



Year of the Open Road



**PATHFINDER
SOCIETY**

GRIM SYMPHONY

By Eleanor Ferron

PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1-25: Grim Symphony is a Pathfinder Society Quest designed for 5th- through 8th-level characters (Tier 5–8; Subtiers 5–6 and 7–8). As a scenario, this adventure is designed to take about 4 hours 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

Grim Symphony makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Gamemastery Guide*, as well as the maps *Pathfinder Flip-Mat: Arcane Library* and *Pathfinder Flip-Mat: Bigger Temple*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

Scenario Tags

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



Grand Archive



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Grim Symphony

By Eleanor Ferron

GM SYNOPSIS

This adventure has the party investigating a decaying keep, including a balanced combination of tactical combat to fend off the undead inhabitants, skill challenges to save the valuable tomes in the lower level from encroaching storms, and some unique roleplaying opportunities.

ADVENTURE BACKGROUND

In the forested foothills of the northwest quadrant of Ustalav, an old keep on a tall hill rises above the treeline, overlooking the surrounding territory. Built in 3409 AR by the eccentric Oborov family of Ustalav, the old tower, known formally as Zagorstra Keep, has been shuttered for centuries in the wake of the abrupt and bloody end of the Oborov family line. Though the keep is technically part of the Ustalavic region known as the Palatinates, no parliament or elected ruler has laid claim to it, and government ledgers list the land as abandoned. A few buyers with more boldness than sense attempted to claim the fort in the past, only to quickly abandon it once more—typically before promptly fleeing the country.

As much as the commoners living nearby might hope for it to stay abandoned, such good fortune rarely graces those who live near Zagorstra Keep. The nefarious **Doctor Velshun** (CE male dhampir maestro) recently claimed the keep as his own, using it as a laboratory to conduct necromantic experiments. Zombie servants administer the keep, and Velshun uses a combination of unethical science and dark rituals to experiment with creating new types of undead and corpse-based constructs. Something of a music aficionado, Velshun spends long hours composing sonorous dirges on the massive pipe organ in his keep's receiving hall, the grim and haunting tones further warning any would-be visitors away from the keep.

Recent events in Ustalav, however, have attracted competing interests. With the escape of Tar-Baphon and the subsequent influx of refugees from the Gravelands, the Palatinate parliament of northwestern Ustalav has turned its eye to national defense. Zagorstra Keep would provide a solid base to serve the region, once any squatters have been ousted. To this end, the parliament contacted Venture-Captain Evni Zongnoss, who had permanently relocated to Caliphas after the destruction of her lodge in Lastwall.

Adventures in Homeownership

The Grand Archive has offered heavy support for this mission. As the Pathfinder faction focused on retrieving, recording, and disseminating knowledge, the Grand

WHERE ON GOLARION?

Grim Symphony takes place in Ustalav, a haunted nation filled with cursed vales and nighttime horrors. The PCs begin in the city of Caliphas before traveling west to the region known as the Palatinates. For more information about Ustalav, see the *Pathfinder Lost Omens World Guide* (page 45) and *Pathfinder Campaign Setting: Rule of Fear*, available at bookstores and hobby stores everywhere and online at paizo.com.



Archive's interests have suffered several heavy blows over the past decade, with many of their records and magical relics stolen or destroyed during the events surrounding the Whispering Tyrant's escape. Gorm Greathammer, the faction's leader, has been hunting for opportunities for the Grand Archive to recover some of this recently lost knowledge and scholarly status. He believes that Zagorstra Keep may be a lost site he's been researching—and if he's right, the keep might still contain a library with records predating the first Shining Crusade.

Unfortunately, whatever Doctor Velshun's credentials, the dhampir knows nothing of the library and has no particular aptitude for or experience with maintaining an antique stone castle. Crumbling stone and unchecked tree roots have made the keep vulnerable to flooding. Though the ingenuity of the keep's architects to protect the books have held until now, Doctor Velshun's careless experiments have finally managed to overwhelm them. The constant magical thunderstorms that surround the keep now risk flooding its lower levels and ruining the entire collection. If the PCs hope to save the library, they must either find some way to evacuate the books or identify the flaws in the mansion and fix them before the situation becomes critical.

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ADVENTURE SUMMARY

Pathfinder Venture-Captain Evni Zongnoss requests the presence of the PCs and informs them that the Pathfinder Society has been given a special commission by the Palatinate parliament of northwestern Ustalav to secure an old keep. Grand Archive Leader Gorm Greathammer also informs the PCs that the keep might contain an ancient and valuable library that the Grand Archive is interested in preserving.

The PCs travel to the Palatinates region of Ustalav, where they find Zagorstra Keep surrounded by thunderstorms. As they enter the keep, they are attacked by the animated experiment of the dhampir necromancer Doctor Velshun. After defeating the reanimated menace, the PCs must fix damage to the keep walls to prevent water from leaking in and potentially ruining the library, while also figuring out how to proceed further into the fortification.

In the lower levels of the keep, the PCs meet and defeat Doctor Velshun's mortic assistant, Iloise, and unlock the door to Velshun's protected music hall. There, the PCs fight the nefarious occultist, who uses his pipe organ to control and bolster a group of animated zombies. Upon defeating Doctor Velshun, the PCs can proceed further into the keep and discover the hidden library. Depending on their previous actions, they may have to evacuate the precious books before water from the thunderstorms destroys the ancient texts.

GETTING STARTED

Each PC receives a summons from **Venture-Captain Evni Zongnoss** (NG female gnome harrower), requesting their presence at the Vodavani Lodge in Caliphas; give the players **Handout #1: Letter from Evni Zongnoss**. The streets of Caliphas are crammed due to an influx of refugees from the former nation of Lastwall; angry citizens of Ustalav are forcibly attempting to remove many of these refugees from the city, though these aggressors flee if the PCs confront them. While PCs may spend some time assisting refugees looking for food, clean clothing, medicine, or shelter, the number of people in need seems endless. PCs who seem unwilling to move on from this task are eventually met by a group of Pathfinders who are carrying supplies and are better equipped to handle the situation. They request to take over the aid efforts and direct the PCs to the local Pathfinder lodge.

When the PCs enter the Vodavani Lodge, they are met with the cacophony of dozens of Pathfinders simultaneously discussing the current situation or upcoming missions. A scattered group of priests is prominently passing out holy water to eager agents. At the center of it all is Venture-Captain Evni Zongnoss.

When the PCs enter, Evni is working with faction leader **Gorm Greathammer** (LN male dwarf prince) to direct various plans to aid the situation in Caliphas, while also preparing supply packs for her current mission. When the PCs approach Evni and Gorm, read or paraphrase the following.

The handsome dwarven prince waves from where he stands next to a heavy oak table. "Welcome," he calls out, projecting over the sounds of the crowd. Beside him, a harried gnome clad in a blue robe decorated with golden crescent moons looks up from where she's charting a precise path on a parchment map.

"Ah, you made it. Thank you for coming. As you can see, we have our hands full here," Evni greets. "I believe you all should have received a letter from me containing your assigned destination?"

The gnome points to a flag on the map, marking a spot in the northwest region of Ustalav. "The Pathfinder Society has been given a special commission by the Palatinate parliament of northwestern Ustalav. There's an old fortification in the foothills between Courtaud and Tamrivena by the name of Zagorstra Keep, built by the Oborov family and then abandoned when the line died out. The Society is to secure the keep so that the government can occupy it and use it as a guard post for the region. In exchange, the Society can claim any items of historical significance we find inside."

"They've even provided us with an official eviction notice for any unwanted tenants that might be there, should it come to that!" Gorm says, pushing forward a bundle of papers stamped with a wax seal. "Though I doubt anyone residing there will be so easily reasoned with. Otherwise, why would the government be asking us?"

"The keep is the source of many local superstitions. We think it is likely to be occupied by dangerous creatures, so we've invited a number of priests to our lodge to provide holy water and other equipment. I think you would be wise to stock up on such supplies before you get underway," Evni adds. "Apologies for the lack of better advice, but we didn't get a chance to investigate the site as thoroughly as we'd have liked. You'll be the first Pathfinders on the ground at the keep."

"It's a risk, but if it pays off, it'll be worth it," Gorm says. "I believe this keep may be the final resting place of a lost library I've been researching. If we find it, we'll solve one of the great academic mysteries of the ages—not to mention the books themselves. The majority of the collection is over three thousand years old, which makes it quite the scholarly trove if any of it survived."

Before the PCs depart, they have a chance to ask Evni and Gorm any questions they might have.

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Likely questions and their answers are as follows.

What precautions should we take when traveling through Ustalav? “The Palatinates aren’t as dangerous as Virlych, so you should be safe enough if you make sure to reach a roadside inn by nightfall. I’d still recommend preparing to fight undead, just in case. A silver knife and a garland of garlic doesn’t hurt either—and even if you don’t meet any vampires, the garlic is great roasted! Don’t let yourself get waylaid by any of the nobles, either. If one of their agents starts trying to delay you, show them the commission from the council and keep moving.”

What kind of rumors are there about Zagorstra Keep? “Everything from cursed noble scions to ghosts to Tar-Baphon himself. I doubt it’s anything friendly, or the locals wouldn’t hate the place so much, but anything past that is hard to say.”

How do we get to Zagorstra Keep? “I’ve hired a coach to take you to the keep itself; it’s a few days’ journey. Unfortunately, there was nothing we could pay the coach driver to wait for you outside, so you’ll have to walk down to the nearby town to find transportation for your return. The coach driver was also very firm that she would waste no time and take no detours, so finish any other business you might have before departing.”

Where might we find the books? “The rumors suggest the library was stored underneath the keep, which is why it went missing for so long. The Oborovs seem to have been paranoid beyond belief. Maybe I should be thanking them for that—if the books weren’t hidden someplace secure and dry, they likely would have been looted or ruined when the keep was abandoned.”

