off Nex's barren coast—the Monastery of the Unremitting Tide—here. The mission is twofold. Return the *Fleshforge Manuscript* safely back to the Society, and ensure this thief will never try to steal it again. Questions?"

Telfyr and Brackett allow the PCs access to any part of the lodge they wish, and answer any questions the PCs may have. Nevertheless, they are anxious for the PCs to start their mission.

When was it stolen? "It was one of several documents I moved down from the West Chapel into the reliquaries fifteen days ago. I noticed the scroll was missing four days ago."

How should we recognize this manuscript? "It is a scroll made from three sheets of paper sewn together, scribed in Osirian hieroglyphs around 150 years ago, illuminated with gold leaf, and bound to two scrimshawed rollers each carved from a human rib."

What could someone do with the manuscript? "A talented, evil mage might decipher the manuscript and recreate these nightmare creatures. I doubt the document alone would suffice though."

In addition, learned PCs may recall information about Nex, its fleshforges, and its monastery, or may wish to investigate the thefts in more detail, asking about rumors and evidence collected by Pathfinders in the lodge.

Knowledge (history or religion)

10+ Echoes of an ancient war with its undead neighbor Geb define Nex's wilderness. Plant life still refuses to grow on land touched by Geb's necromantic blight, and Nex's own fleshforges were responsible for many of the beasts that still roam its wastelands.

20+ The Monastery of the Unremitting Tide is a peaceful order of Vudrani monks dedicated to Irori. The order left Jalmeray for Nex 200 years ago. They revere Irori's aspects of history and knowledge, focusing less on self-perfection and martial prowess.

Diplomacy (gather information) or Knowledge (local)

10+ The door to the reliquary was locked the morning after the theft.

15+ The reliquary houses artifacts worth much more than the manuscript. Strangely, the thief ignored them.

20+ Until shortly before the theft, the West Chapel had housed the manuscript. Compared to the reliquary, the chapel is virtually unwarded except for, notably, an ancient *hallow* spell, cast shortly after Aroden's death by clergy of Iomedae.

The PCs can travel from Almas to the Monastery of the Unremitting Tide however they wish. The sea journey across the Obari Ocean is pleasant and allows the PCs to drift silently up to the island's beach unseen and under cover of darkness. However swiftly the PCs get there, though, Jathyl and the monks are well prepared.

ACT 1: EXPLORING THE MONASTERY

The island where the Monastery of the Unremitting Tide stands is only a quarter-mile across, and holds little else to interest the PCs. The monks own a simple ship, hove up on the island's only sheltered shore. The monks' crops, invasive plants they brought from Jalmeray, have long grown wild across the rest of the island, choking out native underbrush that was better suited to life in the shade of a pine forest.

The monks built the monastery 200 years ago from wood felled on the island, sealing it with pitch. They have replaced the timber many times since due to the warm rains that sweep in off the Obari Ocean. In the last year, the monks have not kept up with repairs due to lack of lumber and Jathyl's influence.

Jathyl has possessed the monastery's master and maintains control of his body until the PCs force her out (see area **M2**). Jathyl is stealthy enough that she can watch and follow the party once evicted from the master's body without the GM needing to keep track of her location (maintaining improved cover from a wall, and taking 10 gives her a Stealth check of 54 at the lower tier, and 59 at the upper tier). Occasionally, Jathyl hisses, "Get Out!" or "Leave Now!" softly enough for a single PC to hear her before she flees. If the PCs do notice her, attack her, or discuss divinations, she avoids the party, stealthily weaving through walls and the tunnel, relying on her high Perception to remain out of their path as they move about the complex.

If the PCs need to rest, they can sleep safely within the library's *hallow* effect, which makes Jathyl so uncomfortable she avoids it. If they try to rest anywhere else, Jathyl disturbs them regularly using *ghost sound* and *mage hand*.

Should the PCs cast *locate object* to find the complete manuscript, such an effort fails. Locating the two end sections of the scroll is possible, as the scrimshawed rollers are distinctive. However, a hundred documents in the monastery match the description of the center section.

GM TIP: ACT 1

Act 1 is an open-ended exploration of the Monastery of the Unremitting Tide, and the encounters within may be played in any order. Acts 2 and 3 trigger once the PCs have retrieved all three sections of the *Fleshforge Manuscript*.

M1. Gates

The monastery's wooden gates stand tightly sealed. Hundreds of carvings cover the gates, no two of which appear alike. The wood is badly weather-worn in places—split or crumbling. To either side of the gates, wooden walls rise fifteen feet to a peaked terra-cotta roof. Inside, several buildings rise above the wall, including two towers nearly one-hundred feet tall. A nearby crop garden appears overgrown and untended. The plants' lush growth contrasts starkly with the lifeless waste a stone's throw away on Nex's mainland.

The gates are unguarded but locked. The ghost holds little respect for the defensive value of walls. Unlocking the gates from the outside requires a DC 25 Disable Device check. They unlock readily from the inside. Scaling the walls requires a DC 21 Climb check. Knocking on the gates brings one of the monks from the quadrangle. He seems shocked to see visitors and meekly agrees to escort them to the master in area **M2**.

With a DC 28 Perception check outside the gates, the PCs hear muffled sounds of combat from area **M2**.

M2. Quadrangle (CR 9 or CR 12)

Two towering edifices face each other across this meadow, one reverently decorated as a temple, the other austere as a library. Overgrown wildflowers choke former pathways between the buildings. At the center lies a sunken pool teeming with lotus flowers. An elegant tiger statue crouches, preparing to pounce, beside the pool. Several doors line the courtyard—one on the south side is slightly ajar. An alcove on the western side contains a plinth holding a wooden bust. In the northeast corner, steel glints from two weapon racks.

The statue is sculpted from a single mass of banded rhyolite. A DC 20 Knowledge (religion) check reveals that it represents a celestial white tiger, one of Irori's many legendary servants.

Jathyl enjoys lying on the pool's bed, 10 feet below the surface, where she can watch the lotuses and most of the quadrangle.

The Vudrani word for "thief" is clearly visible on the bust's base, recognizable to anyone who speaks Vudrani or decipherable with a DC 20 Linguistics check. A DC 20 Appraise check assesses the carving's quality as unusually



Monastery of the Unremitting Tide
1 square = 5 feet

THE FLESH COLLECTOR

high but its esoteric subject makes it valueless. The bust clearly depicts one of the PCs—the PC from the Cheliox faction with the highest Charisma, or if none are present, the PC with the highest Charisma. Jathyl carved the bust based on a picture Zarta Draldeen idly sketched in her diary recently.

Creatures: The monastery's white-haired master sits on a chair beside the weapon racks, observing two students sparring. Jathyl has possessed the master, who occasionally winces as a nail drives into a piece of the dryad's tree somewhere on Golarion.

The master ignores the PCs unless they approach within 30 feet or address him. If engaged in conversation, the master asks the PCs what business they have at the monastery, pretending to weigh their response. He then urges the monks to battle with an angry shout of "The book-thieves have returned!" in Common.

Two additional monks relax in the meditation chamber (area M9), coming to their master's aid when he calls for battle, arriving in the second round of combat.

Tier 7–8 (CR 9)

DOMINATED MASTER CR 7

Male human monk 8
LN Medium humanoid (human)
Init +4; **Senses** Perception +2

DEFENSE

AC 19, touch 19, flat-footed 14 (+4 Dex, +1 dodge, +2 monk, +2 Wis)

hp 63 (8d8+24)

Fort +7, **Ref** +12, **Will** +8; +2 vs. enchantment

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +11/+6 (1d10+1) or
flurry of blows +10/+10/+5/+5 (1d10+1)

Special Attacks flurry of blows, stunning fist (8/day, DC 16)

TACTICS

During Combat The master is Jathyl's unquestioning thrall and believes the PCs to be the threat she has painted them as. When adjacent to a foe at the start of his turn, he spends a *ki* point to gain an additional flurry attack, using Stunning Fist on his first strike. Otherwise, the master uses Spring Attack and Stunning Fist whenever possible, directing his followers in Vudrani while spewing insults at the PCs in Common.

