



Year of the Open Road



ORIGIN OF THE OPEN ROAD

By Ron Lundeen

PATHFINDER SOCIETY

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How to Play

Origin of the Open Road is a Pathfinder Society Scenario designed for 5th-level pregenerated characters (Tier 5). 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

Origin of the Open Road makes use of the second edition of the *Pathfinder Core Rulebook* and the *Pathfinder Bestiary*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at **paizo.com/prd**. The relevant rules from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.



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By Ron Lundeen

Although most famous for their independent discoveries in the earliest days of the Pathfinder Society, Durvin Gest, Selmius Foster, Gregaro Voth, and Kerinha Napsunar worked together on several ventures. Their greatest collaboration came together only after they each independently found clues that, when combined, identified the location of a magnificent treasure hidden in the Mwangi Expanse. They set out to uncover it together. With their combined talents, the Pathfinders overcame many guardians, traps, and obstacles, only to be stymied by a locked door covered in countless keys. All four examined the keys, but none seemed the right shape to open the door. A supernatural guardian bound to the site mockingly informed the Pathfinders that any one of the keys could open the door, but only after all the other key holders (that is, the other three companions) were dead. The guardian anticipated the four explorers killing each other in their greed. Unwilling to resort to murder (even if the result was temporary, thanks to resurrection magic on hand), and after exhausting all other methods at their disposal to bypass the door, the four Pathfinders agreed that whatever treasure was beyond was not worth the cost of betrayal. They formed the Open Road Pact, swearing to each take a key and let whoever among them lived the longest return to claim the prize—an embodiment of the cooperation element of the Pathfinder Society’s creed of “explore, report, cooperate.”

Selmius Foster was killed on Bhopan in 4330 AR, and Kerinha Napsunar passed away in 4352 AR. When Durvin Gest disappeared eight years later, the wizened Gregaro Voth believed himself the last survivor. After wrapping up the redaction of volume 5 of the *Pathfinder Chronicles*, establishing his successor in the Decemvirate, and finalizing his will, Gregaro quietly set off with several friends to reach the old site, turn his key, and recover the mysterious treasure. To his dismay, the key didn’t turn; had Durvin Gest not actually died? Believing the site an embarrassing hoax that couldn’t possibly serve as the final expedition of his esteemed legacy, Gregaro quietly filed away his notes and never published the group’s findings. He died of old age a year later, and the Open Road Pact was forgotten.

Although the Grand Lodge in Absalom is the most complete repository of Pathfinder records, its collections aren’t complete. This is especially true following the last decade’s numerous attacks on and disasters within the Grand Lodge, some of which irrevocably destroyed priceless documents. In an attempt to rebuild its archives, the Pathfinder Society has sent agents to some of its oldest lodges, hoping to recover copies of these lost texts—particularly those that record the Society’s

WHERE ON GOLARION?

Origin of the Open Road takes place in Quantum, the cosmopolitan capital of the nation of Nex. A diverse city in thought, trade, influence, and composition, Quantum hosts vaunted arcane universities, bustling markets, millennia-old architectural marvels, and the long-empty palace of the legendary archmage who founded the nation that bears his name. Quantum’s sprawling and ancient sewers are polluted with eldritch runoff from the city’s many arcane laboratories and factories.



discoveries during its first century of operation. The Society’s leadership has selected experienced teams for these trips, not least because they expect that a fair amount of nuanced research might be necessary, but also to provide the legendary lodges with capable agents who can provide any additional support they might need. Chief of these destinations is Nexus House, the first formal Pathfinder lodge founded outside Absalom and the historical home of the famous (and long-since deceased) Pathfinder Adolphus and Princess Ganjay.

Quantum is a cosmopolitan city with a wide variety of inhabitants. Among the least savory of these are Bijan and Zaynap Ohrlavi, twin alchemists who fled the distant city of Oenopion in disgrace years ago. Oenopion is a city of hard-working golem builders and ooze crafters, but the Ohrlavi siblings found it more profitable to steal the work of others instead. The twins left Oenopion years ago, barely ahead of irate colleagues and vicious creditors. They came to Quantum hoping to parlay their haphazard experience with golem-binding rituals, alchemical formulae, and ooze lore into profit. Ultimately, though, failure and poverty drove the Ohrlavis to lair in Quantum’s sewers, amid the filth and arcane runoff of the city’s magic academies and laboratories.

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Over the past several decades, the vash-vatoms (a centuries-old title for the venture-captains of Nexus House) have gradually cleared out old records by gifting them to interested Pathfinders or selling them to local buyers. The current vash-vatom of Nexus House, a cheerful gnome named Sebneth Sanserkoht, chose to leave these sales in the hands of her capable assistant, a man named Igrigi Lokar. Igrigi dealt with buyers of all sorts, including the desperate Bijan Ohrlavi. Bijan approached Igrigi about 2 years ago with a plan to purchase Nexus House's lore on Oenopion ooze-crafters; the Ohrlavis couldn't return to Oenopion themselves because of their reputation there, yet they needed the lore to perfect an alchemical invention they'd cobbled together in the sewers. Igrigi held firm on price, so Bijan could afford only a single slim treatise. When they had derived all the use they could from this work yet still had nothing to show for it, the Ohrlavis decided to steal the remaining works from Nexus House.

A week ago, the twins put their plan into action. They crept into the Nexus House archive where the works were kept, hastily nabbed all the relevant texts they could gather, and set a trap using the archive's statues to cover their tracks. They worried about running into Igrigi, but they needn't have been concerned; by then, the assistant had already left Nexus House for a better job in the Quantum bureaucracy. The Ohrlavis returned to their sewer workshop with armloads of manuscripts. They hadn't been particularly careful about what they stole, and, along with the texts on ooze-crafting, they inadvertently took the only surviving folio detailing the Open Road Pact—an error likely to be their undoing.

Now, experienced Pathfinder agents are coming to Nexus House to research Durvin Gest and other early members of the Society. This research is certain to identify the missing folio on the Open Road Pact and, with it, other stolen materials that can point to the Ohrlavi twins. These Pathfinders—the PCs—will soon be on the Ohrlavis' trail.

Adventure Synopsis

The PCs begin in Nexus House, the Pathfinder lodge in Quantum, capital of the nation of Nex. Assigned to both deliver historical information about Nexus House and acquire certain records from the Nexus House archives, the PCs' mission initially promises to be quick and simple. Yet the PCs' research reveals two noteworthy findings. First, they discover references to an agreement among some of the earliest Pathfinders called the Open Road Pact—but this tantalizing information is missing, along with general information about oozes. Second, animated statues in the archive attack the PCs when they investigate the missing information closely.

After a discussion with the venture-captain of Nexus House, the PCs hit the streets of Quantum to find more information. They discover hints that the thieves might be a pair of disgraced alchemists named Bijan and Zaynap Ohrlavi. They also might connect with a helpful former assistant at Nexus House named Igrigi Lokar. The clues indicate that the Ohrlavis are hiding out in an abandoned apothecary called Wishful Cures.

It turns out that Wishful Cures is empty, but the PCs find a trapdoor that leads into Quantum's dangerous, slurry-laden sewers. The Ohrlavis have installed a trap to deter nosy investigators and tamed a dangerous black pudding lurking in the sewer's arcane runoff to guard the area. The PCs might also find the subterranean room where the Ohrlavis sleep, which contains a few more clues about their theft. Ultimately, the PCs discover the sewer chamber where the Ohrlavis have created a contraption to collect the arcane runoff from above and refine it into obedient ooze monsters. By stopping these dangerous alchemists, the PCs rid Quantum of a dangerous menace and recover the only surviving information about the Open Road Pact.

GETTING STARTED

The PCs begin the adventure in Nexus House, having recently arrived in Quantum, the capital city of Nex. It is mid-morning when the adventure begins. The PCs are already aware of the mission which brought them to Nex: a diplomatic overture from the Grand Lodge combined with a few straightforward research tasks. Provide the players with **Player Handout #1: Letter from Kreighton Shaine** (page 16) to give them this background.

Nexus House was the second lodge founded by the Pathfinder Society (after the Grand Lodge in Absalom). The Pathfinder Adolphus and his wife, a Vudrani princess named Ganjay, established the lodge using funds stolen from the treasury of Bhopen. It is a sprawling, opulent building with unusual magical extravagances seen nowhere else. This is immediately apparent in Nexus House's grand hall, where at one end two statues—noble representations of Adolphus and Princess Ganjay—flank an ornamental waterfall that flows upward, from floor to ceiling.

Read or paraphrase the following once the PCs have reviewed **Player Handout #1** and are ready to begin.

"There are my honored guests!" cries a bronze-skinned gnome with bright streaks of gold in her dark hair, a vibrant red tunic, and enough glittering earrings, bangles, and necklaces to supply a modestly sized jewelry store. "I was concluding some urgent business here, or I would have met you at the dock. Sebneth Sanserkoht, at your service." The gnome gives you a

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gracious bow and a large grin. “Alas, my last-minute business didn’t permit me to review Kreighton Shaine’s letters to me. If you don’t mind, please remind me how I can help you and—oh!—I ought know your names as well. Rude of me to have omitted proper introductions.”

The PCs can be as effusive or as terse as they like when making their introductions. Sebnnet doesn’t stand on formality and is already inclined to be friendly to the party. A PC who succeeds on a DC 20 Diplomacy check to Make an Impression improves Sebnnet’s attitude to helpful instead. Calling Sebnnet by the respectful title of vash-vatom provides a +2 circumstance bonus to this Diplomacy check. Note Sebnnet’s attitude, as it becomes relevant once the PCs report back to her later in this adventure.

The PCs’ most important tasks are to provide Sebnnet with Kreighton Shaine’s sapphire—which Sebnnet accepts graciously—and to ask about specific research tasks. After the PCs outline their research, read or paraphrase the following.

Sebnnet taps her chin with a ringed finger. “Those records all sound quite old, which would put them in our Orrery Archive. Please come this way.” The venture-captain strides through one of the archways off the great hall, gesturing for you to follow and chatting as she goes. “There was something of an astronomy craze around here about three hundred years ago, but the apparatus at the center of the rooms that became the Orrery Archive has been gathering dust for quite a while. That is, it would, if we didn’t have enchantments to repel dust.” Sebnnet runs a finger along a decorative table as she passes, then holds up her clean digit to showcase her point.

“I’ll take you to the archive entrance and leave you to perform your research in peace. Gather any records you need, and we’ll have scribes transcribe copies of whatever you find. The records might be something of a jumble, I’m afraid. As I said, the Orrery Archive is where we store older records, and they might not have been accessed in quite some time. While we’re walking, do you have any questions?”

Below are some of the PCs’ likely inquiries and Sebnnet’s responses.

What can you tell us about Nexus House? “This was the second Pathfinder lodge founded, after the Grand Lodge in Absalom. So it’s nearly 400 years old. A Pathfinder named Adolphus commissioned its construction along with his wife, Princess Ganjay. I quite like it here. Lots of magical surprises.”

Who is Durvin Gest? “He’s the most famous Pathfinder that ever lived, and that’s even after 400 years!

“You probably recall that he, along with Selmius

Foster and Gregaro Voth, are the subjects of the first volume of the *Pathfinder Chronicles*. So, what do we know about him around here, you must mean. Well, for starters, he launched several expeditions into the Mwangi Expanse from here in Nex, including ventures to discover long-lost structures and one journey to lock away a dangerous artifact.”

Who is Selmius Foster? “He’s one of the three Pathfinders mentioned in the very first *Pathfinder Chronicles* along with Durvin Gest and Gregaro Voth. Selmius was an explorer who was instrumental in connecting Absalom to the eastern spice markets.”

Who is Gregaro Voth? “The Pathfinder Gregaro Voth is most famous for exploring several locations in the jungles of the Mwangi Expanse.”

Who is Adolphus? “Adolphus was an assistant to Selmius Foster but became an influential Pathfinder of his own right. His meeting with Princess Ganjay, their theft of Bhopan’s royal treasury, and their eventual marriage are all well-documented, even though their story sounds like two parts folktale and one part romance novel. They founded Nexus House together, and it was their statues you saw by the water-rise in our great hall.”

Who is Kerinha Napsunar? “She was a contemporary of Durvin Gest and the other Pathfinders mentioned in the first *Pathfinder Chronicles*. Truthfully we don’t know a lot about her. I’m not entirely sure why, but I believe that Kerinha was much more politically active than her peers, and records of her discoveries may have been intentionally withheld to protect her contacts and sources.”

THE ORRERY ARCHIVE

As the conversation with Sebnnet wind down, she stops and gestures to a wide passage—the entrance to the Orrery Archive. The sprawling library is clean and tidy; its most striking feature is the massive brass-and-steel orrery atop the main staircase. This model shows the movements of Golarion and the other planets around its sun, along with moons, comets, and other celestial bodies. Each glides easily along well-oiled tracks when pushed.

Although the orrery is the most impressive decoration and the source of the library’s name, other marvels abound in these extensive chambers, including several lifelike statues of past scholars (one statue is of an unusually learned-looking ogre), lofty balconies atop delicately arched staircases, reading tables that magically unfold comfortable stools when approached, and curios such as meteorites in glass cases, jeweled globes, and fulgurite displays. Several walls support tall bookshelves packed with tomes, scrolls, and folios of every variety. Rolling ladders allow access to the highest shelves. Ceilings in the

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A. THE ORRERY ARCHIVE



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Orrery Archive are 40 feet high, and the entire archive is well lit by sconces that resemble shooting stars and function as *everburning torches*.

Although packed with lore, the Orrery Archive is accessed only rarely. The most recent visitors were not researchers but thieves. Bijan and Zaynap Ohrlavi broke into the Orrery Archive a week ago to steal as much lore as they could about oozes, and their theft has thus far gone undetected.

Research Work

The Orrery Archive contains a trove of information, much of it centuries or even millennia old. To reflect their research on behalf of the Grand Lodge, the PCs can attempt any of the skill checks below once. Each skill is appropriate for a different location in the archive, as indicated on the map on page 6; the skill relevant to each location is obvious to the PCs once they poke around a bit, allowing them to decide where to spend their efforts based on each PC's skills. The placement of the PCs is important for when the combat in the archive is triggered.

The DC for each check is 20, and each check represents an hour of work. Keep track of the time the PCs spend researching, as it not only informs the setting of their debriefing with Sebneth, but also how much progress the Ohrlavis make with their stolen lore (see area **B5**). PCs can Aid instead of attempting their own check; this counts as their attempt for that section. If the PCs succeed at a particular skill check, or if they fail or critically fail the check, they have received all the information they are capable of gleaned from that section and can't attempt that particular skill check again. The PCs earn a success for a successful skill check, two successes for critically succeeding at a skill, and reduce their total successes by 1 on a critical failure (reflecting their research being hindered by bad information or conclusions). The PCs can use the following skills during their research.

Acrobatics: The steps to the highest shelves are so worn smooth with age as to be dangerously slippery. Reaching these texts requires a successful Acrobatics check to Maintain Balance.

Arcana: One of the tables is enchanted to aid in research, magically flipping pages in any book placed upon it to relevant passages. A successful Arcana check is required to activate it.

Athletics: Some of the bookshelves in this area have collapsed and must be hefted upright with a successful Athletics check to peruse their contents.

Lore: These shelves have several relevant works that are poorly organized. Any successful check with a Lore skill relevant to research, such as Scribing Lore or Pathfinder Society Lore, uncovers useful information.

Nature: The orrery is magically enchanted to aid in research; manipulating its arms into appropriate celestial configurations causes the other arms to swing toward shelves containing related knowledge. Operating the orrery in this way requires a successful Nature check.

Occultism: Piecing together unexpected correlations between relevant works on this balcony requires a successful Occultism check.

Society: This section of the archives has been filed and re-filed by different caretakers many times. Navigating the idiosyncratic filing systems of each successive caretaker (each, of course, thinking their own system to be superior) requires a successful Society check.

Survival: The tidying enchantments in Nexus House make tracks or other evidence of past use difficult to find. In this particular spot, the enchantments are disrupted and clues are more evident. Uncovering traces left here by previous library users (notably, but not only, the Ohrlavis) requires a successful Survival check.

Thievery: Books in this section are protected by glass-fronted shelves secured with complicated latches; a successful Thievery check to Disable a Device is required to access them.

RESULTS

The total number of successes the PCs gain in their skill checks dictates the lore they uncover. These finds consist of both the specific materials the PCs are seeking on behalf of the Grand Lodge as well as other notable absences in the archive's collection. These results aren't in any particular spot, and thus could be discovered by any PC anywhere in the archive. The GM should reveal each of the following to the PCs as soon as they accumulate the appropriate number of successes.

One Success: The PCs should keep looking to learn more.

Two Successes: The PCs find the location of the material related to Durvin Gest's Mwangi expeditions. These are the specific records Kreighton Shaine wants, but they also include references to the Open Road Pact: some sort of agreement between Durvin Gest, Selmus Foster, Gregaro Voth, and Kerinha Napsunar when they were all in the Mwangi Expanse together. This Open Road Pact is completely unknown in the Grand Lodge, and the PCs are certain that Kreighton Shaine will want to know more about it. Unfortunately, the referenced folio detailing the Open Road Pact is missing (see page 8).