At this point, the PCs can make whatever purchases they would like before they leave Caliphas and can also slot their boons for this scenario. The GM should remind the players that they each have 1 Hero Point available.

Diplomacy (Gather Information) or Society (Recall Knowledge)

PCs who succeed at a DC 20 Diplomacy check to Gather Information or Society check to Recall Knowledge can glean some useful knowledge of Zagorstra Keep by speaking to Ustalav locals. A failure grants no information, while a critical success grants additional intelligence beyond the success entry’s information.

Critical Failure A trapper who ventured too close to the manor reported spotting a banshee haunting the upstairs windows, accompanied by a chorus of ghastly music.

Success Zagorstra Keep was built in 3409 AR by the eccentric Oborov noble family, who demanded bizarre features to confound potential invaders, such as trapped fake doors and staircases to nowhere. Legends linger that the family had the architect murdered after the work was completed.

Critical Success The manor has been wracked with thunderstorms and pouring rain for years now. Anyone who seeks to venture into the forest near the keep should be prepared to deal with both lightning and water.

ZAGORSTRA KEEP

The journey through the Palatinates is quick and uneventful. Though the local forests are being soaked by summer thunderstorms, the trip out to the keep is relatively calm. Once the PCs arrive at the keep, they can hear the first strains of haunting pipe organ music echoing from within. Read or paraphrase the following.

Lightning illuminates the rain-slicked walls of the stone keep, casting the fortified facades in striking relief. The roof of Zagorstra Keep is slanted at a strange, asymmetrical angle from the walls, making the building disconcerting to look at. The faint and haunting chords of a pipe organ can be heard beneath the downpour, granting an eerie ambiance to the approach.

Zagorstra Keep has three entry points: the main gates to the west and two servant entrances to the north and south. None of these entrances are currently locked. Unless otherwise stated, the ceilings of the keep are 15 feet tall, and the walls are made of solid stone, 1 foot thick.

Fixing the Keep

The trees surrounding Zagorstra Keep are older than the keep itself, and over the millennia, their roots have grown into the walls and begun to crack the stone. If the PCs wish to prevent water from leaking in through the crumbled walls and ruining the books beneath the keep, they will need to fix these broken areas.

Identifying the Problem: Three areas of the keep are critically damaged by the roots: area A4, area A6, and area A7. While within one of these areas, each PC can attempt a single DC 22 Perception check (DC 24 in Subtier 7–8). On a success, the PC spots where the roots are piercing the walls of the keep—a critical success at this check grants the PC a +2 circumstance bonus on all subsequent attempts to perceive damage to the keep. Once the roots have been spotted, a PC who succeeds at a DC 20 check to Recall Knowledge (DC 22 in Subtier 7–8) with an appropriate Lore skill, such as Architecture lore, Engineering lore, or Library lore, can recognize the danger this damage presents to the library in the keep.

Fixing the Problem: PCs who wish to fix the damage to the walls must succeed at a DC 23 Athletics or Crafting check (DC 25 in Subtier 7–8). Alternatively, a PC who

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SCALING FIXING THE KEEP

To accommodate a group of more than four PCs, increase the DCs of all Athletics, Crafting, and Perception checks by 1 for each additional player.

DOORWAYS TO NOWHERE

Zagorstra Keep bears a number of similarities to the whimsically bizarre Winchester Mystery House in real-world San Jose, California, USA—including the hallways and staircases that lead to nowhere. While organically puzzling out which paths, routes, and secret doors can be a fun adventure for some gaming groups, most Pathfinder Society players have a set amount of time in which to complete their game. GMs are encouraged to be clear about what areas are significant and which are red herrings to help keep the game flowing at a reasonable pace.

succeeds at a DC 25 check in a relevant Lore skill (DC 27 in Subtier 7–8), such as Architecture lore or Engineering lore, can also fix the damage to the keep. Using a helpful item such as a tarp grants a +2 circumstance bonus to this check. A critical success at this check grants the PC a +2 circumstance bonus on all subsequent attempts to fix damage to the keep; however, a critical failure on this check damages the wall past the point of mundane repair, preventing future repair attempts. The PCs must fix the damage in all three areas listed above in order to fully protect the library from potential water damage.

A1. It's Alive!

Low

Immediately upon entering the keep, the PCs find themselves in a laboratory room with a raised dais in the middle and arcane pillars lining the walls. The dais slopes upward to a platform 10 feet above the ground—the transparent walls of the dais pulse and swirl with an uncanny reddish liquid. Thick iron chains connect the dais platform to the ceiling, where a hole in the roof allows periodic lightning flashes to illuminate the room at regular intervals.

A simple examination of the central pillar to the north of the dais reveals a large metal lever embedded into the magical stone.

Creatures: An animated corpse, one of Doctor Velshun's experiments in progress, lays on top of the dais platform as if dead. As soon as a living creature ventures within 25 feet of the dais, the creature rises up and moves to attack.

Read or paraphrase the following.

The pillars at the front of the entrance hall suddenly hum to life, power flowing through them to create a low-pitched chord that flows throughout the keep. The pillars next to them light up a second later, playing a higher-pitched chord that forms a discordant harmony. Set by set, the pillars leading to the swirling red dais ignite, each rising in pitch to create a sinister cacophony. Suddenly, lightning strikes the top of the dais, and a hulking figure slowly stands, its movements jerking and ungainly with unlife!

SUBTIER 5–6

LIGHTNING PLATFORM

HAZARD 3

Page 15

ZOMBIE MINIHULK

CREATURE 6

Page 15

SUBTIER 7–8

FLESH GOLEM

CREATURE 8

Page 18, art on page 21

Development: Pulling the lever on the north central pillar opens up the metal portal in area A3 (page 8), allowing creatures to travel down into the lower keep.

A2. Runoff Pit

Trivial

This large, 5-foot-deep pit in the floor serves as the drainage pit for fluids from the experiments in area A1. It is currently filled with a reddish, sludgy fluid that smells of formaldehyde. Any creature that drinks the liquid feels fine for 1 minute, then abruptly takes 3d10 poison damage (DC 25 basic Fortitude save).

Trap: The door on the far eastern side of this chamber is heavily trapped and warded on both sides—however, a PC who succeeds at a DC 18 Perception check recognizes that the door has no hinges and is actually fused with the stone walls of the keep, making it impossible to open.

SUBTIER 5–6

FIREBALL RUNE

HAZARD 5

EVOCATION	FIRE	MAGICAL	TRAP
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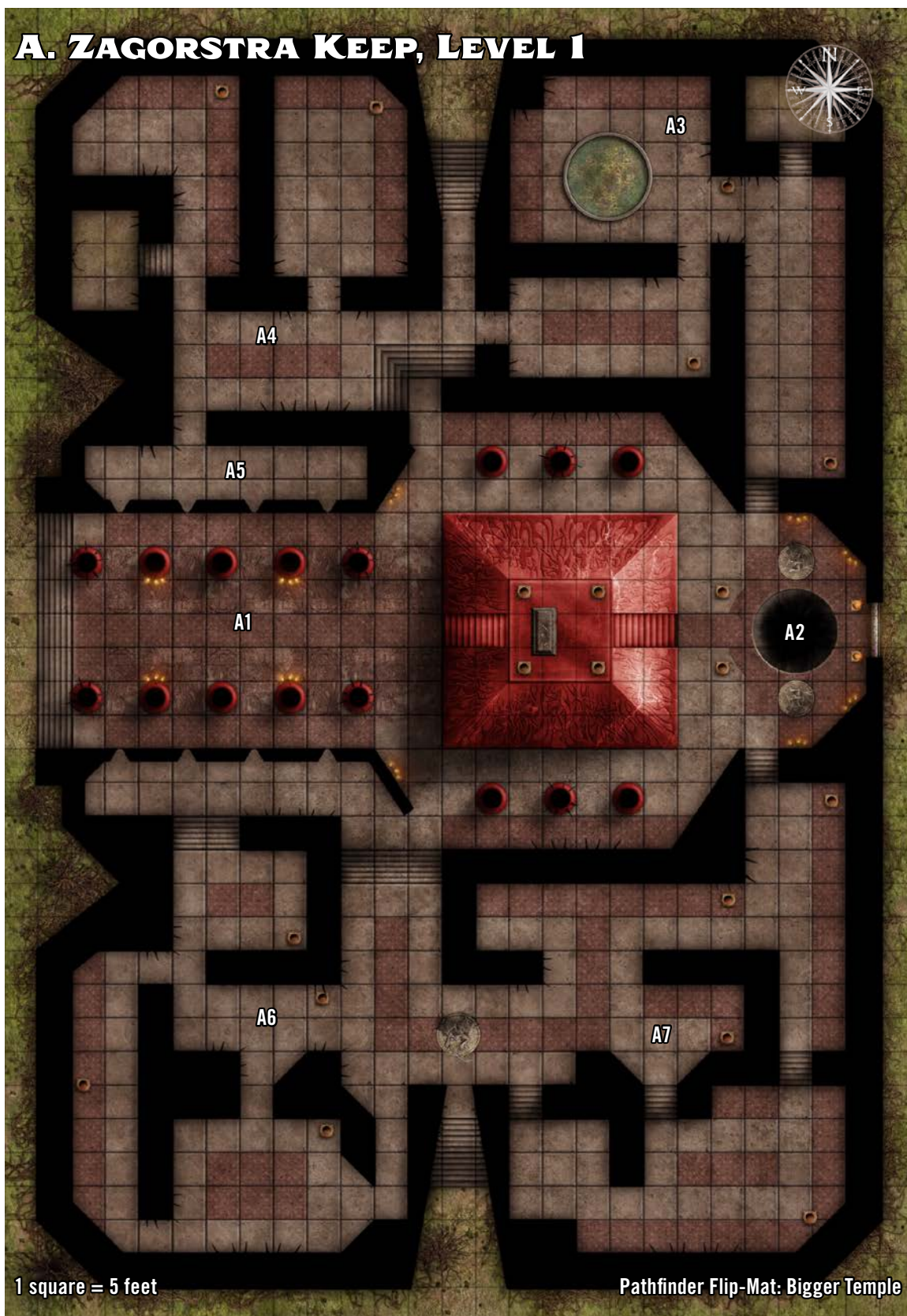
Stealth DC 24 (expert)

Description An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.