Morale Completely under Jathyl's control, the master truly believes the PCs are the largest threat to the survival of his monastery, and he fights to the death. When reduced to 20 or fewer hit points, he throws the 5d6 bead from his *necklace of fireballs* into the largest concentration of PCs, disregarding his own safety and that of his followers.

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 26

Feats Deflect Arrows, Dodge, Improved Unarmed Strike, Lightning Reflexes, Mobility, Spring Attack, Stunning Fist, Toughness, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +15 (+31 jump), Diplomacy +7, Escape Artist +15, Knowledge (history) +12, Knowledge (religion) +12, Stealth +15

Languages Common, Vudrani

SQ fast movement, high jump, *ki* pool (6 points, magic), maneuver training, purity of body, slow fall 40 ft., still mind, wholeness of body

Combat Gear *necklace of fireballs* (type I); **Other Gear** *belt of incredible dexterity* +2, fine monastic robes, the *Fleshforge Manuscript* (third section), temple key

UNREMITTING TIDE GRAPPLER (4) CR 3

Human monk 4

LN Medium humanoid (human)

Init +1; **Senses** Perception +7

DEFENSE

AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +1 monk, +1 Wis)

hp 37 each (4d8+16)

Fort +6, **Ref** +5, **Will** +5; +2 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +8 (1d8+4) or
flurry of blows +7/+7 (1d8+4)

Ranged mwk shuriken +5 (1d2+4) or
mwk shuriken flurry of blows +4/+4 (1d2+4)

Special Attacks flurry of blows, stunning fist (4/day, DC 13)

TACTICS

During Combat The monks grapple whenever possible, pinning foes, then dealing nonlethal damage. For the first 3 rounds, they spend a point from their *ki* pool to increase their AC and CMD. Against an all-flying party, they drink their *potions of fly*.

Morale The monks obey their master's orders to the death.

STATISTICS

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

Base Atk +3; **CMB** +8; **CMD** 21

Feats Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +8 (+12 jump), Climb +11, Knowledge (history) +7, Knowledge (religion) +7, Linguistics +1, Perception +7

Languages Common, Vudrani

SQ fast movement, *ki* pool (3 points, magic), maneuver training, slow fall 20 ft., still mind

Combat Gear *potion of fly*; **Other Gear** masterwork shuriken (10), monastic robes

Tier 10–11 (CR 12)

DOMINATED MASTER CR 10

Male human monk 11
LN Medium humanoid (human)
Init +8; **Senses** Perception +2

DEFENSE

AC 19, touch 19, flat-footed 14 (+4 Dex, +1 dodge, +2 monk, +2 Wis)

hp 97 (11d8+44)

Fort +9, **Ref** +13, **Will** +11; +2 vs. enchantment,

Defensive Abilities improved evasion;

Immune disease, poison

OFFENSE

Speed 60 ft.

Melee unarmed strike +13/+8 (1d10+2) or flurry of blows +14/+14/+9/+9/+4 (1d10+2)

Special Attacks flurry of blows, stunning fist (11/day, DC 17)

TACTICS

During Combat The master is Jathyl's unquestioning thrall and believes the PCs to be the threat she has painted them as. When adjacent to a foe at the start of his turn, he spends a *ki* point to gain an additional flurry attack, using Stunning Fist on his first strike. Otherwise, the master uses Spring Attack and Stunning Fist whenever possible, directing his followers in Vudrani while spewing insults at the PCs in Common.

Morale Completely under Jathyl's control, the master truly believes the PCs are the largest threat to the survival of his monastery, and he fights to the death. When reduced to 30 or fewer hit points, he throws the 5d6 bead from his *necklace of fireballs* into the largest concentration of PCs, disregarding his own safety and that of his followers.

STATISTICS

Str 14, **Dex** 18, **Con** 15, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +8; **CMB** +13; **CMD** 29

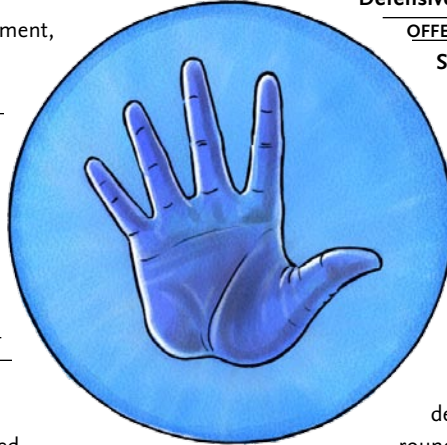
Feats Acrobatic, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Stunning Fist, Toughness, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +22 (+33 jump), Diplomacy +10, Escape Artist +18, Fly +6, Knowledge (history) +15, Knowledge (religion) +15, Stealth +18

Languages Common, Vudrani

SQ diamond body, fast movement, high jump, *ki* pool (7 points, lawful, magic), maneuver training, purity of body, slow fall 50 ft., still mind, wholeness of body

Combat Gear necklace of fireballs (type I); **Other Gear** *belt of physical perfection* +2



UNREMITTING TIDE GRAPPLER (4) CR 6

Human monk 7
LN Medium humanoid (human)
Init +5; **Senses** Perception +10

DEFENSE

AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +1 monk, +1 Wis)

hp 63 each (7d8+28)

Fort +7, **Ref** +8, **Will** +6; +2 vs. enchantment

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +10 (1d8+4) or flurry of blows +10/+10/+5 (1d8+4)

Ranged mwk shuriken +7 (1d2+4) or mwk shuriken flurry of blows +7/+7/+2 (1d2+4)

Special Attacks flurry of blows, stunning fist (7/day, DC 14)

TACTICS

During Combat The monks grapple whenever possible, pinning foes, then dealing nonlethal damage. For the first 4 rounds, they spend a point from their *ki* pool to increase their AC and CMD. Against an all-flying party, they drink their *potions of fly*.

Morale The monks obey their master's orders to the death.

STATISTICS

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

Base Atk +5; **CMB** +11; **CMD** 23

Feats Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Skill Focus (Acrobatics), Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +14 (+29 jump), Climb +14, Knowledge (history) +10, Knowledge (religion) +10, Linguistics +1, Perception +10

Languages Common, Vudrani

SQ fast movement, high jump, *ki* pool (4 points, magic), maneuver training, purity of body, slow fall 30 ft., still mind, wholeness of body

Combat Gear *potion of fly*; **Other Gear** masterwork shuriken (10), monastic robes

Development: Jathyl watches the battle from within one of the high temple walls, enjoying the mayhem she has caused. She directs the master's actions as needed, but leaves the area should the PCs notice her, break her mental control over her thrall, or kill him.

If the PCs free the master from Jathyl's influence (such as with a *protection from evil* effect), he throws himself to the ground gibbering with the sudden realization of his misdeeds. He may eventually be

calmed and provides similar information to that of the monks below.

If the PCs successfully befriend or interrogate any of surviving monks, they can discover that life at the monastery has changed since the papermaking workshop shut down a year ago. They are not aware of Jathyl's presence, but many have reported sacred visions, or the "presence of Irori" guiding their words and hands. Only the master and the priests are allowed inside the temple now. The priests seldom emerge from their "meditation." When they do, they journey to the far corners of Golarion, returning with documents to study. Indeed, Priestess Isa returned several days ago from a trip to Ecanus and Andoran. She carved the "thief" bust soon after her return. The master insists the scribes use parchment in place of paper, and inkpens instead of quills. Worst of all, the theft of dozens of books and scrolls has plagued the library. Strangely, the thieves stole both priceless works and valueless notes, but none from within the silenced area (see area M4).

The doors to the temple are locked. See area M5 for details.

Treasure: The weapon racks hold 40 arrows, 15 kamas, 15 masterwork nunchakus, 15 sais, and 15 sianghams. The arrows are fletched with paper rather than feathers, reducing their range by a half.

Mission Notes: Andoran faction PCs should be particularly interested in this section of the *Fleshforge Manuscript* here. Altering its text in secret requires a Sleight of Hand check if the Andoran faction PC attempts it within the other PCs' sight; successfully altering the document without being seen earns Andoran faction PCs 1 Prestige Award.