Three Successes: The PCs find some old catalogues of records kept at the archives that refer to a Pathfinder named "Kerinha Napsunar". The records themselves are nowhere to be found (inadvertently stolen by the Ohrlavis [see page 14]).

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Four Successes: The PCs note that several other sections of works regarding Nexian ooze-crafting are missing. The missing folio about the Open Road Pact was filed near them and the missing works (including the details of Kerinha Napsunar's expeditions) were likely all taken together at once. At this point, the PCs' research is interrupted by aggressive constructs; see the Improvised Scholar-Killers encounter below. Once that encounter is resolved, the PCs can continue with their research.

Five Successes: The PCs discover a 2-year-old bill of sale for a treatise called "Living at the Shore of the Sentient Sea," regarding the sentient lake of ooze at the center of the Nexian city of Oenopion. The treatise was sold to someone named Bijan Ohrlavi. Affixed to the bill of sale is **Player Handout #2: Note On Bill of Sale**.

Six Successes: The PCs discover the cargo manifest of Selmius Foster's first Vudrani spice trade and are aware they have exhausted all their research avenues in the Orrery Archive.

Seven Successes: The PCs locate the civic permits for Adolphus's founding of Nexus Lodge.

Eight Successes: The PCs should keep looking to learn more.

Nine Successes: The PCs discover a notebook detailing the true method of performing the de-animating gestures for the animated statues (see page 9).

Improvised Scholar-Killers **Moderate 5**

The Ohrlavis knew their theft might eventually be detected, so they left behind a contingency to eliminate over-curious scholars (and to perhaps cover their theft with confusion and tragedy). They traced an arcane sigil on the back of the heads of four statues in this room, providing them with temporary animation when certain triggers are met. These statues remain entirely motionless and can't be distinguished from the other statues in the room, as the backs of their heads face the walls.

Creatures: As soon as anyone shows obvious interest in the missing material about oozes (as the PCs do when they acquire four successes in their research), all four of the statues animate and attack anyone in the archive. After 1 minute, if they haven't already been destroyed, the statues revert to inert stone. In the unlikely event that the PCs examine the statues closely and spot the animating runes before conducting their research, the statues activate at that point instead. The animated statues fight until destroyed.

ANIMATED STATUES (4)

Pathfinder Bestiary 21, page 18

Initiative Perception +9

CREATURE 3

Scaling Encounter A

To accommodate a group of more than four PCs, add one animated statue to the encounter for each additional PC present beyond four.

Strange Markings: After the combat, the PCs spot the complicated mark on the back of each statue's head. A PC who succeeds at a DC 18 Arcana check or DC 22 Occultism or Religion check recognizes that the marks are akin to arcane runes used in golem creation rituals, and are likely responsible for the statues' animation. These marks appear quite recent, but it's impossible to definitively date them. PCs that wish to copy down the mark have ample supplies to do so.

DEBRIEFING WITH SEBNET

Once the PCs have completed their research, Sebnnet meets up with them and invites them to dine with her (which might be lunch, dinner, or any other meal based on the amount of time the PCs spent performing their research). She asks the PCs what they've discovered and listens with surprise and interest. While the PCs and Sebnnet talk, her servants and scribes copy all the research materials the PCs have collected; Sebnnet lets the PCs keep the originals, but wants to have copies on file here at Nexus House.

Some likely PC questions and Sebnnet's responses follow.

Your statues attacked us! "What? Animated statues in the Orrery Archive? We have several magical marvels here in Nexus House, but this is news to me. Could it be sabotage? We haven't needed particularly strong security in the past, but perhaps we should consider it. As it might be relevant, what were you doing, as precisely as you recall, when the statues began running amok?" If the PCs note that the statues attacked after they discovered a significant number of missing works on oozes, she suggests the thieves were responsible for leaving the markings, perhaps as a distraction from their theft.

What is the Open Road Pact/the agreement among early Pathfinders? "This isn't something I've heard of before, and since anything involving Durvin Gest is pretty much common knowledge among Pathfinders, that's a surprise. Details about the Open Road Pact would no doubt grant a fresh look at the earliest days of the Pathfinder Society." If the PCs tell Sebnnet that the folio detailing the Open Road Pact is gone, she expresses keen interest in recovering it.

She suggests asking around in the streets of Quantum to find out whether anyone might have tried to sell the

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folio, perhaps not recognizing its unique value to the Pathfinder Society (or knowing the value but attempting to sell it without drawing attention).

Your records about oozes are missing. “Everyone has to make ends meet sometimes, even a prestigious Pathfinder lodge. We occasionally sell off texts from our collection. But selling all information about a specific subject matter would be unusual. It would also require my approval, which I didn’t give. This smacks of a theft, rather than a sale.”

Who were the last people in the Orrery Archive? “I couldn’t say. I’m sure no one’s been there for at least a few days, and quite possibly not for weeks. The records were placed there in part because we didn’t need frequent access to them.”

Who is Bijan Ohrlavi? “That name isn’t familiar to me. But others in this city may know more.” If the PCs show Sebnat **Player Handout #2**, she can tell them about her former assistant Igrigi. She also connects that Bijan Ohrlavi and his sister are likely the thieves (if the PCs haven’t done so already).

Who is Igrigi Lokar? “Igrigi? He’s one of the most competent assistants I’ve ever had. A very smart man—capable, if sometimes a bit opinionated. He recently left Nexus House’s employ to take a higher-paying position within the city bureaucracy somewhere. He did so with my recommendation, frankly; I was glad to see someone with integrity and skill rewarded.”

THE STREETS OF QUANTUM

After their meal with Sebnat, the venture-captain encourages them to ask around on the streets of Quantum to learn more about the loose ends of their investigation. These investigations are downtime activities. The success of each activity is determined by a skill check, which should be made in secret by the GM. The PCs can assist each other on the requisite skill checks; checks to assist don’t need to be made in secret.

Each check takes 1d4 hours. Keep track of the number of hours the PCs spend investigating, adding them to the number of hours the PCs spent researching. The total time affects how much progress the Ohrlavis make with their stolen lore (see area **B5**).

An Influential Friend: If Sebnat has a helpful attitude toward the PCs, she takes further time out of her busy schedule to pen several letters of introduction and commendation the PCs can use during their investigations. She has enough time to pen four such letters before she must return to her duties. While investigating, the PCs can expend a letter prior to making a skill check to gain a +2 circumstance bonus to that check.

ARCANA (DC 20)

If the PCs want to learn more about the markings on the animated statues, their investigations lead them to the pedantic wizard-tutors of Quantum. These wizards know quite a bit about golem-crafting, and can expound—unfortunately, at tiresome length—about this topic. If the PCs thought to bring a sketch of the marks with them, reduce the DC of this investigation to 18.

Critical Failure: The PCs are caught up in the tutors’ dull lectures; this attempt takes 4 hours rather than 1d4 hours. The wizard-tutors impart knowledge of secret gestures rumored to impede the magical function of Nexian constructs, but these gestures are untested and, in fact, are dangerous to use. The PCs can use the following activity during this scenario.

DE-ANIMATING GESTURES (FALSE) ◆

CONCENTRATE MANIPULATE

You designate a single construct within 30 feet that you can see or hear. The construct becomes quickened 1 for 1 minute and is temporarily immune to this ability for 24 hours. It can use its additional action only to Stride or Strike.

Success: The PCs learn the ritual markings are similar to runes used in the golem forges in Oenopion, and the knowledge of how to use these runes was stolen by discredited alchemists called the Ohrlavis.

Critical Success: As success, plus the PCs learn that the wizard-tutors teach the PCs a series of mystical gestures to impede the constructs (these gestures are similar to those learned for a critical failure, but are genuinely effective). The PCs can use the following activity during this scenario.

DE-ANIMATING GESTURES (TRUE) ◆

CONCENTRATE MANIPULATE

You designate a single construct within 30 feet that you can see or hear. The construct is slowed 1 for 1 minute.

CRAFTING OR DIPLOMACY (GATHER INFORMATION) (DC 20)

Although the Ohrlavi twins strive to keep their operations in Quantum quiet, their frequent trips for reagents, components, or alchemical lore means craftspeople in the city might have leads on where to find them.

Critical Failure: The PCs learn that the Ohrlavis are ooze-crafters who live in Oenopion. This information is significantly out of date.

Success: The PCs gain reliable descriptions of Bijan and Zaynap Ohrlavi. In addition, the PCs learn they seem to be operating out of an abandoned apothecary shop called Wishful Cures.

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Critical Success: As success, plus a shopkeeper informs the PCs that he sold the Ohrlavis a few nozzles specifically designed to spray acid. This shopkeeper even shows the PCs an example. Seeing this nozzle provides the PCs with a +2 circumstance bonus on Perception checks to locate the trap in area **B1**. The PCs also gain a +2 circumstance bonus on Thievery checks to disable a nozzle and can do so even with only trained proficiency in Thievery (rather than expert proficiency).

