



Year of the Open Road



**PATHFINDER
SOCIETY**

ARCHAEOLOGY IN ASPENTHAR

By Quinn Murphy

PATHFINDER SOCIETY

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How To Play

Pathfinder Society Quest #6: Archaeology in Aspenthar is a Pathfinder Society Quest designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

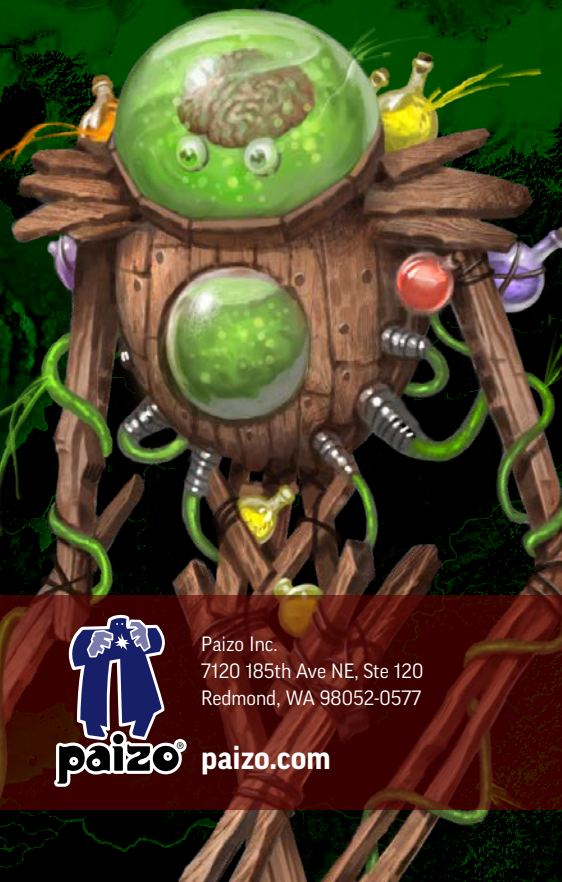
GM Resources

Archaeology in Aspenthar makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as *Pathfinder Flip Mat: Asylum*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

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

This scenario has no scenario tags.



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Archaeology in Aspenthar

By Quinn Murphy

GM SYNOPSIS

In this short adventure, the PCs construct a bridge, inspect an ancient ruin, and defeat a guardian golem.

ADVENTURE BACKGROUND

When Osirion's Ruby Prince, Khemet II closed off the nation's ancient ruins to explorers. Prince Zinlo of Aspenthar, a city-state in neighboring Thuvia, saw an opportunity. Zinlo opened up the ancient ruins in and around Aspenthar, selling permits for exploration of these ruins at a high premium to any who can afford the cost. Some of the sites harbor artifacts and magic from Ancient Osirion, but just as many don't, though this doesn't concern the prince in the slightest. As long as he continues generating extra revenue with the licenses, he's happy to let seekers of ancient mysteries take a gamble. Luckily for Zinlo, there are many willing to take the risk for the sake of knowledge and exploration. The Pathfinder Society is one of the first groups willing to see what Aspenthar's ambitious ruler has to offer.

ADVENTURE SUMMARY

The PCs receive a letter from Ambrus Valsin instructing them to travel to Aspenthar. The Pathfinder Society needs them to explore a ruin with purported ties to Ancient Osirion, which the Society recently acquired an exploration license for. The PCs meet a representative for Prince Zinlo, who sends them off with a local guide to the seaside cliff where the ruin is located.

The PCs will need to navigate down the cliff face, creating a path for a full exploration team to use later. Once they reach the bottom, the PCs will perform initial exploration as they secure the site.

On the site, the PCs find clues that its origins are not what the Society was told they were. They find the machines and alchemy of a Jistkan laboratory instead of an Ancient Osirian site.

At the end of their exploration, the PCs find themselves facing off a partly functioning alchemical golem with orders to attack all intruders. After the PCs defeat the golem, they meet up with the rest of the exploration team and relay what they have found, concluding the quest.

GETTING STARTED

The PCs' primary briefing is in the form of a letter from Venture-Captain Ambrus Valsin. Hand the PCs **Handout: Letter From Ambrus Valsin** (see page 8). When the PCs have each read their mission briefing, give them an opportunity to attempt the following checks to see what they know about Thuvia and Prince Zinlo.