Chelixa faction PCs should be interested in the wooden bust here although they may not realize it until they have talked with Jathyl (see area M5).

Rewards: If the PCs defeat the master or free him of his mental control, reward each tier thusly:

Tier 7–8:

Give each player 1,126 gp.

Tier 10–11:

Give each player 2,126 gp.

M3. Library Antechamber

A malachite statue dominates this shadowy hallway. It depicts a serene woman with seven eyes, sitting cross-legged and reading a book. Benches line the walls.

A PC succeeding at a DC 18 Knowledge (religion) check recognizes the statue as the Silent Reader, one of Irori's hundreds of aspects. Jathyl has cast a *magic mouth* on it.

If the spell senses anyone carrying weapons or wearing armor, the statue whispers in Common, "I see thieves!" She repeats it once per round for 6 rounds. The whisper immediately alerts the library's occupants in area M4.

M4. Library (CR 9 or CR 12)

A winding balcony corkscrews up this library, spiraling seven times before it reaches the roof some eighty feet above. Bookshelves line every wall from floor to ceiling, brimming with crumbling tomes, tablets, and scrolls. Shafts of light descend from the stained glass ceiling, sparkling with paper dust. Two modest desks stand in the brightest light, each with a chair, a pile of tomes, a sheet of blank parchment, and an inkpen. The air here feels unnaturally dry.

A *hallow* spell with a *silence* effect covers roughly half the ground floor of the library but none of the balcony levels, centered on the northeast corner. Unless the PCs are trying to be stealthy, they notice the *silence* effect as soon as they enter it.

Each level of the balcony is 10 feet above the previous one.

Creatures: Several monks and a paladin of Irori study ancient texts here. The paladin is Pradnyara, a bright-eyed Gebbite woman who binds her jet-black ponytail with her holy symbol of Irori. Otherwise, she dresses like the other monks. If alerted by the *magic mouth* in area M3, they prepare to ambush the party from the balcony just above the doorway.

Tier 7–8 (CR 9)

PRADNYARA	CR 8
Female human monk 1/paladin of Irori 8	
LG Medium humanoid (human)	
Init +4; Senses Perception +4	
Aura courage (10 ft.), resolve (10 ft.)	
DEFENSE	
AC 22, touch 20, flat-footed 17 (+2 armor, +4 Dex, +1 dodge, +1 monk, +4 Wis)	
hp 78 (9 HD; 1d8+8d10+26)	
Fort +11, Ref +10, Will +14	
Immune charm, disease, fear	
OFFENSE	
Speed 30 ft.	
Melee unarmed strike +15/+10 (1d8+4) or flurry of blows +14/+14/+9 (1d8+4)	
Special Attacks channel positive energy (DC 16, 4d6), flurry of blows, smite evil (+2 attack and AC, +8 damage), stunning fist (4/day, DC 18)	
Paladin Spell-Like Abilities (CL 8th; concentration +10): At will— <i>detect evil</i>	
Paladin Spells Prepared (CL 5th; concentration +7)	

2nd—*bull's strength*, *owl's wisdom*
1st—*divine favor*, *magic weapon*

TACTICS

Before Combat If Pradnyara is aware that the “thieves” approach, she casts *owl's wisdom*, *bull's strength*, *magic weapon*, and *divine favor*, in that order. Once the PCs enter the library, she detects evil.

During Combat Pradnyara springs down on the PCs, and silently motions for them to surrender. If they do not, she attacks—always choosing to do nonlethal damage—using her flurry of blows whenever she gets a full attack. Otherwise, she attacks lightly armored PCs using Scorpion Style. She uses Stunning Fist and Vital Strike whenever possible, and smite evil against any summoned devils, demons, or other evil outsiders. Pradnyara does not summon her mount in the library.

Morale If the PCs proclaim their innocence, Pradnyara immediately ceases combat to give them a chance to parley. Otherwise, she fights to the death to protect the library from the perceived thieves.

Base Statistics When not under the effect of her spells, Pradnyara has the following statistics: **AC** 20, touch 18, flat-footed 15; **Will** +12; **Melee** unarmed strike +13/+8 (1d8), flurry of blows +12/+12/+7 (1d8); **Str** 10, **Wis** 14; **CMB** +8; **CMD** 26; Perception +2, Sense Motive +13.

STATISTICS

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

Base Atk +8; **CMB** +10; **CMD** 30

Feats Dodge, Gorgon's Fist, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +16, Knowledge (history) +3, Knowledge (religion) +3, Linguistics +0, Sense Motive +15

Languages Common, Vudrani

SQ aura, code of conduct, divine bond (mount), divine grace, lay on hands (4d6, 6/day), mercies (diseased, fatigued)

Combat Gear *potion of fly*; **Other Gear** *bracers of armor +2*, *monk's robe*

UNREMITTING TIDE STUNNER (2) CR 3

Human monk 4

LN Medium humanoid (human)

Init +1; **Senses** Perception +9

DEFENSE

AC 15, touch 15, flat-footed 13 (+1 Dex, +1 dodge, +1 monk, +2 Wis)

hp 37 each (4d8+16)

Fort +6, **Ref** +7, **Will** +6; +2 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +7 (1d8+3) or flurry of blows +6/+6 (1d8+3)

Ranged mwk shuriken +5 (1d2+3) or

mwk shuriken flurry of blows +4/+4 (1d2+3)

Special Attacks flurry of blows, stunning fist (4/day, DC 14)

TACTICS

Before Combat The monks lie in wait on the first level above the entrance, preparing to ambush the PCs once they enter the room.

During Combat The monks use their stunning fist and flurry of blows whenever possible, spending a point from their *ki* pool to make an additional attack. Against an all-flying party, they drink their potions. They deal only nonlethal damage.

Morale The monk's obey Pradnyara's orders to the death if necessary.

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 21

Feats Deflect Arrows, Dodge, Improved Unarmed Strike, Lightning Reflexes, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +8 (+12 jump), Climb +10, Knowledge (history) +7, Knowledge (religion) +6, Linguistics +1, Perception +9

Languages Common, Vudrani

SQ fast movement, *ki* pool (4 points, magic), maneuver training, still mind, slow fall 20 ft.

Combat Gear *potion of fly*; **Other Gear** masterwork shuriken (10), monastic robes

Tier 10–11 (CR 12)

PRADNYARA CR 11

Female human monk 1/paladin of Irori 11

LG Medium humanoid (human)

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

Aura courage (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 23, touch 20, flat-footed 18 (+3 armor, +4 Dex, +1 dodge, +1 monk, +4 Wis)

hp 104 (12 HD; 1d8+11d10+35)

Fort +12, **Ref** +11, **Will** +15

Immune charm, disease, fear

OFFENSE

Speed 30 ft.

Melee unarmed strike +20/+15/+10 (1d8+6) or flurry of blows +19/+19/+14/+9 (1d8+6)

Special Attacks channel positive energy (DC 17, 6d6), flurry of blows, smite evil (+2 attack and AC, +11 damage), stunning fist (4/day, DC 20)

Paladin Spell-Like Abilities (CL 11th; concentration +13): At will—*detect evil*

Paladin Spells Prepared (CL 8th; concentration +10) 3rd—*greater magic weapon*

2nd—*bull's strength*, *owl's wisdom*

1st—*divine favor*, *lesser restoration*, *protection from evil*

THE FLESH COLLECTOR

TACTICS

Before Combat If Pradnyara is aware that the “thieves” approach, she casts *greater magic weapon*, *owl’s wisdom*, *bull’s strength*, and *divine favor*, in that order. Once the PCs enter the library, she detects evil.

During Combat Pradnyara springs down on the PCs, and silently motions for them to surrender. If they do not, she attacks—always choosing to do nonlethal damage—using her flurry of blows whenever she gets a full attack. Otherwise, she attacks lightly armored PCs using Scorpion Style. She uses Stunning Fist and Vital Strike whenever possible, and smite evil against any summoned devils, demons, or other evil outsiders. Pradnyara does not summon her mount in the library.