DIPLOMACY (GATHER INFORMATION), PATHFINDER SOCIETY LORE, OR SOCIETY (DC 22)

If the PCs seek information about Durvin Gest generally, or the Open Road Pact specifically, most avenues of inquiry point them back to Nexus House. The difficulty of this line of inquiry is learning who else in Quantum might have expressed an interest in this topic other than the Pathfinder Society.

Critical Failure: The PCs are directed to a bookstore called Curated Wishes. The owner, an elderly half-elf con-artist named Sharietel Scride, offers to sell the PCs “hidden lore the Pathfinder Society wants to keep hidden.” This lore is merely a tattered reproduction of the first third of *Pathfinder Chronicles, Volume 3* (which details the grisly death of Selmius Foster on the isle of Bhopan, as reported by his assistant Adolphus). Not only is this volume widely circulated among Pathfinders—and therefore not particularly useful to the PCs—Scride won’t part with it for less than 15 gp.

Success: The PCs learn that alchemist siblings named the Ohrlavis have been looking to quietly sell off a folio of Pathfinder lore called the Open Road Pact. The PCs learn the Ohrlavis haven’t been successful, however, as the work is so obscure to be considered a fake (or at least suspect). This information allows the PCs to investigate the Ohrlavis specifically, if they hadn’t yet discovered the name of the thieves.

Critical Success: As success, plus the PCs learn the Ohrlavis have been seen at an abandoned apothecary shop called Wishful Cures.

OCCULTISM (DC 18)

Use this avenue of investigation if the PCs ask around about who may have a sudden influx of information regarding oozes.

Critical Failure: The PCs learn that oozes crafted in Quantum are susceptible to acid damage, due to a certain quirk of the archmage Nex’s lingering magic. This rumor isn’t true, and might cause the PCs to use ineffective tactics against the black pudding in area **B2**.

Success: The PCs learn that ooze-crafters in Nex operate out of the city of Oenopion and are rarer here

in Quantum. Among the most notorious ooze-crafters in Quantum, however, are the Ohrlavi twins, who were disgraced and exiled from Oenopion. This allows the PCs to investigate the Ohrlavis specifically, if they hadn’t yet discovered the name of the thieves.

Critical Success: As success, plus the PCs learn the details of the Split ability that some oozes, such as ochre jellies and black puddings, possess.

SOCIETY (DC 20)

To find and question Igrigi Lokar, Sebnet’s former assistant, the PCs must navigate Quantum’s sprawling bureaucracy.

Critical Failure: The PCs learn that Igrigi Lokar fled Quantum to avoid a charge of embezzlement about a week ago. This rumor was spread by one of Igrigi’s rivals in the government, and is false. It might convince the PCs to give up on this avenue as a dead end, even though Igrigi is still in the city.

Success: The PCs find Igrigi, who considers his current position evaluating building permits both satisfying and lucrative. Igrigi happily makes time for the PCs over a meal at an upscale restaurant near the Bandeshar, the majestic palace that once served as the archmage Nex’s home and still functions as the nation’s seat of government. Igrigi remembers Bijan Ohrlavi, and recalls that the alchemist had a twin sister named Zaynap (whom he never met). Igrigi found Bijan to be suspicious and near-obsessive interest in works on ooze-crafting mildly off-putting. He wouldn’t put it past the twins to steal what they couldn’t afford.

Igrigi doesn’t know much about the Open Road Pact, but he recalls that a folio on that subject was filed near the materials on oozes; a thief concerned with haste rather than precision might have accidentally grabbed the Open Road Pact folio as well. Igrigi recalls that the Ohrlavis were based out of an apothecary shop called Wishful Cures. Finally, if the PCs weren’t able to recover the civic permits for Adolphus’s founding of Nexus Lodge from the Orrery Archive, and if they ask Igrigi about them, he obtains a copy from the city archives. He does this quickly and without charge, out of gratitude to his former employer.

Critical Success: As success, plus Igrigi gives the PCs some advice that might help them pursue the Ohrlavis. Igrigi was looking over sewer access plans earlier in the day; he recalls that Wishful Cures is abandoned, but it has an access to the Quantum sewers in its basement. He warns the PCs that, should they need to enter the sewers, they should avoid the slurry flowing there—it has strange effects on the mind in addition to being foul to the senses.

Origin of the Open Road

Scaling Encounter B1

To accommodate a group of more than four PCs, give the trap an additional nozzle and an additional action in its routine for each additional PC present beyond four.

Optional Encounter

If you have fewer than 120 minutes remaining to run this adventure, remove the trap in this room.

AWASH IN SLURRY

Wishful Cures was an apothecary shop near the docks of Quantum. Although the shop did brisk business for many decades, its owner died suddenly almost 8 years ago, the victim of an esoteric yet lethal curse. Legal entanglements have left the building unclaimed ever since. The shop's facade has been defaced with graffiti, its windows are all broken, and its wares are plainly plundered. Partly because of its unassuming, derelict appearance, the shop has been used by the Ohrlavis for many years as a well-disguised front to their sewer lair.

The shop's door is bolted shut. A PC can Force Open the bolted door with a successful DC 20 Athletics check or climb in through a broken window to unbolt the door from the other side. To climb in through a window, a PC must make a successful DC 20 Acrobatics check. On a failure, the PC still gets in, but takes 1d8 slashing damage from the window's broken glass. On a critical failure, the PC takes 2d8 slashing damage and fails to enter the building.

Behind the shop's wooden counter is a trapdoor. The trapdoor's hinges are well-oiled and show signs of regular use. It leads to the shop's stone-lined basement, which connects to Quantum's sewer.

Quantum Sewer Features

The sewers of Quantum are awash in arcane runoff from the city's many laboratories and academies. This runoff, combined with the usual sludge found in the cloacae of a large city, gives the sewers a sour, astringent odor. Passages in the sewers average 8 feet high, while larger chambers are vaulted to a height of 12 feet. The walls and ceiling are made of cunningly fitted stone that has ably endured centuries of use. Except where indicated, the sewer is dark.

The greenish fluid on the map is slurry about a foot-and-a-half deep, disgusting but otherwise not a hindrance.

The blue fluid on the map (east of area B2 and in area

B4) is a concentrated and stagnant slurry that clings to the feet of anyone who steps in it and is difficult terrain.

B1. Cluttered Basement

Low 5

The basement of Wishful Cures is a jumble of boxes and crates, most of them left ajar, and heaps of yellowed papers and dried herbs scattered across the floor. The air contains a sour, chemical smell emanating from an opening in the far wall of the closet to the south.

The Ohrlavis kept this basement much as they found it, to better give the impression of a looted chamber without anything of value remaining (a tactic that has succeeded in helping them avoid notice until now). This room is difficult terrain due to the debris on the floor.

The small closet to the south contains more detritus but its south wall has fallen away, providing open access to the sewer. A PC who succeeds at a DC 20 Perception or Survival check notes that several stones from this collapse have been recently stacked to the side, making the opening a bit larger and providing easier access to the sewer.

Hazard: A concealed fountain sprays acid from three separate nozzles whenever a creature steps on one of eight pressure pads concealed beneath the discarded detritus of the room. The locations of the nozzles are marked "N" and its pressure pads are marked "T" on the map on page 12.

