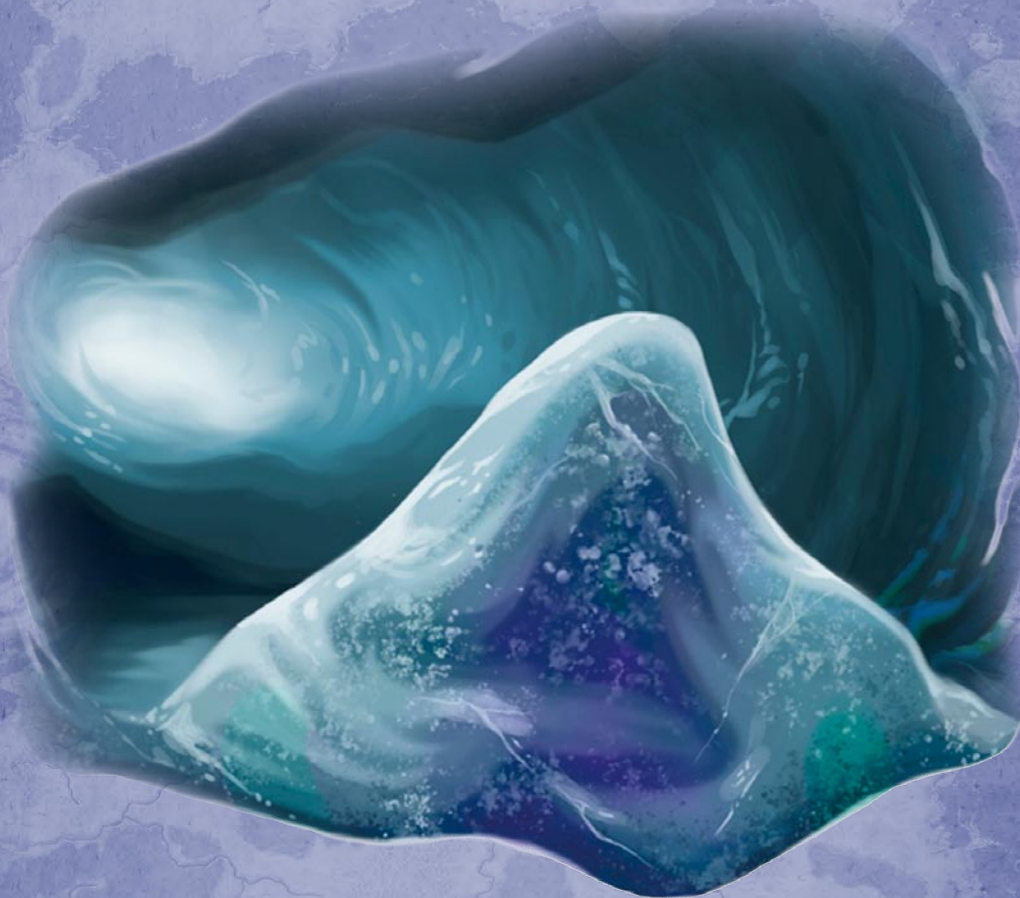


A PATHFINDER SOCIETY SCENARIO



# THE CHASM OF SCREAMS™

By Tim Hitchcock



# THE CHASM OF SCREAMS

PATHFINDER SOCIETY SCENARIO 2–14

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*Pathfinder Society Scenario 2–14: The Chasm of Screams* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tiers 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 19 of this product.

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# THE CHASM OF SCREAMS

BY TIM HITCHCOCK



When Venture-Captain Kyalla was cursed with a terrible transformation into a raving, simian beast-woman, the Pathfinder Society's best healers and arcanists toiled around the clock to find a cure. The enigmatic druid known only as Osprey, however, believes he's stumbled upon a solution. Among the remnants of the ritual that left Kyalla balefully transformed were four candles, each crafted from a different humor, and the fluid-drained corpse of an ape; Osprey believes that replacing Kyalla's humors with those from shapeshifting creatures could reverse her condition.

Over the course of several months, Osprey has traveled throughout the Inner Sea region, researching the strange Angazhani ritual and procuring what he believes will serve as powerful arcane reagents, including the black bile from a lycanthrope and the blood of an ancient blue dragon. He also attained the yellow bile of a powerful doppelganger, which he discovered needed to be properly prepared for the upcoming ritual. Knowing few members of the Society capable of carrying out the strange preparation, he traveled deep into the Mindspin Mountains where a mysterious arcanist known as the Phitoness of Axioms, who is an old acquaintance of his—a woman with whom he had a tumultuous past as colleague, and at times, lover—lived the life of a hermit high in a mountain valley.

Osprey met with the phitoness, whose proper name is Eya Uygroulis, at her isolated hermitage high in the Mindspin Mountains between Molthune and Nidal. His sudden arrival was hardly appreciated, and the two ex-lovers quarreled for a bit on personal matters. After placating the tempestuous seer by conceding to her on matters of his shiftless romances, her disposition softened enough for the two of them to speak at length on the subject of the curse afflicting his friend and superior, Venture-Captain Kyalla. Despite the curse being the primary reason for his visit, Osprey deliberately brought up the matter last, for in the past, Kyalla had been a sore subject between the two. Still, Eya obliged Osprey, telling him what she knew of such curses as well as the preparatory incantations and reagents needed to perform their undoing. Eya agreed to perform the preparatory

## WHERE ON GOLARION?

This scenario takes place high in the Mindspin Mountains between Nidal and Molthune. A remote and largely uninhabited portion of the world, the Mindspin Mountains offer little in the way of resources for adventuring PCs. Be sure to allow players the opportunity to prepare for a wilderness trek high in the cold mountains before setting off on the adventure.



incantations on his primary reagent, the yellow bile of a doppelganger. It was agreed that while she prepared the solution, Osprey would set off to collect the rest of reagents and she would meet him with the bile in Absalom in six days' time.

Unfortunately, Eya never set out on her trek to the City at the Center of the World. As she was preparing to leave, a group of Kellid barbarians native to the isolated mountains came across her hermitage and attacked, catching her by surprise. The barbarians absconded with Eya, taking her to the aptly named Chasm of Screams, an ancient cavern once sacred to the region's ancient Kellid tribes and now inhabited by a wretched and capricious winter hag named Cailleach, to whom the barbarians are eternally enthralled. Beaten senseless, Eya now lies deep within the strange chasm, on the very cusp of undergoing the last part of a grueling and painful process that will end with theft and destruction of her very soul.

**GM TIP**

This scenario takes place mostly within a high-altitude ice cave with strange, howling wind effects. Be sure to familiarize yourself with the rules on adventuring in harsh environments and wind effects on pages 439 and 442 of the *Pathfinder RPG Core Rulebook*.

**SUMMARY**

Summoned by the impatient demands of Osprey to investigate the mysterious and sudden disappearance of an enigmatic ally of his, the PCs are sent to the Mindspin Mountains to track down one of his former associates, a powerful seer named Eya Uygroulis.

After a long journey, the PCs arrive at Eya's hermitage only to discover it seemingly abandoned. Exploring the hermitage triggers a deadly trap left behind by barbarian kidnappers to dissuade those who might try to interfere with their plans. Following a thorough investigation of the surrounding area, PCs find an abandoned campsite. At the site, they rescue Eya's dying raven familiar, who informs them that barbarians have abducted her mistress and taken her to a place known as the Chasm of Screams.

Once the PCs arrive at the perilous screaming caverns, they face the barbarian warriors responsible for Eya's kidnapping. Making matters worse, navigating the chasm's passages is difficult and requires climbing, moving through icy passages and coping with screaming winds, not to mention the morlock guardians that inhabit the frigid caverns.

The PCs finally reach a labyrinthine cave where they face off against the capricious and malevolent winter hag who has taken Eya prisoner and left her to die within the cave. Among the hag's belongings, they also recover a strange reagent Eya prepared for Osprey. Eya then fills in the PCs a little bit concerning Osprey's plot to collect more reagents as well as her mission to deliver the reagent to Absalom.

**GETTING STARTED**

Read the following to get the adventure underway:

Having responded to his supercilious summons, you now sit in a private conference room at the Grand Lodge across from the enigmatic druid known only as Osprey.

"I've summoned you here to perform a task of dire necessity. An influential, uh, venture-captain has been afflicted with a terrible curse, and we can't seem to break it. I've done extensive research and believe I know what needs to be done, however. I've collected humors from a number of vile creatures, all with supernatural shape-shifting properties, and hope they can be utilized to revert our dear associate to her rightful form. One of these reagents—the yellow bile of a doppelganger—I entrusted to an old... let's call her an 'acquaintance,' shall we? Her name is Eya Uygroulis, though she is often better known as the Phitoness of Axioms, and she's an extremely powerful seer. She was to

prepare the reagent for the forthcoming reversion ritual and deliver it here three days hence; I have heard nothing from her and the prepared reagent is nowhere to be found.

"Eya lives alone in a sacred hermitage high in the Mindspin Mountains, along the border between Nidal and Molthune. I need you to travel there immediately to speak with her, but be subtle with your investigations. She's a wily one, and quite powerful. Find out why she hasn't sent the reagent and what I must do to earn her cooperation. She and I have a 'history,' and I fear she may ask more than I can deliver. You are authorized to do whatever you may do within your own means to persuade her to cooperate. If something's happened to her, of course, I ask that you do your best to ensure her safety, but your priority is the reagent."



**Osprey**

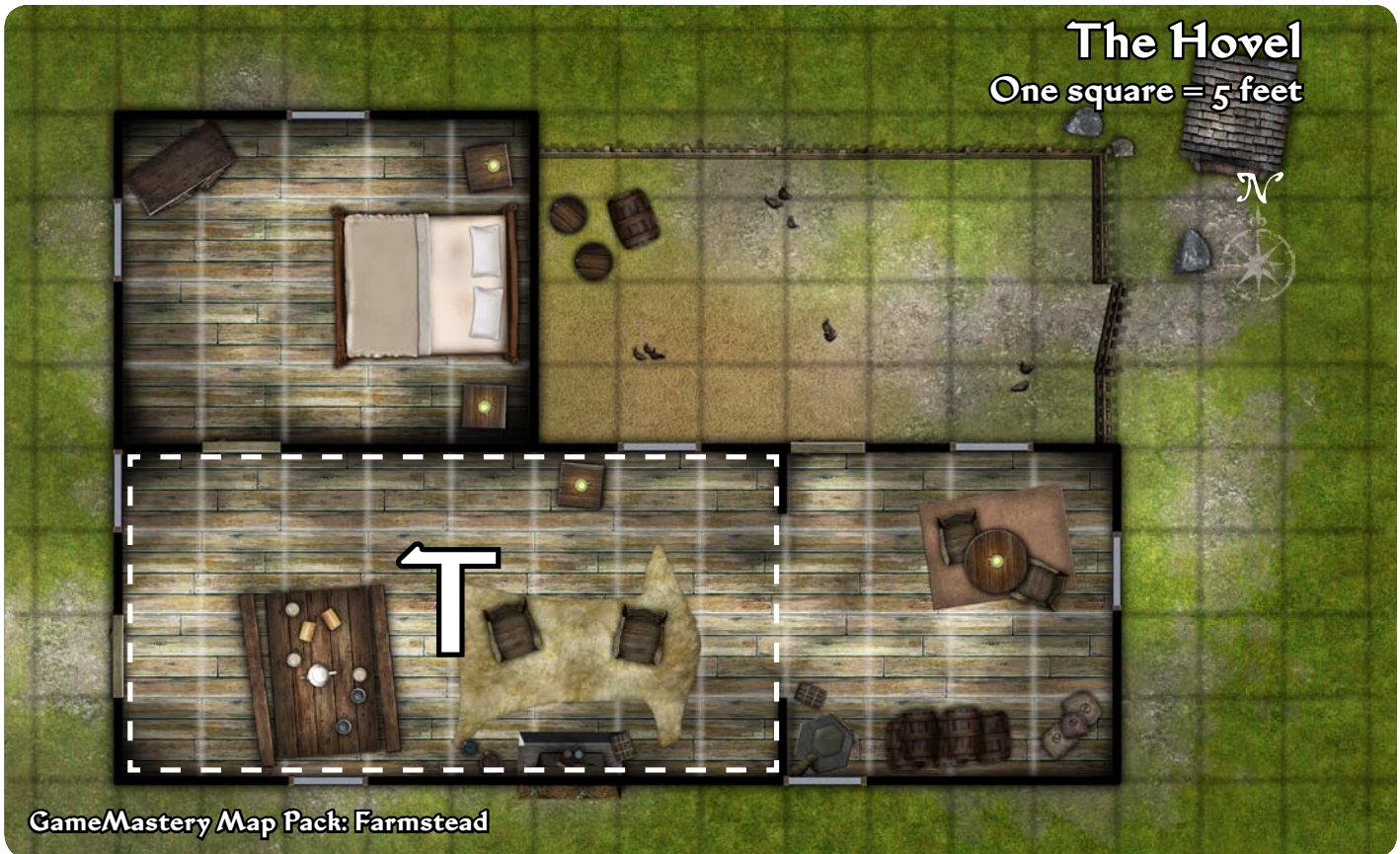
If the PCs question Osprey about the afflicted venture-captain, he offers no further information, stating that the venture-captain's identity is confidential and none of their concern. Some PCs may inquire about the Phitoness of Axioms and Osprey's relationship with her. He is hesitant to admit that the two were once lovers, but hints that they were more than just working associates. He reminds them that she is an ally of the Pathfinder Society, and may need convincing to cooperate, but that she is not the PCs' enemy. If anyone asks about the environment in the Mindspin Mountains, Osprey simply suggests they dress warmly and be prepared to climb.

How PCs get to Eya's hermitage is up to them, though they may find that overland travel is incredibly time-consuming. If a member of the party has the ability to teleport the group closer to her hovel, if not directly there, Osprey may suggest they take this course of action, as time is of the essence. Should PCs lack this capability, they may get a member of their respective faction or the Pathfinder Society to cast teleport for them for 4 PA.



## The Hovel

One square = 5 feet



## ACT I: THE PHITONESS OF AXIOMS

The PCs begin the adventure at the edge of Eya Uygroulis's grove.

The mountain trail widens here, and glints of sunlight dart through the clutching, skeletal branches of the towering yellow pines. The incline softens into a small dell, set against the backdrop of the gray, toothy peaks of the Mindspin Mountains. Near the center of the clearing stands a small hovel of rough basalt stones, neatly covered with sod to protect it from the mountain's wintery chill.

According to Osprey's map, this is the sacred hermitage of Eya Uygroulis—his former associate and estranged lover—better known as the Phitoneess of Axioms.

Upon their arrival, any PCs succeeding in a DC 10 Perception check quickly note an uneasy stillness within the dell. Nothing stirs within its perimeter, not even the wind. Nearly a week earlier, Cailleach's barbarian thralls raided Eya's small hovel and seized her for interrogation. When they departed, the barbarians left behind both a deadly trap and a talented spy to sabotage the investigations of anyone meddling in Eya's affairs who might come looking for her.

## The Hovel (CR 8 or CR 10)

Any PCs who examine the hovel immediately notice its unlocked door sitting slightly ajar. If the PCs peer into or enters the hovel, read or paraphrase the following description.

A sickly yellow glow emanates from the grease-smearing windows, leaving the room dim and shadowy, while a beam of direct light slips in from the open door. The illumination highlights a small table of rough-cut pine. A note rests atop the table, weighted in place by a small soapstone figurine carved to resemble a seahawk.

**Traps:** Before leaving, the barbarians rigged the main room of Eya's hovel to function as a trap. A concealed string covertly attaches the figurine to the trap's release pin. Anyone who moves the figurine pulls the release pin, causing the entire room to collapse upon its occupants. The barbarians attempted to make the soapstone figurine more enticing by casting *magic aura* on it. Similarly, the note beneath the figurine is a hoax. Anyone making a DC 12 Linguistics check quickly determines the cryptic writing of incomprehensible origin is complete gibberish.

## Tier 7–8 (CR 8)

### COLLAPSING CEILING TRAP CR 8

Type mechanical; Search DC 26; Disable Device DC 26

#### EFFECTS

Trigger touch; Reset none

Effect Atk +15 melee (6d6 plus buried); multiple targets (all targets in hovel)

#### SPECIAL

**Note:** Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

## Tier 10–11 (CR 11)

### COLLAPSING CEILING TRAP CR 11

Type mechanical; Search DC 31; Disable Device DC 31

#### EFFECTS

Trigger touch; Reset none

Effect Atk +15 melee (8d6 plus buried); multiple targets (all targets in hovel)

#### SPECIAL

**Note:** Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

**Creature:** A few hundred feet into the woods, just uphill from the hovel, hides a lone barbarian named Aran Thokskaw who stayed behind to keep watch on the hovel. If the PCs trigger the trap, the sound of the collapse draws his attention and he immediately races to survey the situation. The barbarian attempts to hide close by in order to study the PCs and size them up. The process requires approximately 4 rounds. Upon gathering what information he can, he rushes back to the campsite, grabs his pack, and hurries off to catch up to his allies who are already at the Chasm of Screams with their prisoner.

If PCs notice Aran, he flees immediately, hoping to avoid an altercation. He knows the PCs outnumber him, and never initiates combat unless he believes the PCs have suffered enough injury for him to defeat them himself.

### ARAN THOKSKAW CR 6

Male human barbarian 4/rogue 3

CN Medium humanoid (human)

Init +5; Senses Perception +13

#### DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, –2 rage)

hp 83 (4d12+3d8+39)

Fort +10, Ref +5, Will +7

Defensive Abilities uncanny dodge, evasion, trap sense +2

#### OFFENSE

Speed 40 ft.

Melee +1 longsword +12/+7 (1d8+5/19–20)

Ranged mwk longbow +9/+4 (1d8/x3)

Special Attacks rage (13 rounds/day), rage powers (guarded stance [+1 dodge vs. melee], low-light vision), sneak attack +2d6

#### TACTICS

**Before Combat** Aran Thokskaw tries to avoid combat at all cost, but if he suspects a confrontation is unavoidable, he applies his *oil of keen edge* to his sword and his *oil of greater magic weapon* to his bow. He prefers to shoot first and keep opponents at a distance. If he can snipe opponents, all the better, targeting those who might obviously be spellcasters or possess a long range weapon.

**During Combat** If he can avoid melee, Aran does so, attempting to shoot and run. If forced to sword fight, he flies into a rage and tries to maneuver into a position that best allows him to take advantage of his sneak attack ability.

**Morale** So long as he remains unaccompanied, Aran is as craven as they come. He attempts to flee as soon as possible, to alert his allies. If forced to fight, he seeks every opportunity to escape, though if dropped below 10 hit points, he prefers surrender to being slain. He can only be forced to talk if PCs guarantee to protect him from the inevitable wrath of his icy mistress.

**Base Statistics** When not raging, the barbarian's statistics are AC 15, touch 11, flat-footed 14; hp 75; +1 longsword +10/+5 (1d8+3/19–20); Str 14, Con 16; CMB 8, CMD 19; Climb +12, Swim +6

#### STATISTICS

Str 18, Dex 12, Con 20, Int 13, Wis 12, Cha 8

Base Atk +6; CMB +10; CMD 19

Feats Alertness, Improved Initiative, Iron Will, Weapon Focus (longsword), Weapon Focus (longbow)

Skills Acrobatics +11 (+15 jump), Climb +14, Disguise +7, Handle Animal +5, Intimidate +5, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nature) +8, Perception +13, Sense Motive +3, Stealth +11, Survival +8, Swim +8

SQ fast movement, rogue talents (surprise attack), trapfinding +1

Combat Gear *oil of greater magic weapon*, *oil of keen edge*; Other Gear +1 studded leather, +1 longsword, masterwork longbow with 50 arrows

**Development:** PCs may locate a set of tracks going from Eya's hovel into the woods with a DC 15 Survival check. The prints appear to have come from approximately half a dozen booted humanoids leading away an unshod human female. The tracks lead a quarter mile into the woods to the east, where PCs may locate the barbarians' abandoned campsite.

**Mission Notes:** At any point during Act 1, Qadira faction PCs may attempt to chart star patterns once per evening by making a successful DC 12 Wisdom check. If they succeed they gain the opportunity to compare their drawings to similar drawings in the cave entrance in Act 2 in order to learn the constellations' Kellid names, earning 1 Prestige Award.





## The Campsite

Within this section of the wood lie the ruins of a small settlement. Heavily overgrown, only the crumbling foundations of several small huts provide evidence of its existence. Any PCs who search the area eventually find a makeshift campsite from Cailleach's barbarian thralls.

Within one of the foundations, a small, man-made clearing conceals the scattered remnants of a hastily fled campsite. Snow has been thrown upon the coals, though they are still warm, and indents in the ground mark the sleeping locations of at least four individuals. Near the fire rests a small woodpile and a sack with some candles, a half-day's rations, and a few other mundane possessions. From a nearby tree hangs a makeshift birdcage, crudely woven from saplings.

**Creatures:** Eya's raven familiar Vaetta lies within the cage. The bird is unconscious and its right wing is broken.

### VAETTA

CR —

Female raven familiar (*Pathfinder RPG Bestiary* 133)  
hp —2 (max 15)

**Development:** If the PCs heal Vaetta, she can converse with them, revealing what she knows. The familiar was out of the hovel, flying about the forest when several men came and attacked her mistress. As she raced back to the hovel, the agents knocked Eya unconscious and Vaetta lost contact with her. She arrived just in time to witness the barbarians dragging her mistress off. The raven did her best to tail the agents and was able to safely follow them back to their campsite where she flew in close enough to observe them, and once in range, she again began to sense Eya. Soon after, the agents began talking about taking her to a place called the Chasm of Screams. Upon mention of the Chasm, Vaetta felt Eya flood with fear. Without warning, one of the agents knocked Eya unconscious again, and they broke camp and dragged her off with them. At that point, one of the men spotted the raven and shot her. That's all Vaetta remembers. She begs the PCs to pursue her mistress and is more than willing to accompany them in a rescue.

The PCs may locate a series of footprints leading farther up the mountain with a DC 20 Survival check. Similar to the tracks leading from the hovel to the camp, these tracks indicate that a human woman was brought against her will up the mountain by a small band of rough-shod humanoids.

**Treasure:** In their hasty efforts, the barbarians left behind a few objects they confiscated from Eya's hermitage. A tied sack holds half a dozen tubes of various exquisitely rendered maps of the Inner Sea. Hidden within one of the tubes is an ivory scroll tube containing the following spells: *dimension door* and *secret chest*. For Tier 10–11, the tube holds a second scroll with the following spells: *contingency* and *magnificent mansion*.

**Mission Notes:** Andoran faction PCs who search this location recover a rusty strongbox with a crumbling leather-bound journal. Faded and barely legible, it recounts harrowing tales of icy winters, disease, and starving Eagle Knight operatives. In later entries, the soldiers became haunted by frightful dreams that led them to a strange location they called the Chasm of Screams. Over the next few months, those drawn to the cave went mad, broke from the settlement, and began systematically hunting and eating their kin.

Andoran faction members who recover the journal receive 1 Prestige Award.

**Rewards:** If the PCs recover Eya's sack, reward each tier thusly:

**Tier 7–8:**

Give each player 210 gp.

**Tier 10–11:**

Give each player 675 gp.

## ACT 2: THE CHASM OF SCREAMS

The Chasm of Screams is a regional wonder upon that many nightmarish tales are born, and for good reason. Once a geological anomaly, the chasm attracted the curiosities of local tribes who braved its wind-haunted labyrinths to test the fortitude of their best warriors. Few returned from the brutal and grueling trial, while those who did return were driven mad. These individuals soon broke from the sunlit lands of their birth and descended deep into the gloomy caves. Collectively, their existence formed the basis for later rumors that cannibalistic tribes dwelt within, and that the chasm's horrific screams came from the spirits of their victims.

In more recent times, rumors surfaced that the chasm's effects had taken a darker twist. Howls echoing from the rift seemed to bleed into the nightmares of sleeping mortals, driving them in haunted madness to seek out the chasm to their untimely ends. In actuality, the chasm's natural eeriness attracted the attentions of a foul hag, an ice witch whose insidious dealings include the theft and brokering of mortal souls to various fiends of the lower planes. Currently attended and worshipped by wretched humanoids of unknown origin, the chasm now serves her as both a home and a lure to the unwary.

During her tenure, the hag has enthralled small bands of superstitious barbarians who worship her almost as a god. Knowing that her presence in civilized areas where souls are plentiful would result in her being hunted down like the monster she is, she dispatches her minions to retrieve prisoners and deliver them to her in the Chasm of Screams.

**Special:** If Eya's familiar accompanies the PCs, she can sense her mistress still lives, but is badly injured.

### C1. The Chasm Maw (CR 9 or CR 12)

Even from a distance, the strange and horrid, screaming echoes unnervingly through the mountains, drowning the silence and driving away living creatures, leaving the snowy hillside lifeless. Along the baseline of the mountain's face where its roots wedge into its neighboring peak, a gaping chasm opens from which the howling emanates. Here, its wretched wail belches forth in frigid, almost gale-force blasts.

The frigid winds blasting from the chasm maw blow with severe force (see page 439 of the *Pathfinder RPG Core Rulebook*), while the howling sound imposes a –5 penalty on all Perception checks to listen. Hidden glyphs carved into the snow-covered stone entrance bestow a permanent fear effect upon the chasm mouth. Creatures of less than 6 HD must succeed on a DC 14 Will save or become shaken for 1d4 rounds by the unnerving effect.

The open maw descends a hundred feet into darkness, its slope a steep, 40-degree angle. Within the passage, the wind force remains severe and the howling continues to drown out all audible sounds. Anyone attempting to communicate must yell while those attempting to listen to others must make DC 15 Sense Motive checks to fully understand them. The penalty on Perception checks to listen increases to –10 in this passage. Much of the floor and walls is rimed with an icy frost, and the terrain is slippery. Each minute of travel, the PCs must succeed on a DC 20 Acrobatics check to avoid slips and slides toward the bottom of the shaft. Those who fail end up prone in area C2 and suffer 2d6 points of damage from the rough landing (DC 20 Reflex for half).

In a few places, the winds have blown some of the icy rime clear, exposing a series of badly weathered, primitive pictographs adorning the cavern walls. Anyone examining the images may attempt a DC 15 Linguistics check to decipher them as primitive pictographic histories likely left by the region's former inhabitants. Most seem to involve tests of faith, but some note marriages and ancestral lineages, and cultural histories of various tribe folk.

**Creatures:** Camped around the Chasm's gaping mouth are a ragtag group of Kellid barbarians, thralls of Cailleach. In Tier 7–8, there are three barbarians (including Aran Thokskaw, if the PCs have not already defeated him); in Tier 10–11, an additional two barbarian warpriests are present.



# The Chasm of Screams

One square = 5 feet



## Tier 7–8 (CR 9)

### BARBARIAN HUNTERS (3) CR 6

hp 83 (Use the stats for Aran Thokskaw on page 6.)

#### TACTICS

**Before Combat** If aware of the PCs' approach, the barbarian hunters apply *oil of keen edge* to their swords and *oil of greater magic weapon* to their bows.

**During Combat** The hunters attempt to provide flanks for one another, preferring melee to ranged attacks.

**Morale** Fully ready to die for their ice hag mistress Cailleach, the hunters fight to the death.

## Tier 10–11 (CR 12)

### BARBARIAN HUNTERS (3) CR 6

hp 83 (Use the stats for Aran Thokskaw on page 6.)

#### TACTICS

Same as Tier 7–8.

### BARBARIAN WARPRIESTS (2) CR 9

Human barbarian 7/druid (mountain druid) 3 (*Pathfinder RPG Advanced Player's Guide* 100)

CE Medium humanoid (human)

**Init** +1; **Senses** Perception +11

#### DEFENSE

**AC** 15, touch 9, flat-footed 14 (+4 armor, +1 Dex, +2 natural, –2 rage)

**hp** 121 each (7d12+3d8+57)

**Fort** +15, **Ref** +8, **Will** +12

**Defensive Abilities** improved uncanny dodge, trap sense +2

**DR** 2/—

#### OFFENSE

**Speed** 40 ft.

**Melee** *shillelagh* +15/+10 (2d6+7)

**Ranged** sling +10/+5 (1d4+4)

**Special Attacks** rage (19 rounds/day), rage powers (guarded stance [+2 dodge vs. melee], powerful blow +2, scent), lightning arc (1d6+1 electricity, 6/day)

**Druid Spells Prepared** (CL 3rd; concentration +6)

2nd—*barkskin* (already cast), *bull's strength*, *wind wall*<sup>D</sup>

1st—*cure light wounds*, *endure elements*, *obscuring mist*<sup>D</sup>, *shillelagh* (already cast)

0 (at will)—*create water*, *detect magic*, *guidance*, *stabilize*

**D** Domain spell; **Domain** Air

#### TACTICS

**Before Combat** If Aran Thokskaw warns the barbarians that the PCs approach, the warpriests cast *barkskin* on themselves. As the PCs approach, they cast *shillelagh* on their quarterstaves.

**During Combat** Once all his buffs are in place, each warpriest enters a rage and charges into combat, using his sure-footed ability to move at full speed and tumble on the otherwise difficult mountain terrain. The warpriests prefer melee combat, but don't hesitate to use ranged attacks, including lightning arc, if PCs are too far out of reach.

**Morale** Fanatical and fully dedicated to Cailleach, barbarian warpriests fight to the death.

**Base Statistics** When not raging and not under the effects of *shillelagh* and *barkskin*, the barbarian warpriest's statistics are **AC** 15, touch 11, flat-footed 14; **hp** 107; **Melee** quarterstaff +12/+7 (1d6+3); **Str** 14, **Con** 16; **CMB** 11, **CMD** 22; **Climb** +10

#### STATISTICS

**Str** 18, **Dex** 12, **Con** 20, **Int** 8, **Wis** 16, **Cha** 10

**Base Atk** +9; **CMB** +13; **CMD** 24

**Feats** Combat Casting, Diehard, Endurance, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

**Skills** Acrobatics +8, Climb +12, Heal +14, Intimidate +9, Knowledge (geography) +8, Knowledge (nature) +9, Perception +12, Stealth, +2, Survival +12

**Languages** Hallit

**SQ** fast movement, mountaineer, nature bond (Air domain), nature sense, sure-footed, wild empathy +4

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +2 *leather armor*, *cloak of resistance* +2, quarterstaff, sling with 10 bullets

**Mission Notes:** Taldor faction PCs who study the pictographs can attempt a DC 25 Perception check to discover a series of faded drawings depicting the arrival of several strangely garbed foreigners. One drawing documents his marriage into the tribe, and then his departure with several children. Members of the Taldor faction who destroy these pictographs complete their mission and earn 1 Prestige Award.

Qadira faction PCs who successfully charted stars in Act 1 can attempt a DC 15 Perception check to note a series of animals whose shapes correlate with their star charts and may use these animals to name the constellations. Faction members who record their discovery complete their mission, earning 1 Prestige Award.

**Rewards:** If the PCs successfully defeat the barbarian thralls, award each tier thusly:

**Tier 7–8:**

Give each player 1,342 gp.

**Tier 10–11:**

Give each player 2,827 gp.

## C2. The Bone Pit

The tunnel leading from the chasm maw ends at a shallow pit before making a sharp bend upward. Hundreds of bones line the bottom of the pit.

Approaching this location, the wind gusts become staggered, rushing in short bursts every 2d6 rounds, and lasting for 1 round. The wind force decreases to strong, and the howling lessens until it imposes only a –5



Perception penalty, making normal conversation possible without the need to use Sense Motive to communicate verbally. The cause of the staggered winds is the cavern structure, which also generates a slight cyclonic effect, which churns into a blinding cloud of ice, bone, and dust every 2d6 rounds. Creatures caught within the icy whirlwind gain total concealment, but are temporarily blinded by dust and ice and battered by wind-whipped bones for 1d6 damage (DC 20 Reflex for half). The entire effect only lasts one round and is relatively harmless, but eerie.

The loose bones lining the pit bottom run about a foot deep. PCs inspecting the bones in the pit may attempt a DC 10 Heal check to identify the majority of them as humanoid. A rough count estimates over 20 different creatures, while even more lie buried beneath the ice.

**Treasure:** PCs making an effort to dig through the ice and further inspect the bones can attempt a DC 15 Perception check to unearth a strange rod fashioned from a human femur. This may be identified as a *rod of wonder*.

**Rewards:** If the PCs find the treasure, reward each tier thusly:

**All Tiers:**

Give each player 1,000 gp.

### C3. The Overhang (CR 9 or CR 12)

Here the passage slopes up radically, exposing a wide fault in the rock that creates a natural overhang that blocks some of the passageway. The tunnel appears to continue up, around, and over the crag.

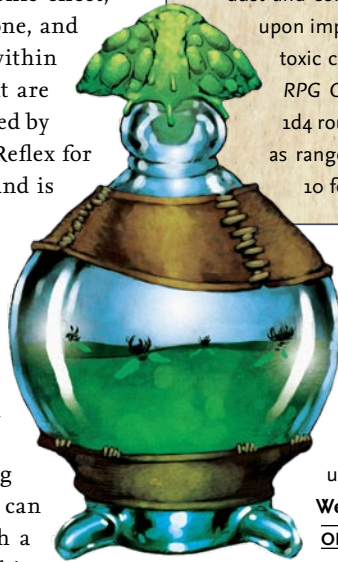
**Creatures:** Morlock wardens guard this entrance to the interior caverns where their icy mistress lives, perched upon the overhang. As soon as they spot anyone approaching, they scurry to prepare an ambush. In scurrying, they knock a bit of snow loose that falls from the ledge. A PC making a DC 25 Knowledge (nature) or Knowledge (dungeoneering) check suspect the falling snow was caused by a moving creature; otherwise the PCs attribute the movements to the natural shifting caused by winds within the chasms.

### Tier 7–8 (CR 9)

<b>MORLOCK WARDENS (2)</b>	<b>CR 7</b>
Morlock rogue 5 ( <i>Pathfinder RPG Bestiary</i> 209)	
CE Medium monstrous humanoid	
<b>Init</b> +10; <b>Senses</b> darkvision 120 ft., scent; Perception +12	

### NIGHTMARE VAPOR FLASK

Nightmare vapor flasks are small vials filled with nightmare dust and combustible salts. When thrown, they shatter upon impact releasing a 10-ft.-radius and 10-ft.-high toxic cloud of nightmare vapor poison (*Pathfinder RPG Core Rulebook* 560). The cloud dissipates in 1d4 rounds. You can throw a nightmare vapor flask as ranged touch attack with a range increment of 10 feet.



**DEFENSE**

**AC** 21, touch 15, flat-footed 16 (+4 armor, +5 Dex, +2 natural)

**hp** 67 (3d10+5d8+29)

**Fort** +5, **Ref** +13, **Will** +5

**Defensive Abilities** evasion, trap sense +1, uncanny dodge; **Immune** disease, poison; **Weakness** light blindness

**OFFENSE**

**Speed** 40 ft., climb 30 ft.

**Melee** mwk cestus +11/+6 (1d4+4/19–20), mwk cestus +11 (1d4+2/19–20), bite +7 (1d4+2)

**Ranged** nightmare vapor flask +12/+7 (poison cloud)

**Special Attacks** leap attack, poison (nightmare vapor, DC 20, 1/round for 6 rounds, 1 Wis damage and confused for 1 round, 2 saves), sneak attack +4d6, swarming

**TACTICS**

**Before Combat** Using their ability to climb, the morlocks position themselves on the cavern wall and ceiling. Using stealth, they wait for PCs to enter the room and then drop down upon them, surprising them and blocking their egress.

**During Combat** If they can swarm an opponent, the morlocks do so in order to take their sneak attacks. Upon finishing a strike, they scurry back up the walls, trying to get enemies to chase them. During the retreat they throw nightmare vapor flasks, and hide again hoping to repeat the first tactic, or at least lure attackers into risky positions.

**Morale** Fiercely dedicated to their mistress and distinctly insane, the morlocks have few fears and fight to the death.

**STATISTICS**

**Str** 18, **Dex** 22, **Con** 17, **Int** 9, **Wis** 12, **Cha** 6

**Base Atk** +6; **CMB** +10; **CMD** 26

**Feats** Blind-Fight, Improved Initiative, Improved Natural Armor, Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +25 (+29 jump), Climb +37, Escape Artist +16, Perception +12, Sleight of Hand +16, Stealth +17 (+21 in caverns); **Racial Modifiers** +8 Acrobatics (+4 jump), +16 Climb, +4 Stealth in caverns

**Languages** Undercommon

**SQ** expert climber, rogue talents (finesse rogue, ledge walker), trapfinding +2

OPTIONAL ENCOUNTER

The encounter with the frosty lurker in area C3 is optional and can be skipped if you are running low on time. If there are less than 2 hours left to complete the scenario, the icy pond is just the pool of slush it seems to be.

**Combat Gear** nightmare vapor flask; **Other Gear** +1 studded leather, masterwork cestus (2)

Tier 10–11 (CR 12)

MORLOCK WARDENS (6) CR 7

hp 67 (Use the stats from Tier 7–8.)

**Treasure:** A quick search of the morlocks' cavern turns up the recently gnawed remains of a Kellid warrior. Searching her corpse uncovers a mystic *belt of giant strength* woven from the scalps of her enemies and threaded with bone beads and tiny fetish carvings. PCs in Tier 7–8 find a *belt of giant strength* +2; Tier 10–11 PCs find a *belt of giant strength* +4.

**Rewards:** If the PCs defeat the morlocks and find the Kellid's belt, reward each tier thusly:

Tier 7–8:

Give each player 940 gp.

Tier 10–11:

Give each player 1,648 gp.

C4. The Pudding Pit (CR 8 or CR 11)

The passage widens into a large frozen pool. The roof climbs upward, forming a natural chimney extending 150 feet above the pool. A stream of cold air spills in through the hole in the ceiling, filling the chamber with a low, doleful moan.

The sole exit to this room is the chimney, a 10-foot.-wide vertical passage 25 feet above the floor of the room. It is nearly impossible to reach or traverse without magic or climbing gear.

**Creatures:** What appears to be an icy pool of sludge is in fact a massive white pudding. It hungrily attacks any living creatures that go near it.

Tier 7–8 (CR 8)

FROSTY LURKER CR 8

Advanced white pudding (*The Tome of Horrors Revised* 298)

N Huge ooze (cold)

Init –5; Senses blindsight 60 ft.; Perception –5

DEFENSE

AC 3, touch 3, flat-footed 3 (–5 Dex, –2 size)

hp 105 (10d8+60)

Fort +9, Ref –2, Will –2

**Defensive Abilities** split; **Immune** cold, ooze traits

**Weaknesses** vulnerability to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

Space 15 ft.; Reach 10 ft.

**Special Attacks** constrict (2d6+4 plus 2d6 acid), corrosion, icy cold

TACTICS

**Before Combat** The frosty lurker blends perfectly with its surroundings and patiently waits for victims to approach within its reach.

**During Combat** The frosty lurker uses its slam to attack and engulf single victims. After it seizes a meal, it retreats to its pit to eat it, though it remains aggressive and fights back if the PCs continue to attack it.

**Morale** Mindless, the ooze fights until slain.

STATISTICS

Str 16, Dex 1, Con 22, Int —, Wis 1, Cha 1

Base Atk +7; CMB +12 (+16 grapple); CMD 17 (can't be tripped)

Skills Climb +11

SQ suction

SPECIAL ABILITIES

**Acid (Ex)** A white pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a white pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a white pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a white pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

**Corrosion (Ex)** An opponent that is being constricted by a white pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

**Icy Cold (Su)** Creatures grappled by a white pudding take 1d6 points of cold damage per round and must make a successful DC 21 Fortitude save to avoid becoming fatigued by the cold, as if suffering from the effects of hypothermia. The save DC is Constitution-based.

**Split (Ex)** Slashing and piercing weapons deal no damage to a white pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Suction (Ex)** The white pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A white pudding can establish or release



suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a white pudding gains a +10 circumstance bonus to its CMD to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

## Tier 10–11 (CR 11)

### ELDER FROSTY LURKER CR 11

Advanced white pudding (*The Tome of Horrors Revised* 298)

N Huge ooze (cold)

**Init** –5; **Senses** blindsight 60 ft.; **Perception** –5

#### DEFENSE

**AC** 3, **touch** 3, **flat-footed** 3 (–5 Dex, –2 size)

**hp** 147 (14d8+84)

**Fort** +10, **Ref** –1, **Will** –1

**Defensive Abilities** split;

**Immune** cold, ooze traits

**Weaknesses** vulnerability to fire

#### OFFENSE

**Speed** 20 ft., **climb** 20 ft.

**Melee** slam +12 (2d6+6 plus 2d6 acid plus grab)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** constrict (2d6+4 plus 2d6 acid), corrosion, icy cold

#### TACTICS

**Before Combat** The frosty lurker blends perfectly with its surroundings and patiently waits for victims to approach within its reach.

**During Combat** The pudding uses its slam to attack and engulf single victims. After it seizes a meal, it retreats to its pit to eat it, though it remains aggressive and fights back if the PCs continue to attack it.

**Morale** Mindless, the ooze fights until slain.

#### STATISTICS

**Str** 18, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +10; **CMB** +16 (+20 grapple); **CMD** 21 (can't be tripped)

**Skills** Climb +12

**SQ** suction

#### SPECIAL ABILITIES

**Acid (Ex)** A white pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a white pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a white pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a white pudding remains in contact with a wooden or metal object for 1 full round, it

inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

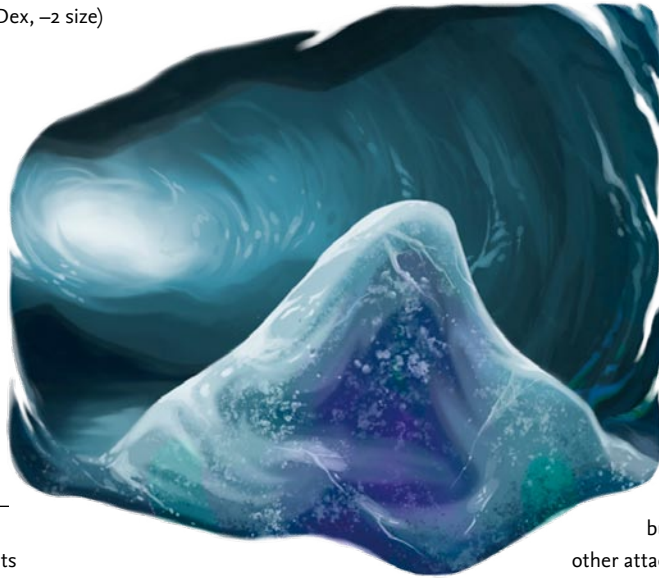
**Corrosion (Ex)** An opponent that is being constricted by a white pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

**Icy Cold (Su)** Creatures grappled by a white pudding take 1d6 points of cold damage per round and must make a successful DC 21 Fortitude save to avoid becoming fatigued by the cold, as if suffering from the effects of hypothermia. The save DC is Constitution-based.

**Split (Ex)** Slashing and piercing weapons deal no damage to a white pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points

(round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Suction (Ex)** The white pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A white pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a white pudding gains a +10 circumstance bonus to its CMD to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.



## C5. Scattered Remains of the Phitones (CR 8 or CR 12)

The shaft bisects a horizontal cavern and continues upward. Jagged, human-sized, ice-covered stalagmites fill the cavern floor.

Once every 1d6 rounds, a rough and frigid cross-breeze whips through this passage from west to east. For 1 round, the wind speed escalates to severe. Living creatures may attempt a DC 15 Reflex save to shelter themselves behind a stalagmite to avoid taking 1d6 nonlethal cold damage.

**Creatures:** A band of morlocks lurks in the shadows here. As soon as they sense the PCs' approach, the morlock priest attempts to horrify them with a tactic he was instructed to use by the hag. He's crafted a gruesome sculpture of Eya's head and tossed it into a bucket of pig blood and bones. The moment the morlocks detect PCs entering, the priest kicks the bucket over, spraying blood and bones everywhere and sending the fake head rolling through the chamber, where it falls down the chimney shaft. Any PCs who succeed at a

DC 20 Heal check can deduce that the head is a fake, though any close examination of it reveals it as such without the need for a check. Also, if Eya's raven accompanies the PCs, she can sense that her mistress still lives and spoils the ruse. If not, the gruesome distraction allows the morlocks to gain surprise.

## Tier 7–8 (CR 8)

### MORLOCK WARDEN

CR 7

hp 67 (Use the stats from page 11.)

#### TACTICS

**Before Combat** The morlock warden stays hidden, waiting for the cleric to signal the attack by hurling the fake head. Once the head is launched, the warden springs into action, attempting to take advantage of any opportunities to sneak attack nearby opponents who appear distracted or surprised.

**During Combat** In the first round, the morlock swarms if possible, striking opponents and trying to force them backward into the gaping chimney.

**Morale** The morlock warden fights to the death.

### MORLOCK PRIEST

CR 6

Male morlock cleric of Mestama 5 (*Pathfinder RPG Bestiary* 209)

CE Medium monstrous humanoid

**Init** +9; **Senses** darkvision 120 ft., scent; Perception +9

#### DEFENSE

**AC** 23, touch 18, flat-footed 18 (+4 armor, +3 deflection, +5 Dex, +1 natural)

**hp** 59 (3d10+5d8+21)

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

**Immune** disease, poison

**Weaknesses** light blindness

#### OFFENSE

**Speed** 40 ft., climb 30 ft.

**Melee** +1 *darkwood club* +9/+4 (1d6+3), bite +3 (1d4+1)

**Special Attacks** channel negative energy 2/day (DC 11, 3d6), leap attack, sneak attack +1d6, swarming

**Domain Spell-Like Abilities** (CL 5th; concentration +9)

7/day—touch of chaos

7/day—copycat (5 rounds)

**Cleric Spells Prepared** (CL 5th; concentration +9)

3rd—*deeper darkness*, *magic circle against law* D, *meld into stone*

2nd—*aid*, *darkness*, *invisibility* D, *silence*

1st—*bane* (DC 15), *disguise self* D, *doom* (DC 15), *protection from good*, *shield of faith* (already cast)

o (at will)—*bleed*, *detect magic*, *guidance*, *resistance*

**D** Domain spell; **Domains** Chaos, Trickery

#### TACTICS

**Before Combat** After the priest signals the attack by hurling the head, he drops back to cast defensive spells, starting with *shield of faith* (already figured into his stat block), then *protection from good*.

**During Combat** The priest tries to hold back to cast spells to aid his companions, targeting any obvious enemy spellcasters with spells like *silence*, *bane*, and *doom*. He reserves his touch of chaos ability for those enemies getting too close and saves his *darkness* spells to counter any light-based attacks.

**Morale** If dropped below 15 hit points, he attempts to flee by casting *meld into stone*.

#### STATISTICS

**Str** 14, **Dex** 21, **Con** 13, **Int** 10, **Wis** 18, **Cha** 8

**Base Atk** +6; **CMB** +8; **CMD** 26

**Feats** Combat Casting, Improved Initiative, Lightning Reflexes, Toughness

**Skills** Acrobatics +14 (+18 jump), Climb +22, Knowledge (religion) +6, Perception +9, Spellcraft +10, Stealth +16 (+20 in caverns);

**Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb

**Languages** Undercommon

**SQ** aura, expert climber

**Gear** +1 *studded leather*, +1 *darkwood club*

#### STATISTICS

**Str** 14, **Dex** 21, **Con** 13, **Int** 10, **Wis** 18, **Cha** 8

**Base Atk** +7; **CMB** +9; **CMD** 27

**Feats** Blind-Fight, Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (club)

**Skills** Acrobatics +14 (+18 jump), Climb +22, Knowledge (religion) +7, Perception +9, Spellcraft +11, Stealth +16; **Racial Modifiers** Acrobatics+8 (+4 jump), +8 Climb

**Languages** Undercommon

**SQ** expert climber, aura

**Other Gear** +1 *studded leather*, +1 *darkwood club*

## Tier 10–11 (CR 12)

### MORLOCK WARDENS (3)

CR 7

hp 67 (Use the stats from page 11.)

### MORLOCK PRIESTS (2)

CR 6

hp 59 (Use the stats from Tier 7–8.)

#### TACTICS

**During Combat** The two priests work off each other's spellcasting, taking turns casting offensive and defensive spells. If at all possible, both keep their distance from melee, alternating their casting to guard the other using wards and melee touch spells, while the second casts area spells and spells to bolster his troops.

**Treasure:** In the back of the cave, a hole in the ice holds a worn sack containing three gems and a number of gold and silver coins (varies by tier).

**Rewards:** If the PCs defeat the morlocks and find their sack of loot, reward each tier thusly:

**Tier 7–8:**

Give each player 607 gp.

**Tier 10–11:**

Give each player 1,530 gp.



## C6. The Ice Hag (CR 10 or CR 13)

The passage opens into a series of natural labyrinthine catacombs. Their tangled walls are slicked with layers of ice that hideously entomb dozens of humanoid corpses—mostly tribal folk or villagers—in various states of decay. Some look hundreds of years old, others more recent.

**Creature:** The catacombs are the domain of Cailleach, the Hag of Winter's Night. Sensing interlopers into her most sacred realm, she lurks within its tangled shadows, hoping to lure the PCs to their doom. Eya also lies with the catacombs, bound, bruised, and beaten. The wizened hag uses her as bait for sympathetic PCs, and keeps an eye on her until attacking.

### Tier 7–8 (CR 10)

CAILLEACH	CR 10
Female advanced variant night hag ( <i>Pathfinder RPG Bestiary</i> 215)	
NE Medium outsider (evil, extraplanar)	
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; Perception +17	
DEFENSE	
AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)	
<b>hp</b> 112 (9d10+63)	
<b>Fort</b> +14, <b>Ref</b> +9, <b>Will</b> +11	
<b>DR</b> 10/cold iron and magic; <b>Immune</b> charm, cold, fear, fire, sleep; <b>SR</b> 24	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> 2 claw +14 (1d4+5), bite +14 (2d6+5 plus disease)	
<b>Special Attacks</b> cold blast, dream haunting	
<b>Spell-Like Abilities</b> (CL 9th; concentration +11)	
Constant— <i>detect chaos</i> , <i>detect evil</i> , <i>detect good</i> , <i>detect law</i> , <i>detect magic</i>	
At will— <i>invisibility</i> , <i>magic missile</i> , <i>ray of enfeeblement</i> (DC 14), <i>sleet storm</i> (DC 16)	
At will (with heartstone) <i>etherealness</i> , <i>soul bind</i> (DC 22)	

#### TACTICS

**Before Combat** As soon as she detects intruders, the hag turns invisible, then darts about the caverns making subtle scratching noises in order to lure them towards Eya, using her as bait to distract them so she can gain surprise.

**During Combat** Once the PCs become occupied with Eya, she strikes from behind, biting the nearest opponent, and then unleashes her *cold blast* special ability. Next, she turns *ethereal*, uses her *sleet storm* ability, and if possible, grabs Eya and drags her about the caverns, taunting the PCs and trying to get them to split up in order to attack them individually, alternating

between her at-will powers and physical attacks. As she wears down, she eventually drops Eya in another location and then begins stalking the PCs.

**Morale** If reduced below 20 hit points, the hag turns *ethereal* (or *invisible* if she's lost her *heartstone*) and attempts to flee.

#### STATISTICS

**Str** 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

**Base Atk** +9; **CMB** +14; **CMD** 28

**Feats** Alertness, Combat Casting, Deceitful, Improved Natural Attack (claw), Toughness

**Skills** Bluff +17, Diplomacy +12, Disguise +17, Intimidate +15, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +17, Sense Motive +17, Spellcraft +13, Stealth +16

**Languages** Abyssal, Celestial, Common, Infernal

**SQ** change shape (any humanoid, *alter self*), heartstone

#### SPECIAL ABILITIES

**Cold Blast (Su)** Eight times per day, as a standard action, Cailleach can unleash a blast of freezing cold. The blast deals 2d6+4 cold damage to all creatures within 5 feet of the hag and staggers them for 1 round. A successful DC 18 Reflex save halves the damage and negates the staggered condition. The DC is Intelligence-based.

**Disease (Su)** *Demon Fever*: Bite—injury; *save* Fort DC 20; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a second time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.



CAILLEACH

### Tier 10–11 (CR 13)

CAILLEACH	CR 13
<b>hp</b> 112 (use the stats from Tier 7–8, except that she gains the summon shadows ability, as listed below)	
TACTICS	

**Before Combat** As soon as she detects intruders, the hag turns invisible, then summons her shadows. She orders these creatures to dart about the passages, attracting the PCs attention in order to lure them to Eya. The hag uses the phitonesse as bait to draw their attention.

**During Combat** Once the PCs become occupied with Eya, she strikes from behind, biting the nearest opponent, and then unleashes her *cold blast* special ability. In the same round, her shadows attempt to surround the PCs, attacking as they come out of hiding. Next, she turns *ethereal*, uses her *sleet storm* ability, and if possible grabs Eya and drags her about the caverns, taunting the PCs and trying to get them to split up in order to attack them individually, alternating between her at-will powers and physical attacks. As she wears down, she eventually drops

Eya in another location and then begins stalking the PCs.

**Morale** If reduced below 20 hit points, the hag turns *ethereal* (or *invisible* if she's lost her *heartstone*) and attempts to flee.

#### SPECIAL ABILITIES

**Summon Shadows (Su)** Once per day, as a full-round action, Cailleach can summon 3 greater shadows. These creatures are the haunted vestiges of mortals whose souls the hag stole. She calls them forth by offering to return their souls, thus when summoned they obey her commands; the number of greater shadows summoned is Charisma-based.

**Development:** Once the PCs defeat the hag, they may search the remainder of her caverns for Eya, whom they find in wretched condition—bound and unconscious—stabilized at –3 hit points (Con 13). If she can be revived, she still suffers from the hag's hellish dream attacks and remains fatigued. Her torn robes offer little protection from the cold, she wears no shoes, and her feet are pale from frostbite. Her sole possession is a single stone tablet she wears on a thong about her neck. She talks little, but offers to provide more information when she recovers a bit. She repeatedly stresses a need to move quickly and that she needs the PCs to get her to Absalom.

**Treasure:** A small wooden coffer locked with a simple lock contains a pile of gold coins and miscellaneous jewelry worth 1,900 gp in total. A DC 18 Perception check finds a false bottom in the chest, wherein lies hidden a *potion of barkskin*. For Tier 10–11, the compartment also holds a *stone of alarm*.

Also in the chest, wrapped in a silk-lined leather satchel, rests a small crystal vial balanced within a cage-like holder made of silver and ivory. The vial contains a pale, sickly greenish-yellow viscous fluid. The fluid is bile taken from a doppelganger and is the reagent Osprey entrusted to Eya's care.

**Mission Notes:** Cheliox faction PCs can take this opportunity to collect blood from the phitonesse. If they can do so without drawing the attention of other factions or the phitonesse herself, they complete their mission and earn 1 Prestige Award.

The tablet about Eya's neck is actually a rendering of the sixth forbidden glyph of the Osirian prophet Hakemit-Omat. A DC 15 Linguistics check identifies the rune as being of Osirian origin. If Osirion faction PCs approach Eya about the rune, they must convince her they represent the Ruby Prince before she discusses the topic. She admits she has seen the work, and a copy remains in a hidden chamber beneath the accursed tomb of Hakemit-Omat's sixth wife, his cousin, the witch Neferisis. She gives them the necklace and, despite its nonmagical aura, claims it is a ward to help safely enter the tomb. Osirion faction PCs who gain the necklace complete their mission and earn 1 Prestige Award.

**Rewards:** If the PCs defeat the hag and find her treasure, reward each tier thusly:

**Tier 7–8:**

Give each player 341 gp.

**Tier 10–11:**

Give each player 566 gp.

## CONCLUSION

Once the PCs get Eya to safety and heal her up a bit, she is willing to share some of the information she knows. Osprey indeed visited her a few weeks ago. The course of his conversation focused on a strange ritual he hoped to carry out to supposedly heal a terrible curse bestowed upon a fellow Pathfinder, a woman named Kyalla. He gave her a vial of doppelganger bile, and requested she prepare it for use as one of the reagents necessary to perform the ritual.

While she feels obligated to return to Absalom in order to get the reagent into the proper hands, she also fears for her life. Thus, if the PCs agree to accept the responsibility of delivering the reagent to Osprey, she remains behind; otherwise she returns with them and delivers the reagent herself.

Once the PCs return to Absalom and deliver the reagent to Osprey, he wholeheartedly thanks them for their service. He makes it clear to them, that though they know it not, they have performed a profound service for the Society for which he—and even some members of the Decemvirate itself—are indebted to the PCs.

## FACTION MISSIONS

**Andoran Faction:** Andoran faction PCs who find the journal in Act 1 earn 1 Prestige Award. Andoran faction PCs who ensure the safe return of Eya's reagent to the Grand Lodge earn 1 bonus Prestige Award.

**Cheliox Faction:** Cheliox faction PCs who collect some blood from Eya in Act 2 earn 1 Prestige Award. Cheliox faction PCs who ensure the safe return of Eya's reagent to the Grand Lodge earn 1 bonus Prestige Award.

**Osirion Faction:** Osirion faction PCs who get the rune-key from Eya in Act 2 earn 1 Prestige Award. Osirion faction PCs who ensure the safe return of Eya's reagent to the Grand Lodge earn 1 bonus Prestige Award.

**Qadira Faction:** Qadira faction PCs who document the constellations in Act 2 earn 1 Prestige Award. Qadira faction PCs who ensure the safe return of Eya's reagent to the Grand Lodge earn 1 bonus Prestige Award.

**Taldor Faction:** Taldor faction PCs who destroy evidence of the Grathisfold's tainted bloodline in Act 1 earn 1 Prestige Award. Taldor faction PCs who ensure the safe return of Eya's reagent to the Grand Lodge earn 1 bonus Prestige Award.



## Andoran Faction Handout

Honored Defender,

Upon speaking with Osprey, I have learned you are headed to the Mindspire Mountains north of our borders. At one time, our agents had a small settlement in the region from which they coordinated efforts in Nidal. For reasons unknown to us, we have heard nothing from them over the last several years. If in your travels you should find evidence of this settlement we desire to know what may have befallen its people.

Additionally, your loyalties to Andoran have caught the attention of some influential Society members. Do not show any sign of putting our interests above those of the Ten. For you to be a useful agent, we need the Pathfinders' trust.

*Capt. Colson Maldris*

Upon the Wings of Eagles,  
Captain Colson Maldris



## Chelixa Faction Handout

*Oh Sweetest Slave,*

*I have prepared an exquisite treat that awaits you in my private chambers. But first, I request from you the fulfillment of another task. It has come to my personal attention that your little Society is scheduling to meet with the Phitonesse of Axioms. An old acquaintance of mine, I have particular interest in her... well-being. As such I have pulled a few strings in order to arrange for you to take part in this mission. It would do me great personal pleasure if you might somehow procure a small draught of Eya's blood—but only if you can do so without her knowledge, and without causing her any actual harm. Furthermore, ensure the Pathfinder Society's goals are clearly your first priority; we need them to know where your loyalties lie, even if you have multiple layers of loyalty. I look forward to peeling back those layers when we next meet.*

*My Lash Awaits,*

*Zarta Draldeen*

Paracountess Zarta Draldeen



## Osirion Faction Handout

Most Devoted One,

It has come to my personal attention that you've received an assignment to find the Pitoness of Axioms. We suspect she has, during the course of her life, been to Osirion and read the forbidden glyphs of the prophet Hakemit-Omat. Of these we recovered five tablets, though we now believe there may have been a sixth. If she possesses any knowledge concerning these rumors, we graciously request you convince her to share it with us. With the current situation with you-know-who and his traitorous ways, we must work to maintain the Society's trust, so make sure that while you carry out this mission, the primary objectives of your journey are carried out in their fullest.



God between You and Harm,

*Otoneraphim*

Otoneraphim, Humble Scribe of the Ruby Prince

## Qadira Faction Handout

Most Esteemed Servant of the Satrap,

In our attempts to complete astrological charts to predict events beyond our borders, we require more accurate descriptions of constellations to plot bearings. If possible, I am requesting a list of visible constellations and relative positions taken during your journey. It would serve us even better if you could provide us with some sort of list or description of local kellid constellations used during their prehistory. I've also received word that the Society is getting suspicious of our involvement in their ongoing missions. Do this task for me, but be sure your primary mission succeeds. As long as the Society gets what it wants, we can continue to exploit its resources for our own gain.

May Fate Shine upon Your Journeys,

Pasha Muhlia Al-Jakri

*Muhlia Al-Jakri*

## Taldor Faction Handout

Loyal Subject of the Throne,

Last eve I attended a formal dinner party at the House of Grathisfold, and upon my mention of your upcoming mission, Lord Grathisfold himself pulled me into a private conversation, which to him presented a very embarrassing situation concerning his lineage. Apparently, some of his distant relatives purchased sizable properties in the lower Mindspin Mountains with mines that promised sizable deposits of gold and diamonds. Dark rumors soon surfaced that Aiyment Grathisfold's wife was barren, and to protect his line, he fathered a slew of bastard children with local Kellid women. I promised him that you would personally examine this matter for him and destroy any evidence that supported these claims. Since I needn't remind you of the importance of Grathisfold's influence, understand I expect you to be successful in this matter. And though this is an important mission, appearance is everything; do not give the Pathfinder Society reason to suspect you have ties to anyone other than them. With this Shadow Lodge thing going on, your loyalty to the Grand Lodge should be inscrutable.



Go in Stavian's Glory,

*Baron Jacquo*

Baron Jacquo Dalsine



# THE CHASM OF SCREAMS

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## SCENARIO 2-14: THE CHASM OF SCREAMS

Event \_\_\_\_\_

Date \_\_\_\_\_

GM # \_\_\_\_\_

GM Name \_\_\_\_\_

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

Andoran

Cheliox

Taldor

Osirion

Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

Andoran

Cheliox

Taldor

Osirion

Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

Andoran

Cheliox

Taldor

Osirion

Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

Andoran

Cheliox

Taldor

Osirion

Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

Andoran

Cheliox

Taldor

Osirion

Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

Andoran

Cheliox

Taldor

Osirion

Qadira



# SCENARIO 2-14: THE CHASM OF SCREAMS

This Chronicle Certifies That \_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name Character Name Pathfinder Society # Faction

\_\_\_\_\_ Has Completed This Scenario. \_\_\_\_\_

Scenario Chronicle # \_\_\_\_\_

TIER		
7-8	▶	4,440
TIER		
10-11	▶	8,050
TIER		

MAX GOLD

### EXPERIENCE

Starting XP \_\_\_\_\_

+1 XP \_\_\_\_\_

Final XP Total \_\_\_\_\_

### PRESTIGE AWARD

Starting PA \_\_\_\_\_

PA Gained (GM ONLY)	GM's Initial
---------------------	--------------

Final PA Total \_\_\_\_\_

### GOLD

Start GP \_\_\_\_\_

+	GP Gained (GM ONLY)	GM's Initial
---	---------------------	--------------

Items Sold \_\_\_\_\_

Subtotal \_\_\_\_\_

Items Bought \_\_\_\_\_

Subtotal \_\_\_\_\_

Gold Spent \_\_\_\_\_

Subtotal \_\_\_\_\_

### Items Found During This Scenario

TIER  
7-8

- belt of giant strength +2* (4,000 gp)
- nightmare vapor flask* (thrown splash weapon [ranged touch attack, range increment 10 ft.] releasing 10-ft.-radius and 10-ft.-high toxic cloud of nightmare vapor poison [Pathfinder RPG Core Rulebook 560] on use. The cloud dissipates in 1d4 rounds; 2,000 gp; limit one)
- oil of greater magic weapon* (750 gp)
- oil of keen edge* (750 gp)
- potion of barkskin* (300 gp)
- rod of wonder* (12,000 gp)
- scroll of dimension door* (700 gp)
- scroll of secret chest* (1,125 gp)

TIER  
10-11

- belt of giant strength +4* (16,000 gp)
- cloak of resistance +2* (4,000 gp)
- +2 leather armor* (4,160 gp)
- potion of cure serious wounds* (750 gp)
- scroll of contingency* (1,650 gp)
- scroll of magnificent mansion* (2,275 gp)
- stone of alarm* (2,700 gp)

### Items Sold / Conditions Gained


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

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT \_\_\_\_\_

EVENT CODE \_\_\_\_\_

DATE \_\_\_\_\_

Game Master's Signature \_\_\_\_\_

GM Pathfinder Society # \_\_\_\_\_