Morale If the PCs proclaim their innocence, Pradnyara immediately ceases combat to give them a chance to parley. Otherwise, she fights to the death to protect the library from the perceived thieves.

Base Statistics When not under the effect of her spells, Pradnyara has the following statistics: **AC** 21, touch 18, flat-footed 16; **Will** +13; **Melee** unarmed strike +16/+11/+6 (1d8), flurry of blows +15/+15/+10/+5 (1d8); **Str** 10, **Wis** 15; **CMB** +11; **CMD** 29; Perception +2, Sense Motive +16.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 8, **Wis** 19, **Cha** 14

Base Atk +11; **CMB** +13; **CMD** 33

Feats Dodge, Gorgon’s Fist, Improved Unarmed Strike, Medusa’s Wrath, Scorpion Style, Stunning Fist, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +19, Knowledge (history) +3, Knowledge (religion) +3, Linguistics +0, Sense Motive +18

Languages Common, Vudrani

SQ aura, code of conduct, divine bond (mount), divine grace, lay on hands (5d6, 7/day), mercies (cursed, diseased, fatigued)

Combat Gear *potion of fly*; **Other Gear** *bracers of armor* +3, *monk’s robe*

UNREMITTING TIDE STUNNER (3) CR 6

Human monk 7

LN Medium humanoid (human)

Init +5; **Senses** Perception +14

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 Dex, +1 dodge, +1 monk, +4 Wis)

hp 63 each (7d8+28)

Fort +7, **Ref** +8, **Will** +9; +2 vs. enchantment,

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +9 (1d8+3) or
flurry of blows +8/+8/+3 (1d8+3)

Ranged mwk shuriken +7 (1d2+3) or

mwk shuriken flurry of blows +6/+6/+1 (1d2+3)

Special Attacks flurry of blows, stunning fist (7/day, DC 17)

TACTICS

Before Combat If the monks are aware that the “thieves” approach, they drink their *potions of owl’s wisdom*. The monks lie in wait on the first level above the entrance, preparing to ambush the PCs once they enter the room.

During Combat The monks use their stunning fist and flurry of blows whenever possible, spending a point from their *ki* pool to make an additional attack. Against an all-flying party, they use high jump or drink their *potions of fly*. They deal only nonlethal damage.

Morale The monks obey Pradnyara’s orders to the death if necessary.

Base Statistics When not under the effects of *owl’s wisdom*, the monks’s statistics are: **AC** 15, touch 15, flat-footed 13; **Will** +7; stunning fist (7/day, DC 15); **Wis** 14; **CMD** 23; Perception +12; *ki* pool (5 points).

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 18, **Cha** 8

Base Atk +5; **CMB** +10; **CMD** 25

Feats Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Mobility, Power Attack, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +11 (+26 jump), Climb +13, Knowledge (history) +10, Knowledge (religion) +9, Linguistics +1, Perception +14

Languages Common, Vudrani

SQ fast movement, high jump, *ki* pool (7 points, magic), maneuver training, purity of body, still mind, slow fall 30 ft., wholeness of body

Combat Gear *potion of fly*, *potion of owl’s wisdom*; **Other Gear** masterwork shuriken (10), monastic robes

Development: Once Pradnyara detects no evil among the party, her attitude becomes indifferent. She still believes the PCs are book thieves but a DC 17 Diplomacy check convinces her of their innocence. (Pradnyara originally hails from Geb, so PCs may apply the +1 “Scion of Geb” bonus from *Pathfinder Society Scenario #26: Lost at Bitter End* if they earned it.) Once the PCs surrender or change her attitude to friendly, Pradnyara lays on hands to heal the PCs, her fellow monks, and then herself. Pradnyara can tell the PCs the same information the monks in area **M2** know.

Pradnyara accompanies the PCs to the master if requested, but she will not fight for either side. She cannot battle Jathyl in Act 3 either; according to the order’s doctrine, spirits unable to pass on to Nirvana are worthy of pity and are only to be aided in their journey, never battled.

The library’s contents focus almost exclusively on history. Pradnyara knows the stacks well and can help the PCs quickly find specific books and scrolls.

GM TIP

Haunts are residual undead manifestations that function similarly to traps. When a haunt is triggered, it activates at initiative rank 10 in the surprise round. Any PC who notices it can act on his own initiative in the surprise round. Normally a PC can only make a notice check when a haunt manifests, but spells such as *detect chaos/evil* or *detect undead* grant a free Perception check at a –4 penalty prior to the haunt’s activation. Unless the haunt is reduced to 0 hp by taking positive energy damage before acting in the surprise round, its effects occur as listed. For more information on haunts, see *GameMastery*

Guide 243.

Otherwise, each search requires a DC 20 Perception check. Researching the history of the island or Nexian fey locates the 4,000-year-old legend of a dryad whose dedication to her forest’s survival was so strong, she sacrificed herself to save it from Geb’s necromantic blight. Researching ghosts locates a scroll that suggests ghosts with an obsessive dedication to a goal can be laid to rest by either destroying their goal, or helping them achieve it. It cautions that a dedicated ghost who has not been able to achieve her goal yet may be a poor judge of the best way to accomplish it.

Treasure: A DC 25 Perception check locates the topmost section of the *Fleshforge Manuscript* hidden in a pile of other incomplete documents on the library’s third tier.

Mission Notes: Qadira faction PCs should be interested in searching the stacks for a map of Osirion’s Barrier Wall mountains and destroying it. Locating the map requires a DC 20 Perception check. If any surviving monk notices a PC destroying the map, the monastery refuses to accept the Qadiran missive. Destroying the map earns Qadira faction PCs 1 Prestige Award.

Osirion faction PCs should be interested in locating Nerecchus’s will. It is easy to find but requires a DC 18 Linguistics check to decipher. Correctly decrypting its ancient text earns Osirion faction PCs 1 Prestige Award.

Rewards: If the PCs defeat the monks or persuade Pradnyara of their innocence, reward each tier thusly:

Tier 7–8:

Give each player 1,614 gp.

Tier 10–11:

Give each player 2,173 gp.

M5. Temple (CR 8 or CR 11)

The thick wooden doors to the temple are locked (hardness 5, hp 30, Break DC 20). A DC 25 Disable Device check unlocks them or the PCs may find the key on the monastery’s master in area **M2**.

This huge temple encloses a peaceful, echoing space. A faint aroma of old incense lingers here. Polished blue flagstones decorate the floor. Where the walls meet, the corners curve gently so that nothing jars the eyes. At the temple’s center, a round wooden pillar rises out of the floor, stretching up to support the roof ninety feet above. Bizarrely, the pillar bristles with a motley collection of lumber, as if someone were building some horrific mockery of a tree. Joists, beams, a door, and a ship’s figurehead—an angel holding twin scythes—all hang off the pillar like branches. Thousands of scrolls and books hang from every surface as if they were leaves.

The wooden pillar was once the dryad’s tree. It is still rooted into the ground where it once grew. The monks who built the temple chopped off the top of the tree, all its branches, and pared away much of the trunk’s girth, turning the excess into paper and lumber. Jathyl has retrieved much of what remains, seamlessly joining the lumber back to the trunk using *wood shape*.

Thanks to all the “branches,” scaling the tree requires only a DC 5 Climb check. The papers are attached with resin, but peel away with a careful tug requiring 6 pounds of force (making *mage hand* ineffectual).

Creatures: Between the door and the pillar sit four priests (human clerics of Irori 4)—two men, and two women—facing one another as if in meditation. In front of each is a teacup. Despite appearances, the four figures are not meditating. A DC 15 Heal check reveals they are comatose, entirely drained of Wisdom. Between them, they cover the full spectrum of alignments held by worshipers of Irori; the women are Lawful Good and Lawful Evil, the men Lawful Neutral and True Neutral. They bear dirty robes, necklaces of braided hair (intermingled strands from their brothers and sisters), and shaven heads. The LN priest also wears a *phylactery of faithfulness* but the scripture inside is missing. All four appear malnourished, as Jathyl sometimes forgets to feed them. The ghost uses these priests as her personal servants, dominating them when their Wisdom recovers and sending them into the world to do her bidding.

If the PCs restore any of the priests to consciousness, they know the same information as the monks in area **M2**, and have the same statistics as the master on page 7.

Haunts: PCs climbing or flying near the top of the tree trigger a haunt—residual energy of a tormenting memory Jathyl regularly relives in her mind—a flashback from her death. A DC 15 Knowledge (history) check links the nightmare with Geb’s necromantic blight described in the introduction.

Tier 7–8 (CR 8)**JATHYL’S NIGHTMARE****CR 8**

CE Haunt (the top 20 ft. of the temple)

Caster Level 8th

Notice Perception DC 27 (to notice the aroma of pine forest)

hp 16; **Trigger** proximity; **Reset** 1 hour

Effect When this haunt is triggered, all creatures in the uppermost 20 feet of the temple see the walls of the temple fade away, replaced by a thriving pine forest filled with birdsong. Instead of the pillar, a mighty pine towers over the peninsula. In the distance, a dark wave of necromantic energy rapidly approaches, instantly felling trees and blackening greenery in its path. A naked, feminine figure works desperately, sparks of elemental magic flying off her wand. She obliterates the isthmus just in time, isolating the peninsula to create an island, but stranding herself on the mainland. There's an instant of calm before the blight crashes over her. Affected creatures feel the wave of destructive energy wash over them, taking 4d8+8 points of negative energy damage (Will DC 16 for half).

Destruction Jathyl's spirit must be laid to rest.

Tier 10–11 (CR 11)

JATHYL'S NIGHTMARE CR 11

CE Haunt (the top 20 ft. of the temple)

Caster Level 11th

Notice Perception DC 30 (to notice the aroma of pine forest)

hp 22; **Trigger** proximity; **Reset** 1 hour

Effect When this haunt is triggered, all creatures in the uppermost 20 feet of the temple see the walls of the temple fade away, replaced by a thriving pine forest filled with birdsong. Instead of the pillar, a mighty pine towers over the peninsula. In the distance, a dark wave of necromantic energy rapidly approaches, instantly felling trees and blackening greenery in its path. A naked, feminine figure works desperately, sparks of elemental magic flying off her wand. She obliterates the isthmus just in time, isolating the peninsula to create an island, but stranding herself on the mainland. There's an instant of calm before the blight crashes over her. Affected creatures feel the wave of destructive energy wash over them, taking 110 points of negative energy damage as the spell *harm* (Will DC 19 half).

Destruction Jathyl's spirit must be laid to rest.

Development: After the party triggers the haunt, or once a PC encroaches within 15 feet of the roof, Jathyl sneakily drifts through the floor. From beneath Isa, the LE priestess, or another NPC, she calls out to the PCs, "You and I should parley."

Jathyl's initial attitude to the PCs is unfriendly. However, she does testily answer questions. She feels that if she can educate the PCs on the true situation, they should realize their moral shortcomings, beg forgiveness on behalf of all mortals, and leave. Even if the PCs improve her attitude, she still rejects any solution that involves even a scrap of her tree leaving—it is her reason for living. Nor does she reveal her deepest secret—her pinecone (see area M11). If at any point Jathyl actually feels threatened, a PC departs

the temple, or the conversation becomes pointless, she sneakily drifts back into the tunnel as a 5-foot step.

Use the following set of questions to guide Jathyl's responses in this exchange. Jathyl should come over as overconfident and passionate, with an alien perspective. She wields anger and threats against rational argument without shame. Jathyl occasionally winces as a quill scrapes across a piece of her tree somewhere on Golarion.

What/who are you? "I am Jathyl, immortal defender of the forest."

Why should we talk with you? "Because if you try to steal my tree from me again, meat, I shall destroy every building on this island and control all flesh. Destroy my vessels and I shall find another and another, perhaps yours. Destroy my essence and I shall arise three days hence, ready to tear apart your boats, your homes, and your flesh."

Why are you stealing? "I am no thief, meat. I am the rightful owner retrieving what is mine! You mortals stole from me when you stripped her branches, severed her to half her height, and flayed her to half her girth. You've chopped and carved and pulped, disfiguring and destroying her flesh. Know that I feel every cut of your saws, every nail you impale. I feel every ridiculous word you scrape with your irritating quills. From all across Golarion your precious knowledge flows across my skin. While peddlers in Ecanus seem happy to pay for your petty words, I find them all utterly without value."

What is this bust of my head? "Sometimes the worthless words you mortals scrape onto my skin with your annoying quills bring more than mere annoyance. One of your mistresses, Zarta, unwittingly warned me of your impending visit via her diary, and thoughtfully sketched a picture. I had one of my vessels sculpt a likeness of this picture to prepare the monastery for your arrival."

Possessing these living people is a greater crime than our possessing this dead paper. "Your values are sickly and twisted. I harm neither their flesh nor their minds—I merely borrow them. My tree's flesh, however, you pulp, you torture, and you destroy. I wield this meat as a tool, just as you wield that [quarterstaff/axe/bow/shield]."

You're a ghost. How can we help you move on to your final rest? "I am a being of life, not disease and death. The First World has come to this island and it reforms my essence. It renders me immortal." (A DC 18 Knowledge [planes] check recognizes that on the First World—the plane from which fey originated—all creatures do indeed reform after a while, since natives of the plane possess no souls, but there are no other signs of a planar breach here. Jathyl is merely in denial.)

What happens if we burn your tree? "Try it if you desire. I can assure you of results you will not expect or enjoy, meat."

Can we copy this document? "No. Touch my tree and you will pay the consequences."

The following questions require a DC 16 Diplomacy check to draw anything but silence from Jathyl in response:

What happened to you? Jathyl relates her history from the introduction, although note that the delusional dryad thinks of herself not as a ghost, but rather as simply immortal.

Does the name Hoytain mean anything to you? “Always those same words carved into my neck, my back, over and over: Mabrias Hoytain.”

What do you want? “I want my forest back, back the way it always was, unsullied, lush, and without taint.”

If the PCs try to destroy Jathyl’s tree at any point, they trigger Act 3. Jathyl starts a fire in the papermaking workshop, and circles back to the temple to *quench* her tree if necessary.

Treasure: The center section of the *Fleshforge Manuscript* is affixed to the main trunk, 5 feet from the ceiling. The tree also holds the scripture from a *phylactery of faithfulness* (see Creatures above for its other half), a *scroll of commune with nature*, a +1 *human bane composite shortbow*, and (in Tier 10–11 only) a *blessed book*. A DC 20 Perception check or *detect magic* finds each.

Mission Notes: Taldor faction PCs should be interested in the figurehead. They may also be interested in probing Jathyl’s knowledge of the Hoytains. If they can get from her the identity of Mabrias Hoytain, they earn 1 Prestige Award.

Cheliox faction PCs should be interested in a scrying focus from Isa, the Lawful Evil priestess here—say, a broken fingernail, or a loose thread from her robe. A DC 18 Knowledge (religion) check identifies designs on her robes as typical of an evil sect of Irori; *detect evil* also works. They should also be interested in Jathyl’s comments about the bust and why she is stealing. Retrieving a scrying focus from Isa and uncovering Jathyl’s relationship with Paracountess Zarta Dralneen both earn Cheliox faction PCs 1 Prestige Award, respectively.

Rewards: If the PCs plunder the tree, reward each tier thusly:

Tier 7–8:

Give each player 881 gp.

Tier 10–11:

Give each player 1,923 gp.

M6. Papermaking Workshop (CR 8 or CR 11)

Water damage has warped the door to this room and it no longer closes completely.

This cramped room smells musty but overlain with some acrid taint. This workshop has not seen use in a while, and blunt tools

and dark stains cover the dusty workbench. A deep vat stands dry and a row of dusty bottles line a shelf. Sawdust litters the floor.

Investigating the tools reveals that this workshop was once used for papermaking. A DC 15 Craft (alchemy, books, or calligraphy), Profession (librarian or scribe), or Knowledge (nature) check indicates that the monks last made paper here approximately a year ago.

Traps: When Jathyl first influenced the monks to cease their papermaking efforts, she also commanded the master to order his followers to construct a trap within the room in the event anyone ever attempted to use the facilities to restart the operation. A crouching tiger statue identical to that in the quadrangle now hangs precariously above the center of the room, ready to crash down on anyone who moves beneath it.

Tier 7–8 (CR 8)

CRUSHING TIGER TRAP CR 8

Type mechanical; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger location; Reset manual

Effect +13 ranged, 10d6 damage; multiple targets (all targets in a 10-ft. square)

Tier 10–11 (CR 11)

CRUSHING TIGER TRAP CR 11

Type mechanical; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger location; Reset manual

Effect +18 ranged, 14d6 damage; multiple targets (all targets in a 10-ft. square)

Treasure: One of the bottles on the shelf is a *potion of glibness* which none of the monks have retrieved after being forbidden from entering the room.

Rewards: Reward the PCs thusly:

All Tiers:

Give each player 88 gp.

M7. Monks’ Quarters

Each monk owns a bed, a candle, and a spare robe.

M8. Kitchen

A cantankerous, old cook named **Inlanni** (LG female human commoner 2) labors here to provide food for the monks. She owns a key to the temple (area M5). She knows the same information as the monks in area M2. The adjoining stores hold dried foodstuffs, water barrels, and a hidden trap door leading to area M10 (DC 25 Perception check to locate).

M9. Meditation Chamber

This peaceful meditation chamber features a series of faded silk cushions, carefully arranged across the floor. A polished brass gong hangs next to the northern wall reflecting every corner of the room. A burbling fountain fills the room with a relaxing susurrus. Incongruously, a sheet of parchment drifts lazily down from the ceiling and settles on the floor.

The cushions here hide a trap door, located with a DC 25 Perception check, which leads to area **M10**.

Creatures: Two monks meditate here at all times but respond quickly to the sound of battle (see area **M2**). If the PCs battled the monks in the quadrangle, no monks occupy this room now.

Tunnel

At each end of this tunnel (indicated on the map by red dashed lines) is a short ladder and a trap door. The tunnel lies only 5 feet below ground level, allowing Jathyl to move readily between the tunnel and any square on the surface directly above or adjacent. She can also reach area **M11** and the pool in area **M2** from here. If a PC wishes to collapse the tunnel, a DC 20 Knowledge (engineering) or Profession (miner) check determines the weakest point in the shoring to do so safely. A collapse does not compromise the buildings above, but does open a trench 5 feet wide and 5 feet deep in the quadrangle (area **M2**).

Hidey-Hole

This area is not shown on the map. As the dying tree's roots receded, they left behind a small space beneath. The area is 3 feet in diameter and it lies 5 feet beneath the surface, directly beneath the temple's pillar. The PCs cannot reach it without digging or magic. Jathyl can reach it incorporeally from the temple or the tunnel. Scrying the area reveals only darkness.

The PCs are unlikely to figure out the existence of this area until they try to find Jathyl's wand with a divination like *locate object*, or they burn her tree. See Act 3 for more details.

Treasure: Jathyl keeps her most valuable treasures here. An original pinecone from her tree and a wand (Tier 7–8: *wand of stone shape* [42 charges]; Tier 10–11: *wand of control water* [42 charges]). If anyone takes the wand, its ghostly analog disappears from Jathyl's possession.

A DC 12 Knowledge (nature) or DC 17 Survival check reveals that the pinecone is dormant flora originally native to Nex, and serotinous, meaning its seeds release

OPTIONAL ENCOUNTER

Act 3 can be a long encounter. Nevertheless, if the PCs retrieve all three sections of the *Fleshforge Manuscript* with more than two hours remaining, include Act 2. Otherwise, skip straight to Act 3.

and germinate only after it is exposed to fire. Any PC that experiences the haunt in area **M5** recognizes the cone as belonging to the towering pine. Jathyl knows the pinecone is here, but it is her deepest secret. She is mortally terrified of what might happen if she burns it.

ACT 2: NEX'S LEGACY (CR 9 OR CR 12)

This encounter triggers once the PCs have all three sections of the *Fleshforge Manuscript*, and may take place anywhere in the monastery.

Creatures: Jathyl uses her influence power to throw more trouble in the PCs' path. She dominates a monstrosity that terrorizes this region



of Nex's wilderness, forcing it to burrow from the mainland, beneath the narrow strait and up beneath the party. In Tier 7–8, Jathyl dominates a bulette whose mate follows blindly into battle. In Tier 10–11, the dryad influences a lone purple worm. In both tiers, the dumb beast attacks anyone it sees.

Tier 7–8 (CR 9)

BULETTE (2) CR 7

hp 84 each (*Pathfinder RPG Bestiary* 39)

Tier 10–11 (CR 12)

PURPLE WORM CR 12

hp 200 each (*Pathfinder RPG Bestiary* 230)

Development: Allow the PCs a brief respite before launching into Act 3.

ACT 3: CONFRONTING JATHYL (CR 10 OR CR 13)

Jathyl has lost patience with the PCs. She is now determined to see them suffer for their crimes. Hoping to cause as much chaos as possible, the ghost influences one of the monks to set the papermaking workshop on fire.

Creatures: Jathyl hopes the fire draws the PCs out into the quadrangle, but if necessary, she seeks out the PCs wherever they are. She appears as a translucent dryad, lithe, graceful, and obviously once beautiful, but now horrifically disfigured—her skin tattooed with mutating words, and impaled with nails and quills. She carries a crooked wand. A DC 17 Knowledge (religion) check reveals that the wand's physical analog must still exist unattended somewhere.

Tier 7–8 (CR 10)

JATHYL CR 10

Female variant dryad ghost sorcerer 6 (*Pathfinder RPG Bestiary* 116, 144)

CE Medium undead (augmented fey, incorporeal)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 23, touch 23, flat-footed 18 (+8 deflection, +5 Dex)

hp 150 (12 HD; 6d8+6d6+102)

Fort +14, **Ref** +12, **Will** +17

Defensive Abilities channel resistance +4, incorporeal, rejuvenation

Immune undead traits

Weaknesses tree dependent

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +11 (10d6, Fort DC 24 half)

Special Attacks influence (DC 24), telekinesis (DC 24)

Spell-Like Abilities (CL 6th; concentration +14)

Constant—*Speak with plants*

At will—*entangle* (DC 19), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 19), *quench*, *tree stride*

1/day—*plant growth*

Bloodline Spell-Like Abilities (CL 6th; concentration +14)

11/day—*tanglevine**

Sorcerer Spells Known (CL 6th; concentration +14)

3rd (5/day)—*lightning bolt* (DC 21)

2nd (7/day)—*barkskin*, *invisibility*, *magic mouth*

1st (8/day)—*entangle* (DC 19), *erase*, *magic aura*, *magic missile*, *true strike*, *unseen servant*

0 (at will)—*acid splash*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *message*, *prestidigitation*

Bloodline Verdant*

TACTICS

Before Combat Jathyl prepares for battle by casting *invisibility*.

During Combat Jathyl is driven by passions, not tactical calculations. Using feathers (e.g., arrows, summoned angels, or birds), disfiguring any part of her tree, or channeling positive energy enrages Jathyl. She focuses her wrath on such transgressors, taking unnecessary risks to punish them.

Jathyl opens with *plant growth* and *entangle* if necessary to drive the PCs away from her tree. Otherwise, she begins combat with a *lightning bolt*, then fights in melee with her corrupting touch attack. She employs telekinesis (violent thrust) to hurl away any annoying weapons.

She starts the battle supremely confident of her mastery over the situation, not hesitating to stand toe-to-toe with the party's warriors. However, if any PC successfully casts *ghostbane dirge*, uses a *ghost touch* weapon, or reduces her to half her normal hit points before she drops any PC, she attempts to dominate that PC with influence, turning him against his allies.

Morale Jathyl fights until destroyed. As she dies, she whispers, "Your corpses will burn when I return from death." Her body dissolves into a pinpoint of ghostly light that drifts toward the temple and into the roots of her tree.

STATISTICS

Str —, **Dex** 21, **Con** —, **Int** 16, **Wis** 20, **Cha** 26

Base Atk +6; **CMB** +11; **CMD** 29

Feats Combat Casting, Eschew Materials, Great Fortitude, Improved Iron Will, Iron Will, Stealthy, Weapon Finesse

Skills Bluff +17, Climb +9, Craft (sculpture) +12, Escape Artist +13, Fly +22, Handle Animal +14, Knowledge (nature) +9, Perception +28, Sense Motive +14, Spellcraft +12, Stealth +32, Survival +11; **Racial Modifiers** +6 Craft (wood), +8 Perception, +8 Stealth

Languages Common, Elven, Sylvan, Vudrani; *Speak with plants*

THE FLESH COLLECTOR

SQ photosynthesis*, tree meld, wild empathy, woodcraft

Combat Gear *wand of stone shape* (42 charges)

SPECIAL ABILITIES

Influence (Su) Jathyl was once the ruler and protector of her forest, and she maintains a commanding air. Once per round, as a standard action, she may control one living creature as per the spell *dominate monster*, with a range of 30 feet. She may only dominate one creature at a time, and any creature that successfully saves is immune to her influence for 24 hours.

Variant Dryad Because of her dedication to the protection of her forest, Jathyl's spell-like abilities are different from those of a standard dryad, and she considers druid spells as being on her spell list for purposes of using spell completion and command word magic items. Additionally, she may sense any part of her tree at any range, as long as it is on the same plane, or unless a *protection from evil* spell wards it.

* See the *Advanced Player's Guide*.

Tier 10–11 (CR 13)

JATHYL

CR 13

Female variant dryad ghost sorcerer 9 (*Pathfinder RPG Bestiary* 116, 144)

CE Medium undead (augmented fey, incorporeal)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +31

DEFENSE

AC 25, touch 25, flat-footed 18 (+8 deflection, +6 Dex, +1 dodge)

hp 202 (15 HD; 6d8+9d6+144)

Fort +15, **Ref** +14, **Will** +18

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Weaknesses tree dependent

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +13 (13d6, Fort DC 25 half), draining touch +13 (1d4 ability drain)

Special Attacks influence (DC 25), telekinesis (DC 25)

Spell-Like Abilities (CL 6th; concentration +14)

Constant—*speak with plants*

At will—*entangle* (DC 19), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 19), *quench* (DC 21), *tree stride*

1/day—*plant growth*

Bloodline Spell-Like Abilities (CL 9th; concentration +17)

11/day—*tanglevine**

1/day—*massmorph**

Sorcerer Spells Known (CL 9th; concentration +17)

4th (6/day)—*command plants* (DC 22), *enervation*, *ice storm*
3rd (8/day)—*dispel magic*, *lightning bolt* (DC 21), *sleet storm*,
speak with plants

2nd (8/day)—*barkskin* (DC 20), *hideous laughter* (DC 20),
invisibility, *magic mouth*, *see invisibility*

1st (8/day)—*entangle* (DC 19), *erase*, *magic aura*, *magic missile*, *true strike*, *unseen servant*

0 (at will)—*acid splash*, *daze* (DC 18), *detect magic*, *ghost sound*, *mage hand*, *mending*, *message*, *prestidigitation*

Bloodline Verdant*

TACTICS

Before Combat If Jathyl has taken damage before this point, she can use draining touch or enervation to restore hit points. Jathyl prepares for battle by casting *cat's grace*, and *see invisibility*. Lastly, she activates her fleeting glance fey bloodline ability.

During Combat Jathyl is driven by passions, not tactical calculations. Using feathers (e.g., arrows, summoned angels, or birds), disfiguring any part of her tree, or channeling positive energy enrages Jathyl. She focuses her wrath on such transgressors, taking unnecessary risks to punish them.

Jathyl opens with *sleet storm* if necessary to drive the PCs away from her tree. Otherwise,



she casts *ice storm*, followed by *lightning bolt*. She then switches to melee, alternating between corrupting touch and draining touch, always draining Wisdom. She saves her telekinesis (violent thrust) to hurl away any annoying weapons.

She starts the battle supremely confident of her mastery of the situation, not hesitating to stand toe-to-toe with the party's warriors. However, if any PC successfully casts *ghostbane dirge*, uses a *ghost touch* weapon, or reduces her to half her normal hit points before she drops any PC, she attempts to dominate that PC with influence, turning him against his allies.

Morale Jathyl fights until destroyed. As she dies, she whispers, "Your corpses will burn when I return from death." Her body dissolves into a pinpoint of ghostly light that drifts toward the temple and into the roots of her tree.

STATISTICS

Str —, **Dex** 22, **Con** —, **Int** 16, **Wis** 20, **Cha** 26

Base Atk +7; **CMB** +13; **CMD** 32

Feats Combat Casting, Dodge, Eschew Materials, Great Fortitude, Heighten Spell, Improved Iron Will, Iron Will, Stealthy, Toughness, Weapon Finesse

Skills Bluff +20, Climb +9, Craft (sculpture) +12, Craft (wood) +7, Escape Artist +14, Fly +26, Handle Animal +14, Knowledge (nature) +9, Perception +31, Sense Motive +14, Spellcraft +15, Stealth +36, Survival +11; **Racial Modifiers** +4 Craft (wood), +8 Perception, +8 Stealth

Languages Common, Elven, Sylvan, Vudrani; *speaks with plants*

SQ photosynthesis*, tree meld, wild empathy, woodcraft

Combat Gear *wand of control water* (42 charges)

SPECIAL ABILITIES

Influence (Su) Jathyl was once the ruler and protector of her forest, and she maintains a commanding air. Once per round, as a standard action, she may control one living creature as per the spell *dominate monster*, with a range of 30 feet. She may only dominate one creature at a time, and any creature that successfully saves is immune to her influence for 24 hours.

Variants Dryad Because of her dedication to the protection of her forest, Jathyl's spell-like abilities are different from those of a standard dryad, and she considers druid spells as being on her spell list for purposes of using spell completion and command word magic items. Additionally, she may sense any part of her tree at any range, as long as it is on the same plane, or unless a *protection from evil* spell wards it.

* See the *Advanced Player's Guide*.

Hazards: Wherever the PCs are at the end of Act 2 (or Act 1 if Act 2 was skipped), they smell burning wood and, if any NPC survives, hear anxious cries with a successful DC 10 Perception check. The papermaking workshop is ablaze. The fire spreads through the monastery's wooden walls quickly thanks to the pitch sealant and the onshore

wind. On initiative count 0 each round, any building square immediately northwest, due west, or southwest of a burning square also catches light. The fire does eventually spread east but in minutes rather than rounds. Any PC who succeeds at a DC 12 Wisdom check recognizes that once the library building catches light, the fire will be hard to contain.

Fighting the Fire: Putting out a burning building is difficult once the fire has caught hold. Assume that a character armed with a barrelful of water can quench one 5-foot square as a standard action. However, that does not prevent it from catching light again later. A DC 17 Survival check reveals that creating a firebreak is the best chance the PCs have of saving the library (although don't penalize any player that comes to the same conclusion without a roll). It takes 25 points of damage (hardness 5) or a Break DC of 15 to collapse a 5-foot square of the monastery or a 5-foot length of wall or gate. These guidelines cannot anticipate all actions players dream up. Err on the side of over-rewarding player ideas to quench fires or destroy buildings. The fire should serve as a minor distraction to the main action; if it becomes such a focus that the game pacing slows, have any surviving NPCs take charge and assure the PCs that the fire is under control, moving them quickly to the conflict with Jathyl.

NPCs: Any surviving NPCs attempt to put out the fires, thereby providing easy influence fodder for Jathyl. A DC 15 Diplomacy or Intimidate check (as a free action) persuades them to retreat to the safety of the library's *hallow* effect, where Jathyl refuses to go. The priests, paladin, and monks of Irori cannot strike directly against Jathyl whatever the provocation; according to the order's doctrine, spirits unable to pass on to Nirvana are worthy of pity and are only to be aided in their journey.

Development: The fire burns for an hour, destroying the monastery entirely unless stopped. Assume that the PCs can put out any fires they wish after the battle. However, if the dry tinder of the library's paper has caught light, the library quickly becomes a raging inferno that only powerful magic (such as *quench*) can stop.

Jathyl rejuvenates in 2d4 days unless the PCs lay her soul to rest.

Chopping entirely through the trunk of Jathyl's tree (hardness 5, 1,200 hp) brings down the temple, but does not lay Jathyl to rest—most of her tree lies in pieces already.

Burning Jathyl's tree eliminates her reason for living. The tree burns to the ground in an hour, exposing the hidden room beneath (see area **M11**). The room's contents burn unless rescued within 10 rounds. The roots continue to burn for an additional hour. After that time, Jathyl reappears wreathed in incorporeal flames before quickly burning into nothingness.

Alternatively, replanting surviving seeds from her tree achieves Jathyl's goal. A minute after the PCs expose the pinecone from area **M11** to fire, Jathyl reappears smiling beatifically, her quills and nails falling away, before she quickly fades into nothingness.

Mission Notes: Andoran faction PCs should wish to see Jathyl's spirit laid to rest. Determining how to do so and carrying out the task earns Andoran faction PCs 1 Prestige Award.

Both Osirion and Qadira faction PCs should be interested in preventing the library from burning; doing so earns members of both factions 1 Prestige Award.

Taldor faction PCs may spot the word "Hoytain" among Jathyl's writhing tattoos. A DC 15 Perception check (as a move action) locates Zarta's damning scrawl addressed to Mabrias Hoytain on Jathyl's neck, earning Taldor faction PCs 1 Prestige Award.

Rewards: If the PCs lay Jathyl's soul to rest, reward each tier thusly:

Tier 7–8:

Give each player 787 gp.

Tier 10–11:

Give each player 1,470 gp.

CONCLUSION

The PCs return safely to Almas (or the Pathfinder Lodge of their choice if they do not trust Telfyr). After much bickering, the Society permanently relocates the *Fleshforge Manuscript* to Absalom for safekeeping.

If the PCs leave the monastery without laying Jathyl's soul to rest, she steals back the manuscript within a month, destroying Society property in her wake. The PCs hear tales of strange thefts across Golarion occasionally. Once or twice, they awaken to find a possession moved a few inches from where they left it, or an acquaintance complaining of sleepwalking.

If the PCs laid the ghost to rest, any surviving monks eventually restore order and arrange for restorations for the comatose priests. The monastery returns to its sacred task of documenting Golarion's history. If the PCs replanted Jathyl's tree, the monks nurture it from seedling to sapling to tree. If no survivors remain, the Monastery of the Unremitting Tide falls into ruin. Looters gleefully ravage the monastery's contents, and the lush island flora reclaims its land.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who lay Jathyl permanently to rest earn 1 Prestige Award. Andoran faction who also secretly damage the end section of the *Fleshforge Manuscript* in area **M2** earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who learn how someone in Nex has been spying on the Paracountess and retrieve the carved bust in area **M2** as proof earn 1 Prestige Award. Cheliox faction PCs who also take a scrying focus from Isa in area **M5** earn 1 bonus Prestige Award as long as she is still alive.

Osirion Faction: Osirion faction PCs who leave at least one monk alive and prevent the library from burning down in Act 3 earn 1 Prestige Award. Osirion faction PCs who also decipher Nerecchus's will in area **M4** earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who destroy the map in area **M4** earn 1 Prestige Award. Qadira faction PCs who also present the missive to any surviving monk or cleric, prevent the library from burning down in Act 3, and avoid destroying the map within sight of a monk earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who discover the Chelish spy's name in either area **M5** or Act 3 earn 1 Prestige Award. PCs from the Taldor faction who also retrieve the figurehead from area **M5** earn 1 bonus Prestige Award.

**SCENARIO 2-16:
THE FLESH COLLECTOR**

Event _____ Date _____
GM # _____ GM Name _____

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

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 Osirion Qadira

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 Osirion Qadira

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Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

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Andoran Faction Handout

Firebrand of Freedom,

This Monastery of the Unremitting Tide has a reputation for peaceful scholarship. However, it hides a depravity beneath its veneer of devotion. Someone there is enslaving innocents. Ensure those who treat life as chattel find the justice they deserve.

In the wrong hands, this Fleshforge Manuscript you seek could endanger us all. I would consider several of our rival factions “the wrong hands.” This document proved vulnerable even in Almas. We must take direct action to keep it safe. Thankfully, few can comprehend this document, particularly its final paragraphs. You can make their task impossible. Alter or remove a hieroglyph or two from the end of the manuscript, without alerting your fellow Pathfinders.

Capt. Colson Maldris

For freedom,

Captain Colson Maldris



Cheliox Faction Handout

Exquisite Flesh Offering,

The stench of treason pervades our house. The inner secrets of our faction are spreading through Ecanus—intimate truths known only to a few of our agents. Already I have silenced the tongues that dared sell our secrets openly, and planted conflicting disinformation to lay doubt upon their words. I traced the leak back as far as southeastern Nex—your destination. Divinations point to a “tattooed woman” there. Nonetheless, I cannot fathom how our secrets travel from the Inner Sea to Nex. Bring back evidence of the leak’s source. Bring it personally to me—trust none other. Do this, and you may exact whatever punishment you choose upon our traitor.

Irori’s adherents welcome many interpretations of his doctrine. Isa, a priestess at the Monastery of the Unremitting Tide, apparently reveres one of the god’s evil aspects. Ensure she survives your visit and bring me a keepsake suitable for scrying, such as a strand of her hair. There are certain practices we should observe firsthand.

Yours in eternity,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Loyal Seeker of Knowledge,

For those skilled enough to wield it, knowledge is a subtle blade. The Monastery of the Unremitting Tide's library houses one of the most trusted collections of history on Garund. Its books hold truths long forgotten elsewhere. We count the monks among our allies. Traditionally, they have allowed Osirian scholars occasional access to their bookshelves. Ensure that the library remains safe in the hands of those devoted to its preservation.

One piece of knowledge cannot wait however. The monastery library holds the true final will of one Nerecchus of Jalmeray, an ally of the Qadiran satrapy, and a diviner without peer in his time. Tell me the beneficiary of a certain item he referred to as "the Osirian device".



To serve is to honor,

Otoneraphim

Otoneraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

Servant of the Satrap,

Truth is a tradable commodity like any other—we match eager buyers with a suitable supply. The Monastery of the Unremitting Tide holds truths our clients would pay dearly to read. Ensure the monastery's leader receives the enclosed missive. It promises generous riches from the Satrap in return for a brief loan of codices from their library, hopefully the first trade of many.

One particular document cannot wait for this exchange however. The monastery's library contains an ancient map detailing a hidden pass through Osirion's Barrier Wall. We alone travel this trade route today, to our rivals' consternation. We are not eager to share our advantage. Destroy this map.

Kind regards,

Pasha Muhlia Al-Jakri x *Muhlia Al-Jakri*

Taldor Faction Handout

Agent of the Empire,

Isa, a priestess of Irori at the Monastery of the Unremitting Tide, is selling Chelish secrets in the alleyways of Ecanus, apparently unaware of their true value. You must reap this unexpected harvest for Taldor's glory. Specifically, find out from her which of these two supposed Andoren loyalists in Almas actually spies for Cheliah: Mabrias Hoytain or his brother Galidric Hoytain.

Two months ago, one of the Imperial navy's ships, The Glorious Reaper, failed to return to Oppara following routine maneuvers near Absalom. We suspect mutiny or some noble's feud. A Garundi trader now reports sighting the ship in the western Obari Ocean not long thereafter. Bring me news of our ship's location if she still floats, or else evidence of her wreck.

For Taldor!

BARON JACQUO
Baron Jacquo Dalsine