Disable Thievery DC 22 (expert) to erase the rune without triggering the sensor, or *dispel magic* (3rd level; counteract DC 20) to counteract the rune.

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A. ZAGORSTRA KEEP, LEVEL 1



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Fireball 🔮 (arcane, evocation, fire); **Trigger** A living creature enters the sensor area; **Effect** The rune detonates a fireball, centered on the triggering creature's square. This is a 3rd-level *fireball* spell that deals 6d6 fire damage (DC 22 basic Reflex save).

SUBTIER 7-8

PHARAOH'S WARD

HAZARD 7

MAGICAL

TRAP

Stealth DC 25 (expert)

Description A curse is imbued on an entryway's threshold.

Disable Thievery DC 27 (master) to painstakingly remove the lintel without triggering the magic or *dispel magic* (4th level; counteract DC 25) to counteract the rune.

Curse the Intruders 🔮 (curse, divine, necromancy); **Trigger** The seal on the tomb is broken from the outside; **Effect** Each living creature within 60 feet must succeed at a DC 23 Will save or be subjected to the pharaoh's curse. A cursed creature takes a -2 status penalty to Fortitude saves, and any natural or magical healing it receives is halved. The curse persists until removed by *remove curse* or similar magic.

Reset The trap resets when the door is shut.

A3. Metal Portal

This circular steel portal measures 10 feet across and is sealed tight via clockwork mechanics. It can be opened by pulling the lever in area **A1**—if the PCs missed or simply chose not to pull the lever, a PC who succeeds at a DC 23 Thievery check can determine that the portal is connected to gears that lead somewhere to the south. Once the portal is open, it reveals a 15-foot drop that ends in the center of area **B1** (page 9).

A4. Storage

This section of the keep serves as “storage” for both Doctor Velshun's spare instruments and unneeded help. Tree roots have begun crumbling a number of the walls in this section of the keep, making this area one of the places that must be repaired to preserve the library underneath (see Fixing the Keep on page 5).

Creatures: This room contains 8 undead skeletons dressed in fancy servant garb. They serve as the cleaning staff for the keep, but they currently have no scheduled tasks. Crudely animated, these skeletons do not respond to the approach of other creatures and do not react, even if attacked or destroyed.

Treasure: PCs who search the room can find a trove of musical instruments, including most any common instrument they might be looking for, such as lutes, piccolos, harps, and more. The instruments

are well-crafted, some created by famous instrument makers—combined, they represent 1 Treasure Bundle.

A5. Murder Gate

This hallway and the identical hallway to the south have stone slits that look out into the main entry hall. A creature in one of these hallways can fire a ranged weapon or attack with a piercing weapon such as a spear through these stone slits with only a -2 penalty.

A6. Theremin Rooms

This section of the keep hums with an uncanny pitch that changes in tone as living creatures move through it. Bones have been strategically placed at various points on the stone floor, and strange metal antennae are laced throughout the walls. Doctor Velshun used the electricity and moisture of the thunderstorms outside to turn the keep rooms into giant theremins: instruments that work by projecting an electric field and are thus played without touch. Creatures that pass through the rooms inadvertently “play” the theremins, creating an aimless, haunting music as they move.

Tree roots have begun crumbling several walls in this section of the keep, making this area one of the places that must be repaired to preserve the library underneath (see Fixing the Keep on page 5). Because the crumbling wall sections have a discernible effect on the music, the DC of Perception checks to identify damaged sections of the keep are 2 lower in these rooms.

A7. Corpse Room

This room serves as storage for the corpses Doctor Velshun has been using for his nefarious experiments. Most of these corpses are humanoid, but a few giant corpses, all are missing their hands, are also laying in the pile. The corpses have been neatly embalmed; the organs have been removed, encrusted in salt, and placed in a separate pile on top of a burlap tarp against the far eastern wall.

Tree roots have begun crumbling a number of the walls in this section of the keep, making this area one of the places that must be repaired to preserve the library underneath (see Fixing the Keep on page 5).

Treasure: PCs who are willing to search through the embalmed corpses and succeed at a DC 22 Perception check (DC 24 in Subtier 7-8) uncover a grim trophy—a mummified hand with gemstones embedded in the knuckles—that represents 1 Treasure Bundle.

PCs who succeed at a DC 20 Perception check (DC 22 in Subtier 7-8) also spot a noble crest decorating the far southeastern wall. The crest clearly reads “Oborov” and features a sword piercing a heart, with strange rainbow

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squares of colors scattered throughout the design: one red, orange, yellow, green, blue, indigo, and violet. A successful DC 20 Society check to Recall Knowledge reveals that the rainbow squares are not normally part of the Oborov noble crest. Experimenting with the crest reveals that the rainbow squares can be depressed like buttons. PCs who succeed at a DC 24 Thievery check (DC 26 in Subtier 7–8) to unlock the mechanism, or who simply guess the correct pattern of buttons to press (orange, blue, orange, red, orange, violet, in that order), cause the crest to swing aside to reveal a stash of hidden rubies and snowflake onyx. These valuables represent 1 Treasure Bundle.

B1. Cat Scare

Trivial

This room appears to be a makeshift office of sorts. It contains a few scattered and crumpled note papers, blank parchment, writing tools, a series of wrenches in different sizes, and a half-full mug of lukewarm beer. Examining the notes reveals them to be a series of thoughts about the musical traditions of nocturnes, except that the note-writer evidently quit and started over anytime they made a mistake while writing.

The stairs in the western part of this chamber lead 15 feet down and stop abruptly at a wall. Traveling down these stairs puts the PCs on the same level as area B3 and makes them visible to the creatures present there.

Creatures: A feral black house cat and her four small kittens have taken up residence in this layer of the keep, sheltering from the rain outside underneath the wooden desk. When the PCs enter this room, the mother cat is investigating some of the office supplies on the desk, but quickly bolts if she spots the PCs enter; this knocks over a pot of ink and creates a frightful noise, which may startle PCs (though this does not immediately alert the creatures in area B3 due to the music playing in that chamber). Further interaction with the cats in this area may create enough noise to alert the keep's other inhabitants.

The mother cat begins as Unfriendly and hisses, bites, and attempts to flee from anyone trying to interact with her. The four kittens likewise attempt to flee but are too uncoordinated and small to cause any harm or effectively run. Investigating the area underneath the table where the kittens are reveals a small cat bed made out of ragged clothing, a dish of clean water, a box filled with dirt, and a plate that appears to contain delicate slices of human liver for the cats to eat.

HOUSE CAT

CREATURE -1



Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +4, Athletics +4, Stealth +5, Survival +4

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

AC 15; **Fort** +5, **Ref** +8, **Will** +2

HP 8

Speed 25 feet, Climb 15 feet

Melee ✦ jaws +6 (finesse), **Damage** 1d4+1 piercing

Melee ✦ claw +6 (agile, finesse), **Damage** 1d4 slashing

Land on Feet ➤ **Trigger** The cat falls between 10 and 100 feet;

Effect The cat treats the fall as if it were only 5 feet.

B2. Strange Corridors

This odd hallway has a 20-foot-tall ceiling that abruptly slopes upward by 5 feet when moving from the end of the hallway into area B3. The corridors on the eastern side of the hall are a mere 3 feet wide, stretching for 10 feet and then abruptly ending at a solid wall. Each of these walls has keyholes in them, but a PC who succeeds at a DC 18 Thievery check realizes the keyholes are not attached to any locking mechanism.

B3. The Assistant

Moderate

A cluster of electrical coils that are set above the floor on cylindrical bases are the most obvious feature of this room. As electricity shoots through the coils and blasts through the air in bolts of lightning, the current floods the room with a powerful, buzzing music that causes the PCs' muscles to clench and flex along with the tempo.

The northern platform in this area contains a thick metal lever. Pulling the lever opens the sealed stone door in area C1.