ACID SPRAY FOUNTAIN

HAZARD 6

Page 19

Initiative Stealth +16

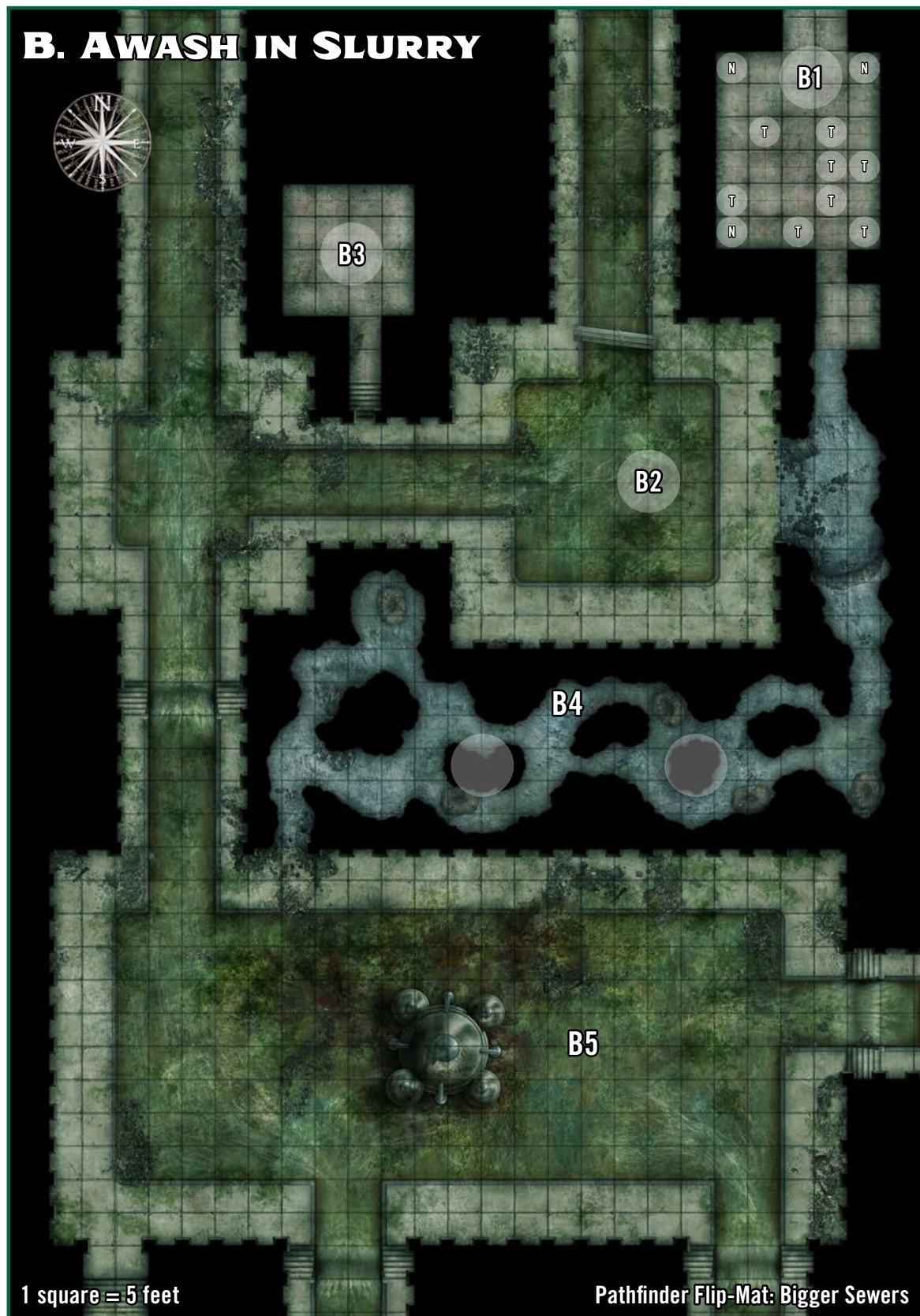
Reward: Past looters failed to discover a *ring of the ram* (worth 2 Treasure Bundles) concealed in the binding of an illustrated encyclopedia of medicinal berries. A successful DC 22 Perception check is required to locate it, although methods such as *detect magic* can also ascertain its presence.

B2. Pudding in the Water

Moderate 5

The sludge-stained ceiling of this sewer chamber rises to twelve feet high. Wide passages containing a greenish, slow-moving slurry flows from north to west. In the northwest corner of the room are several loose stones and a few metal canisters. To the west, a staircase ascends north to an area illuminated by a steady light source. A wooden plank has been turned into a makeshift bridge over the northern sewer canal. A collapsed wall to the east leads to the apothecary shop's basement and to several twisting passages. The greenish slurry is concentrated in the twisting passages to a viscous slime a nauseating blue in color.

Origin of the Open Road



Origin of the Open Road

Scaling Encounter B2

To accommodate a group of more than four PCs, make the following adjustments.

Five PCs: Increase the ooze's HP by 10. Increase its attack modifiers, DCs, saving throws, Perception, and Athletics skill modifier by 1. Increase the acid damage dealt by its pseudopod attack by 1 and the acid damage dealt by its constrict attack and corrosive mass ability by 2.

Six PCs: Increase the ooze's HP by 20. Increase its attack modifiers, DCs, saving throws, Perception, and Athletics skill modifier by 2. Increase the acid damage dealt by its pseudopod attack by 2 and the acid damage dealt by its constrict attack and corrosive mass ability by 4.

The Ohrlavis come and go through this room often, as the wooden plank across the northern passage indicates. The canisters in the northwest corner are a makeshift collection device stained with an acidic, tarry substance. A PC who succeeds at a DC 18 Occultism check realizes these canisters were used to collect pieces of a black pudding for experimentation. Although the Ohrlavis have abandoned their experiments on this black pudding, they "tamed" it enough that it treats them as allies and doesn't attack them as they come through.

Creature: A black pudding lurks in the wide pool of slurry in this room. The ooze surges forward to confront any moving creatures it detects.

BLACK PUDDING

CREATURE 7

Pathfinder Bestiary 255, page 20

Initiative Perception +9

B3. Personal Chamber

This room appears to be a combination alchemy lab and bedchamber. Two narrow beds line the north wall, partially concealed by hanging curtains. Equipment-laden tables stand against the west and east walls. The pervasive chemical tang of the sewer is absent here; this room instead smells faintly of spices and tobacco.

This room is where Bijan and Zaynap Ohrlavi sleep. The pleasant aroma is due to a novel odor-destroying chemical smoldering in a dish on one of the worktables. If these chemicals are extinguished, the noisome odor of the sewer fills the room within a few minutes.

On the tables are several scattered notes on crafting golems and creating oozes, although a PC who succeeds at a DC 20 Arcana or Occultism check realizes that these

notes are all experimental dead ends. The books stolen from Nexus House aren't in this room; in fact, the only book here is a treatise titled "Living on the Shore of the Sentient Sea." This is the only book Bijan legitimately purchased from the Pathfinder Society. Bijan left a note for Zaynap stuck in this treatise like a bookmark; give the players **Player Handout #3** if they find it.

Rewards: Two *everburning torches* provide light to this room. Among the alchemical equipment here are two lesser tanglefoot bags, a lesser elixir of life, and a *dagger of venom*. The dagger is worth 2 Treasure Bundles and the other items collectively are worth 2 Treasure Bundles. The dagger is attached to a contraption designed to harvest its magically created poison (although the design is flawed, and no poison has yet been harvested). If a PC fails a DC 18 Thievery or Occultism check to remove the dagger from the contraption, its dagger venom is unusable for the next 24 hours. On a critical failure, the PC is exposed to the dagger venom.

B4. Twisting Passages

The arcane slurry in these passages is concentrated, as described in *Quantum Sewers Features* on page 11. Its chemical stench is stronger and it has taken on a strange blue tinge. Five stone columns break up this chamber, forming a network of interconnected passages. Although the concentrated slurry is normally about 2 feet deep, it is 8 feet deep in the five sinkholes indicated on the map. Probing the slurry with a pole or stick identifies the sinkholes easily, but they aren't visible to anyone moving through the slurry. A character stepping into one of these sinkholes must succeed at a DC 20 Reflex save or sink into the goo and become sickened 1.

The Ohrlavis consider the passages too dangerous and haven't explored them.

Hazard: The concentrated slurry isn't the only danger here. Two of the central columns, as indicated on the map, are coated with colonies of yellow mold (*Pathfinder Core Rulebook* 524) that erupt with spores whenever any creature moves adjacent to them.

B5. Extruder Chamber

Severe 5

This large, vaulted chamber is filled with a shallow pool of greenish slurry ringed by a stone walkway. Large inflow passages to the east and south add slow rivulets of sludge to the pool, which drains lazily away to the northwest. An enormous metal contraption 20 feet in diameter stands in the middle of the pool. Four round legs support the machine, and several hoses slurp the slurry in the pool. The contraption chugs and hums ominously.

Origin of the Open Road

The ceiling in this chamber is 16 feet high. The alchemical contraption—an invention of the Ohrlavis that they call the *protoplasmic extruder*—reaches almost to the ceiling. Several lanterns affixed to ceiling hooks provide illumination. Equipment and notes are piled on the stone walkway to the southeast, between the two inflow passages.

Hazard: The *protoplasmic extruder* is designed to collect and refine the arcane slurry flowing through the sewers to produce rare and powerful oozes. Even with the supplemental information stolen from Nexus House, however, it merely produces rather ordinary ooze creatures with a nacreous green tint. The *protoplasmic extruder* functions as a hazard.

PROTOPLASMIC EXTRUDER

HAZARD 5

CONCENTRATE

MAGICAL

MECHANICAL

TRAP

Page 21

Initiative Stealth +10

Creatures: The Ohrlavi twins are here working on their *protoplasmic extruder* with the assistance of a soulbound doll named Kanker. The Ohrlavis are tall, wiry Garundi twins with high cheekbones and dark skin pockmarked with acid scars from long years of alchemical toil. Both have long, dark hair. Bijan wears his hair in two thick braids while Zaynap wears hers high on her head in an untidy bun. Both wear studded leather armor with straps and hooks to hold an array of alchemical tools and vials of alchemical weapons. Kanker is a stout, fleshy doll made of pale clay. It has rough facial features and an unfinished appearance, including several warts and rough knots. Kanker is unfailingly loyal to the Ohrlavis and eager to provide them whatever assistance they require, but its small size and thick digits makes it only situationally useful. Kanker keens loudly if the Ohrlavis are attacked, and it assaults its masters' attackers to the best of its ability.

The Ohrlavis assume that anyone intruding in this area of the sewer is coming to punish them for their theft of the Nexus House texts or any of their other recent thefts—the Ohrlavis know they've made many enemies and plan to strike back quickly. One of the twins gives a short verbal command to trigger the *protoplasmic extruder*, and both hang back to hurl alchemical bombs at targets who remain close together.

Kanker and the oozes fight until destroyed. If one of the Ohrlavis is defeated, the other surrenders or flees if reduced to fewer than 20 Hit Points or obviously outclassed by the PCs.

Perfecting the Extruder

While the PCs are engaging in their research and their investigations, the Ohrlavis are mastering their stolen alchemical lore and perfecting their *protoplasmic extruder*. If the PCs take more than 30 hours in total before arriving here, double the Hit Points of the oozes produced by the *protoplasmic extruder*.

Scaling Encounter B5

To accommodate a group of more than four PCs, make the following adjustments.

Five PCs: The *protoplasmic extruder* creates a gelatinous cube with each of its actions, rather than creating sewer oozes.

Six PCs: The *protoplasmic extruder* creates an ochre jelly with its first action (instead of a gelatinous cube) and it creates gelatinous cubes thereafter (instead of sewer oozes).

BIJAN AND ZAYNAP OHRLAVI

CREATURE 5

UNIQUE

NE

MEDIUM

HUMAN

HUMANOID

Page 21

Initiative Perception +11

KANKER

CREATURE 2

CN soulbound doll (*Pathfinder Bestiary* 304, page 21)

Initiative Perception +8

Reviewing the Texts: The walkway to the southeast includes an untidy pile of notes, tomes, and diagrams jammed into several wooden crates. For the most part, these are materials the Ohrlavis stole from Nexus House, including several works on ooze creation, the folio regarding the Open Road Pact, and the written records of The PCs find the records of Kerinha Napsunar's early adventures. The records indicate that Kerinha often undertook risky operations, such as rescuing religious artifacts by smuggling them out of Rahadoum. The folio details the Mwangi expedition by Durvin Gest, Selmus Foster, Gregaro Voth, and Kerinha Napsunar, as described in the first two paragraphs of this scenario.

Several other diagrams and notes are obviously stolen from other wizards and alchemists across Quantum. Sebneth can handle returning these to their owners, earning the PCs 4 Treasure Bundles.

Origin of the Open Road

CONCLUSION

Sebnet is happy to see the PCs return with the missing texts. If the PCs have any of the sewer slurry clinging to them, it gradually disperses as the Nexus House's enchantments subtly clean the PCs and their gear. Sebnet makes a cursory inventory of the texts the PCs return to her, but it's clear she's most interested in finding out more about the Open Road Pact. This piece of forgotten lore featuring the early heroes of the Pathfinder Society is something she is eager to know more about. She asks to have her scribes copy the folio as well; as with the other materials the PCs discovered in their research, she intends to let the PCs keep the originals and maintain a copy here in the Nexus House archives. If the PCs are reluctant to allow her to make copies, she doesn't press them, assuming this new information will make its rounds among the Pathfinder Society eventually.

Sebnet also aids the PCs with any other loose ends of their mission, such as ensuring the Ohrlavis are taken into proper custody if the PCs managed to capture them alive. Sebnet also provides the PCs with a *bag of holding type II* she discovered tucked away in the Nexus House archives while reviewing the recovered texts. She makes arrangements for the PCs' quick return to Absalom, wishing them a safe journey and inviting them back to Quantum at their soonest convenience.

Kreighton Shaine is pleased if the PCs managed to acquire all four pieces of archived information that he requested, but he's delighted to hear about the Open Road Pact and the folio that had been languishing in the Nexus House archives for centuries. The historical importance of the folio alone makes it a valuable find, but the tantalizing hints of key-bound treasures hidden in the Mwangi Expanse promise further adventure for the Pathfinder Society.

Reporting Notes

If the PCs acquired all four records they were sent to Nex to obtain, check box A on the reporting sheet. If the PCs interacted with Igrigi Lokar, check box B on the reporting sheet. If the PCs allowed Sebnet Sanserkoht to make a copy of the folio detailing the Open Road Pact before leaving Quantum, check box C on the reporting sheet.

Primary Objectives

The PCs fulfill their primary objective if they return to Kreighton Shaine all four records they were sent to obtain. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon, despite not being able to slot a faction boon during this scenario.

Secondary Objectives

The PCs fulfill their secondary objective if they recover the folio detailing the Open Road Pact from the Ohrlavis. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon, despite not being able to slot a faction boon during this scenario. PCs who complete this mission also gain the Nexian Researcher boon on their Chronicle sheet.

Origin of the Open Road

Player Handout #1: Letter from Kreighton Shaine

Illustrious Agents—

Thank you for agreeing to travel south to Quantum, the capital of Nex, on critical Pathfinder Society business. I hope you'll find the destination agreeable; Nex is an ancient land steeped in powerful magic and Quantum is a cosmopolitan city of merchants and wizards. As promised, this letter details the specific requirements of your excursion.

Your first order of business is to meet with Sebnét Sanserkoht and deliver her the sapphire I've included with this letter. She is the venture-captain of Nexus House, one of the earliest Pathfinder Society lodges. In fact, she might refer to herself as "vash-va-ton," a very old title that predates venture-captain. You could demonstrate respect by referring to her by this title; providing Sebnét with a good impression is critical to strengthening the relationship between the Grand Lodge and Nexus House. The sapphire I've given you is encoded with information we have in the Grand Lodge about Nexus House's founding, and Sebnét is eager to obtain it.

Your second task is to acquire information from the Nexus House archives on some of the very first Pathfinders. Our records from the early days of the Society have been frightfully damaged or mislaid in the numerous recent attacks on the Grand Lodge. Specifically, you're to recover information about:

- Expedition records of Durvin Gest, one of the most celebrated early Pathfinders, regarding his treasure hunts in the Mwangi Expanse.*
- A cargo manifest of spices penned by Selmius Foster, who opened the Vudrani spice trade to Absalom.*
- City permits drafted by Adolphus, Selmius' Foster's apprentice and founder of Nexus House.*
- Written records of early Pathfinder Kerinha Napsunar.*

Although this trip is primarily a research assignment, we're sending seasoned agents like yourselves to show Sebnét how seriously we take Nexus House's aid, but also because the information you're to collect is critical to the Grand Lodge.

*For amity and erudition,
Kreighton Shaine*

Origin of the Open Road

Player Handout #2: Note on Bill of Sale

Personal Note for Filing:

The attached Bill of Sale to Bijan Ohrlavi dated 2 Kuthona, 4717 AR details his only purchased treatise. Bijan inquired fervently about additional works, but plainly lacked the means to purchase additional ooze-related literature. His eagerness smacked of desperation, but I agreed to keep him and his sister in mind should they reappear with additional funds.

Further, his money was unpleasantly slimy to the touch.

-Igrigi Lokar, senior archivist

Player Handout #3: Scribbled Note in Alchemical Treatise

Zaynap

I'M DROPPING THIS OFF FOR YOUR REVIEW. THAT IGRIGI WAS OFFENSIVELY CONDESCENDING, AND HIS PRICES WERE MUCH TOO HIGH. I WAS ONLY ABLE TO NEGOTIATE THIS SINGLE TREATISE, WHICH I HOPE YOU FIND USEFUL. IF THIS DOESN'T GIVE US WHAT WE NEED, I'M OF HALF A MIND TO SIMPLY TAKE WHAT WE NEED FROM NEXUS HOUSE RATHER THAN DEAL WITH THAT ARROGANT BUFFOON AGAIN. HE ACTED AS THOUGH MY MONEY WAS BENEATH HIM TO EVEN TOUCH.

-BIJAN

Origin of the Open Road

APPENDIX: STATISTICS

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 A

As soon as anyone shows obvious interest in the missing material about oozes (as the PCs do when they acquire four successes in their research), all four of the statues animate and attack anyone in the archive. After 1 minute, if they haven't already been destroyed, the statues revert to inert stone. In the unlikely event that the PCs examine the statues closely and spot the animating runes before conducting their research, the statues activate at that point instead. The animated statues fight until destroyed.

ANIMATED STATUE

CREATURE 3

N **MEDIUM** **CONSTRUCT** **EARTH** **MINDLESS**

Perception +9; darkvision

Skills Athletics +11

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

AC 19 (15 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +5

HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15.

Speed 20 feet

Melee ✎ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

Origin of the Open Road

Encounter B1

A concealed fountain sprays acid from three separate nozzles whenever a creature steps on one of eight pressure pads concealed beneath the discarded detritus of the room. The locations of the fountain and its pressure pads are marked on the map on page 12.

ACID SPRAY FOUNTAIN

HAZARD 6

COMPLEX

MECHANICAL

TRAP

Stealth +16 (expert) or DC 26 (expert) to notice the concealed fountain

Description A concealed acid fountain with three nozzles is connected to eight pressure pads in the room.

Disable Thievery DC 26 (expert) on the fountain stops it from spraying acid, or Thievery DC 22 (expert) disables one of the nozzles and reduces the number of actions the trap can take by 1. When the number of actions is reduced to 0, the

fountain is disabled.

AC 24; **Fort** +14, **Ref** +13

Hardness 14; **HP** 56 (BT 28); **Immunities** acid, critical hits, object immunities, precision damage

Fountain Activation ➤ **Trigger** A creature steps on a pressure pad. **Effect** The trap makes an acid spray Strike against a random creature in the room, although the initial damage is reduced by 8 as the acid eats through the concealing boxes. The trap then rolls initiative.

Routine (3 actions) On its initiative, the trap makes an acid spray Strike against a random creature in the room for each of its actions.

Ranged ➤ acid spray +14, **Damage** 2d10+8 acid and 2d4 persistent acid damage; no multiple attack penalty

Reset The trap deactivates after 1 minute, at which point its acid reservoir is empty. It can't reactivate until this reservoir is refilled.

Origin of the Open Road

Encounter B2

A black pudding lurks in the wide pool of slurry in this room. The creature surges forward to confront any moving creatures it detects. It attempts to Grab its prey and pull it into the center of the slurry pool. The black pudding fights until destroyed.

BLACK PUDDING

CREATURE 7

N **HUGE** **MINDLESS** **OOZE**

Perception +9; motion sense 60 feet, no vision

Skills Athletics +18

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

Motion Sense A black pudding can sense nearby motion through vibration and air movement.

AC 14; **Fort** +18, **Ref** +6, **Will** +11

HP 165; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual

Corrosive Mass A creature that hits the pudding with a metal or wooden weapon must succeed at a DC 22 Reflex save or the weapon takes 2d6 acid damage (after dealing damage to the black pudding as normal). Thrown weapons and ammunition take this damage automatically with no save.

Split When the black pudding is hit by an attack that would deal slashing or piercing damage and has 10 or more HP, it splits into two identical puddings, each with half the original's HP. One pudding is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 20 feet, climb 20 feet; suction

Melee ♦ pseudopod +18 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus 2d6 acid, corrosive touch, and Grab

Constrict ♦ 1d8+7 bludgeoning plus 1d6 acid, DC 26

Corrosive Touch When the pudding hits a creature with its pseudopod, any acid damage is dealt to the creature's armor or clothing as well as the creature.

Suction The pudding can climb on ceilings and other inverted surfaces, though such surfaces are difficult terrain for it.

Origin of the Open Road

Encounter B5

The ceiling in this chamber is 16 feet high. The alchemical contraption—an invention of the Ohrlavis that they call the *protoplasmic extruder*—reaches almost to the ceiling. Several lanterns affixed to ceiling hooks provide illumination. Equipment and notes are piled on the stone walkway to the southeast, between the two inflow passages. The *protoplasmic extruder* is designed to collect and refine the arcane slurry flowing through the sewers to produce rare and powerful oozes.

The Ohrlavi twins are here working on their *protoplasmic extruder* with the assistance of a soulbound doll named Kanker. Kanker is unfailingly loyal to the Ohrlavis and eager to provide them whatever assistance they require, but its small size and thick digits makes it only situationally useful. Kanker keens loudly if the Ohrlavis are attacked, and it assaults its masters' attackers to the best of its ability.

The Ohrlavis assume that anyone intruding in this area of the sewer is coming to punish them for their theft of the Nexus House texts or any of their other recent thefts—the Ohrlavis know they've made many enemies and plan to strike back quickly. One of the twins gives a short verbal command to trigger the *protoplasmic extruder*, and both hang back to hurl alchemical bombs at targets who remain close together.

Kanker and the oozes fight until destroyed. If one of the Ohrlavis is defeated, the other surrenders or flees if reduced to fewer than 20 Hit Points or obviously outclassed by the PCs.

BIJAN AND ZAYNAP OHRLAVI

CREATURE 5

UNIQUE	NE	MEDIUM	HUMAN	HUMANOID
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Male and female human renegade alchemists (2)

Perception +11

Languages Common, Osiriani, Vudrani

Skills Acrobatics +13, Arcana +12, Crafting +16, Deception +9, Occultism +12, Stealth +13, Thievery +13

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

Items alchemist's tools, *alchemist goggles*, +1 *kukri*, studded leather armor

Infused Items Each alchemist carries 2 infused moderate acid flasks, 2 infused moderate bottled lightnings, and 2 infused moderate frost vials. These items last for 24 hours or until the next time the alchemists make their daily preparations.

AC 22; **Fort** +12, **Ref** +15, **Will** +9; +1 status on all saves vs. poison

HP 75

Speed 25 feet

Melee ♦ *kukri* +15 (agile, finesse, magical, trip), **Damage** 1d6+4 slashing

Ranged ♦ moderate acid flask +16 (range increment 20 feet,

splash), **Damage** 1 acid, 2d6 persistent acid, and 5 acid splash

Ranged ♦ moderate bottled lightning +16 (range increment 20 feet, splash), **Damage** 2d6 electricity and 5 electricity splash, plus flat-footed until the start of the alchemist's next turn

Ranged ♦ moderate frost vial +16 (range increment 20 feet, splash), **Damage** 2d6 cold and 5 cold splash, plus a -10 penalty to its Speeds until the end of the target's next turn

Quick Bomber ♦ The alchemist draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

Alchemist Goggles The alchemist's *alchemist goggles* allow them to ignore lesser cover when making Strikes with alchemical bombs.

Calculated Bomber The alchemist deals 5 splash damage with thrown alchemical bombs rather than the normal amount.

Sneak Attack (precision) If the alchemist's Strike hits a flat-footed creature, they deal 1d6 extra precision damage.

KANKER

CREATURE 2

CN	TINY	CONSTRUCT	SOULBOUND
----	------	-----------	-----------

Perception +8; darkvision

Languages Common

Skills Acrobatics +8, Occultism +4, Stealth +8

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

Personality Fragments A soulbound doll shares fragments of its donor soul's personality, though none of that creature's memories. This causes a soulbound doll to match the donor soul's alignment and gain the corresponding alignment traits.

AC 20; **Fort** +7, **Ref** +10, **Will** +6

HP 23; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 20 feet

Melee ♦ fist +10 (agile, finesse, magical), **Damage** 1d6+2 bludgeoning

Occult Innate Spells DC 18, attack +8; **3rd** *grease*, *levitate*; **Cantrips (1st)** *light*, *mage hand*, *prestidigitation*

Too Small to Wade Kanker is too small to easily traverse through the slurry in this room. It treats the slurry as difficult terrain.

PROTOPLASMIC EXTRUDER

HAZARD 5

COMPLEX	MAGICAL	MECHANICAL	TRAP
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Stealth +0 (trained); the DC to notice the *protoplasmic extruder* is 0

Description A spherical contraption of metal and reinforced hoses 20 feet in diameter, the *protoplasmic extruder* draws in the arcane slurry from Quantum's sewers and magically transforms the slurry into dangerous oozes.

Disable Occultism DC 22 (expert) twice or Thievery DC 24 (expert) causes it to lose its action on its next turn. Two successes (or one critical success) disables it completely;

Origin of the Open Road

dispel magic (3rd level; counteract DC 20) causes the *protoplasmic extruder* to lose its action on its next turn but never disables it.

AC 21; **Fort** +10, **Ref** +12

Hardness 12; **HP** 48 (BT 24); **Immunities** critical hits, object immunities, precision damage

Creator's Command ➤ **Trigger** Bijan or Zaynap Ohrlavi can speak and rolls initiative when within 60 feet of the *protoplasmic extruder*. **Effect** The *protoplasmic extruder* begins chugging more loudly and rolls initiative.

Routine ♦ On its initiative, the trap creates an ooze in an adjacent unoccupied space. The first time the *protoplasmic extruder* uses this action, it creates a gelatinous cube (*Pathfinder Bestiary* 254) that acts immediately and thereafter acts on the *protoplasmic extruder's* initiative. In following rounds, the *protoplasmic extruder* instead creates sewer oozes (*Pathfinder Bestiary* 254) that act in the same manner. Oozes created by the *protoplasmic extruder* are a nacreous green color; a gelatinous cube loses its transparent ability. All oozes created by the *protoplasmic extruder* are loyal to the Ohrlavis and act as they command.

The *protoplasmic extruder* can create no more than four oozes in total before it deactivates and resets.

Reset The *protoplasmic extruder* must gather reagents from the arcane slurry of the sewers for 24 hours before it can be reactivated.

SEWER OOZE

CREATURE 1

N **MEDIUM** **MINDLESS** **OOZE**

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+4 in sewers)

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

Motion Sense A sewer ooze can sense nearby motion through vibration and air movement.

AC 8; **Fort** +9, **Ref** +1, **Will** +3

HP 40; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Speed 10 feet

Melee ♦ pseudopod +9; **Damage** 1d6+1 bludgeoning plus 1d4 acid

Filth Wave ♦ **Frequency** once per minute; **Effect** The sewer ooze unleashes a wave of filth, covering all creatures within a 20-foot emanation. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 acid damage and take a -10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

GELATINOUS CUBE

CREATURE 3

N **LARGE** **MINDLESS** **OOZE**

Perception +5; motion sense 60 feet, no vision

Skills Athletics +11 (+13 to Shove)

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

Motion Sense As sewer ooze.

Transparent A gelatinous cube is so clear that it's difficult to spot. A successful DC 23 Perception check is required to notice a stationary cube, and a creature must be Searching to attempt this check. A creature that walks into the cube is automatically Engulfed (this usually causes the GM to call for initiative).

AC 10 **Fort** +12, **Ref** +0, **Will** +5

HP 90; **Immunities** acid, critical hits, mental, precision, unconscious, visual;

Resistances electricity 5

Speed 15 feet

Melee ♦ cube face +11, **Damage** 1d6 acid plus paralysis

Engulf ♦♦ DC 19, 2d6 acid, Escape DC 19, Rupture 7. A creature Engulfed by the gelatinous cube must also attempt a saving throw against paralysis.

Paralysis (incapacitation) A creature Engulfed by the cube or hit by its attack is paralyzed unless it succeeds at a DC 20 Fortitude save. A victim can attempt a new save to recover at the end of each of its turns.

Weak Acid A gelatinous cube's acid damages only organic material—not metal, stone, or other inorganic substances.

OCHRE JELLY

CREATURE 5

N **LARGE** **MINDLESS** **OOZE**

Perception +7; motion sense 60 feet, no vision

Skills Athletics +13

Str +4, **Dex** -5, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense As sewer ooze.

AC 12; **Fort** +15, **Ref** +4, **Will** +7

HP 150; **Immunities** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

Split Whenever an ochre jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage and the ochre jelly has at least 10 HP, the jelly splits into two identical jellies with half the original's HP. One jelly is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 15 feet, climb 10 feet

Melee ♦ pseudopod +15, **Damage** 1d8+7 bludgeoning plus 2d4 acid and Grab **Constrict** ♦ 1d8+3 bludgeoning plus 1d4 acid, DC 23

Ochre Acid An ochre jelly's acid damages only flesh—not bone, stone, wood, or other materials.

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APPENDIX 2: MONSTER AND NPC ART



ANIMATED STATUE

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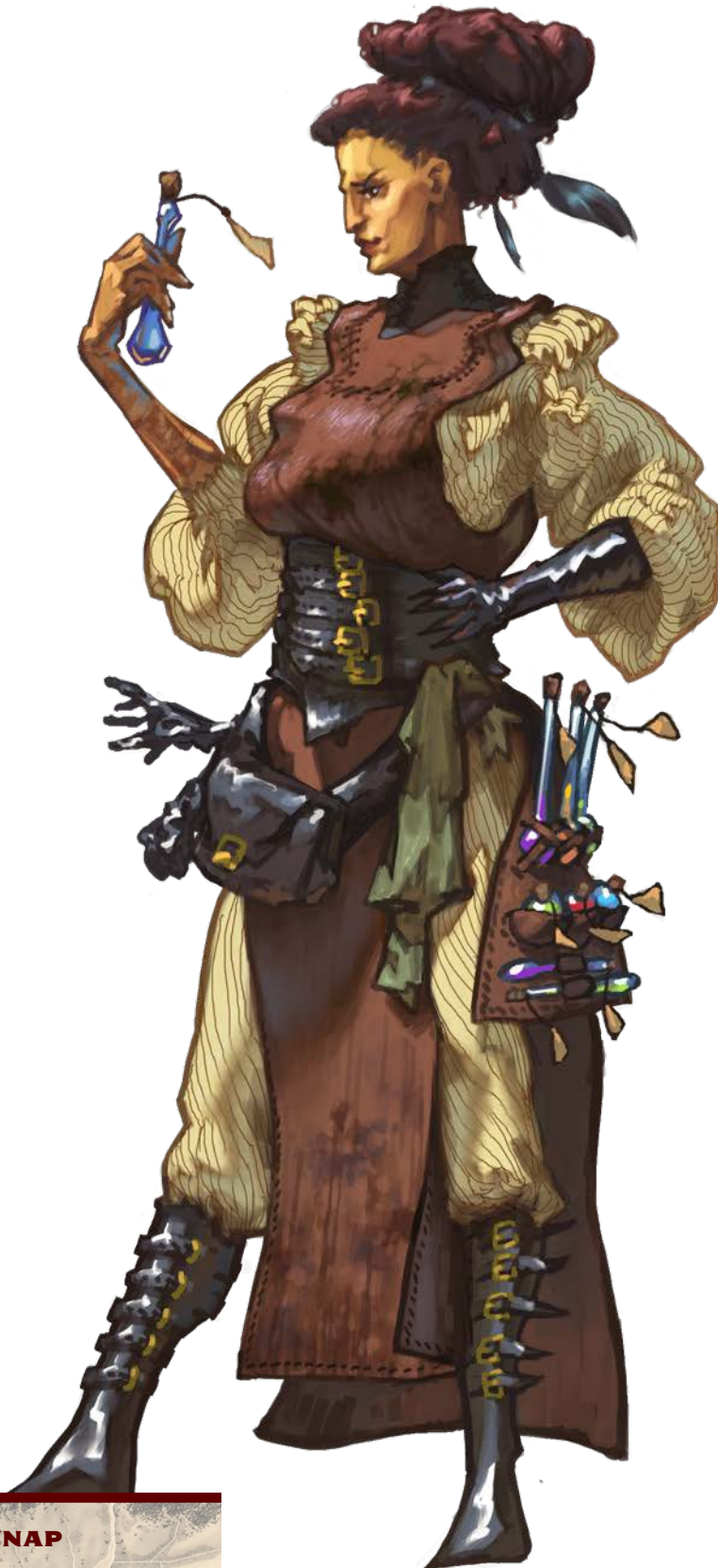
BLACK PUDDING

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KANKER

Origin of the Open Road



ZAYNAP

Origin of the Open Road



SEWER OOZE

Origin of the Open Road

GM RESOURCES

TREASURE TABLE

Level	Treasure Bundle
5	10 gp
—	—
—	—
—	—
—	—
—	—

CHRONICLE SHEET

Characters who complete this special gain the *bag of holding type II* on their Chronicle sheet.

Characters who achieve the secondary objective gain the Nexian Researcher boon on their Chronicle sheet.

Characters who find the *ring of the ram* in area B1 gain it on their Chronicle sheet.

Characters who retrieve the *dagger of venom* from area B3 gain it 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:		
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
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		☐

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		☐

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
		☐

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Pathfinder Society Scenario #1-00: Origin of the Open Road

Character Chronicle #

Herolab Code

S9H6

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

Adventure Summary

A group of experienced Pathfinder agents traveled to the Nexus House lodge in Quantum. Sent to retrieve records, the agents found themselves caught up in a hunt for thieves who infiltrated the lodge and inadvertently made off with important historical documents along with their intended target: treatises on the creation of deadly oozes.

Special: This adventure was designed for use with pregenerated characters. You can assign this Chronicle sheet to any character of levels 1–5 who does not already have a copy of this Chronicle sheet.

Boons

☐☐☐ **Nexian Researcher** You can check a box next to this boon whenever you attempt a Pathfinder Society Lore check as part of the action required for that check. If you are Untrained in Pathfinder Society Lore, you can add your level to your Intelligence modifier when determining your bonus to this check. If you are at least Trained in Pathfinder Society Lore, you gain a +2 circumstance bonus to this check instead. If the check is made in relation to Durvin Gest, Selmius Foster, Gregaro Voth, or Kerinha Napsunar, you do not need to check a box to use this boon.

Items

bag of holding type II (level 7; 300 gp)
dagger of venom (level 5; 150 gp)
ring of the ram (level 6; 220 gp)

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

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

REWARDS

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 #