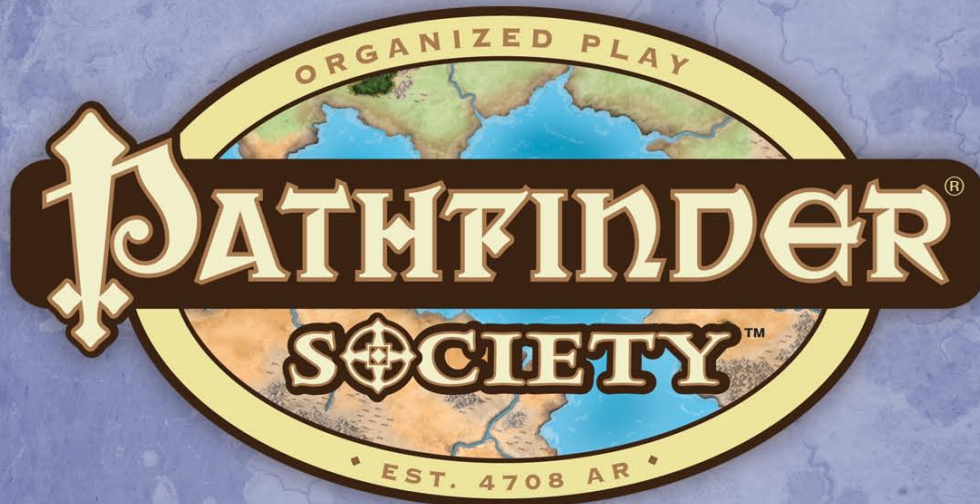


A PATHFINDER SOCIETY SCENARIO



THE HERESY OF MAN, PART III BENEATH FORGOTTEN SANDS

By Greg A. Vaughan
and Kevin Wright



THE HERESY OF MAN, PART III: BENEATH FORGOTTEN SANDS

PATHFINDER SOCIETY SCENARIO 2-09

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The OGL can be found on page 22 of this product.

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THE HERESY OF MAN, PART III: BENEATH FORGOTTEN SANDS

BY GREG A. VAUGHAN AND KEVIN J. WRIGHT



Facing a virulent plague outbreak near the Rahadoumi city of Manaket, the Pathfinder Society dispatched a team of agents to smuggle a cleric into the region to assist an entrenched archeological team in the village of Wadi al-Hesr. Not long thereafter, the same Pathfinders were sent into a deadly necropolis to investigate the archaeologists' disappearance, and in the process discovered a puzzle map to an ancient Jistkan ruin in the barren deserts of the nation's interior.

With the map decoded and the secrets of a long-lost empire within their grasp, Venture-Captain Obo of the Manaket Lodge again calls on the same Pathfinders to track down a traitor in the Society and discover what power lies beneath forgotten sands.

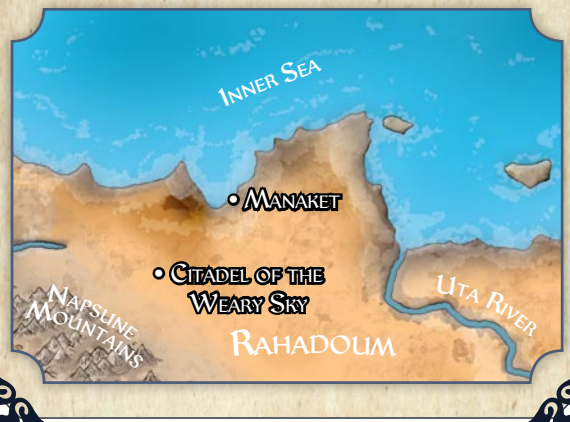
ADVENTURE BACKGROUND

Ever since the days of Verdizaam Charad, the Immolated Mirza, the Jistka Imperium's Citadel of the Weary Sky has lain desolate and abandoned. Originally called the Jaizun Citadel, it was once one of many grand Jistkan fortresses where elementalists and conjurers summoned a multitude of genies and elementals to bolster their armies. The great magic expended in drawing these creatures from the elemental planes interacted strangely with an unknown natural phenomenon, breaking reality around the citadel. The sky above the Jaizun Citadel constantly roiled with unfettered elemental energy and conjuration magic stopped working consistently. Unsure of the phenomenon's cause or purpose, the Jistkan elementalists abandoned the newly renamed Citadel of the Weary Sky to another much like it, leaving only a small contingent behind to study the planar rift in the sky.

Unfortunately for the Jistkan mages, the raw destructive energy filling their citadel attracted the attentions of a foul enemy—Ahriman, Lord of the Divs. As the Osirian armies under the influence of sinister Usij cultists turned to the power of evil divs to battle Jistka's genie troops, Ahriman himself directed his destructive rage at the Citadel of the Weary Sky, making an example of the most visible of his enemy's extraplanar recruiting stations. With but a small nudge from his near-indescribable

WHERE ON GOLARION?

The Citadel of the Weary Sky lies buried beneath the harsh desert sands of central Rahadoum, approximately halfway between the city of Manaket and the Napsune Mountains. For more information on the godless nation of Rahadoum, see the *Pathfinder Chronicles Campaign Setting* or *Pathfinder Campaign Setting: The Inner Sea World Guide*.



might, the rent in reality above the citadel became a tear, and from there a gash. Elemental chaos broke loose, and the formerly weary sky over the citadel became a raging torrent of acidic banks of fog, crackling electrical storms, hurricane blasts of furnace winds, and sudden downpours of black rain and pomegranate-sized hail.

The citadel was pummeled and beaten beneath the onslaught, and the very land around it withered in protest against Ahriman's fury. The remaining wizards and conjurers turned all of their magical might to defend against this unworldly destruction, but after a week of black fogs and strange flashes of magical lightning, the sky cleared and the citadel was gone. Only a crater of battered and broken earth remained where the fortress once stood.

With the Pathfinders' recent retrieval of the Jistkan puzzle map from the tomb of Verdizaam Charad (see Pathfinder Society Scenario 2–07: *The Heresy of Man, Part II: Where Dark Things Sleep*), the Society once again sends

THE HERESY OF MAN SERIES

Beneath Forgotten Sands is the third part of The Heresy of Man series set in the godless nation of Rahadoum on the northwest corner of Garund. All three parts of The Heresy of Man series are designed for Tiers 5–9 and are meant to be played in order: *The First Heresy* first, followed by *Where Dark Things Sleep*, and concluding with this adventure, *Beneath Forgotten Sands*. If players at your table have not played the first two installments of the series before this adventure, provide them with the “story so far” information before the adventure background on page 3.

the Pathfinders to plumb the depths of history. This time, however, they are not alone. Amenopheus, the Sapphire Sage, former head of the Osirion faction in Absalom, has joined the ranks of the Shadow Lodge and betrayed the Pathfinder Society. He now makes his way to the Citadel of the Weary Sky with a complex plan in mind. With the assistance of a team of hired mercenaries, Amenopheus has headed into the desert, with the Pathfinder Society close on his heels. Unbeknownst to both the Pathfinder Society and the Shadow Lodge, a terrible half-fiend janni named Achistem B'rith has also followed Amenopheus' expedition, hoping to attain some of Ahriman's power at the site of so much of his destruction.

SUMMARY

Having discovered the location and means to breach the legendary Citadel of the Weary Sky, the Pathfinder Society sends the PCs to continue what the late Wadi al-Hesr mission began. Using the secrets of the recovered puzzle map, the PCs locate the desert depression that once held the citadel and find that someone has already bypassed the obstacles needed to open the way. Moving into the subterranean complex, the PCs discover a band of mercenaries under the employ of the Shadow Lodge waiting for their master to return from the lost citadel below.

As they venture into the newly unearthed citadel, swallowed whole by the very earth on which it stood and now existing in a cyst beneath the desert, the PCs find a small group of mercenaries charmed by a powerful div who uses them as bait to attract the PCs' attention. Further into the sunken citadel, the PCs must avoid a series of lava geysers and the terrible magma elemental that calls the flocs home. As they follow the Shadow Lodge's trail into the citadel's temple, they encounter a strange salamander with a powerful flute. At the pinnacle of the spire, the PCs find the citadel's de facto ruler, a mad Usij cultist convinced that he is a mortal manifestation of Ahriman himself.

GETTING STARTED

Read the following to get the adventure underway:

Venture-Captain Obo holds a lit brass lamp over the table in his private study and peers closely at the odd clay and metal configuration that lies on the table-top: the Jistkan puzzle-map. Obo traces a finger across the ornate script that covers the map's surface.

“Astounding,” he says, a touch of wonder in his voice. “This artifact is thousands of years old. An impressive find to say the least. Our loremasters and linguistic experts had a difficult time uncovering its meaning, but their effort and perseverance paid off. The puzzle-map tells of a forbidden stronghold long hidden in the desert sands: the Citadel of the Weary Sky. A place accursed—or blessed, they are not quite certain—by Ahriman, the Lord of the Divs himself.

“The citadel is called ‘an oasis of spite to pierce the barren heart’ where ‘stormfronts apprehend profoundest depths of fury.’ The map tells of a door that grants passage to this wondrous city: the Bleak Portal. It gives the location of this portal and the key whereby entry is granted.”

Before continuing, Obo glances around and pulls the curtain closed, blotting out the sounds of the city streets below.

“That's not all, though, friends. There is darker news indeed. This seven-thousand-year-old buried citadel of the Jistka Imperium is exactly the secret that the Pathfinders stationed in Wadi al-Hesr gave their lives to discover. I don't have to tell you about the dangers involved,” he says with a meaningful look.

“Texts on the Citadel of the Weary Sky speak of a powerful ring Jistkan mages used to bend elementals to their wills. I fear such a device falling into the wrong hands could mean the Society's undoing. I've had word from Absalom this morning that a courier bearing a message from me was found knifed in an alley there. It seems that the Shadow Lodge is after this very citadel and the supposed secrets of omnipotent elemental power that it holds. We know they knew it's what we were after because they tried to sabotage our mission to save the Wadi al-Hesr project, and we know they know we've found the citadel's location with their interception of my message. So watch your backs at all times. We still don't know who all is involved with the Shadow Lodge, but I believe we can trust you; the traitor in our midst did try to get you killed at Qassabah Heb Amar, after all.

“So good luck, Pathfinders. May the gods find their way to look down upon you in this gods-forsaken land and grant you good fortune.”

Venture-Captain Obo has little else to offer the PCs. He keeps the puzzle-map for transport to the Grand Lodge, but provides the PCs with copies of the instructions and clues that have been discovered within it. They know, for instance, that the ruins of the citadel lie a week's

travel into the desert south of Manaket and how to find the haunted depression where the citadel is said to lie. They also know that three spells are required to unlock its secrets: *gust of wind* to sweep the sands away from the doorway, *arcane sight* to reveal the hidden entrance, and *knock* to gain access to the Bleak Portal. If the PCs do not have these spells, scrolls for them can be purchased at regular prices in the markets of Manaket. If they cannot afford them, Obo fronts them the cost, though he demands it be repaid to him out of the plunder gained in the adventure. If they have no one capable of casting the spells, he loans them a *major ring of spell storing* in which they can pay to have the spells cast for them. They are required to return the ring to him upon the completion of the quest, however.

While the PCs are in the markets of Manaket, allow them to make whatever other travel arrangements they would like. Obo provides them with camels and sufficient supplies to make the trek, so they need not shoulder that expense on their own. PCs succeeding at a DC 25 Knowledge (history) check know the information in the Adventure Background section regarding the Citadel of the Weary Sky and its destruction.

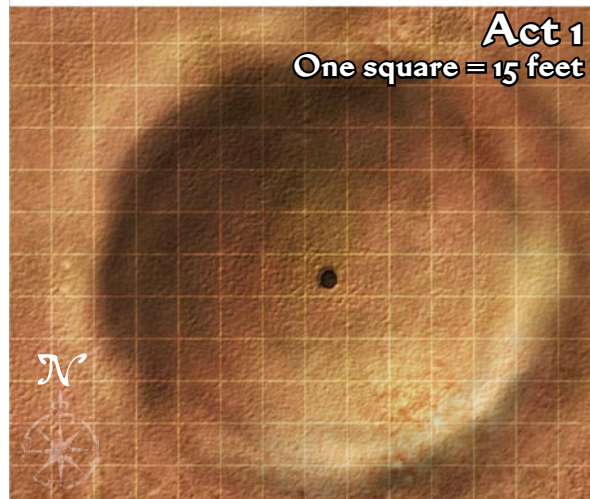
ACT I: DEATH IN THE DUST (CR 6 OR CR 9)

The journey across the desert to the Citadel of the Weary Sky is harsh and taxing but uneventful. Eventually, the PCs arrive at the location where the puzzle-map says the citadel once stood. When they arrive at the edge of the wide desert depression indicated by the puzzle-map, read the following.

The crater lies like a pockmark on the blinding white of the desert floor. The sand in the depression is charred brittle-black, and strange, glassy smudges spread throughout the basin. A hot breeze slithers across the sand, doing nothing to relieve the intense heat. Through the windswept dust, the shape of a gaping underground passage stands in jarring contrast to the monotonous desert landscape.

Obo's instructions indicated that the PCs would need to open the Bleak Portal and uncover the pathway to the citadel, but the PCs should realize fairly quickly that someone has already done so. The Shadow Lodge mercenaries, led by Amenopheus, came this way a day earlier and have already bypassed the portal's defenses. In their wake, they left behind the now-opened 20-foot-wide portal on the crater floor.

Creatures: The recent activity in the black crater attracted the attention of a colony of nearby dust diggers that have since moved to surround the Bleak Portal. They



have positioned themselves in a semicircle 15 feet from the entrance, waiting for their prey to emerge. Though they expect their next meal to come from the tunnel, they do not hesitate to attack the Pathfinders as they approach from the other direction.

Tier 5–6 (CR 6)

DUST DIGGERS (2)

CR 4

Pathfinder RPG Bestiary 2 112

N Large aberration

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 42 each (5d8+20)

Fort +5, **Ref** +1, **Will** +4

OFFENSE

Speed 10 ft., burrow 20 ft.

Melee bite +5 (1d8+3 plus grab), 5 tentacles +3 (1d4+1 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks sinkhole, swallow whole (2d8+4 bludgeoning, AC 13, 4 hp)

TACTICS

Before Combat The dust diggers lie beneath the sand, waiting to ambush the first living thing to pass by.

During Combat The dust diggers begin combat by activating their sinkhole ability. On all subsequent rounds, they attack any creature in reach, hoping to grab and swallow as many as they can. If all creatures move out of reach, the dust diggers burrow beneath the sand to pursue.

Morale The dust diggers are hungry and fight to the death.

STATISTICS

Str 17, **Dex** 11, **Con** 18, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 17

Feats Improved Initiative, Multiattack, Skill Focus (Stealth)

Skills Perception +5, Stealth +5 (+13 in ambush); **Racial Modifiers** +8 Stealth in ambush

SPECIAL ABILITIES

Sinkhole (Ex) A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger's reach must make a DC 15 Reflex save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a DC 15 Reflex save or become entangled and fall prone—if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The save DC is Strength-based.

Tier 8–9 (CR 9)

ADVANCED GIANT DUST DIGGERS (3) CR 6

Pathfinder RPG Bestiary 2 112, 292, 293

N Huge aberration

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +6

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)

hp 62 each (5d8+40)

Fort +9, **Ref** +2, **Will** +6

OFFENSE

Speed 10 ft., burrow 20 ft.

Melee bite +8 (2d6+7 plus grab), 5 tentacles +6 (1d6+3 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks sinkhole, swallow whole (3d6+6 bludgeoning damage, AC 16, 6 hp)

TACTICS

Before Combat The dust diggers lie beneath the sand, waiting to ambush the first living thing to pass by.

During Combat The dust diggers begin combat by activating their sinkhole ability. On all subsequent rounds, they attack any creature in reach, hoping to grab and swallow as many as they can. If all creatures move out of reach, the dust diggers burrow beneath the sand to pursue.

Morale The dust diggers are hungry and fight to the death.

STATISTICS

Str 25, **Dex** 13, **Con** 26, **Int** 2, **Wis** 15, **Cha** 14

Base Atk +3; **CMB** +12 (+16 grapple); **CMD** 23

Feats Improved Initiative, Multiattack, Skill Focus (Stealth)

Skills Perception +6, Stealth +8; **Racial Modifiers** +8 Stealth in ambush

SPECIAL ABILITIES

Sinkhole (Ex) A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger's reach must make a DC 19 Reflex save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a DC 19 Reflex save or become entangled and fall prone—if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The save DC is Strength-based.

Development: The tunnel drops straight down for 10 feet and requires only a DC 5 Climb check to safely descend. It quickly levels off and narrows to a 10-foot-wide passage of carved stone. After 50 feet, the passage ends at a steep staircase leading down. The stairs are made of polished gold and veined marble, and the sandstone walls and ceiling are decorated with exquisite, colorful mosaics of ancient Jistka. PCs who succeed at a DC 20 Knowledge (dungeoneering) or Knowledge (engineering) check at the top of the stairs recognize that a hidden door recently slid into a recess in the wall. There is no visible method to close the doorway.

Mission Notes: Qadira faction PCs will likely be interested in collecting a specimen from one of the defeated dust diggers.



ACT 2: MEET THE COMPETITION (CR 7 OR CR 10)

The short steps of this narrow sandstone tunnel lead steeply downward. The mosaics covering the walls and ceiling depict the history of Jistka: the construction of grand cities beneath cloudless skies, armies of golems and genies marching to war, the slaughter of enemies, and the crowning of regal kings.

At the foot of the stairs, the passage opens into a circular room, its walls and ceiling enameled a midnight blue. A narrow hole lies in the center of the white-tiled floor, ringed by shining brass. A fountain lies across from the stairway. Water spills from it, runs across the floor, and disappears down the hole.

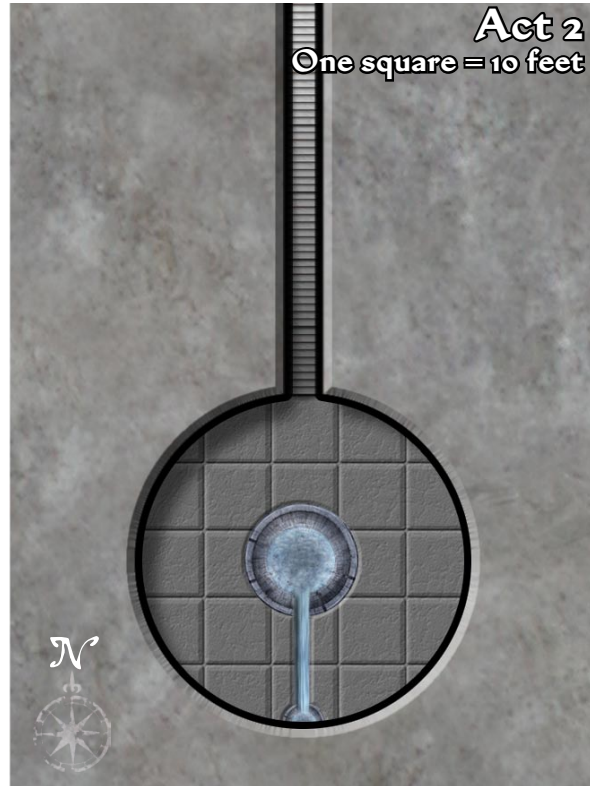
The tunnel leading down to the citadel is only 5 feet wide and 7 feet tall. The walls and ceiling are constructed from sandstone. The passageway is 200 feet long, leading constantly downward, and ending in a circular room 50 feet across.

A piece of rope rises up the western wall of the chamber to a height of 10 feet, where it abruptly ends. The rope is not fastened to anything but does not move from its location. This is a *rope trick*, identifiable with a DC 22 Spellcraft check. PCs with the ability to see invisible objects notice a 3-foot-by-5-foot window centered on the rope, as noted in the spell description, though they cannot see through it.

An examination of the hole in the chamber's center reveals that the sides of the hole extend 15 feet down and then stop abruptly, the water simply falling into empty space below. Occasional flashes of light briefly illuminate the pitch-darkness. The "well" is a hole in the ceiling of the citadel, a tube that stretches into the cave below. The cavern's sandstone floor lies 100 feet below, so the PCs must find a way to descend to that depth.

Creatures: Three mercenaries working for Amenopheus camp in this chamber, hidden in a *rope trick* cast by the Sapphire Sage before he descended into the depths below with the rest of their party. The mercenaries watch from within the extradimensional pocket as the PCs approach, but do not interact unless a PC enters the *rope trick* or pantomimes to them to come out with a successful DC 18 Diplomacy check.

The mercenaries' names are Hanig, Semfar, and Elastrissa, and they begin the encounter with an unfriendly attitude toward the PCs. Amenopheus warned his hirelings that a band of rival mercenaries might be following them, and to be careful. They are thus wary should the PCs introduce themselves as Pathfinders. They do not hesitate to attack if the PCs show overt signs of aggression.



Tier 5–6 (CR 7)

HANIG, SEMFAR, AND ELASTRISSA (3) CR 4

Male and Female human warriors 6

N Medium humanoid (human)

Init +5; Senses Perception +1

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

hp 44 each (6d10+12)

Fort +6, Ref +3, Will +3

OFFENSE

Speed 30 ft.

Melee mwk longsword +9/+4 (1d8+2/19–20)

Ranged mwk shortbow +8/+3 (1d6/x3)

TACTICS

Morale Simply hired for a job and possessing no loyalty to Amenopheus, the mercenaries surrender if brought below half their total hit points, continuing to fight only if the PCs continue attacking them.

STATISTICS

Str 14, Dex 12, Con 13, Int 9, Wis 8, Cha 10

Base Atk +6; CMB +8; CMD 19

Feats Alertness, Endurance, Improved Initiative, Iron Will

Skills Climb +5, Intimidate +6, Perception +1, Ride +4, Sense

Motive +1, Survival +2

Languages Common

Gear chain shirt, light wooden shield, masterwork longsword, masterwork shortbow with 20 arrows

Tier 8–9 (CR 10)

HANIG, SEMFAR, AND ELASTRISSA (3) CR 7

Male and Female human warriors 9

N Medium humanoid (human)

Init +5; Senses Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +1 Dex, +1 dodge, +2 shield)

hp 76 each (9d10+27)

Fort +7, Ref +4, Will +4

OFFENSE

Speed 20 ft.

Melee +1 longsword +12/+7 (1d8+3/19–20)

Ranged mwk shortbow +11/+6 (1d6/x3)

TACTICS**Morale** Simply hired for a job, the mercenaries surrender if brought below half their total hit points.**STATISTICS**

Str 14, Dex 13, Con 13, Int 9, Wis 8, Cha 10

Base Atk +9; CMB +11; CMD 23

Feats Alertness, Dodge, Endurance, Improved Initiative, Iron Will, Toughness**Skills** Climb +6, Intimidate +8, Perception +1, Ride +3, Sense Motive +1, Survival +4**Languages** Common**Gear** +1 scale mail, masterwork heavy wooden shield, +1 longsword, masterwork shortbow with 20 arrows

Development: If the PCs bring the mercenaries' attitude to friendly, they openly recount their story. They claim to have been hired by the Pathfinders, and were led here by a robed, elderly man with an Osirian accent. They don't know his name, but PCs can deduce that it's Amenopheus with a DC 20 Wisdom check. PCs who received the An Agent Uncovered boon in Pathfinder Society Scenario 2–06: *The Heresy of Man, Part I: The First Heresy* gain a +10 bonus on this check. Whether or not the PCs identify Amenopheus as the mercenaries' employer, if they inquire about his whereabouts, the mercenaries tell them that the old man cast a series of spells on four of their allies, then the five of them jumped down through the hole. He told them to wait in the *rope trick* until he returned, and that if he wasn't back before the spell expired, he would not be returning and they should head back to Manaket without him.

Mission Notes: Osirion faction PCs may wish to identify the man who hired the mercenaries.

Rewards: If the PCs defeat the mercenaries, reward each tier thusly:

Tier 5–6:

Give each player 224 gp.

Tier 8–9:

Give each player 1,000 gp.

ACT 3: THE CITADEL OF THE WEARY SKY

When the Citadel of the Weary Sky vanished thousands of years ago, it was not destroyed as everyone assumed. Rather, the tortured lands around it, inundated with the elemental energies that plagued the citadel, opened up and swallowed it, leaving only a barren depression in the lands above that eventually filled with sand as the Rahadoumi desert shifted with the winds. Though the citadel was badly damaged and partially collapsed in its tumble into the earth, at least a portion of it came to rest in a vast sandstone cavern. Though crumbling and broken, many of the structures remain intact, and ancient Jistkan mosaics, murals, and carvings are preserved throughout.

The citadel's slide into the cavern below did not allow it to escape the effects of the elemental energies assaulting it; the strange weather seemed to follow it down into the cavern as well. Though much reduced in intensity, the black fog and elemental forces remain to this day as a roiling mass of dark clouds along the cavern's ceiling, crackling with unbridled energy. From the floor, it appears that the ceiling is a bleak and stormy sky with fingers of lightning occasionally stabbing through the clouds. The cloudy mass hugs the ceiling, extending only 30 feet from the cavern's roof. Anyone caught in this cloud mass has his visibility reduced to 5 feet and has a 50% chance every round of being struck by a bolt of random energy (acid, cold, electricity, or fire) that does 3d6 points of the appropriate type of damage (DC 15 Reflex for half). This occurs when the PCs first pass through the hole in the ceiling from the stairway above as well.

The buildings of the citadel are made of soot-scarred marble, though many of them now lie in ruins, shattered by their tumble into the earth millennia ago. The elemental forces that plague the city have also manifested in the form of geothermal vents and geysers of magma that pierce the walls and floors of the cavern in certain places, releasing shimmering waves of heat and occasional explosions of molten rock. As a result of these volcanic fissures, the ambient temperature within the citadel's cavern is 100 degrees, requiring the PCs to make a DC 15 (+1 for each previous check) Fortitude save each hour or take 1d4 points of nonlethal damage. Wearing clothing or armor causes a –4 penalty on this saving throw. Anyone who goes unconscious as a result of the nonlethal damage begins taking 1d4 points of lethal damage per hour from the heat.

Due to the powerful extraplanar energies emanating throughout the vault, conjuration (summoning) spells manifest at +1 Caster Level. Unfortunately, the very

Citadel of the Weary Sky

One square = 50 feet



same energies make teleportation difficult, and PCs casting any conjuration (teleportation) spell must succeed at a caster level check or lose the spell. In Tier 5–6 the Caster Level check is DC 17; the check is DC 20 in Tier 8–9.

The entire cavern is cast in dim light due to the constant flickering of the elemental storm and the ominous red glow of the volcanic vents.

The citadel has long lain abandoned, inhabited only by treacherous divs and their salamander servitors. Only in the last week has it sprung again to life with the discovery of its hidden location. In addition to the Pathfinders and Shadow Lodge, another seeker has made his way to the Citadel of the Weary Sky: a crazed member of the Usij who believes himself a rising embodiment of Ahriman. Known to his followers as the Cruellest Cut, the Abaddon-tainted janni searched for decades for the lost city where his god had shown his power to the mortals of fallen Jistka. His ear ever to the ground, when the Pathfinder Society discovered the puzzle map, the Usij master knew of it and followed the first team into the desert.

Mission Notes: Cheliox faction PCs may wish to linger in the elemental storm to use the lightning bottle. Opening the bottle in the storm draws an electrical bolt to the wielder, dealing 3d6 points of electrical damage and filling the bottle. This bolt does not negate the 50% chance of being hit by a bolt from normal contact with the storm. Taldor faction PCs may be interested in the Jistkan ruins themselves, specifically the many relief sculptures that grace nearly every standing structure in the vault.

C1. Flooded Prayer Room (CR 7 or CR 10)

This long hall extends outward from the shallow pool that has formed from the thin cascade falling from the fountain room high above. It is as dilapidated as the rest of the city and partially flooded. Engaged columns, molded and cracked from long years, line the walls. Soaked and mildewed prayer rugs are placed in various spots on the floor, all facing a broken pillar in the center of the hall.

This building's original purpose has been lost to time, but it is now the lair of a deceptive and manipulative div.

Creatures: Four men dressed in desert adventuring gear kneel on the rugs, prostrate before the column, ignoring the PCs' approach. A white-robed woman stands tied to the marble column, arms stretched above her, unmoving, her dark-haired head hanging loosely against her chest. The bound woman is actually a pairaka div named Shybbahla using her change shape ability to appear human. In her natural form, Shybbahla looks like a gorgeous, blue-skinned fiend with a fanged maw, a horned brow, and sultry curves.

When Amenopheus led the mercenaries down into the citadel, they immediately encountered Shybbahla on the banks of the drainage pool beneath the fountain room. Amenopheus instructed his hires to defend against the div while he went for the ring, promising to be back for them later. Unfortunately, his hired help didn't fare very well against her charms. She handily beat the weakened mercenaries to within inches of their lives. They now begrudgingly participate in her strange charade, going through the motions of a monotonous sacrificial ritual.

C1. Flooded Prayer Room

One square = 10 feet



Between the threat of death and her charming powers, they do not actively call out for help from the PCs nor do they assist them in combat. A PC who succeeds at a DC 25 Sense Motive check recognizes that the mercenaries are under the effects of an enchantment. They do not participate in combat, but if stats are needed, use the Tier 5–6 stats from Act 2, but without any armor or weapons and only 10 hit points each.

Tier 5–6 (CR 7)

SHYBBAHLA CR 7

Female pairaka div (*Pathfinder Adventure Path #20 84*)

NE Medium outsider (div, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., see in darkness; Perception +16

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

hp 76 (9d10+27)

Fort +6, **Ref** +11, **Will** +10

DR 10/good; **Immune** disease, fire, poison; **Resist** acid 10, electricity 10; **SR** 23

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 2 claws +14 (1d6+3 plus disease)

Special Attacks lustful dreams, summon swarm

Spell-Like Abilities (CL 13th; concentration +20)

At will—*charm monster* (DC 20), *detect good*, *detect magic*, *dimension door*, *misdirection*

1/day—*summon* (level 3, 1d4 dorus 50%)

TACTICS

Before Combat Shybbahla assumes the form of a lithe, young human woman, and attempts to charm or otherwise fool the PCs into joining the mercenaries in her mock sacrifice.

During Combat If the PCs discover her ruse or otherwise initiate combat, Shybbahla flies out of their reach and attempts to summon dorus (see page 15) to aid her. If this tactic fails,

she uses her summon swarm ability against the PCs. After weakening them in this manner, she makes hit-and-run attacks from the air, ever trying to stay out of reach.

Morale Fearful of Ahriman's wrath, Shybbahla harasses and attacks the PCs as long as they remain in the ruins. She fights to the death.

STATISTICS

Str 17, **Dex** 20, **Con** 16, **Int** 14, **Wis** 18, **Cha** 24

Base Atk +9; **CMB** +12; **CMD** 27

Feats Ability Focus (lustful dreams), Deceitful, Flyby Attack, Hover, Weapon Finesse

Skills Bluff +21, Diplomacy +19, Disguise +21, Fly +13, Intimidate +19, Knowledge (local) +9, Knowledge (planes) +9, Perception +16, Sense Motive +16, Stealth +17

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ change shape (any Small or Medium animal or humanoid; *polymorph*)

SPECIAL ABILITIES

Disease (Su) Pairakas carry two diseases: bubonic plague, which they inflict with their claws, and the shakes, which can infect any creature that comes into contact with them (via a grapple or willing contact). The save DCs of both diseases are Constitution-based.

Bubonic Plague: Claws—injury; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves.

Shakes: Touch—contact; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex damage; *cure* 2 consecutive saves.

Lustful Dreams (Su) Pairakas can torment sleeping creatures. While intelligent creatures sleep, pairakas can slip into their minds and twist their dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a DC 23 Will save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable and the images exploit any number of taboos the pairaka suspects he might harbor. The save is Charisma-based. Creatures that do not sleep or dream are immune to this effect.

Summon Swarm (Su) Once per day a pairaka can summon a swarm of biting flies. This ability is identical to insect plague (*Pathfinder RPG Core Rulebook 302*) except the swarm is composed of buzzing flies instead of locusts.

Tier 8–9 (CR 10)

SHYBBAHLA CR 10

Female pairaka div bard 4 (*Pathfinder Adventure Path #20 84*)

NE Medium outsider (div, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)

hp 123 (9d10+4d8+56)

Fort +8, **Ref** +16, **Will** +15; +4 vs. bardic performance, language-dependent, and sonic

DR 10/good; **Immune** disease, fire, poison, **Resist** acid 10, electricity 10; **SR** 23

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 2 claw +18 (1d6+3)

Special Attacks lustful dreams, summon swarm, bardic performance 19 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Spell-Like Abilities (CL 13th; concentration +22)

At will—*charm monster* (DC 22), *detect good*, *detect magic*, *dimension door*, *misdirection*

1/day—*summon* (level 3, 1d4 dorus 50%)

Bard Spells Known (CL 4th; concentration +13)

2nd (3/day)—*detect thoughts* (DC 21), *enthrall* (DC 22)

1st (6/day)—*alarm*, *cause fear* (DC 21), *grease*, *hideous laughter* (DC 21)

o (at will)—*daze* (DC 20), *ghost sound*, *lullaby*, *mage hand*, *prestidigitation*, *resistance*

TACTICS

Before Combat Shybbahla assumes the form of a lithe, young human woman, and attempts to charm or otherwise fool the PCs into joining the mercenaries in her mock sacrifice.

During Combat If the PCs discover her ruse or otherwise initiate combat, Shybbahla flies out of their reach and attempts to summon dorus (see page 15) to aid her. If this tactic fails, she uses her summon swarm ability against the PCs. After weakening them in this manner, she makes hit-and-run attacks from the air, ever trying to stay out of reach and using *cause fear* and *hideous laughter* to remove particularly threatening foes from the fray.

Morale Fearful of Ahriman's wrath, Shybbahla harasses and attacks the PCs as long as they remain in the ruins. She fights to the death.

STATISTICS

Str 16, **Dex** 22, **Con** 18, **Int** 14, **Wis** 20, **Cha** 28

Base Atk +12; **CMB** +15; **CMD** 31

Feats Ability Focus (lustful dreams), Deceitful, Flyby Attack, Hover, Nimble Moves, Spell Focus (enchantment), Weapon Finesse

Skills Bluff +29, Diplomacy +25, Disguise +29, Fly +14, Intimidate +25, Knowledge (local) +11, Knowledge (planes) +11, Perception +21, Perform (sing) +16, Sense Motive +21, Stealth +22

Languages Abyssal, Celestial, Common, Infernal, telepathy 100 ft.

SQ bardic knowledge +2, versatile performance (sing), change shape (any Small or Medium animal or humanoid; *polymorph*)

SPECIAL ABILITIES

Disease (Su) Pairakas carry two diseases: bubonic plague, which they inflict with their claws, and the shakes, which can infect any creature that comes into contact with them (via a grapple or willing contact). The save DCs of both diseases are Constitution-based.

Bubonic Plague: Claws—injury; *save* Fort DC

18; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves.

Shakes: Touch—contact; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex damage; *cure* 2 consecutive saves.

Lustful Dreams (Su) Pairakas can torment sleeping creatures. While intelligent creatures sleep, pairakas can slip into their minds and twist their dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a DC 25 Will save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable and the images exploit any number of taboos the pairaka suspects he might harbor. The save is Charisma-based. Creatures that do not sleep or dream are immune to this effect.



Shybbahla

OPTIONAL ENCOUNTER

Area C2 contains an optional encounter. If there are more than 2 hours remaining for the PCs to complete the scenario, run the encounter normally. If there are less than 2 hours remaining, the lava vents are uninhabited, and merely represent environmental hazards that the PCs can easily avoid.

Summon Swarm (Su) Once per day a pairaka can summon a swarm of biting flies. This ability is identical to insect plague (*Pathfinder RPG Core Rulebook* 302) except the swarm is composed of buzzing flies instead of locusts.

Development: After Shybbahla has been dealt with, the PCs have the opportunity to speak to the mercenaries and question them. One prisoner acts as the spokesman of the group, a man named Yemenez Tharn. If the PCs question him, they learn that an elderly Osirian man who called himself only the Sapphire Sage hired Yemenez and his fellow mercenaries in Manaket to join him on a treasure hunt in the desert. They resupplied in a safe house owned by the Shadow Lodge (though Yemenez knows only the name, no additional details about the Shadow Lodge) before heading into the desert via flying carpets piloted by paid escorts. The mercenaries and the old man were dropped off near the depression before the carpets returned to Manaket to a safe house there. Before the mercenaries entered the vault, Amenopheus cast *feather fall* and *protection from energy* on these four, though the effects have long since worn off. The mercenaries here are weak and scared and do not follow the PCs farther into the Citadel, but they do indicate that their employer was headed for the main Citadel at the far end of the chamber when they last saw him. If further questioned, they state that their employer mentioned offhandedly during their journey that he sought a powerful artifact that “would be of use in Almas.”

PCs who succeed at a DC 15 Survival check notice a series of humanoid footprints leading east from the columned ruin, deeper into the crumbled citadel.

Mission Notes: Andoran faction PCs might question the mercenaries about any hints their employer may have left regarding his future plans. Cheliox faction PCs may be interested in the fact that the Shadow Lodge maintains a safe house in Manaket as well as its specific location.

Rewards: If the PCs defeat the Shybbahla and rescue the mercenaries from her control, reward each tier thusly:

All Tiers:

Give each player 299 gp.

C2. Volcanic Vents (CR 7 or CR 10)

When the PCs approach the first vent, read the following.

The ground ahead rises into a low hill, broken and blackened. The black rock steams with heat and bears strange contours as if it had run into its current shape like liquid before drying. Black fumes rise from a rent in the top of this low mound. A low roar belches from this tear in the earth, and bright flame and globs of magma erupt in a violent, crimson geyser.

Each of these spots houses a volcanic vent, a 10-foot-diameter pit surrounded by a low cone of cooled slag. They erupt every 1d10 rounds into small geysers of lava. The lava geyser pummels anyone within 5 feet of the pool with small globs of superheated magma. Anyone in that area must make a DC 20 Reflex save or take 2d6 points of fire damage. Anyone failing this save takes another 1d6 points of fire damage for 1d3 rounds after being hit by the magma. Each eruption lasts for 1 round.

Anyone actually falling into one of the 15-foot-deep pools of lava takes 20d6 points of fire damage per round and must make a DC 15 Reflex save each round to avoid catching on fire, which continues to deal 10d6 points of damage for 1d3 rounds after emerging from the lava bath. Immunity to fire grants immunity to the damage from the lava.

Creatures: At the first vent the PCs approach, a molten form rises from the narrow fissure as it erupts. This magma elemental considers the molten slag beneath this chamber its home and sees the PCs’ snooping around the entrance to its domain as trespassing.

Tier 5–6 (CR 7)

LARGE MAGMA ELEMENTAL

CR 7

Pathfinder RPG Bestiary 2 118

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 17, touch 7, flat-footed 17 (–1 Dex, +10 natural, –2 size)

hp 85 (10d10+30)

Fort +10, **Ref** +6, **Will** +3

DR 5/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +14 (2d6+6 plus burn)

Space 15 ft.; **Reach** 15 ft.

Special Attacks burn (1d8, DC 16), lava puddle

TACTICS

Before Combat The magma elemental remains hidden beneath the surface of the lava vent until PCs come near, rising seamlessly through the ground with its earth glide ability in conjunction with the vent’s eruption.

During Combat The magma elemental begins combat by using its lava puddle attack on as many PCs as possible. It attempts to bull rush PCs into the lava pool, then resorts to standard slam attacks. The elemental flees under the surface of the earth if foes use cold energy attacks against it, earth gliding beneath the cold-wielding foe and rising from beneath to attack him.

Morale The magma elemental is territorial and angry and fights to the death. It pursues PCs as far as possible if they flee.

STATISTICS

Str 22, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 27

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +19, Knowledge (dungeoneering) +11, Perception +13, Stealth +4

SPECIAL ABILITIES

Burn (Ex) A magma elemental's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, and almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava (*Pathfinder RPG Core Rulebook* 444) that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, after which it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

Tier 8–9 (CR 10)

ADVANCED GREATER MAGMA ELEMENTAL CR 10

Pathfinder RPG Bestiary 2 118

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 7, flat-footed 25 (–1 Dex, +18 natural, –2 size)

hp 149 (13d10+78)

Fort +14, **Ref** +7, **Will** +4

DR 10/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee 2 slams +20 (2d8+9)

Space 15 ft.; **Reach** 15 ft.

Special Attacks burn (2d6, DC 20), lava puddle

STATISTICS

Str 28, **Dex** 8, **Con** 23, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +24; **CMD** 33

Feats Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack

Skills Climb +25, Intimidate +16, Knowledge (dungeoneering) +15, Perception +16, Stealth +7

TACTICS

Before Combat The magma elemental remains hidden beneath the surface of the lava vent until PCs come near, rising seamlessly through the ground with its earth glide ability in conjunction with the vent's eruption.

During Combat The magma elemental begins combat by using its lava puddle attack on as many PCs as possible. It attempts to bull rush PCs into the lava pool, then resorts to standard



NEW MAGIC ITEM

Calphara plays a set of pipes from the fiendish realm of Abaddon, which function as a stronger version of *pipes of haunting*.

PIPES OF TERROR

Aura moderate necromancy; CL 7th

Slot none; **Price** 9,000 gp

DESCRIPTION

These iron panpipes are warm to the touch and emit a strangely hollow sound when played. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a DC 16 Will save or become panicked for 7 rounds. Those who make their save are instead shaken for 1 round. While *pipes of terror* may be played as often as one chooses, their fear-inducing qualities may only be activated once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *fear*; **Cost** 4,500 gp

slam attacks. The elemental flees under the surface of the earth if foes use cold energy attacks against it, earth gliding beneath the cold-wielding foe and rising from beneath to attack him.

Morale The magma elemental is territorial and angry and fights to the death. It pursues PCs as far as possible if they flee.

SPECIAL ABILITIES

Burn (Ex) A magma elemental's burn DC includes a -2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava (*Pathfinder RPG Core Rulebook* 444) that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, after which it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

Development: PCs wishing to follow Amenopheus's tracks may do so with a DC 15 Survival check. The tracks lead toward the foot of the towering main keep, but end abruptly 20 yards from its main entrance.

C3. Main Keep (CR 7 OR CR 10)

The main keep of the Citadel of the Weary Sky stands at the eastern end of the chamber, its pinnacle stretching into the energy storm and scraping the vault's roof. The collapsed halls of the citadel form an arched corridor here as they begin to climb through the vast rubble pile that was once the impressive and impenetrable building. A strange, almost musical sound echoes through the fractured corridor. As the PCs make their way farther into the chamber, the sound grows louder, until they enter into the room from which it emanates.

The steep way widens suddenly into a dimly lit room with open passages leading off the eastern and western walls. In the center of the room, a shallow fire pit burns with glowing coals. At the near edge of the fire pit, a large, lidded clay jar shakes and jostles as though something inside wanted out. A pile of broken jars lies strewn about the northern edge of the chamber.

The fire pit is 15 feet on each side, and a foot deep. Entering the fire pit deals 5d6 points of fire damage per round and requires a DC 15 Reflex save each round to avoid catching fire.

Creatures: Seated before the PCs in the fire pit is a salamander named Calipharo. He is a devout member Ahriman's cult and has spent decades meditating on the destruction the Lord of the Divs rent upon this place. When Achistem B'rith came to claim the Citadel for the Usij only days ago, the salamander looked upon his fiendish visage and believed without doubt the Cruellest Cut's claims of being a manifestation of Ahriman himself.

Calipharo sits in his coal bed breathing in the fumes of exotic combustibles while he plays his pipes. He does not immediately attack when the PCs enter, instead addressing them in thickly accented Common saying, "Greetings, foreigners. Welcome to the immortal halls of the Cruellest Cut, the almighty Achistem B'rith. He is an avatar of the mighty Ahriman, his name be blessed forever. He separates mortals from the divine and leaves them to wallow in their own meaninglessness. Be welcome and know despair, for whoever intrudes upon the holy grounds of Achistem B'rith must choose; bow before the almighty Cruellest Cut or face the wrath of the great destroyer." He then places the pipes back to his lips and takes up his haunting tune again.

If the PCs attempt to leave the room by any way other than that which they came, he opens the clay pot with his tail (a move action) and attacks. Within the clay pot are two extremely angry doru divs. They attack anyone in the room other than Calipharo as soon as the pot is opened.

Tier 5–6 (CR 7)

CALIPHARO CR 6

Male salamander expert 1 (*Pathfinder RPG Bestiary* 240)

LE Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 85 (8d10+1d8+37)

Fort +10, **Ref** +7, **Will** +6

DR 10/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee mwk spear +12/+7 (1d8+4/x3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks constrict (2d6+4 plus 1d6 fire), heat (1d6)

TACTICS

Before Combat Calipharo attempts to convert the PCs to his worship of Ahriman. After delivering his ultimatum, he plays his *pipes of terror*, waiting to activate their frightening ability if the PCs decline his offer.

During Combat Calipharo begins by activating the *pipes of terror* to frighten his foes, releasing the dorus from the jar immediately after, precluding their need to make a save. The salamander remains in the fire pit during the fight, attacking with reach with his tail. If he succeeds on a grapple with his tail, he attempts to drag the victim into the fire pit to stab with his spear.

Morale Calipharo is a religious zealot and fights to the death.

STATISTICS

Str 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)

Feats Cleave, Combat Expertise, Power Attack, Skill Focus (Perception), Skill Focus (Perform [wind])

Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Perform (wind instruments) +15, Sense Motive +13, Stealth +12;

Racial Modifiers +4 Craft (weaponsmithing)

Languages Common, Ignan

Combat Gear *pipes of terror*; **Other Gear** masterwork spear

DORU DIVS (2) CR 2

Pathfinder Adventure Path #19 80

NE Tiny outsider (div, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., see in darkness; Perception +7



DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 16 (3d10)

Fort +1, **Ref** +6, **Will** +4

DR 5/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 10

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee bite +9 (1d4–1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility*

2/day—*charm person* (DC 13), *minor image* (DC 13)

1/day—*suggestion* (DC 15)

TACTICS

Before Combat The dorus remain within the jar, awaiting release.

They maintain invisibility until their first opportunity to strike.

During Combat The divs bite at the nearest PC under the cover of invisibility, then use *suggestion* to encourage the PCs to abandon the combat. They become invisible when not biting or casting other spells.

Morale The dorus retreat invisibly if they take more than 5 points of damage, but they circle back around and attack whenever the PCs enter a new combat. If another div is present, they fight to the death.

STATISTICS

Str 8, **Dex** 17, **Con** 10, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 13

Feats Weapon Finesse, Weapon Focus (bite)

Skills Bluff +8, Fly +19, Knowledge (arcana) +4, Knowledge (planes) +4, Perception +7, Sense Motive +7, Spellcraft +6, Stealth +17

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Wisdom damage; *cure* 1 save; the save DC is Constitution-based and includes a +2 racial bonus.

Tier 8–9 (CR 10)

CALIPHARO CR 10

Male salamander monk 7 (*Pathfinder RPG Bestiary* 240)

LE Medium outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.;

Perception +26

DEFENSE

AC 25, touch 18, flat-footed 21

(+3 Dex, +1 dodge,

+1 monk, +3 Wis,

+7 natural)

hp 127 (8d10+7d8+52)

Fort +14, **Ref** +14,

Will +10; +2 vs.

enchantment

Defensive Abilities evasion,

DR 10/magic; **Immune** disease, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee +1 *spear* +19/+14/+9 (1d8+7/x3 plus 1d6 fire), tail slap +12

(2d6+2 plus 1d6 fire plus grab) or

flurry of blows +17/+17/+12/+7 (1d8+4 plus 1d6 fire)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks flurry of blows, stunning fist (9/day, DC 16),

constrict (2d6+4 plus 1d6 fire), heat (1d6 fire)

TACTICS

Before Combat Calipharo attempts to convert the PCs to his worship of Ahriman. After delivering his ultimatum, he plays his *pipes of terror*, waiting to activate their frightening ability if the PCs decline his offer.

During Combat Calipharo begins by activating the *pipes of terror* to panic his foes, releasing the dorus from the jar immediately after, precluding their need to make a save. The salamander remains in the fire pit during the fight, attacking with reach with his tail. If he succeeds on a grapple with his tail, he attempts to drag the victim into the fire pit to stab with his spear or deal a flurry of blows.

Morale Calipharo is a religious zealot and fights to the death.

STATISTICS

Str 19, **Dex** 17, **Con** 16, **Int** 14, **Wis** 17, **Cha** 17

Base Atk +13; **CMB** +19 (+23 grapple); **CMD** 35

Feats Cleave, Combat Expertise, Deflect Arrows, Dodge, Extra Ki, Improved Grapple, Improved Unarmed Strike, Power Attack, Skill Focus (Perception), Skill Focus (Perform [wind]), Stunning Fist, Weapon Focus (spear)

Skills Acrobatics +21 (+24 jump), Bluff +21, Craft (weaponsmithing) +17, Intimidate +21, Knowledge (planes) +13, Perception +26, Perform (wind) +17, Sense Motive +14, Stealth +21; **Racial Modifiers** +4 Craft (weaponsmithing)

Languages Common, Ignan

SQ fast movement, maneuver training, still mind, *ki* pool (8 points, magic), slow fall 30 ft., high jump, purity of body, wholeness of body

Combat Gear *pipes of terror*;

Other Gear +1 *spear*

DORU DIVS (2) CR 2

hp 16 (Use the stats in Tier 5–6)

Development: The PCs may feign supplication to Achistem B'rith to avoid combat with Calipharo. If they succeed on a Bluff check opposed by his Sense Motive, they may convince him of their devotion to his master. If his attitude is brought to friendly (he begins with an unfriendly attitude), he answers any questions the PCs may have regarding

the Citadel and the being known as the Cruellest Cut. Calipharo can describe the layout of the Citadel, including the pinnacle at the top of the main keep. Unfortunately, he is blinded to the truth about Achistem B'rith's nature, believing the janni to be a mortal incarnation of Ahriman, due to his lionish appearance and horrific, fiendish wings. The PCs may inquire about Amenopheus, to which Calipharo claims he knows nothing. He's telling the truth; he has neither seen nor heard any sign of intruders before the PCs entered his chamber. If Calipharo suspects the PCs may be deceiving him, he immediately releases the dorus and attacks, angered at their callous claims of worshipping the Cruellest Cut.

Treasure: Scattered about the room are many amphorae and coffers holding gold, jewels, and art treasures of ancient Jistka gathered together by Calipharo over the years. In Tier 5–6, the treasures are worth 1,800 gp; they total 4,800 gp in Tier 8–9.

Rewards: If the PCs defeat Calipharo and the divs, reward each tier thusly:

Tier 5–6:

Give each player 1,075 gp.

Tier 8–9:

Give each player 1,741 gp.

C4. Pinnacle of the Citadel (CR 8 or CR 11)

The path climbing through the ruins of the buried citadel leads to a pinnacle of stone here, only 20 feet below the angry black clouds of the energy storm that swirls over the city. Despite this close proximity to chaos incarnate, this small shelf of stone seems

to provide a temporary respite from the carnage that has typified this place, though the blackened and seared marks on the stone and sand of this ledge prove that has not always been the case.

Against the back wall of the ledge lies the ancient skeleton of a human, his robes singed and unfamiliar in their design, his bones strangely broken in many places but seemingly set back together to be laid here in peaceful repose. The entire cadaver is encased in a thin layer of glass where the sandy bed upon which it rests has been melted and cooled into a transparent seal over the remains.

Here, at the highest point of the buried citadel, did the genie binders of ancient Jistka make their final stand against the elemental forces wrought by Ahriman. The most powerful of the elementalists who remained in the Citadel of the Weary Sky himself fought the Lord of the Divs and was no match for his divine wrath. Though the temple was destroyed, Ahriman encased the wizard in a cocoon of glass formed from the sand of the Citadel itself as an example to any who might dare to oppose him in the future.

When the mighty wizard was thus entombed, a powerful artifact was encased along with him: a legendary intelligent ring that granted its wearer powerful elemental abilities.

Creatures: Before the PCs have a chance for an in-depth examination of the scene, they are interrupted by the arrival of Achistem B'rith himself. Achistem is absolutely insane, believing he is a mortal manifestation of Ahriman himself. While he does possess obvious fiendish blood and controls the resources of the secret Usij cultists of Osirion, he is nothing more than a crazed, div-blooded janni with delusions of grandeur. If PCs manage to parley with the Cruellest Cut, either by feigning worship or other diplomatic means, he gladly reveals his origins as a simple outcast, exiled from his nomadic janni tribe for his obvious fiendish taint. He fell in with the evil mages of the Usij and worked his way up their ranks. It was only when he learned of Ahriman from the Usij that he began to believe himself an avatar of the div lord. Since quickly rising through the ranks of the Usij, Achistem has sought the Citadel of the Weary Sky, hoping that by returning to the site of such destruction at Ahriman's hands he could speed up his apotheosis into the divine destroyer he believes himself to be.

The fiendish janni descends from the occluding clouds of elemental energy above the pinnacle on enormous, batlike wings. His face is twisted into a feline snout and he sports small horns rising from his temples. His crimson skin gleams with perspiration and his muscles bulge as he approaches the PCs. He hovers 10 feet beyond the edge of the ledge and gloats over his new visitors. Before attacking, he laughs and says in Common, "Have you come to lay in supplication before the destroyer of all, the mighty Cruellest Cut, embodiment of the divine Ahriman? Quiver before me lest I lay waste to you as I have done to this once-mighty citadel!"



Tier 5–6 (CR 8)

ACHISTEM B'RITH CR 8

Male advanced half-fiend janni (*Pathfinder RPG Bestiary* 141, 171)
NE Large outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 22, touch 12, flat-footed 19 (+8 armor, +2 Dex, +1 dodge, +2 natural, –1 size)

hp 104 (11d10+44)

Fort +10, **Ref** +9, **Will** +7

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee 2 claws +16 (1d6+6), bite +16 (1d8+6)

Ranged composite longbow +12/+7/+2 (2d6/x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks change size, smite good (1/day)

Spell-Like Abilities (CL 9th; concentration +11)

3/day—*invisibility* (self only), *darkness*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *posion* (DC 15), *speak with animals*

1/day—*blasphemy* (DC 19), *contagion* (DC 15), *create food and water*, *desecrate*, *ethereal jaunt* (for 1 hour), *unholy blight* (DC 16)

TACTICS

Before Combat From his vantage point at the top of the summoning pinnacle, Achistem monitors the PCs' progress through the ruins. As they approach his perch, he enlarges himself with his change size ability and takes flight into the cloud cover above.

During Combat Achistem begins combat with *blasphemy* or *unholy blight* to weaken his opponents, then varies flyby attacks with ranged full attacks. He prefers to stay out of reach of his foes, making them fly out to him for full melee combat. If faced with a good cleric or paladin, he uses his smite good ability and focuses his attacks on that individual.

NEW MAGIC ITEM

The *Ring of the Weary Sky* was used by the strongest elementalists in the Citadel at any given time as an emergency precaution against uncontrollable elementals. PCs who purchase the ring and pay 10 PA may receive an enhanced intelligent version imbued with the spirit of its final Jistkan wearer.



RING OF THE WEARY SKY

Aura moderate enchantment; **CL** 7
Slot ring; **Price** 11,200 gp; **Weight** —

DESCRIPTION

This scintillating ring glows softly, emitting alternating shades of red, green, blue, and white light. Once per day, the wearer of this ring may attempt to charm any creature with the elemental subtype (as *charm monster*, Will DC 15 negates).

CONSTRUCTION

Requirements Forge Ring, *charm monster*; **Cost** 5,600 gp

INTELLIGENT RING OF THE WEARY SKY

Aura moderate abjuration and enchantment; **CL** 7
Slot ring; **Price** 11,200 gp + 10 PA; **Weight** —

CONSTRUCTION

Alignment N; **Ego** 7

Senses 30 ft. vision and hearing

Int 12, **Wis** 10, **Cha** 11

Communication empathy

Lesser Powers *resist energy* 1/day (CL 3rd, affects wielder only)

Special Purpose control or defeat elementals

DESCRIPTION

This *Ring of the Weary Sky* possesses the remnants of its final wearer's spirit. Whenever facing a creature of the elemental subtype, the ring casts *resist energy* on the wearer attuned to the applicable energy type. If the wearer has charmed the elemental with the ring's *charm monster* ability, the ring does not abjure the wearer against that elemental's energy type.

Morale Achistem is insane and believes himself indestructible regardless of the evidence to the contrary. As a result, he fights to the death.

Base Statistics When not enlarged, Achistem B'rith's stats are: **Init** +7;

AC 24, touch 14, flat-footed 20; **Ref** +10; **Melee** 2 claws +16 (1d4+5), bite +16 (1d6+5); **Ranged** composite longbow +14/+9/+4 (1d8+3/x3);

Space 5 ft.; **Reach** 5 ft.; **Str** 20, **Dex** 17; **CMB** +16; **CMD** 30

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 16, **Wis** 19, **Cha** 15

Base Atk +11; **CMB** +18; **CMD** 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Toughness

Skills Appraise +17, Craft (weaponsmithing) +17, Fly +14,

Knowledge (planes) +17, Perception +18, Ride +12, Sense

Motive +18, Spellcraft +17, Stealth +8

Languages Abyssal, Auran, Common, Infernal, telepathy 100 ft.

Gear masterwork chainmail, composite longbow with 20 arrows

Tier 8–9 (CR 11)

ACHISTEM B'RITH

CR 11

Male advanced half-fiend noble janni (*Pathfinder RPG Bestiary* 141, 171)

NE Large outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 25, touch 14, flat-footed 22 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural, –1 size)

hp 142 (15d10+60)

Fort +14, **Ref** +13, **Will** +11

DR 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee 2 claws +21 (1d6+7), bite +21 (1d8+7)

Ranged composite longbow +16/+11/+6 (2d6+3/x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks change size, smite good (1/day)

Spell-Like Abilities (CL 11th; concentration +17)

3/day—*augury*, *darkness*, *detect magic*, *divination*, *invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *poison* (DC 15), *speak with animals*, *unholy aura* (DC 20)

1/day—*blasphemy* (DC 19), *contagion* (DC 15), *create food and water*, *desecrate*, *ethereal jaunt* (for 1 hour), *horrid wilting* (DC 20), *unhallow*, *unholy blight* (DC 16)

TACTICS

Before Combat From his vantage point at the top of the summoning pinnacle, Achistem monitors the PCs' progress through the ruins. As they approach his perch, he enlarges himself with his change size ability and takes flight into the cloud cover above.

During Combat Achistem begins combat with *blasphemy* or *horrid wilting* to weaken his opponents, then varies flyby attacks with ranged full attacks. He prefers to stay out of reach of his foes, making them fly out to him for full melee combat. If faced with a good cleric or paladin, he uses his smite good ability and focuses his attacks on that individual. If reduced to 50 or fewer hit points, Achistem casts *unholy aura* on himself to increase his AC and SR.

Morale Achistem is insane and believes himself indestructible regardless of the evidence to the contrary. As a result, he fights to the death.

Base Statistics When not enlarged, Achistem B'rith's stats are:

Init +7; **AC** 26, touch 15, flat-footed 23; **Ref** +14; **Melee** 2 claws +21 (1d4+6), bite +21 (1d6+6); **Ranged** composite longbow +18/+13/+8 (1d8+3/x3); **Space** 5 ft.; **Reach** 5 ft.; **Str** 23; **Dex** 17; **CMB** +21; **CMD** 37

STATISTICS

Str 25, **Dex** 15, **Con** 16, **Int** 20, **Wis** 19, **Cha** 15

Base Atk +15; **CMB** +23; **CMD** 38

Feats Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Mobility, Toughness

Skills Appraise +23, Craft (weaponsmithing) +23, Diplomacy +17, Fly +18, Intimidate +17, Knowledge (planes) +23, Perception +22, Ride +16, Sense Motive +22, Spellcraft +23, Stealth +12

Languages Abyssal, Auran, Common, Infernal, telepathy 100 ft.

Gear +2 *chainmail*, composite longbow (+3 Str) with 20 arrows, *ring of protection* +2, *cloak of resistance* +2

Development: After defeating Achistem B'rith, the PCs may search the stone shelf in more detail. Behind the glass mummy is a secret door into the rock face which they may locate with a DC 25 Perception check. Within, a narrow tunnel leads up and out of the submerged vault, breaching the sandy dunes on the surface approximately a mile and a half from their original point of entry. A DC 15 Survival check reveals evidence that a sandal-clad human came this way only hours earlier, though no further sign of the individual can be found.

Treasure: A DC 17 Perception check locates a small key made of carnelian, attached to a broken neck chain, lying halfburied in the sand next to the ancient corpse. If the PCs search the glass-encased corpse, they locate a glimmering ring with a gem that seems to fluctuate between red, green, blue, and white luminescence with a DC 14 Perception check. If they break the glass to retrieve the treasure, the corpse instantly disintegrates into dust, leaving behind rotten and tattered clothes and the shining ring.

This is the legendary *Ring of the Weary Sky*, used by the final master elemental to control his extraplanar minions. See the sidebar for full stats on this ring's capabilities. PCs can identify its properties with a DC 22 Spellcraft check.

Mission Notes: Cheliox faction PCs who did not collect a lightning sample during their decent into the chamber have another chance to do so here if they can get the bottle up into the clouds. Osirion faction PCs may wish to collect all or part of the glass-encased mummy's remains to return to their faction leader. Qadira faction PCs should be interested in the carnelian key that may be found lying next to the corpse. Taldor faction PCs will likely attempt to identify the *Ring of the Weary Sky*'s properties.

Rewards: If the PCs defeat Achistem B'rith and recover the *Ring of the Weary Sky*, reward each tier thusly:

Tier 5–6:

Give each player 966 gp.

Tier 8–9:

Give each player 2,325 gp.

CONCLUSION

After defeating Achistem B'rith, the PCs may exit the Citadel of the Weary Sky via the secret tunnel at the pinnacle of the

WHERE'S AMENOPHEUS?

The Sapphire Sage has worked as a puppeteer of nobles and kings his entire life and is a master manipulator; the PCs are but his most recent pawns. Amenopheus left a clear trail as he made his way to the keep under the cover of *invisibility*, then cast *fly* on himself to quickly reach the pinnacle. For reasons unknown, he did not retrieve the ring, exiting through the secret passage instead. Why did Amenopheus lure the PCs here? Why didn't he retrieve the *Ring of the Weary Sky* himself? What further plots does the Shadow Lodge have in the works? These secrets and more are known only to the elusive Sapphire Sage. Perhaps the PCs will have a chance in the future to uncover his entire plan.

keep. If the PCs so choose, they may easily convince the remaining mercenaries that there is no longer any danger in the vault and escort them out of the citadel to safety. Any further investigation into Amenopheus's whereabouts turn up no clues, as he teleported from the scene to an unknown destination upon exiting the citadel. Venture-Captain Obo thanks the PCs for their efforts in eliminating the dangers at the newly discovered Citadel and assures them that further delves will be conducted to plumb further resources from beneath the sands. He sends word to the Decemvirate about the *Ring of the Weary Sky*, and seems most impressed with this aspect of the PCs' discovery.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who discover the *Ring of the Weary Sky* in Act 3 earn 1 Prestige Award. Andoran faction PCs who also learn from any of the mercenaries in Act 2 or Act 3 that Amenopheus mentioned future plans in Almas earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who collect lightning in a bottle in Act 3 earn 1 Prestige Award. Cheliox faction PCs who also discover that the Shadow Lodge maintains a hideout in Manaket in Act 2 or Act 3 earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who identify Amenopheus as the mercenaries' employer in Act 2 or Act 3 earn 1 Prestige Award. Osirion faction PCs who also recover any remnant of the glass-encased Jistka mummy in Act 3 earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who recover a piece of a dust digger in Act 1 earn 1 Prestige Award. Qadira faction PCs who also recover the carnelian key in Act 3 earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who retrieve any sample of the murals or carvings anywhere in Act 3 earn 1 Prestige Award. Taldor faction PCs who also discover the *Ring of the Weary Sky* and identify its properties in Act 3 earn 1 bonus Prestige Award.

Andoran Faction Handout

Hail, freedom fighter!

The tide of liberation sweeps the nations, and you are a part of it. There are many threats to freedom besides slavers and slave owners. Many enchanted items have the ability to enslave the minds or wills of free peoples throughout Golarion and the planes. Do your best to recover any such item and report back to me on its properties and whereabouts.

Of further import to us are the machinations of the treacherous members of the Shadow Lodge. Based on the previous interest they have shown in your missions in Rahadoum, we anticipate that you will cross paths with them on your present endeavor. Any information you may be able to glean about where they might strike next will be invaluable.

Capt. Colson Maldris

Ring out the message of hope!

Captain Colson Maldris



Cheliox Faction Handout

Dearest Pet,

As the might of our nation grows, so too do the number of fools who oppose us. Presently, we are seeking ways to expand our mystical knowledge in the area of raw elemental energies, such as electricity. My loremasters tell me that your destination, the Citadel of the Weary Sky was known for its ever-present, rainless thunderstorm. If such a phenomenon remains, collect a bolt of said energy for further study. The bottle in which this letter was delivered will contain the lightning.

Additionally, House Thrune seeks to put an end to this upstart Shadow Lodge for daring to not bend a knee to Cheliox. If you can learn the location of any base of operations recently used by these traitors—even if they are no longer there—our diviners can learn many things about them that will aid in bringing them down.

Obey and live,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Most loyal servant of the Ruby Prince,

Of all people, you know too well the treachery of the accursed Shadow Lodge. Though we have yet to locate the traitor we once revered, our diligence knows no bounds. Chances are good he is also headed to your destination. Should you find any signs of him there, report them back to me for the Ruby Prince's review.

You are going to an ancient place where you may find the remains of once-mighty elementalists who augmented the armies of our long-lost enemy, the Jistka Imperium. If you encounter any such remains—intact or desecrated—gather what you can and send them to us. We will honor them in the proper manner.



For the lowering flame,

Otoneraphim
Otoneraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

Greetings Favored One,

The deserts of the kingdom of Man share many properties with those in our own fair land, including the foul beasts that call the dunes home. Should you encounter any dangerous flora or fauna in the Rahadoumi wastes, return a specimen from the creature to me.

Few have known but for many years our faction has maintained a small repository of valuable discoveries at the Grand Lodge, privy only to those loyal to the Satrap. Though the vault's location has not been compromised, we have now discovered that the only means to access it—a certain carnelian key—was stolen by that Osirian traitor before he fled Absalom. Without that key, not even we can access the vault. If you should run across the traitor in your travels, I pray that you might find and recover the key for our cause.

Sincerely,

Pasha Muhlia Al-Jakri 

Taldor Faction Handout

Servant of the Empire,

A historian in my employ tells me that the Citadel of the Weary Sky was once a focus of elemental-binding activity.



As I'm sure you know, the Qadiran scourges to our south are ever touting their attunement to the denizens of the elemental planes. If you can find any item to assist in combating or controlling such elementals, please report its existence and nature so that we may begin work at crafting our own version of such a device.

Furthermore, if you can bring me a specimen of Jistkan art, especially relief sculptures or frescoes in pristine condition, I would ever love to have one as a conversation piece in the new bathhouse I'm building behind my Opparan estate.

From the Shadow of Taldor's Greatness,

BARON JACQUO

Baron Jacquo Dalsine

**SCENARIO 2-09:
THE HERESY OF MAN, PART III: BENEATH FORGOTTEN SANDS**

Event _____ Date _____

GM # _____ GM Name _____

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| Character # _____ | Prestige Points <input type="text"/> |
| Character Name _____ | <input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Taldor <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira |
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| Character Name _____ | <input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Taldor <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira |
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SCENARIO 2-09: THE HERESY OF MAN, PART III: BENEATH FORGOTTEN SANDS

This Chronicle Certifies That _____

| | | | | |
|------------------------------------|--------|----------------|----------------------|---------|
| Player Name | A.K.A. | Character Name | Pathfinder Society # | Faction |
| _____ Has Completed This Scenario. | | | | |

Scenario Chronicle # _____

| | | | | |
|------|-----|---|-------|----------|
| TIER | 5-6 | ▶ | 2,564 | MAX GOLD |
| TIER | 8-9 | ▶ | 5,365 | |
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EXPERIENCE

| |
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| Starting XP |
| +1 XP |
| Final XP Total |

PRESTIGE AWARD

| | | |
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| Starting PA | | |
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GOLD

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| Items Sold | | |
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| Gold Spent | | |
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| Subtotal | | |

Items Found During This Scenario

TIER
all

Pipes of terror (9,000 gp; Those within 30 feet who hear music from these panpipes must succeed on a DC 16 Will save or become panicked for 7 rounds. Those who make their save are instead shaken for 1 round. While *pipes of terror* may be played as often as one chooses, their fear-inducing qualities may only be activated once per day.)

Ring of the Weary Sky (11,200 gp; once per day, the wearer of this ring may attempt to charm any creature with the elemental subtype [as *charm monster*, Will DC 15 negates].)

Intelligent Ring of the Weary Sky (11,200 gp + 10 PA; [AL N; Ego 7; Senses 30 ft. vision and hearing; Int 12, Wis 10, Cha 11; Communication empathy; Lesser Powers resist energy 1/day (CL 3rd, affects wielder only); Special Purpose control or defeat elementals]; Whenever facing a creature of the elemental subtype, the ring casts *resist energy* on the wearer, attuned to the applicable energy type. If the wearer has charmed the elemental with the ring's *charm monster* ability, the ring does not abjure the wearer against that elemental's energy type.)

TIER
5-6

- Scroll of arcane sight* (375 gp)
- Scroll of gust of wind* (150 gp)
- Scroll of knock* (150 gp)

TIER
8-9

- +2 *chainmail* (4,300 gp)
- Cloak of resistance +2* (4,000 gp)
- Ring of protection +2* (8,000 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

| | |
|----------------------------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| TOTAL COST OF ITEMS BOUGHT | _____ |

For GM Only

| | | | | |
|-------|------------|------|-------------------------|-------------------------|
| EVENT | EVENT CODE | DATE | Game Master's Signature | GM Pathfinder Society # |
|-------|------------|------|-------------------------|-------------------------|