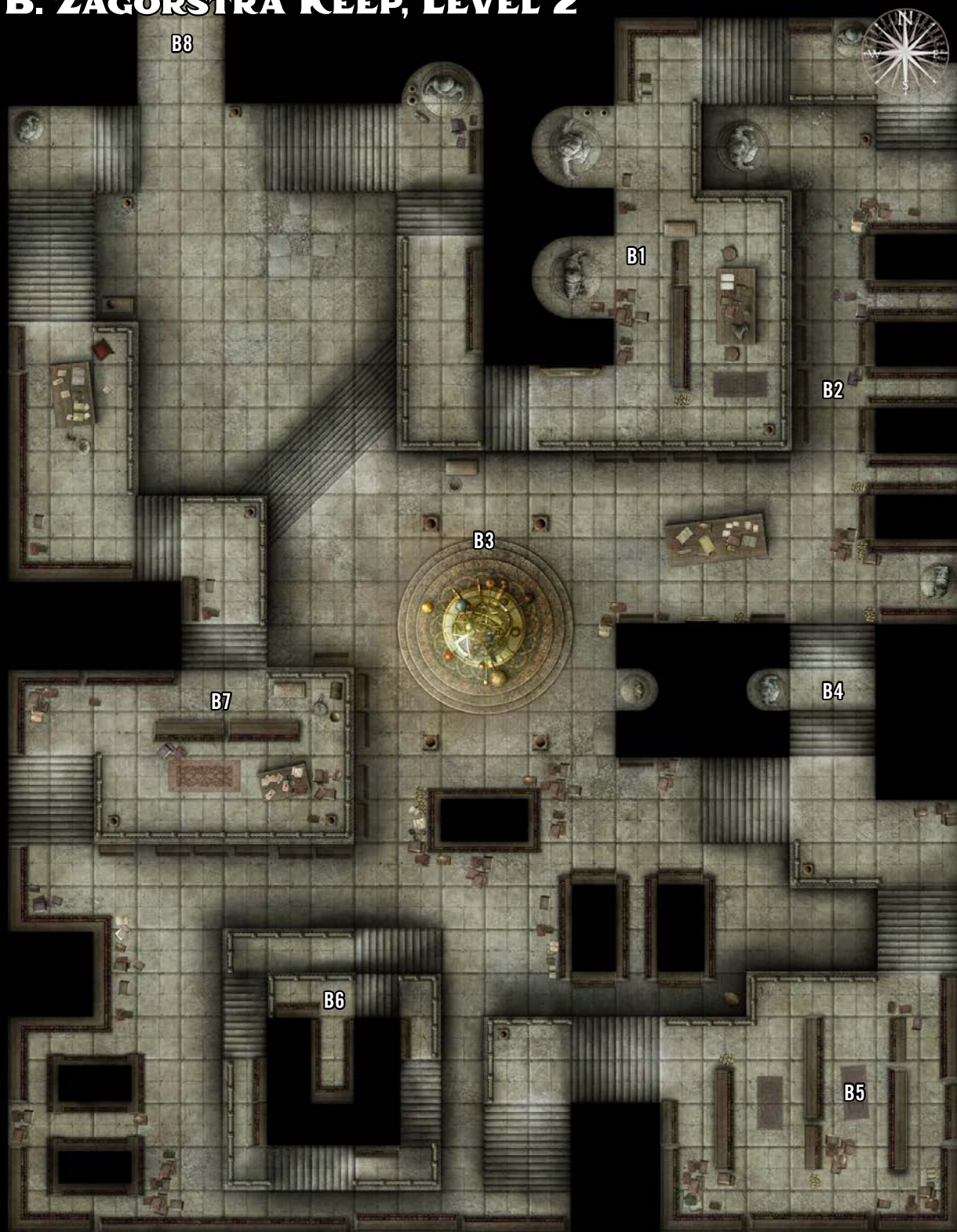
Creatures: Doctor Velshun's assistant, Iloise (who insists on pronouncing her name "Eye-loise"), occupies this room along with her current experiments. Though clearly a dwarf by her stature, Iloise appears at first glance to be a mummy—her body is mostly wrapped in bandages, and what is visible of her skin is shriveled and cracked with preservatives. However, Iloise is actually a living being known as a mortic; PCs who succeed at identifying her recognize her as a dwarf that was infused with negative energy, most likely in the terrible events that led to Tar-Baphon's escape and the destruction of Vigil.

Iloise is currently moving around the room, alternating between calibrating the massive electric coil and hacking the flesh off of various body parts with a meat cleaver. She is currently observing the way that her "cleaned and prepared" undead body parts are reacting to the music. Should she spot the PCs, she considers them intruders and goes on the attack.

Electrical Equipment: Any creature that moves into one of the squares containing the electrical equipment in the center of the room takes 3d8 electricity damage (DC 23 basic Reflex save).

Grim Symphony

B. ZAGORSTRA KEEP, LEVEL 2



1 square = 5 feet

Pathfinder Flip-Mat: Arcane Library

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Subtier 5–6

ILOISE

Page 16

CREATURE 5

SKELETAL GIANTS (2)

Page 16

CREATURE 3

SUBTIER 7–8

ILOISE

Page 19

CREATURE 7

GIANT CRAWLING HANDS (2)

Page 19

CREATURE 5

Development: Should Iloise surrender and the PCs agree to let her go, the mortic is willing to explain some of the keep's current secrets in exchange for her life. Most important of these is a thorough explanation of how Doctor Velshun's dead organ works (see area **C2**, page 12), including how the PCs might also attempt to play the organ or to dismantle it mid-combat. Additionally, if the PCs missed the treasure trove behind the Oborov crest in area **A7**, Iloise informs them of it, as well as the passcode; she can also point the PCs to the musical treasure trove in area **B5** and inform them of its true value. Iloise also admits, with an air of heavy scandal, that Doctor Velshun is not a real doctor and has not attended medical school anywhere. If the PCs ask about the library, Iloise says she hasn't heard of such a thing, but warns the PCs about the damage to the keep that could ruin any records by letting water inside—though she believes this damage to be caused by her own supernatural misfortune instead of Doctor Velshun's simple neglect. If asked for her motives, Iloise states that her status as a mortic has cursed her to bring ruin to any place or people that she lingers among. Doomed forever to be an outcast from her family and clan, the only company left to her are those unsavory half-dead like Doctor Velshun, who accept her presence but for whom she cares little.

Treasure: In addition to the items that Iloise is carrying, the electric coil in the center of the room can be dismantled for precious copper, gold, and electrum alloys that are worth 120 gp (240 gp in Subtier 7–8). These valuables represent 2 Treasure Bundles.

B4. Secret Hallway

This hallway contains an unusual secret passage into area **B3**. PCs who succeed at a DC 18 Perception check recognize that the statue on the west side of the corridor

can be twisted to the side. Doing so activates a complex mechanism that sends the statue through a secret tunnel to swap places with the statue directly to the west of it in area **B3**. A PC that activates the statue must succeed at a DC 12 Reflex save or be pulled along with the statue, whether they wish to be or not. The statue can only share the space with one Medium sized creature or two Small creatures at the same time.

B5. Music Room

The wooden bookshelves of this room host a large collection of sheet music, each neatly separated into individual pages and left spread out for easy reading at a glance.

Treasure: PCs who succeed at a DC 24 Performance or Society check (DC 26 in Subtier 7–8) recognize that much of the sheet music on the shelves is old and valuable; in fact, some appear to be pieces of operas thought to have been lost entirely. These valuables represent 1 Treasure Bundle.

B6. Stairway to Nowhere

This complex series of stairways and corridors eventually leads upward into a dead end.

B7. Iloise's Room

These rooms serve as Iloise's living chambers, storing all of her personal effects and comforts. A cursory glance reveals a well-worn tome on the basics of alchemy, a book on the history of Osirion, 3 trashy undead romance novels, 4 jars of honey, 3 bottles of fine wine, a large wheel of cheese, 5 bags of salt, and 6 sausages that appear to have been preserved with salt and embalming fluid. PCs who eat the mummified sausages must succeed at a DC 25 Fortitude save or be sickened 2 and unable to reduce the condition's value for 1 hour.

Treasure: In addition to Iloise's food, searching through the dwarf's belongings reveals 1 set of healer's tools, a moderate eagle eye elixir, and a *greater oil of weightlessness*; in Subtier 7–8, it instead contains a set of expanded healer's tools, a *greater shrinking potion*, a dose of lich dust, and a pretty dress that serves as *+1 resilient explorer's clothing*. It also contains 6 small gold brooches in the shapes of various insects, 10 sticks of sandalwood incense, a glass globe filled with water and ashes that swirl around a suspended skull, and a golden clan dagger with a star sapphire hilt. These combined valuables represent 2 Treasure Bundles.

B8. Receiving Hallway

This hallway slopes upward 15 feet, leading into area **C1**.

Grim Symphony

C1. Deadly Chorus

Trivial

This marble antechamber leads into Doctor Velshun's protected music hall. The door to the north is sealed tight and visually indistinguishable from the stone walls around it—opening the door requires pulling the lever in area B3. Use the map on page 13 for this encounter.

Haunt: Doctor Velshun's sinister music not only controls corporeal undead but has also inexorably pulled in the many ghosts and spirits that haunt the keep and its nearby environs. As the PCs approach Doctor Velshun's hall in the back of the keep, the ghosts in this chamber begin to chant, finally reaching an ominous crescendo that can stop hearts.

BOTH SUBTIERS

GHOSTLY CHOIR

HAZARD 6

HAUNT

Stealth DC 20 (expert)

Description A choir of lost souls rises out of the floor, singing an eerie chant that terrifies its listeners and buffets their bodies with walls of sound.

Disable DC 28 Performance (trained) to disrupt the song's resonance with another tune or DC 28 Religion (trained) to ritually silence the spirits

Profane Chant  (auditory, emotion, enchantment, fear, mental, occult); **Trigger** A creature moves within 10 feet of the section of floor from which the choir can arise; **Effect** The choir rises, and its song deals 4d8+18 mental damage to non-evil creatures within 30 feet of the souls' spectral forms. Affected creatures must each attempt a DC 24 Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage and becomes frightened 1.

Failure The creature takes full damage and becomes frightened 2.

Critical Failure The creature takes double damage. It also becomes frightened 3 and fleeing for 1 round.

C2. The Maestro

Severe

This decorative music hall is dominated by a massive pipe organ, set on a raised platform 10 feet above the marble floor. The body of the pipe organ is 5 feet tall, with the pipes behind it reaching 10 feet into the ceiling. A pair of staircases lead up onto the platform.

Creatures: In a protected hall in the back of the keep, Dr. Velshun is deep into a strange experiment where he is attempting to use occult music to take control of large groups of undead. Possessed of stark white hair that sticks out from his head as if he had been electrocuted and a bloodless scar that stretches from ear to ear across his face, the dhampir wears a ruffled conductor's frock

coat in dramatic shades of blue and purple. He sits in the back of the room behind a massive pipe organ, playing a dirge that his zombie minions shuffle in time to.

When the PCs enter this room, read or paraphrase the following.

Powerful chords from this room's massive pipe organ shudder through the air in the hall, resonating deeply within stone and wood and bone. As the final notes of the music echo, a starkly pale figure with blood-red eyes stands up to look over his visitors. "Unexpected guests?" he asks, adjusting the fine velvet cuffs of his sleeves. Gesturing to a neat double line of undead corpses on the floor before him, he adds, "Very well. As you wish it, I shall entertain. Prepare for the performance of a lifetime!"

With a blast of melody, the corpses come to life, stepping in perfect synchronization with one another and the pipe organ's haunted tune!

SUBTIER 5-6

DEAD ORGAN

HAZARD 6

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DOCTOR VELSHUN

CREATURE 6

Page 17, art on page 22

ZOMBIE BRUTES (4)

CREATURE 2

Page 17, art on page 23

SUBTIER 7-8

DEAD ORGAN

HAZARD 8

Page 20

DOCTOR VELSHUN

CREATURE 8

Page 20, art on page 22

ELITE ZOMBIE BRUTES (6)

CREATURE 3

Page 20, art on page 23

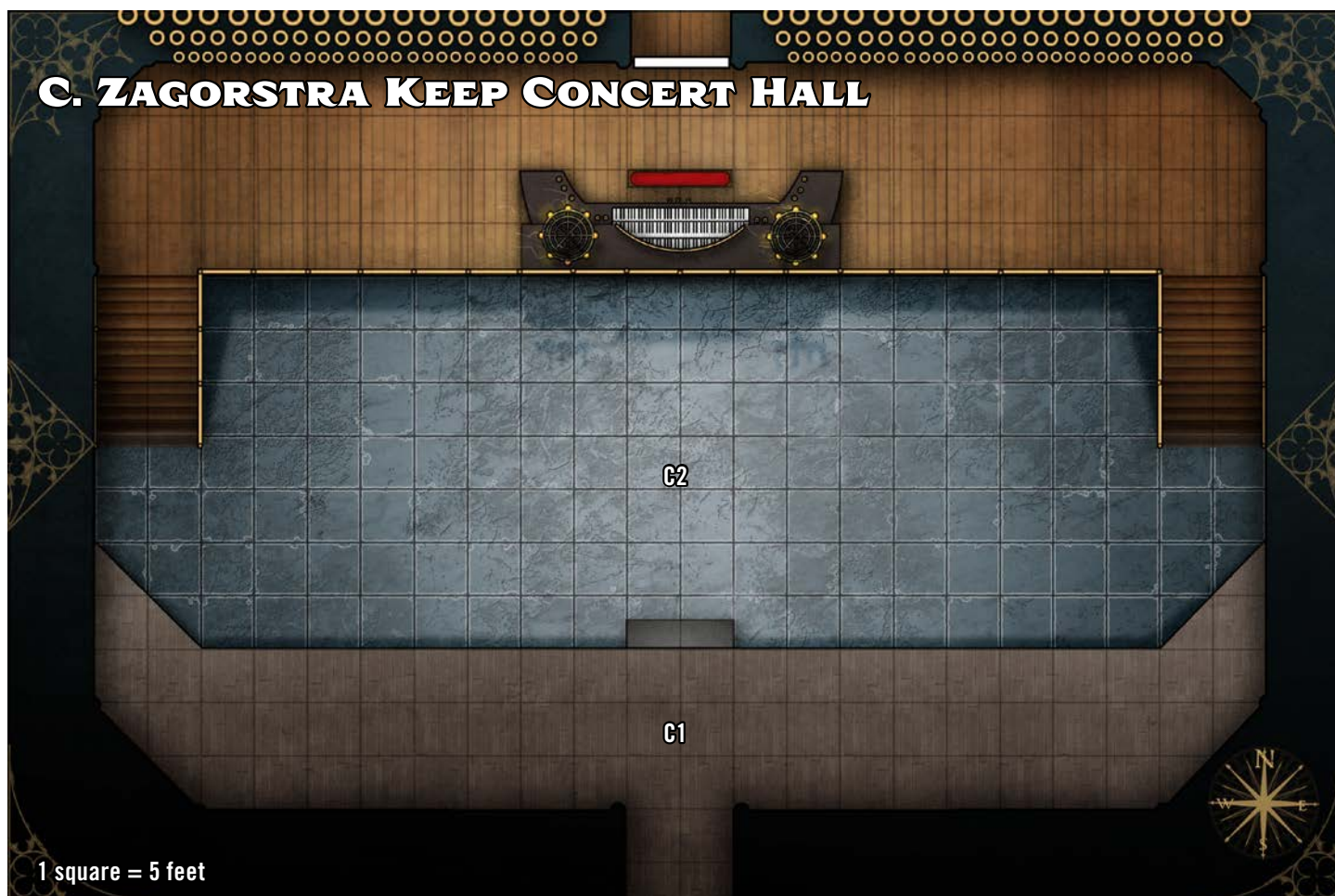
Development: With Doctor Velshun defeated, the PCs are free to proceed down the staircase by his pipe organ to into the basement in area D.

Treasure: In addition to the items that Doctor Velshun is carrying, the pipe organ's valuable ivory keys and smaller pipes can be dismantled and sold for their precious materials. These valuables represent 1 Treasure Bundle.

D. The Library

Once the PCs have cleared the keep and proceed down the stairs from Doctor Velshun's hall, they discover a

Grim Symphony



small basement chamber with a few broken pieces of glass bottles. A thorough search of the area reveals a secret door that leads into a massive library, filled with row upon row of ancient books. If the PCs succeeded at fixing the keep from the threat of water damage (see page 5), then the books are safe, and the PCs can leave them in the library until agents from the Grand Archive arrive. If the PCs have yet to fix the crumbling walls of the keep, they must either do so now or move the books to a drier area. If the PCs have failed at fixing the keep, they have no choice but to attempt to evacuate the books before water damage ruins them forever.

The library contains 30 Bulk worth of books in total. However, these texts are over 3,000 years old, so fragile that they are constantly on the verge of crumbling into dust. For each 5 Bulk of books the PCs attempt to move, a PC must succeed at a DC 24 (DC 26 in Subtier 7–8) Thievery (Sleight of Hand), Crafting, or relevant Lore check (such as Library Lore). Success allows the books to be moved safely, but failure sees the books ruined, and critical failure causes the book to be completely

destroyed, beyond even mending magic. At the GM's discretion, the use of magic can also bolster the books and allow them to be moved safely. One spell can affect a maximum of 10 Bulk worth of books.

Treasure: In addition to books, the library contains 10 silver lamps that are carefully enclosed to avoid allowing open flame near parchment pages. These valuables represent 1 Treasure Bundle.

CONCLUSION

Once the PCs have cleared the keep and salvaged as much of the library as they can, they have an opportunity to send in a report of their findings. The local farmers hold a celebration at the destruction of the evil occupying the keep, giving the PCs a welcome opportunity to celebrate and rest. A few days later, Gorm Greathammer arrives with a team of Ustalavan guards and Pathfinder scribes, eager to catalog the trove of knowledge found in the depths of the keep. So long as the majority of the library books were rescued, Gorm is pleased—if the library was ruined, the dwarf prince is visibly disappointed, though he



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states that such an old trove was lucky to have survived undamaged for so long in the first place. As a reward for the PCs' efforts, Gorm gifts each PC with a *bi-resonant wayfinder* (*Pathfinder Lost Omens Character Guide* 110), stating that they've earned something a little fancier to grace their pockets. This is worth 1 Treasure Bundle.

Primary Objectives

If the PCs drive Doctor Velshun and his allies from Zagorstra Keep, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

If the PCs rescue at least 25 Bulk of books from the lost library from underneath the keep from water damage, they earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Faction Notes

Grand Archive: If the PCs fulfill the secondary objective and save the majority of Zagorstra Keep's hidden library, the Grand Archive is pleased with the PCs' efforts. Each PC earns 2 additional Reputation with the Grand Archive faction, in addition to any other Reputation earned as a result of completing this scenario.

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APPENDIX I: SUBTIER 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 26) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars refer to the elite adjustment, which appears on page 6 of the *Pathfinder Bestiary*.

Encounter A1 (Subtier 5-6)

The zombie has little in the way of intelligence, simply lurching toward the nearest foe and pummeling them with hunks of meat.

ZOMBIE MINIHULK

CREATURE 6

UNCOMMON **NE** **LARGE** **MINDLESS** **UNDEAD** **ZOMBIE**

Perception +8; darkvision

Skills Athletics +18

Str +7, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 21; **Fort** +16, **Ref** +9, **Will** +12

HP 160, negative healing; **Immunities** death effects, disease, electricity, mental, paralyzed, poison, unconscious;

Weaknesses positive 10, slashing 10

Speed 25 feet

Melee ♦ hunk of meat +17 (reach 10 feet), **Damage** 2d10+9 bludgeoning

Ranged ♦ hunk of meat +9 (thrown 10 feet), **Damage** 2d10+9 bludgeoning

Ranged ♦ corpse +17 (brutal, thrown 30 feet), **Damage** 2d6+9 bludgeoning

Corpse Throwing A zombie minihulk can throw corpses at foes. While any Medium dead body will do, they sometimes throw zombie shamblers, who take just as much damage from being thrown as the target they hit. A thrown shambler lands prone, but if it's not destroyed, it can rise and use other actions normally.

Wide Swing ♦ The zombie minihulk makes a hunk of meat melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the Strike's reach. This attack counts as two attacks for the zombie minihulk's multiple attack penalty.

SCALING ENCOUNTER A1

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

10-11 Challenge Points: Increase the zombie minihulk's Hit Points by 10.

12-13 Challenge Points: Apply elite adjustments to the zombie minihulk.

14-15 Challenge Points: Apply the elite adjustments to the zombie minihulk and remove its slow ability.

16-18 Challenge Points (5+ players): Apply the elite adjustments to the zombie minihulk, then give it 30 additional Hit Points and remove its slow ability.

LIGHTNING PLATFORM

HAZARD 3

UNCOMMON **ELECTRICITY** **MAGICAL** **TRAP**

Stealth DC 10 or *detect magic*

Description A magnetically charged platform draws in armored creatures, then flings them up into the sky, where they are struck by lightning.

Disable DC 20 Thievery (trained) to ground out the energy or DC 23 Arcana (trained) to neutralize the magical charge

AC 16; **Fort** +14, **Ref** +12

Hardness 10; **HP** 43 (BT 21); **Immunities** critical hits, electricity damage, object immunities, precision damage

Magnetic Drag ↻ (arcane, electricity, evocation); **Trigger** A creature moves within 10 feet of the platform; **Effect** All creatures within 10 feet of the platform must each attempt a DC 23 Fortitude save. Creatures who are wearing metal armor or are made of metal suffer a -2 circumstance penalty to this save.

Critical Success The creature is unaffected.

Success The creature is dragged 5 feet toward the platform.

Failure The creature is dragged onto the platform, which is quickly raised on chains 20 feet into the air. The creature is then struck by lightning for 2d10+13 electricity damage.

Critical Failure As failure, but the creature is also knocked prone and restrained on the platform (Escape DC 20).

Grim Symphony

Encounter B3 (Subtier 5–6)

Iloise tries to stay mobile, keeping her distance from both her foes and her allies (which she knows will explode) while tossing her electric bombs. If the PCs are carrying any of the cats from area **B1**, she attempts to use tactics that will not harm the cats. She has little interest in fighting to the death; if all her allies are killed and she is reduced below 20 Hit Points, she attempts to bargain for her surrender, offering her *ring of electricity resistance* as a bribe if necessary. The exception to this is if she believes the PCs have killed the cats in area **B1**, in which case she fights to the death.

Though Iloise has done her best to abandon her previous life, some societal lessons are hard to shake: should a PC spend one action to present the eviction notice and ask Iloise to leave, the mortic is slowed 2 for 1 round as she hesitates. This tactic only works once.

ILOISE

CREATURE 5

UNIQUE **NE** **MEDIUM** **DWARF** **HUMANOID** **MORTIC**

Perception +9; darkvision
Languages Common, Necril
Skills Arcana +12, Crafting +13, Performance (tesla coil) +12, Religion +12
Str +4, **Dex** +4, **Con** +0, **Int** +5, **Wis** +2, **Cha** +2
Infused Items Iloise's items listed as infused last for 24 hours, or until the next time she makes her daily preparations.
Items infused moderate bottled lightning (10), meat cleaver (machete), *ring of electricity resistance*, studded leather armor
AC 21; **Fort** +15, **Ref** +15, **Will** +12
HP 65, negative healing; **Resistances** electricity 5
Shock Field ⚡ (electricity, evocation, force); **Trigger** A creature hits Iloise with a melee Strike; **Effect** A surge of energy lashes out at the attacker and propels Iloise away from danger. The triggering creature takes 2d6 electricity damage (DC 19 basic Reflex save). If a reach weapon was used to make the attack, the result of the Reflex save is one degree of success better. Iloise then Steps 10 feet away from the attacker.
Consecration Vulnerability In a place of worship dedicated to a non-evil deity or on sacred ground, such as an area blessed by sanctified ground, Iloise is slowed 1.
Speed 20 feet
Melee ⚔ meat cleaver +11 (deadly d8, sweep), **Damage** 1d6+4 slashing
Ranged ⚡ bomb +15 (splash, thrown 30 feet), **Damage** 2d6 electricity and 5 splash
Alchemical Formulas (3rd) moderate bottled lightning

SCALING ENCOUNTER B3

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

10–18 Challenge Points: For every 2 Challenge Points above 8 the party has, add 1 skeletal giant to the encounter.

Death Gasp ⚡ Iloise draws in a deep breath and holds it, temporarily suspending her biological processes and becoming undead. She gains the undead trait and becomes immune to bleed, death effects, disease, paralyzed, and poison. Any such effects she is currently suffering from are suspended. Death Gasp lasts as long as she holds her breath (*Core Rulebook* 478).

Quick Bomber ⚡ Iloise can use Interact to draw a bomb, then Strike with it.

SKELETAL GIANTS (2)

CREATURE 3

NE **LARGE** **MINDLESS** **SKELETON** **UNDEAD**

Perception +7; darkvision
Skills Athletics +12, Intimidation +9
Str +5, **Dex** +1, **Con** +3, **Int** –5, **Wis** +0, **Cha** +2
Items glaive, half plate
AC 17; **Fort** +10, **Ref** +8, **Will** +7
HP 50 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5
Speed 30 feet
Melee ⚔ glaive +12 (deadly d8, forceful, reach 15 feet), **Damage** 1d8+7 slashing
Melee ⚔ horns +12 (agile), **Damage** 1d10+5 piercing
Broad Swipe ⚔⚔ The giant makes two glaive Strikes against two adjacent foes, both of whom are within its reach. The giant's multiple attack penalty does not increase until after both attacks are resolved.
Terrifying Charge ⚔⚔ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the Strike hits, the giant attempts to Demoralize the target.

Grim Symphony

Encounter C2 (Subtier 5–6)

Before the battle, Doctor Velshun casts *false life*. He begins the battle by casting *sanctuary*, then begins playing the organ. He resorts to offensive spells and his *wand of vampiric touch* only if attacked or unable to play the organ. Despite clearly enjoying his fantastic wardrobe, Doctor Velshun is oddly self-conscious of his appearance. On any round where a PC comments on his choice of outfit or colors, Doctor Velshun plays a Discordant Blast on his pipe organ if possible, both in retaliation and to drown out any further comments from the PCs.

Doctor Velshun is unwilling to abandon his life's work, in the form of his pipe organ. As the organ is not very portable, he remains with it and fights to the death.

DEAD ORGAN

HAZARD 6

RARE MAGICAL NECROMANCY

A magical pipe organ for controlling and bolstering the undead. Creatures that are trained in Performance can spend one action to attempt to play a tune (see below).

Disable DC 25 Thievery (expert) to stopper the pipes. Each pipe stoppered imparts a stacking –1 circumstance penalty to Performance checks with the organ. Once four pipes have been stoppered, the organ ceases to function.

AC 21; **Fort** +18, **Ref** +11

Hardness 13; **HP** 54 (BT 27); **Immunities** critical hits, object immunities, precision damage, **Resistances** sonic 5; **Weaknesses** fire 5

Play a Tune ◆ **Trigger** An adjacent creature attempts to play the organ; **Effect** The performer makes a Performance check against DC 21.

Critical Success As success, and all other creatures who attempt to perform on the dead organ suffer a –1 status penalty to Play a Tune for 1 round.

Success Creatures within 100 feet of the organ are subjected to one of the following effects, as chosen by the performer:

Bolster (auditory, necromancy): Mindless undead within range gain a +1 status bonus to attack and damage rolls for 1 round.

Dance (auditory, move, necromancy): Mindless undead within range Stride up to 15 feet in the same cardinal direction. All targets move the same distance. If impeded, they move as far as possible, then stop.

Discordant Blast (auditory, evocation, sonic): All living creatures within 10 feet of the organ except the performer suffer 2d8+9 sonic damage (DC 24 basic Fortitude save). On a failure or critical failure, a creature is also pushed 15 feet away from the organ.

Swing (attack, auditory, flourish, necromancy): Mindless undead within range make a Strike in the same relative cardinal direction. This Strike doesn't count

SCALING ENCOUNTER C2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10–18 Challenge Points: Apply the elite adjustment to all zombie brutes. Add 1 elite zombie brute for every 2 Challenge Points above 10.

toward the undead creatures' multiple attack penalty, and their multiple attack penalty doesn't apply to this Strike.

Weaken (auditory, necromancy): Mindless undead within range suffer a –1 status penalty to attack and damage rolls for 1 round.

Critical Failure The player alone experiences the effects of a discordant blast (see above).

DOCTOR VELSHUN

CREATURE 6

UNIQUE CE MEDIUM DHAMPIR HUMAN HUMANOID

Perception +13; darkvision

Languages Common, Necril

Skills Music Lore +13, Occultism +13, Performance +15, Religion +13

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

Items *wand of vampiric touch*, *conductor's baton* (+1 mace)

AC 23; **Fort** +14, **Ref** +14, **Will** +17; +2 circumstance to all saves vs. disease

HP 91, negative healing

Speed 25 feet

Melee ◆ *conductor's baton* +12 (shove), **Damage** 2d6+5 bludgeoning

Occult Prepared Spells DC 26, attack +18; **3rd** *bind undead*, *dispel magic*, *vampiric touch*; **2nd** *darkness*, *false life*, *hideous laughter*; **1st** *command*, *fear*, *sanctuary*; **Cantrips** (3rd) *dancing lights*, *daze*, *ghost sound*, *guidance*, *prestidigitation*

Occult Rituals DC 26; *create undead* (zombie)

ZOMBIE BRUTES (4)

CREATURE 2

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie brute is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ◆ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

Grim Symphony

APPENDIX 2: SUBTIER 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 26) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars refer to the elite adjustment, which appears on page 6 of the *Pathfinder Bestiary*.

Encounter A1 (Subtier 7-8)

The flesh golem has little in the way of intelligence, simply lurching toward the nearest foe and pummeling them with its heavy fists.

FLESH GOLEM

CREATURE 8

UNCOMMON N LARGE CONSTRUCT GOLEM MINDLESS

Perception +12; darkvision

Skills Athletics +19

Str +5, **Dex** -1, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5

AC 26; **Fort** +18, **Ref** +14, **Will** +15

HP 140; **Immunities** bleed, death effects, disease, doomed, drained, electricity, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine)

Berserk A severely damaged flesh golem has a chance of going berserk. If it has 40 or fewer HP at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Golem Antimagic harmed by fire (5d8, 3d4 from area or persistent damage); healed by electricity (recovers 2d4 HP from area effects); slowed by cold

Vulnerable to Flesh to Stone Casting a *flesh to stone* spell on the flesh golem affects the golem normally.

Speed 25 feet

Melee ♦ fist +20 (magical, reach 10 feet), **Damage** 2d10+7 bludgeoning

Berserk Slam ♦ **Requirements** The flesh golem is berserk; **Effect** The flesh golem attempts a fist Strike at a -1 circumstance penalty. If it hits, it deals 1d6 extra damage and knocks the target prone.

SCALING ENCOUNTER A1

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

19-22 Challenge Points: Increase all DCs of the lightning platform by 1.

23-27 Challenge Points: Apply the elite adjustments to the flesh golem.

28-32 Challenge Points: Use the adjustments for both 19-22 and 23-27 Challenge Points.

33+ Challenge Points: As 28-32 Challenge Points, and increase the damage the lightning platform deals on a failure by 2d8.

LIGHTNING PLATFORM

HAZARD 5

UNCOMMON ELECTRICITY MAGICAL TRAP

Stealth DC 10 or *detect magic*

Description A magnetically charged platform draws in armored creatures, then flings them up into the air, where they are struck by lightning.

Disable DC 23 Thievery (trained) to ground out the energy or DC 26 Arcana (expert) to neutralize the magical charge

AC 19; **Fort** +17, **Ref** +15

Hardness 12; **HP** 51 (BT 25); **Immunities** critical hits, electricity damage, object immunities, precision damage

Magnetic Drag ⤵ (arcane, electricity, evocation); **Trigger** A creature moves within 10 feet of the platform; **Effect** All creatures within 10 feet of the platform must each attempt a DC 23 Fortitude save. Creatures who are wearing metal armor or are made of metal take a -2 circumstance penalty to this save.

Critical Success The creature is unaffected.

Success The creature is dragged 5 feet toward the platform.

Failure The creature is dragged onto the platform, which is quickly raised on chains 30 feet into the air. The creature is then struck by lightning for 4d8+14 electricity damage.

Critical Failure As a failure, but the creature also falls prone and is restrained on the platform (Escape DC 20).

Grim Symphony

Encounter B3 (Subtier 7-8)

Iloise tries to stay mobile, keeping her distance from both her foes and her allies (which she knows will explode) while tossing her electric bombs. If the PCs are carrying any of the cats from **area B1**, she attempts to use tactics that will not harm the cats. She has little interest in fighting to the death; if all her allies are killed and she is reduced below 20 Hit Points, she attempts to bargain for her surrender, offering her *ring of electricity resistance* as a bribe if necessary. The exception to this is if she believes the PCs have killed the cats in **area B1**, in which case she fights to the death.

Though Iloise has done her best to abandon her previous life, some societal lessons are hard to shake: should a PC spend one action to present the eviction notice and ask Iloise to leave, the mortic is slowed 2 for 1 round as she hesitates. This tactic only works once.

ILOISE

CREATURE 7

UNIQUE **NE** **MEDIUM** **DWARF** **HUMANOID** **MORTIC**

Perception +12; darkvision
Languages Common, Necril
Skills Arcana, +15, Crafting +17, Performance +15, Religion +15
Str +4, **Dex** +4, **Con** +0, **Int** +6, **Wis** +2, **Cha** +2
Infused Items Iloise's items listed as infused last for 24 hours, or until the next time she makes her daily preparations.
Items infused moderate bottled lightning (10), meat cleaver (machete), *ring of electricity resistance*, studded leather armor

AC 24; **Fort** +18, **Ref** +18, **Will** +15
HP 101, negative healing; **Resistances** electricity 5
Shock Field ⤿ (electricity, evocation, force); **Trigger** A creature hits Iloise with a melee Strike; **Effect** A surge of energy lashes out at the attacker and propels Iloise away from danger. The triggering creature takes 4d6 electricity damage (DC 22 basic Reflex save). If a reach weapon was used to make the attack, the result of the Reflex save is one degree of success better. Iloise then Steps 10 feet away from the attacker.
Consecration Vulnerability In a place of worship dedicated to a non-evil deity or on sacred ground, such as an area blessed by sanctified ground, Iloise is slowed 1.

Speed 20 feet
Melee ⤿ meat cleaver +13 (deadly d8, sweep), **Damage** 1d6+6 slashing
Ranged ⤿ bomb +18 (splash, thrown 30 feet), **Damage** 2d6+2 electricity and 6 splash
Alchemical Formulas (3rd) moderate bottled lightning
Death Gasp ⤿ Iloise draws in a deep breath and holds it, temporarily suspending her biological processes and becoming undead. She gains the undead trait and becomes immune to bleed, death effects, disease, paralyzed, and poison. Any such effects she is currently suffering from

SCALING ENCOUNTER B3

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

19-22 Challenge Points: Add 1 giant crawling hand to the encounter.

23-27 Challenge Points: Apply the elite adjustments to Iloise.

28-32 Challenge Points: Apply the adjustments for both 19-22 and 23-27 Challenge Points.

33+ Challenge Points: Add 2 giant crawling hands to the encounter and apply the elite adjustment to Iloise.

are suspended. Death Gasp lasts as long as she holds her breath (*Core Rulebook* 478).

Quick Bomber ⤿ Iloise can use Interact to draw a bomb, then Strike with it.

GIANT CRAWLING HANDS (2)

CREATURE 5

NE **MEDIUM** **UNDEAD**

Perception +12; lifesense 30 feet, tremorsense (imprecise) 30 feet
Skills Athletics +13, Stealth +11, Survival +12
Languages Common (can't speak any language)
Str +4, **Dex** +2, **Con** +4, **Int** -4, **Wis** +3, **Cha** +0

AC 22; **Fort** +13, **Ref** +11, **Will** +10
HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual
Pus Burst ⤿ **Trigger** The giant crawling hand takes piercing or slashing damage; **Effect** A random creature adjacent to the giant crawling hand is sprayed with vile pus that deals 4d6 negative damage. The affected creature must attempt a DC 21 Reflex save.
Critical Success The creature takes no damage.
Success The creature takes half damage and becomes sickened 1.
Failure The creature takes full damage and becomes sickened 2.
Critical Failure The creature takes double damage and becomes sickened 3.

Speed 20 feet
Melee ⤿ claw +15, **Damage** 2d6+7 slashing plus Grab
Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and to damage rolls when it Strikes its quarry.

Grim Symphony

Encounter C2 (Subtier 7-8)

Before the battle, Doctor Velshun casts *false life* and *spell immunity* (silence). He begins the battle by casting *sanctuary*, then begins playing the organ. He resorts to offensive spells and his *wand of vampiric touch* only if attacked or unable to play the organ. Despite clearly enjoying his fantastic wardrobe, Doctor Velshun is self-conscious. On any round where a PC comments on his choice of outfit or colors, Doctor Velshun plays a discordant blast on his pipe organ if possible, to drown out any further comments from the PCs.

Doctor Velshun fights to the death.

DEAD ORGAN

HAZARD 8

RARE MAGICAL NECROMANCY

A magical pipe organ for controlling and bolstering the undead. Creatures that are trained in Performance can spend one action to attempt to play a tune (see below).

Disable DC 28 Thievery (expert) to stopper the pipes. Each pipe stoppered imparts a stacking -1 circumstance penalty to Performance checks with the organ. Once four pipes have been stoppered, the organ ceases to function.

AC 24; **Fort** +21, **Ref** +13

Hardness 15; **HP** 62 (BT 31); **Immunities** critical hits, object immunities, precision damage; **Resistances** sonic 5; **Weaknesses** fire 5

Play a Tune ♦ **Trigger** An adjacent creature attempts to play the organ; **Effect** The performer attempts a DC 24 Performance (Keyboard) check.

Critical Success As success, and all other creatures who attempt to perform on the dead organ suffer a -1 status penalty to Play a Tune for 1 round.

Success Creatures within 100 feet of the organ are subjected to one of the following effects, chosen by the performer:

Dance (auditory, move, necromancy): Mindless undead within range stride up to 15 feet in the same cardinal direction. All targets move the same distance. If impeded, they move as far as possible, then stop.

Discordant Blast (auditory, evocation, sonic): All living creatures within 10 feet of the organ except the performer suffer 2d8+9 sonic damage (DC 24 basic Fortitude save). On a failure or critical failure, a creature is also pushed 15 feet away from the organ.

Swing (attack, auditory, flourish, necromancy): Mindless undead within range make a strike in the same cardinal direction. This Strike doesn't count toward the undead creatures' multiple attack penalty.

Weaken (auditory, necromancy): Mindless undead within range suffer a -1 status penalty to attack and damage rolls for 1 round

Critical Failure The performer alone suffers the effects of a discordant blast (see above).

SCALING ENCOUNTER C2

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

19-22 Challenge Points: Increase the Hit Points of all elite zombie brutes by 10.

23-27 Challenge Points: Apply the elite adjustments to Doctor Velshun.

28-32 Challenge Points: Apply the adjustments for both 19-22 and 23-27 Challenge Points.

33+ Challenge Points : As 28-32, and give all elite zombie brutes the unkillable zombie ability (*Pathfinder Bestiary* 340).

DOCTOR VELSHUN

CREATURE 8

UNIQUE CE MEDIUM DHAMPIR HUMAN HUMANOID

Perception +15; darkvision

Languages Common, Necril

Skills Music Lore +16, Occultism +16, Performance +18, Religion +16

Str +2, **Dex** +2, **Con** +4, **Int** +4, **Wis** +3, **Cha** +6

Items conductor's baton (+1 striking mace), wand of vampiric touch

AC 27; **Fort** +16, **Ref** +16, **Will** +19; +2 circumstance bonus to all saves vs. disease

HP 131, negative healing

Speed 25 feet

Melee ♦ conductor's baton +15 (shove), **Damage** 2d6+8 bludgeoning

Occult Prepared Spells DC 29, attack +21; **4th** *confusion*, *spell immunity*, *vampiric touch*; **3rd** *bind undead*, *dispel magic*, *vampiric touch*; **2nd** *darkness*, *false life*, *hideous laughter*; **1st** *command*, *fear*, *sanctuary*; **Cantrips** (3rd) *dancing lights*, *daze*, *ghost sound*, *guidance*, *prestidigitation*

Occult Rituals DC 29; *create undead* (zombie)

ELITE ZOMBIE BRUTES (6)

CREATURE 3

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +6; darkvision

Skills Athletics +11

Str +5, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow The zombie is permanently slowed 1 and can't use reactions.

AC 17; **Fort** +12, **Ref** +5, **Will** +8

HP 85, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +13 (reach 10 feet), **Damage** 1d12+7 bludgeoning plus Improved Push 5 feet

Grim Symphony

APPENDIX 3: ART AND HANDOUT



FLESH GOLEM

Grim Symphony



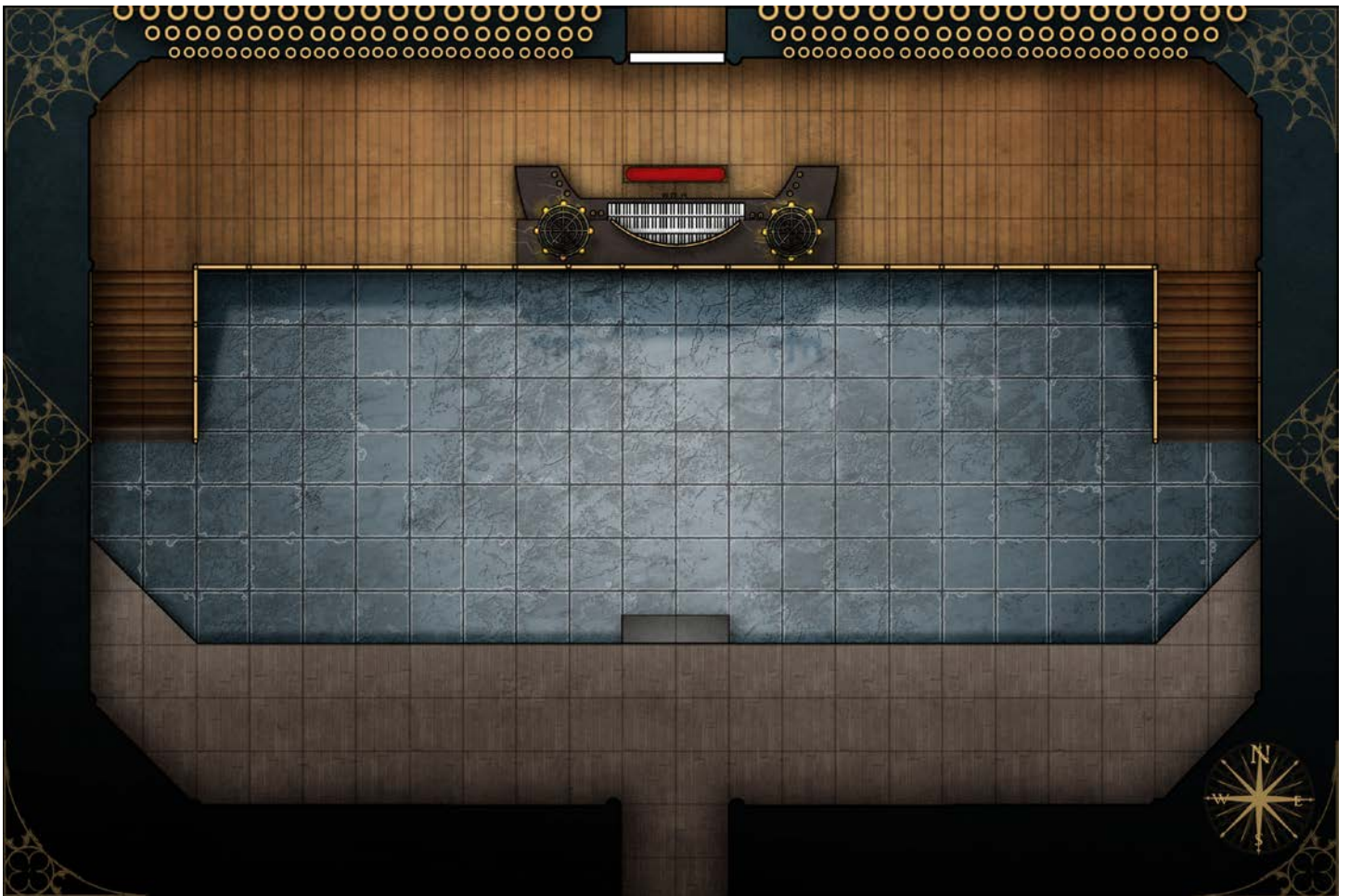
DOCTOR VELSHUN

Grim Symphony



ZOMBIE BRUTE

Grim Symphony



Grim Symphony

HANDOUT #1: LETTER FROM EVNI ZONGNOSS

Greetings Pathfinder,

I hope this letter finds you well. The Pathfinder Society has been offered an intriguing opportunity by the ruling parliament of northwestern Ustalan, so I am requesting your help for a mission. Please meet me in Calphas at my headquarters in the Vodavani Lodge and present this letter to me upon arrival. I am compelled to warn you that the refugee situation in Calphas is somewhat dire, but rest assured that other members of our Society are working to ameliorate the situation as best as they can!

Thank you for your assistance,
Venture-Captain Evni Zongnoss

Grim Symphony

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
5	10 gp
6	15 gp
7	22 gp
8	30 gp

Chronicle Sheet

PCs who complete the adventure's primary objective earn the Grand Finale boon on their Chronicle Sheets.

TREASURE BUNDLES:

- ☐ Area A7, page 8: 2 Treasure Bundles
- ☐ Area B3, page 11: 2 Treasure Bundles
- ☐ Area B5, page 11: 1 Treasure Bundle
- ☐ Area B7, page 11: 2 Treasure Bundles
- ☐ Area C2, page 12: 1 Treasure Bundle
- ☐ Area D, page 13: 1 Treasure Bundle
- ☐ Conclusion, page 13: 1 Treasure Bundle

CHALLENGE POINTS PER PC

Level	Challenge Points
5	2
6	3
7	4
8	6

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-15	5-6
16-18 (5+ players)	5-6
16-18 (4 players)	7-8
19+	7-8

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has, using the Challenge Points per PC table above.

Then use the Challenge Points and Subtier table to determine which Subtier is appropriate for your PCs. Subtier 5-6 encounters appear in Appendix 1, and Subtier 7-8 encounters appear in Appendix 2.

Grim Symphony



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) ☐ A ☐ B ☐ C ☐ D		Fame Earned: _____
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	☐ Grand Archive	☐ Envoy's Alliance
		☐ Radiant Oath	☐ Horizon Hunters
		☐ Vigilant Seal	☐ Verdant Wheel
		☐	
		☐ Slow Track	
		☐ Dead	
		☐ Infamy	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	☐ Grand Archive	☐ Envoy's Alliance
		☐ Radiant Oath	☐ Horizon Hunters
		☐ Vigilant Seal	☐ Verdant Wheel
		☐	
		☐ Slow Track	
		☐ Dead	
		☐ Infamy	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	☐ Grand Archive	☐ Envoy's Alliance
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		☐ Vigilant Seal	☐ Verdant Wheel
		☐	
		☐ Slow Track	
		☐ Dead	
		☐ Infamy	

Character Name:		Faction:	
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		☐	
		☐ Slow Track	
		☐ Dead	
		☐ Infamy	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	☐ Grand Archive	☐ Envoy's Alliance
		☐ Radiant Oath	☐ Horizon Hunters
		☐ Vigilant Seal	☐ Verdant Wheel
		☐	
		☐ Slow Track	
		☐ Dead	
		☐ Infamy	

Grim Symphony

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Pathfinder Society Scenario #1-25: Grim Symphony

Character Chronicle #

Herolab Code

X8D7

A.K.A. _____				Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

Serving an eviction notice in Ustalav would be an interesting and daunting task on its own, but you uncovered a choral cabal of unprecedented unusualness. Dwarf mortics, corpses returned to life with devices designed to channel lightning, and a maestro whose magical pipe organ could command the dead to dance all resisted your efforts, and the building itself threatened to tumble down around you as evil song and dance shook the rafters and cracked the foundation.

Boons

☐ **Grand Finale** (Advanced) You have survived the grim symphony, but the haunting melody which bridged the worlds of the living and the dead still echoes in your mind. When your dying value is 2 or greater, you can check the box next to this boon to gain a +2 circumstance bonus to Performance checks, 20 temporary Hit Points, and a +1 circumstance bonus to Fortitude saves, all for the next 10 minutes.

Items

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

SUBTIER 5-6

SUBTIER 7-8

REWARDS

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #