

Cosmic Captive Table GM Posts

Part 1

GM: This template contains two posts: the post including all the knowledges and the post with the supplies. In my opinion two different posts works better than one huge wall of text in which you want to convey several messages. You can post them back to back.

FIRST POST

Starlight brightens the grassy plain surrounding the immense Spire of Nex. Overhead, a comet lazily streaks across the night sky. Heavily armed patrols guard the perimeter, and the shadow of great wings occasionally blots out the stars. Sharp flashes of amethyst light, quick shouts, and chanting briefly periodically rise above the waiting crowd's chatter as spellcasters hurriedly construct and maintain crackling wards. These efforts revolve around a thirty-foot-tall upright gleaming metal ring constructed at the Spire's base.

You might hear rumors of the Society's latest activities related to this gathering.

[ooc]Diplomacy (Gather Information). One roll: open all spoilers that apply.[/ooc]

[spoiler=DC 12+]Absalom is all abuzz with numerous and colorful tales about the sudden appearance of a new light in the night sky. Fortunetellers and doomsayers crowd the streets, shouting stories and warnings of what this portends. [/spoiler]

[spoiler=DC 17+]Messengers have been arriving in the Grand Lodge from around the Inner Sea with tales of strange gateways appearing around the world. Scholars have attended closed-door meetings with Master of Spells Sorrina Westyr to discuss this phenomenon as well as a sudden upheaval in the Elemental Planes. [/spoiler]

[spoiler=DC 22+]An ambassador from the elves of Kyonin met with members of the Decemvirate. Shortly afterward, the Society's leaders commissioned scribes to copy a number of elven scrolls concerning the solar system and interplanetary travel. [/spoiler]

[Spoiler=DC 27+]The Society has gathered a number of rare Numerian relics related to survival in airless environments. Additionally, the Society recently recovered fragments from a broken aiudara (also known as an elf gate) and shipped them to the Cairnlands north of Absalom.[/spoiler]

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You might know the significance of the Spire of Nex and what it might be used for.

[ooc]Knowledge (Arcana) or Knowledge (History). One roll: open all spoilers that apply.[/ooc]

[spoiler=DC 10+]The Spire of Nex is a mile-high column of smooth grey stone a few hours north of Absalom. The Archmage Nex constructed the Spire during his unsuccessful siege of Absalom in 166 AR[/spoiler]

[spoiler=DC 20+]The Spire has no obvious entrances on any surface, but is said to have contained Nex's armies. The building seems to bend both space and magic around itself.[/spoiler]

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You might know more about the new comet in the sky.

[ooc]Knowledge (Geography) or Profession (Astronomer). One roll: open all spoilers that apply.[/ooc]

[spoiler=DC 10+]A new comet appeared several months ago. It does not match any known comets, and its trajectory seems highly irregular.[/spoiler]

[spoiler=DC 15+]The comet recently traveled past Akiton, and it should travel past Golarion within the next 24 hours. Initial observations showed it was rotating slowly, but it has now stopped spinning altogether.[/spoiler]

[spoiler=DC 20+]The comet is venting a tremendous amount of air, rather than the ice crystals and water vapor normally associated with such objects. A shallow atmosphere has formed around the celestial body.[/spoiler]

[spoiler=DC 25+]The comet is actually an asteroid known as Aucturn's Tear, a piece of the Diaspora asteroid belt. Aucturn's Tear passes through the solar system every 56 years, but according to records and eyewitnesses, it has never shone so brightly before.[/spoiler]

SECOND POST

A tall elven man approaches your group. He is followed by a youngster dragging a small cart in which you see stacks of small rucksacks. You notice other people moving around the group that are also followed by an adolescent with a cart.

[b]"Well met, I have been tasked by the Venture officers to provide magical assistance on your trip outside of Golarion's atmosphere and into a low-gravity environment."[/b]

He waits for a moment to let the news sink in.

[b]"Yes, the comet! I won't be joining you there. But I can protect you from environmental temperature extremes, the vacuum of space, and damage dealt by radioactivity. I wouldn't plan on leaving Golarion without it!"[/b]

[b]"It lasts for the better part of the day and I can cast it on each of you. The faction leaders have agreed that together they will pay for the costs. Of course they will find a way to make you pay for it in the end, but you first need to survive on the comet..."[/b]

He reaches into his spell component pouch [b]"So, what do you say? Who wants it?"[/b]

[ooc]I [b]strongly[/b] advise you to make use of the spell. This special spell will cost you 1 prestige point and lasts 11 hours in-game time, starting in act 2 (which starts tomorrow)[/ooc]

Later the elf takes one of the small sacks from the youngster [b]"In addition, the Society has put together caches of supplies to help Pathfinders trapped in hostile conditions make it back in one piece."[/b] He hands over the rucksack.

[ooc]Each PC receives two pouches of air crystals, a potion of endure elements, and one snapleaf.[/ooc]

GM: PLEASE ADJUST FOR YOUR TIER

SUBTIER 1-2 [ooc]Your party also receives one wand of cure light wounds (10 charges)[/ooc]

SUBTIER 3-4 [ooc]Your party also receives one wand of cure moderate wounds (5 charges)[/ooc]

[spoiler=Air crystals]These unpleasant-tasting, alchemically grown crystals release breathable air when chewed. A pouch of air crystals provides 1 minute of breathable air. Placing air crystals in your mouth takes a standard action; chewing them each round is a free action. Any attempt to speak while chewing air crystals negates any remaining duration. [/spoiler]

[spoiler=Snapleaf] This crystalline carving looks like a hand-sized tree leaf. It is usually worn around the neck on a strap so it is within easy reach, but can be affixed to a belt or clothing just like a badge. Activating a snapleaf is an immediate action and gives the bearer the benefits of feather fall and invisibility. The duration of the two effects work independently; ending one early does not affect the other. The item cannot be activated to provide just one of these two effects; they are always activated simultaneously.
[/spoiler]

Part 2

POST TO GIVE THE PLAYERS THE OPTIONS FOR EXPLORATION

[ooc]Time: 0:01 after arrival[/ooc] **ADJUST FOR LONG COMBAT**

[b]"You handled those **INSERT ENEMY FROM PREVIOUS ENCOUNTER** with flair!"[/b] A Varisian woman is leaping towards you, she is obviously enjoying the low gravity.

[b]"We have located the three avenues of approach and have some more information on them. It is your choice how to proceed, so here is what we know:"[/b]

[ooc][b>Area B: Into the Crater[/ooc]

[b]"The crater is swarming with defenders. If you choose to go there you need to be prepared for combat, but it seems the most direct route to the center of the asteroid."[/b]

[ooc][b>Area D: The Frozen City[/ooc]

[b]"We have located a frozen city on the asteroid's dark side. If you want you can explore the city to see if we can find the means to help the trapped being."[/b]

[ooc][b>Area F: Sea of Light[/ooc]

[b]"On the sunny side we have located the wreck of a metal craft. It might contain the same kind of objects as can be found in Numeria. If you want to explore that be aware that that side of the asteroid is bathing in direct sunlight, without any protection from an atmosphere."[/b]

[b]"It is your decision, I'll be off to brief that group over there on what we found"[/b] and she moves away before you can even start to think of questions.

[ooc]Where do you go?[/ooc]

(EARTH) CRATER

B1 CRATER DESCENT

From the edge, the crater's bottom is a distant sight, and the vastness of stars and void looms overhead. Some incredible force tore open the ground here, leaving the stone shattered and sharp. The rocks are unusually warm to the touch and willfully twist and cut when grasped. In contrast, the gentle breeze pouring up from below is pleasant and hale.

B2 EARTH GUARDIANS

The terrain smooths out and contains paths fit for travel at the crater's bottom. Uneven trails converge toward a vast unnatural cavern entrance hollowed out of the basin. Signs of once-impenetrable defenses litter the area, battered and toppled as if broken down from within.

B3 GATEWAY TO THE VAULTS

What was once a massive convex wall has since shattered, flinging many chunks of rock outward as other fragments collapsed inward. Even now, the wall seems to undulate and ripple as it slowly knits itself back together. A sickly heat radiates outward from the walls, and hundreds of feet deeper inside stands a staggeringly titanic set of stone doors. Some immense force inside the asteroid has warped these barriers, hurling them open.

(EARTH) VAULT ENTRANCE

C1 CULTIST CHAMBERS

Vaulted arcs of stone create a bizarre network of geometric recesses, like a petrified beehive but orders of magnitude larger. In one cell stands an altar smeared with blood and ochre.

C2 STAGING GROUNDS

The ceiling of this deep chamber is barely visible in the distance. Stairways designed for giants connect multiple levels, and bright illumination wipes away the shadows, unlike most other areas on the asteroid. A central platform inscribed with arcane runes hangs carefully balanced in the center of this network of enormous pathways paths. The floor of the platform appears to be a never-ending cascade of earth, forever falling into a black void.

C3. WARDEN OF THE VAULT

Tunnels twist and turn into dozens of dead-ends, each of which terminates in a rapidly shifting portal through which other locations on the asteroid are visible.

(WATER) FROZEN CITY

D1. FOREST OF EXILES

A vast forest of lifeless trees blankets this landscape. A thin layer of ice coats each branch, tracing dappled shadows in the starlight. A dark, half-fallen spire rises in the distance, while running water splashes nearby alongside the sound of vicious combat.

D2. A REMNANT OF IOVO

The gentle wind brings a semblance of life and movement to a vast frozen city. Failing enchantments causes stone to crumble and rebuild from moment to moment. A thick sheen of ice and snow covers every surface. A few structures around a temple plaza bear signs of recent repairs and habitation, and the icy, shattered remains of fifteen-foot-tall, willowy humanoids lie scattered across the cobbles.

D3. SERVANTS OF KELIZANDRI

A broken stone tower at the center of the city resonates with an unnerving note as wind forcefully billows out as if it were some manner of alien pipe organ. Ice creeps around the entrance, and the howls of hunting predators ring through the surrounding structures.

(WATER) ICE RESEVOIR

E1. PITFALLS

Powerful gusts of warm air howl through these twisting tunnels of ice. The passages turn upon themselves and end in sudden precipices. The footing is treacherous, and a step to either side drops into chasms clouded by freezing mist.

E2. PRISON GUARDS

The frozen tunnels level off, causing the melting water to accumulate in bone-chilling pools. Droplets run down the thawing walls with supernatural purpose, whittling away relief carvings of an enormous dragon devouring entire cities.

E3. BREAKING THE ICE

Several tunnels lead into this expansive ice cavern, in which rests an enormous block of ice bound in chains that hang from the icicle-covered ceiling. Hundreds of figures are flash-frozen within, caught in a moment of horror and agony. At the front of the inanimate crowd stands a regally clad giant who stares ahead with defiance.

(FIRE) SEA OF LIGHT

F1. SERVANTS OF YMERI

Magma bubbles to the surface throughout the area here and lava flows about in wide-ranging rivers across the burning fields. Some inactive tunnels do show signs of habitation, and the crackling sound of Ignan-speaking voices echoes against the obsidian formations.

F2. CRASH SITE

A crashed vessel of shining metal stands in sharp contrast to the lurid reds and blacks of the igneous landscape. Scorch and claw marks ravage the hull, but a fiery propulsion system seems mostly intact and juts toward the stars at an angle.

(FIRE) LABYRINTH OF FLAME

G1. INFERNO'S COURT

Plumes of cool air grow hot and dry as they rush out from this network of igneous tunnels. A palace constructed of obsidian bricks stands high within a large cavern, surrounded by

cultivated gardens containing brass mockeries of plant life and elegant pools of lava. The gates stand open without a guard in sight, while sounds of revelry emanate from within.

G2. THE LABYRINTH

Wind rushes up from the many twisting tunnels carving through the area, but offers no clear indication of the true path forward. The deviousness of each dead end and false path could never have arisen naturally.

G3. WORM NEST

An unsteady rumbling shakes the tunnels, showering debris from the ceiling. The pained cry of an immense alien creature reverberates through the area.

Part 3

H1. HITCHING A RIDE

A rune-scribed floating island begins drifting beneath the tunnel and brushing against the lowered ropes. [B]“These rocky fragments gravitate toward the fortress,”[/B] Sorrina shouts as she hangs from a rope. [B]“If we can cling on before it travels out of reach, it should carry it toward our destination.”[/B] The iceberg-sized rock spins slightly, revealing a host of undead cultists that cease their chanting, point toward the Pathfinders, and let loose unholy wails. [B]“Now!”[/B] cries the Master of Spells, and agents begin rappelling down to the crude platform.

H2. SHIFTING PASSAGES

The floating Vault is nearly a half-mile wide with defenses established in every direction. An adamantine shell encloses the structure; however this has been ruptured, and strands of the sky metal practically bleed from the holes in a vain attempt to repair the damage and reseal the area completely. The ground bulges all about, and chunks of earth and metal explode periodically as blasts of air billow out from within, driven by an unseen force.

H3. SHATTERED SANCTUM

A heavily worn set of stairs leads from claustrophobic tunnels into an eroded cavern studded with sand-scoured crystals that emit cool, faint light. The jagged foundations are all that's left of metal walls—the fragments of which now jut from the wall like throwing knives. An immense, intricate, thousand-sided polyhedron made of sky metals floats within a tight series of binding circles. As blasts of air erupt from the polyhedron, the surface's shattered facets regenerate before being blasted apart on another side.