WHERE ON GOLARION?

Archeology in Aspenthar sees the PCs traveling to a ruin outside of Aspenthar, a city that provides the nation of Thuvia with port access to the Inner Sea. More information on Thuvia can be found on pages 56–57 of the *Pathfinder Lost Omens World Guide*, available from your friendly local game store and at paizo.com.



ACADEMIA LORE OR THUVIAN HISTORY LORE (RECALL KNOWLEDGE)

Based on the result of a DC 15 Academia Lore, Thuvian History Lore, or other appropriate lore check to Recall Knowledge, the PCs might know more information relevant to this adventure about the history of Thuvia.

Critical Success: Thuvia was once occupied by the Jistka Imperium, who were known for their great mechanical aptitude and facility with magical constructs such as golems.

Success: Thuvia's position in central Garund means that it was controlled by multiple powers during its history, including the Osirian Empire and the Jistka Imperium.

Failure: The PC learns no information.

Critical Failure: Thuvia was under the sole control of the Osirian Empire going back thousands of years.

SOCIETY (RECALL KNOWLEDGE)

Based on the result of a DC 15 Society check to Recall Knowledge, the PCs might know more information about Prince Zinlo and the city-state of Aspenthar.

Critical Success: Prince Zinlo's rush to sell permits for dig sites means that it's highly unlikely anyone knows what is actually in any of the sites. Thuvia has been occupied by many powerful empires over the centuries, including the Jistka Imperium.

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Success: Prince Zinlo is one of the most powerful figures in Thuvia, though his reputation is as a callous and ambitious man with little concern for leisure or scholarly pursuits.

Failure: The PC learns no information.

Critical Failure: Prince Zinlo is known to be ambitious but also has a reputation for fairness, honesty, and benevolence.

Read or paraphrase the following to begin the adventure.

The streets of Aspenthar showcase the trappings of wealth and militarization in equal measure. The main road cutting through the heart of the city is patterned with brilliant mosaic stonework, and to each side are seemingly endless rows of proud and opulent structures.

The neatly ordered streets give way to the city's chaotic and bustling docks, where a Garundi woman waits wearing subtle but expensive-looking clothing. She extends her hands in a grand welcoming gesture.

"Welcome, Pathfinders. I am Gol Amri. I greet you as a representative of the great Prince Zinlo. Let us conduct our business! I am sure you are eager to search for hidden treasures, and I wish you no delay."

Gol Amri is big on formalities and grand gestures, but she becomes condescending and dismissive if characters ask for more information. She has been sent by the prince to make a grand entrance and to connect the PCs to their guide, and nothing more.

The guide arrives shortly after the PCs do, just long enough for Gol to start to become impatient. His name is Sefu Moyo. Sefu is a Taralu dwarf from the Mwangi Expanse with dark skin and vibrantly colored hair. He introduces himself to the PCs, warding off Gol's reprimands with a charming smile.

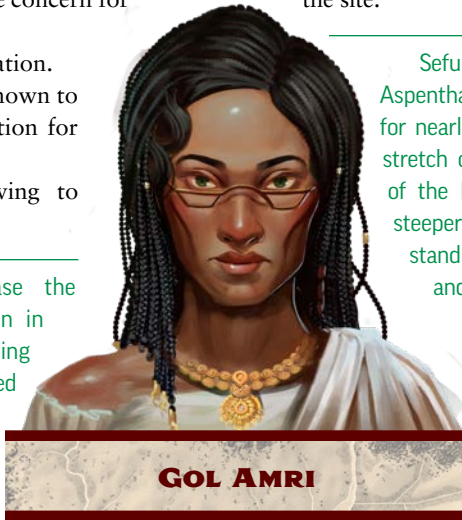
Sefu asks the PCs if they are ready to go. He leads them away with a brief nod to Gol once they confirm they're ready.

If PCs talk to Sefu along the way, he is unable to give them any useful information regarding the content of the site. He diplomatically states that he thinks it's unlikely anyone knows what's in the site for certain, but he doesn't say anything that might be construed as discontent or doubt related to Prince Zinlo.

Boons and Hero Points: Give the PCs a few moments to slot their boons for the adventure and let each PC know that they have 1 Hero Point available for use during the adventure.

A DANGEROUS DESCENT

Read or paraphrase the following when the PCs arrive at the site.



Sefu marches along the waterside edge of Aspenthar, leaving the city and continuing on for nearly an hour to a seemingly unremarkable stretch of land bordered by a cliffside overlook of the Inner Sea. The terrain grows gradually steeper, and by the time Sefu motions to stop, he stands in the biting wind as large waves crash and rumble against the cliff.

Leaning through the biting wind, Sefu points downward to a barely visible landing that juts out from the cliff face, about sixty feet down.

He grunts lightly. "It's not exactly what I'd call a fun climb, but that's the site down there."

Sefu provides the PCs with a 60-foot-long rope ladder and a crate of metal anchors provided by the Pathfinder Society. He tells the PCs that the exploration team needs a ladder securely attached to the site entrance, which means the PCs must first climb down the hard way. Once the PCs are ready to descend the cliff, he bids them farewell and wishes them good luck before returning to Aspenthar.

Descending the Cliff

The PCs must descend the cliff, anchoring the rope ladder as they go. The climb itself is difficult enough, but winds and crashing waves make the trip particularly treacherous, threatening to toss the PCs into the water below.

Allow the PCs some time to survey the cliffs and formulate a strategy for climbing. With a successful DC 18 Nature check (DC 22 in Subtier 3–4), the PCs find natural handholds, granting a +1 circumstance bonus to Athletics checks to Climb. Pairing with another climber allows each PC in the pair to get a +2 circumstance bonus on the Grab an Edge reaction if they fail their check to Climb.

At least two PCs need to climb and anchor rope in order for the other PCs to use the rope ladder and climb safely. More PCs can climb down at the same time to aid in the setting up of the rope ladder. Each Climbing PC must attempt three Athletics checks, with the difficulties on the table below.

Climb DC (Subtier 3–4)	Falling Damage (3–4)
14 (17)	20 (35)
18 (21)	10 (20)
16 (19)	5 (10)

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As a group, the PCs must succeed at each at least 5 checks to Climb to anchor the ladder.

If a PC fails a check, they fall and must attempt to Grab an Edge, attempting a Reflex save with the same DC as the failed check. Thanks to the ropes, guides, and handholds available, the PCs do not take any damage if they succeed to Grab an Edge. If they fail the Reflex save, they fall into the water below, taking damage as noted in the table on page 4. The damage values on the table account for both the distance fallen and the relatively soft landing provided by the water below. A PC who falls can swim through the relatively calm water to the entrance of the site without risk of drowning, as long as they are still conscious.



SEFU MOYO

A. ANCIENT JISTKAN LABORATORY

This site is not Osirian; it's an ancient Jistkan alchemy and construct laboratory. Sponsored by high-ranking Jistkan officials, the laboratory was used to develop advances in secret to keep the Jistkan Imperium always ahead of its rivals.

The lab didn't live up to the hopes of its sponsors, however. No major technological breakthroughs came from the lab, and it was abandoned as Jistka declined. What remains are the experiments and aspirations of a faded empire.

A1. Sentry Outpost

Scattered bits of ancient armor lie discarded haphazardly around this room. Ancient tools, some plainly built for alchemy or armor maintenance and others much less clear in origin, are stored on shelves along the walls, which are adorned with carvings of figures in ornate plate armor.

This room once served as a station for Jistkan guards at the facility. Succeeding at a DC 17 Society or Crafting check (DC 20 in Subtier 3–4) allows the PCs to recall that Ancient Osirian armor tended to be light. On a critical success, the PCs recognize the armor being similar to that which the Hellknights use, and that Hellknights base much of their military structure on ancient Jistka, which was a rival civilization to Ancient Osirion.

Treasure: Hidden in a pile of mismatched pieces of armor is an *oil of potency* (a moderate juggernaut mutagen in Subtier 3–4).

A2. Alchemical and Mechanical Experimentation Chambers

Several small rooms line this long hall, each containing the by-products of ancient alchemical experiments or broken mechanical devices.

PCs who succeed at a DC 17 Occultism or Crafting check (DC 20 in Subtier 3–4) remember that Ancient Osirion was not known for its alchemical or mechanical inventions. A critical success means the PC making the check recognizes these types of experiments to be more the province of Osirion's rival, the Jistka Imperium.

Reward: In one of the last chambers, there is a moderate quicksilver mutagen (a lesser mistform elixir in Subtier 3–4).

A3. Golem Workshop

Wooden limbs and flasks containing alchemical reagents are strewn across the floor in this room. A PC who succeeds at a DC 17 Arcana check (DC 20 in Subtier 3–4) can recognize these as alchemical golems in varying states of disrepair.

One of the alchemical golems is still active. It has orders to stop any intruders, and it rises from its corner when any of the PCs move more than 10 feet into the room.

SUBTIER 1-2

DILAPIDATED ALCHEMICAL GOLEM

CREATURE 3

Page 9, art on page 11

Initiative Perception +6

SUBTIER 3-4

DAMAGED ALCHEMICAL GOLEM

CREATURE 5

Page 10, art on page 11

Initiative Perception +8

CONCLUSION

Once the PCs defeat the alchemical golem, they can return up the rope ladder they secured. The full excavation team arrives the next day, and the PCs are free to return to the docks for a ride home after they report their findings to Kyreen Tael, a half-elf ranger who leads the excavation team. If the PCs have been able to gather information about the true nature of the site, Kyreen infers from

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A. ANCIENT JISTKAN LABORATORY





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the report that this site is not the Osirian ruins they had hoped for, but more likely a Jistkan laboratory, if the PCs haven't deduced that already. Luckily, the site should still prove interesting and useful with its connections to Jistkan alchemy and mechanical crafting. Kyreen Tael explains all this to the PCs and thanks them for their work.

Primary Objectives

The PCs fulfill their primary objective if they successfully build the rope bridge for the dig team and defeat the dilapidated alchemical golem, gaining 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon and the Secrets of the Jistkan Alchemists boon on their Chronicle Sheet.

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Handout: Letter from Ambrus Valsin

Pathfinders,

A reliable source of goods, information, and ancient artifacts became lost to the Society when the Ruby Prince of Osirion closed access to his country's ruins and sites of interest. As our last extant licenses there have expired, I fear that door is closed to us for the foreseeable future. Fortunately, when some doors close, other doors open. Prince Zinlo of the Thuvian city-state Aspenthar now sells licenses that allow others to access the Osirian ruins located nearby.

The prince's agents say that ruins are numerous and artifacts sure to be bountiful, but Zinlo is not legendary for his moral compass. The terms of the license I have read contain troubling loopholes that suggest that we could find all, some, or none of what we hope to find at the site that we licensed for a high premium.

The task I have for you is to first find a means of entry into the site, which is located on a seaside cliff near Aspenthar. Next, you need to secure the site, ridding it of any remaining threats or hazards. While you're securing the site, it would be useful if you keep an eye out for what kind of situation our full exploration team will be setting foot in.

You'll meet with a representative of Zinlo's named Gol Amri at the Aspenthar docks five days from now at noon. She will provide you with a guide to the site.

Once you secure the site, you can return to the docks to meet with the exploration team leader, Kyreen Tael, and give her your report.

Make haste with no waste,
Ambrus Valsin

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APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text.

Encounter A3

The dilapidated alchemical golem moves to attack the PCs as soon as any one of them has moved at least 10 feet into the room. The golem attacks the nearest PC it can see each turn with little regard to strategy.

DILAPIDATED ALCHEMICAL GOLEM CREATURE 3

UNCOMMON N LARGE ALCHEMICAL CONSTRUCT GOLEM

Perception +6; darkvision

Skills Athletics +7

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

AC 19; **Fort** +11, **Ref** +7, **Will** +6

HP 48; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical (except adamantine or bludgeoning) 4

Alchemical Rupture When an alchemical golem takes physical damage from a critical hit or is affected by a *shatter* spell, one glass chamber within its body shatters, spewing alchemical liquid in a 5-foot emanation. Roll on the altered alchemical chambers list (see above) to determine which one shatters, and any creatures hit are affected as listed (DC 16 Reflex).

Altered Alchemical Chambers The dilapidated alchemical golem's chemicals have changed after a long period of inactivity. When an alchemical golem ability calls upon a randomly determined alchemical effect, roll 1d6 and consult the following (if you roll the result of a chamber that was shattered, there is no alchemical effect):

1-2 enfeebled: DC 15 Fortitude save or enfeebled 1 (enfeebled 2 on a critical failure); **3-4** sickened: DC 15 Fortitude save or sickened 1 (sickened 2 on a critical failure); **5-6** slowed: DC 15 Fortitude saved or slowed for 1 round (slowed for 2 rounds on a critical failure)

Golem Antimagic harmed by sonic (1d8, 1d6 area or persistent); slowed by cold

Speed 25 feet

Melee ♦ syringe +14 (magical, reach 10 feet), **Damage** 1d8+4 plus alchemical injection

Alchemical Injection When an alchemical golem hits a creature with a syringe Strike, roll 1d6 on the alchemical chambers list to determine the additional effect of the attack. The syringe exposes the creature to the effect rolled.

SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment.

Challenge Points: For every 2 challenge points beyond 8, add 10 Hit Points to the dilapidated golem.

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APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text.

Encounter A3

The damaged alchemical golem moves to attack the PCs as soon as any one of them has moved at least 10 feet into the room. The golem attacks the nearest PC it can see each turn with little regard to strategy.

DAMAGED ALCHEMICAL GOLEM

CREATURE 5

UNCOMMON N LARGE ALCHEMICAL CONSTRUCT GOLEM

Perception +8; darkvision

Skills Athletics +10

Str +5, **Dex** +1, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5

AC 22 **Fort** +14 **Ref** +9 **Will** +8

HP 78; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical (except adamantite or bludgeoning) 6

Alchemical Rupture When an alchemical golem takes physical damage from a critical hit or is affected by a *shatter* spell, one glass chamber within its body shatters, spewing alchemical liquid in a 5-foot emanation. Roll on the altered alchemical chambers list (see above) to determine which one shatters, and any creatures hit are affected as listed (DC 24 Reflex).

Altered Alchemical Chambers The damaged alchemical golem's chemicals have changed after a long period of inactivity. When an alchemical golem ability calls upon a randomly determined alchemical effect, roll 1d6 and consult the following (if you roll the result of a chamber that was shattered, there is no alchemical effect):

1-2 enfeebled: DC 19 Fortitude save or enfeebled 1 (enfeebled 2 on a critical failure); **3-4** sickened: DC 19 Fortitude save or sickened 1 (sickened 2 on a critical failure); **5-6** slowed: DC 19 Fortitude saved or slowed for 1 round (slowed for 2 rounds on a critical failure)

Golem Antimagic harmed by sonic (1d8, 1d6 area or persistent); slowed by cold

Speed 25 feet

Melee ♦ syringe +16 (magical, reach 10 feet), **Damage** 2d8+2 plus alchemical injection

Alchemical Injection When an alchemical golem hits a creature with a syringe Strike, roll 1d6 on the alchemical chambers list to determine the additional effect of the attack. The syringe exposes the creature to the effect rolled.

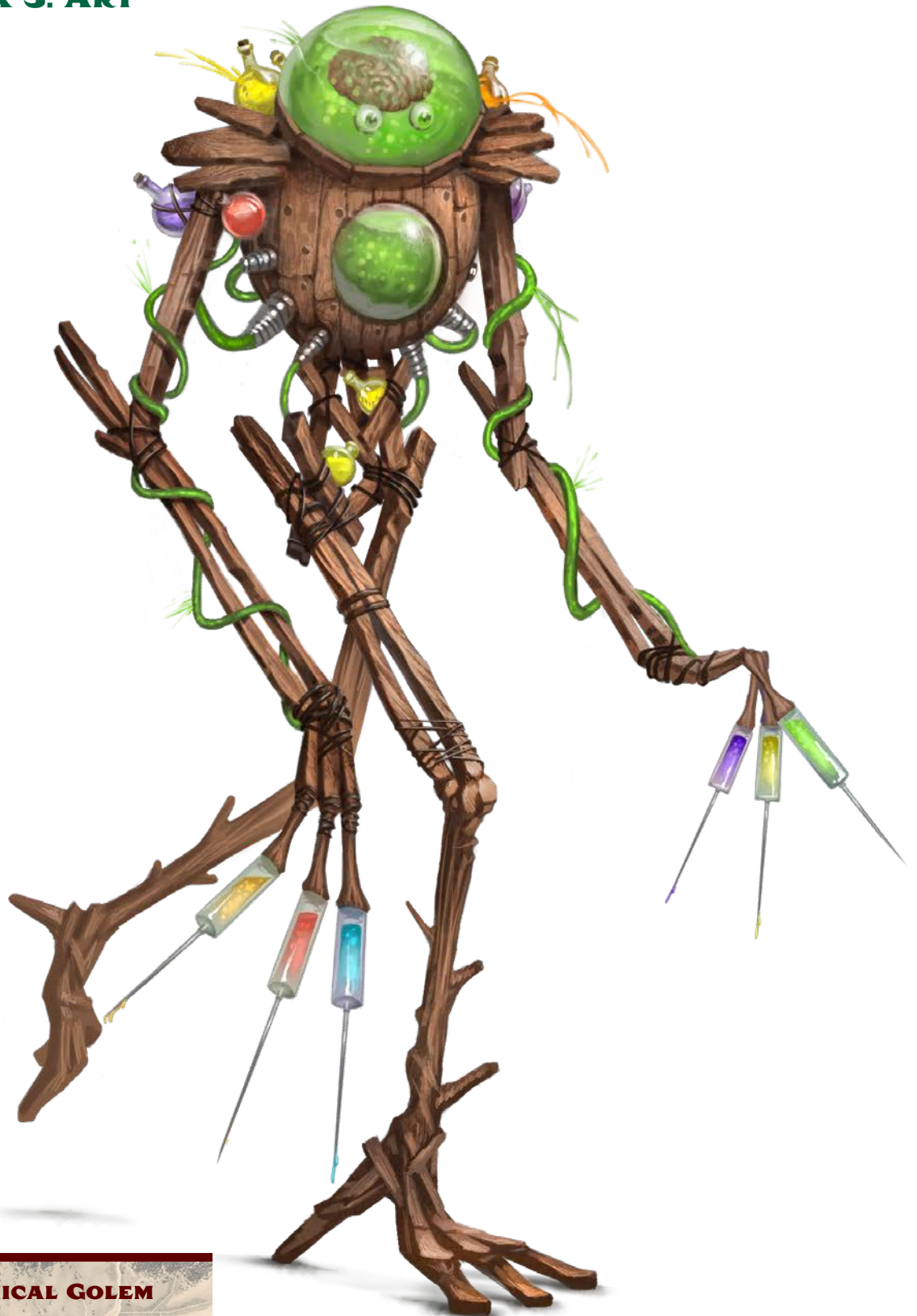
SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment.

Challenge Points: For every 4 challenge points beyond 16, add 10 Hit Points to the mostly dilapidated alchemical golem and increase the damage dealt by the golem's syringe Strike by 1.

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APPENDIX 3: ART



ALCHEMICAL GOLEM

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GOL AMRI

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SEFU MOYO

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GM REFERENCE

Treasure Table

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

Chronicle Sheet

PCs who fulfil the scenario's primary objective earn the Secrets of the Jistkan Alchemists boon on their Chronicle Sheet.



Event Reporting Form

Date _____ Event Code: _____
Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		☐ A ☐ B ☐ C ☐ D
Bonus Faction Goal Achieved:	☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A
Fame Earned:		

Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
		☐

Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
		☐

Faction:		
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Pathfinder Society Quest #6: Archaeology in Aspenthar

Character Chronicle #

Herolab Code

N3Q2

A.K.A.		- 2		Faction	Reputation
Player Name	Character Name	Organized Play #	Character #	Faction	Reputation
				Faction	Reputation

Adventure Summary

While Prince Zinlo is certainly eager and willing to sell the rights to excavation sites in and around Aspenthar, it's clear that he's less eager to vet the accuracy of the information before completing the sale. Fortunately, the Jistka Imperium's relics are just as mysterious as those of Ancient Osirion—though they shed light on the strange science of alchemy more often than magic.

Boons

☐ **Secrets of the Jistkan Alchemists (General, Limited-Use):** Your forays into the ancient alchemical testing site of the Jistka Imperium has left you with knowledge and materials for a few handy tricks. Whenever you Craft an item with the alchemical trait during Downtime, after rolling, you can check a box that precedes this boon to increase your degree of success by one (from critical failure to failure, from failure to success, or from success to critical success).

Items

Purchases

Items Sold / Conditions Gained

oil of potency (level 2; 7 gp)
moderate quicksilver mutagen (level 3; 12 gp)

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

moderate juggernaut mutagen (level 3; 12 gp)
lesser mistform elixir (level 4; 18 gp)

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #