

# PATHFINDER SOCIETY



Year of the Risen Rune 

## THE REFUGE OF TIME

By Steve Miller





# THE REFUGE OF TIME

PATHFINDER SOCIETY SCENARIO #4–12

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*Pathfinder Society Scenario #4–12: The Refuge of Time* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

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# THE REFUGE OF TIME

BY STEVE MILLER



When the ancient Thassilonians foresaw the end of their civilization, the rulers of Thassilon each devised a strategy to survive the coming catastrophe. Runelord Krune, the provincial ruler of Haruka and High Priest of Lissala, preserved his body and hid himself away in a secret location. Intending to have his followers release him years later, he created *refuge* tokens for them to use once the world was again ready for his rule. When someone breaks a token and speaks the proper command word, the token transports its possessor to the secret locale where Krune can be revived.

One such collection of these tokens was safeguarded in a shrine to Lissala, goddess of runes, fate, and obedience. Emketta, a renowned graveknight warrior and devotee of Lissala, bound herself to the shrine and vowed to defend it against apostates until the end of time. The holy site was buried during the quakes that shook Varisia following Earthfall, however, so the *refuge* tokens and their undead guardian have remained undisturbed for thousands of years.

Recently Lissalan worship has returned to Varisia, and with it interest in the ancient clergy of Lissala. One modern-day worshiper, a Korvosan wizard named Naroth Balam, developed a fanatical interest in Lissala's high priest, Runelord Krune. Attempting to emulate what he read about Krune, Naroth religiously studied conjuration magic, acquired a dragontooth spear, and even covered his body in Thassilonian runes. In his research, the wizard uncovered the method to return Krune and sought to find the *refuge* tokens and the command words to activate them.

Through more research and ample divinations, Naroth located the ancient Lissalan shrine and gathered resources to access it. Setting out from the Varisian city of Kaer Maga, he encountered a passing group of travelers and charmed them for future use as laborers or sacrifices as the need arose. Within the Wyvern Mountains, Naroth and his entourage finally found the resting place of Krune's *refuge* tokens.

Meanwhile, the Pathfinder Society, eager to learn more about the once-forgotten deity, sent agents to infiltrate the cult of Lissala. Not only did the agents

## WHERE ON GOLARION?

*The Refuge of Time* takes place in the Wyvern Mountains of Varisia, in a long-abandoned temple to the forgotten god Lissala. For more information on Varisia, see *Pathfinder Campaign Setting Inner Sea World Guide* and *Pathfinder Player Companion: Varisia, Birthplace of Legends*, available in bookstores and hobby stores everywhere and online at [paizo.com](http://paizo.com).



uncover that the cultists intend to bring Runelord Krune back from his millennia-long sleep, they also discovered the location of the Lissalan shrine that holds the cache of *refuge* tokens.

## SUMMARY

The PCs are sent to an ancient shrine to recover magical tokens that will enable them to thwart the cult of Lissala. When the party arrives at the entrance to the shrine, they discover an angel guarding the entrance, prohibiting entry. They can pass only if they defeat the angel or convince it they come in the name of good.

Inside, several prisoners obediently wait for their masters' return, but they can provide useful information to those willing to invest some time with them.

An ancient statue of Lissala that once served to distinguish worshipers from imposters no longer has powers of discernment and can be a boon or a bane to any who activate its ancient power.

## REFERENCED SOURCES

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Before the PCs can access the inner sanctum that holds the *refuge* tokens, they must first defeat the ancient sentinel assigned to guard to the shrine. An already powerful graveknight became an even more potent guardian when she vowed to serve as the shrine's protector, and now she fights tenaciously against anyone who isn't a true believer of Lissala.

Within the inner sanctum, slothspawn clerics patiently wait for their leader, a Thassilonian conjuration specialist wizard, as he studies the final statue and attempts to decipher the process to access the *refuge* tokens.

## GETTING STARTED

The PCs begin the scenario in the Varisian city of Kaer Maga, where they receive a letter from Venture-Captain Sheila Heidmarch giving them their next assignment. Read the following to get the adventure underway.

The letter that arrives bears Venture-Captain Heidmarch's seal, and seems to contain an enclosure. "Greetings, Pathfinders! I have new information for you about our agents' discoveries regarding the cult of Lissala. When the Ten learned of the cult's active existence, they sent a team to infiltrate a cell in the industrial town of Palin's Cove. During that mission we learned that the cult intends to bring back the ancient Thassilonian Runelord Krune to rule Varisia. Pathfinder agents next encountered Lissalans here in the City of Strangers and discovered that the cultists aim to return the runelord by using *refuge* tokens that he created for his followers to reach his hidden location. Our Pathfinders also uncovered the location of an ancient Lissalan shrine, documented to hold a cache of these *refuge* tokens. The enclosed map shows the location where the shrine is said to be—the fastest way there is from Kaer Maga west into the Wyvern Mountains.

"Find the shrine and recover the *refuge* tokens so that we may use them to access Krune's lair, thus preventing the Lissalans from raising their runelord. Don't attempt to use the tokens yet—we also need to uncover the proper command words. And hurry, please! A group bearing the Sihedron—Lissala's holy rune—was seen leaving the city two days ago. They must seek the shrine as well.

"Should you have additional questions about your mission, seek out a trusted informant in the Downmarket District, a

textile merchant named Allira Vandane. She will aid you as much as she can. May Desna smile upon you, Pathfinders."

If the PCs have questions, they can easily locate Heidmarch's contact with a successful DC 10 Diplomacy or Knowledge (local) check. Allira answers to the best of her ability.

**Don't the Lissalans have too much of a head start if they were seen leaving two days ago?** "Perhaps they will arrive ahead of you. Perhaps they have been mired with obstacles. Who knows?"

**How far is it to the shrine?** "According to our sources, the shrine lies about 100 miles west of Kaer Maga in the Wyvern Mountains, through the Ash-Blown lands."

**How many tokens are there?** "The research indicates that several dozen are stored in the shrine. We don't know how many are hidden elsewhere."

**We break the tokens, and they transport us to Krune, right?** "No, weren't you listening? Sheila will break you! We also need to learn the words that must be spoken when rending a token. Otherwise a broken token is worthless."

## Knowledge (history)

PCs who are knowledgeable about history may recall more information about Thassilon's past.

**15+** Covering much of modern-day Varisia, Thassilon was an ancient empire that enslaved giants as warriors and laborers to build enormous monuments.

**20+** Each of Thassilon's seven provinces was governed by a Runelord, a powerful wizard who embodied one of the seven deadly sins.

**25+** Krune was the slothful ruler of Haruka, which was east of modern-day Kaer Maga and north of Janderhoff.

**30+** The most powerful and audacious Thassilonians bound angels to their service to guard important locations.

## Knowledge (local) or Diplomacy (gather information)

Rumors on the street may provide useful information to knowledgeable or personable PCs.

**15+** The Wyvern Mountains are home to fearsome aerial predators, such as wyverns and giants. Few expeditions travel there, so any site could have gone undiscovered.

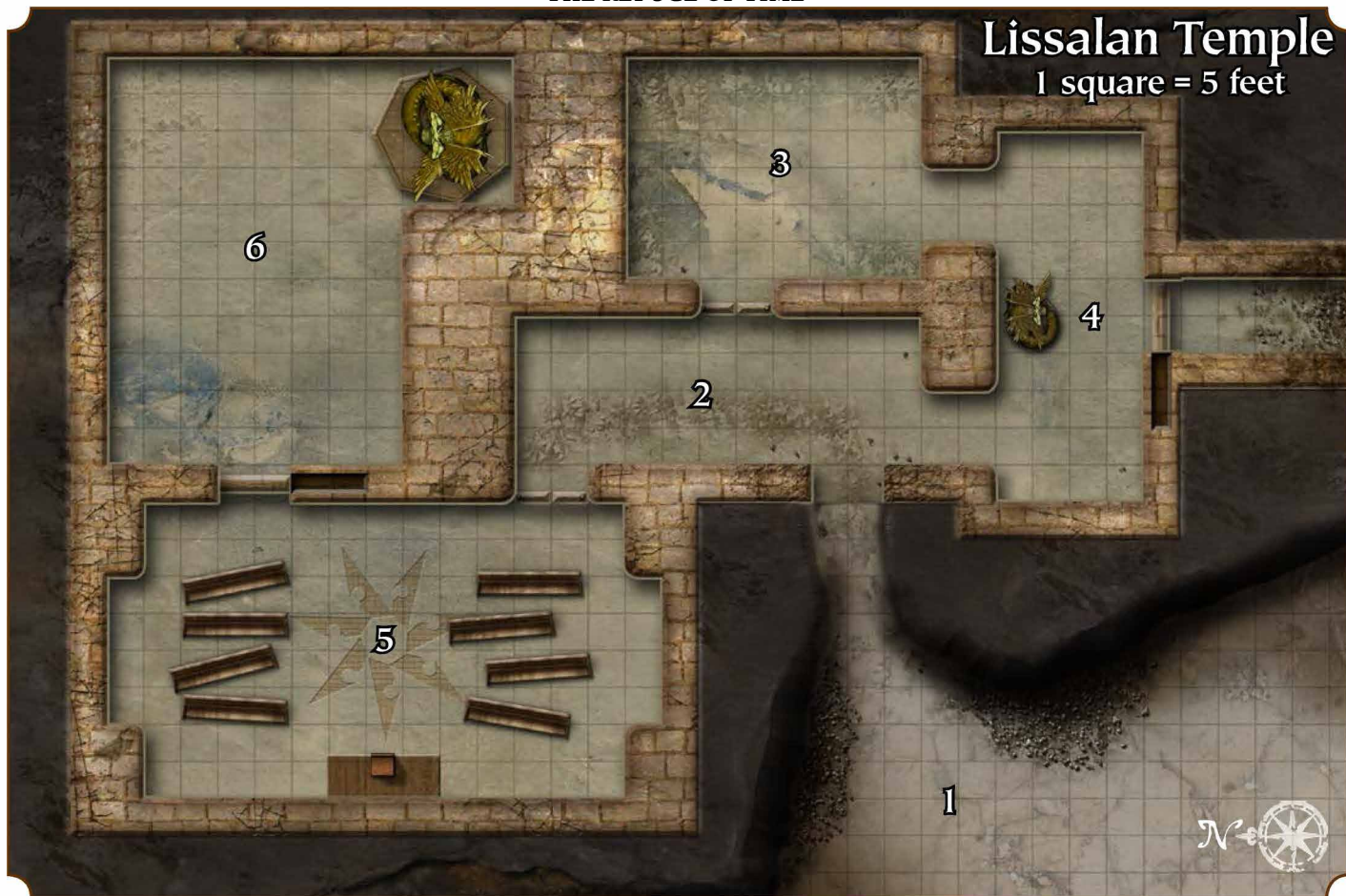
**20+** A fellow Acadamae graduate recognized his former classmate Naroth Balam as the head Lissalan cultist leaving Kaer Maga 2 days ago. Back in Korvosa, Naroth focused so narrowly on conjuration magic that he completely forsook evocation and illusion spells—he was incapable of even using a wand or scroll of one of those schools.

**25+** The Lissalans abducted several travelers outside the city, including a dwarven merchant from Janderhoff and a Taldan noble.



# Lissalan Temple

1 square = 5 feet



**30+** The Lissalan cultists used enchantment spells to enslave their prisoners and summoned phantom horses before riding off at an incredible pace eastward.

## Knowledge (religion)

PCs who have made a study of religion may recall more information about Lissala.

**15+** Lissala is not a deity commonly worshiped among today's faithful.

**20+** She was a lawful evil Thassilonian deity of runes, fate, obedience, and the reward of service.

**25+** Lissala is worshiped by Thassilonians as the goddess of magic. Her holy symbol is the Sihedron Rune, and her favored weapon is the whip. Her cult was known for its flagellations and mortifications of the flesh.

**30+** Lissalan temples are known to bless followers and curse unbelievers.

## ACT 1: ACCESSING THE SHRINE

Regardless of the PCs' method of travel to the shrine, their voyage is uneventful until they arrive at the valley entrance. Runoff has carried sediment from the recent excavation into a nearby stream, providing a visible path directly to the entrance for any within sight.

## 1. Valley Entrance (CR 10 or CR 13)

In the mountain valley, sparse trees sprout from cracks in the steep cliffs, bending in the direction of the constant, howling wind. Piles of scree litter the ground at the base of the cliffs. In a hollow with a muddied brook, a hole in the mountainside opens up. It was clearly excavated recently—piles of soil and rock flank the opening. A perfectly square tunnel the height of an ogre cuts through worked stone, leading to a chamber beyond. Light from within reveals muddy tracks in the dust that coats the floor of the tunnel.

Following the information from his divinations, Naroht led his company to this site only to discover no apparent means of entry. Rather than spend any more effort searching for the shrine's entrance, he conjured tools and set his prisoners to work digging toward where he detected the tokens. Once his laborers unearthed worked stone, he used a *scroll of disintegrate* to quickly breach the shrine's wall.

The earthen embankment is impassable, and the soil piles are treated as difficult terrain.

**Creatures:** A movanic deva guards the entrance, permitting none to enter (in Subtier 10–11, a monadic deva guards the entrance instead).

Before leaving Kaer Maga, Naroth conjured this angel with a *planar binding* spell and bound it to his service. As ordered, the deva used its *invisibility* spell-like ability to follow Naroth at a distance without being detected. Once at the shrine, Naroth instructed his called angel to guard the entrance to this holy site from tomb robbers. He noted that tomb robbers in this region often carry magical compasses that shed light (*wayfinders*) to aid in their dark delves. Naroth also instructed the angel not to divulge any information about him or the other Lissalan cultists.

When the angel sees the PCs, it calls out in Common, “Halt, tomb robbers! You shall not enter this sacred site. One more step and you will be destroyed.” If any PC moves closer before placating the deva, it uses its *holy smite* spell-like ability on that PC.

## Subtier 7–8 (CR 10)

### MOVANIC DEVA CR 10

hp 126 (*Pathfinder RPG Bestiary 2 28*)

#### TACTICS

**During Combat** The movanic deva stays between the entrance and its opponents, only moving toward its enemies if they attack at range. The deva uses its *dispel magic* spell-like ability against a weapon or spell that is capable of overcoming its damage reduction. It uses *antimagic field* as a last resort if intruders attempt to pass by with magic.

**Morale** The deva concedes the fight if brought below 25 hit points, and surrenders its sword to the victors.

## Subtier 10–11 (CR 13)

### ADVANCED MONADIC DEVA CR 13

hp 175 (*Pathfinder RPG Bestiary 2 27, 292*)

#### TACTICS

**During Combat** The monadic deva stays between the entrance and its opponents, only moving toward its enemies if they attack at range. The deva uses its *dispel magic* spell-like ability against a weapon or spell that is capable of overcoming its damage reduction. It uses *hold monster* to keep intruders from getting past it.

**Morale** The deva concedes the fight if brought below 25 hit points, and surrenders its mace to the victors.

**Development:** The deva wishes to follow orders and complete the agreed-upon term of service so that it can return to patrolling the Positive and Negative Energy Planes.

With a successful DC 34 Diplomacy check, a PC can convince the deva that combat might not be necessary, at which point it listens to the PCs’ case, but only if they agree to remove all their magic items and magic auras. Furthermore, they must voluntarily submit to (fail their save against) the angel’s *discern lies* spell-like ability. To aid in the removal of magic auras the deva makes ample use of its *dispel magic* spell-like ability. Since the deva does not have *detect magic*, it must ask the PCs whether they have removed all of their magic items and all their spells have been removed, relying on its Sense Motive skill to ascertain the truth. If the PCs agree to the angel’s terms and do not lie during the conversation, the deva praises their honesty, permits them to enter, and gives them a silken pouch containing the rewards below.





**Rewards:** If the PCs defeat the deva or negotiate entry, reward them as follows.

*Subtier 7–8:* Give each PC 695 gp.

*Subtier 10–11:* Give each PC 3,051 gp.

## ACT 2: DELVING THE SHRINE

Each door in the shrine has the Sihedron rune on both sides, and each Sihedron glows with a *continual flame* spell originating from the wrath (evocation) rune. This provides the room with normal light in a 20-foot radius from the door and dim light 20 feet beyond that. The double doors are unlocked and swing open silently—opening a door in the shrine uses up 5 feet of movement. If not held open, a door swings closed after 1 round. The walls are worked stone, and the ceilings are 20 feet tall. The air inside the shrine is oddly fresh, and the temperature remains comfortable thanks to ancient magic still in operation. *Detect magic* reveals a faint transmutation aura in the shrine.

### 2. Entry Hall

The impossibly large blocks of the shrine's walls are in such good condition that they seem to have been laid only decades ago. Carved into the stone, spiky script is clearly visible throughout the room. Stone double doors stand in the east and west walls. Each is decorated with a seven-pointed star, and each blade of a star displays a spiky rune. One rune per star glows with an amber light that illuminates the room. Also in the western wall, a short square tunnel leads back outside, with a score of muddy footprints showing the way. A passageway to the south leads to another lit room. The air inside the shrine is cool and fresh.

The spiky runes are Thassilonian phrases lauding the rewards that Lissala grants to those who obey.

Traveling on the outskirts of Kaer Maga, Jeor Haywood and Wattlee Battlesworth fell victim to Narothe's *charm person* spells. They happily agreed to accompany Narothe and his oddly shaped companions on a site-seeing tour of the Wyvern Mountains. At the mountains' foothills, Narothe pressed a trio of Shoanti of the Sklar-Quah into his service and continued toward the shrine, soon ordering all five of his thralls to dig. The following day, after the wizard entered the shrine and encountered Emketta in area 5, he instructed his prisoners to remain in this chamber, understanding that she would allow only Lissalan faithful to pass into the inner sanctum.

**Creatures:** Three dirt-covered, bald Shoanti sit quietly against the northern wall, still under the effects of the wizard's enchantments. One has a telepathic bond with the conjurer; the remaining two laborers are no longer under the effects of the spell, but do not wish to travel outside without the others for fear of the orcs and giants common in this region.

“Marquis” Jeor Haywood is a foppish Taldan gentleman bedecked in a deep blue waistcoat with gold trim and what were once matching trousers. Dried mud now covers the entirety of his calf-high riding boots and most of his breeches. His moustache and goatee, however, are meticulously groomed. Jeor refers to Narothe as “the fat man” and doesn't understand why he initially agreed to follow the cultist. He insists on being called Marquis Haywood and continually attempts to pick dried mud off his clothing. If his clothes are cleaned and he is given a proper meal, Charisma-based checks to interact with him receive a +2 bonus.

Wattlee is a relatively thin dwarf woman, indicating that she spends more time behind a desk than in front of a forge. She is intrigued by the enormity of the stone blocks that make up the walls and is currently formulating a plan to finance an expedition here to quarry the stone. Wattlee likes to purse her lips as she rubs the gold rings braided into her long, black hair. The PCs receive a +2 bonus on checks to interact with Wattlee if they compliment her on her hair or engage her in conversation about the shrine's construction.

**Development:** The prisoners know that Narothe and his companions first went toward area 4 and subsequently emerged from the doors to area 3 after the sounds of a minor scuffle. They next entered the chapel and spoke a strange language with a creepy-sounding woman. Narothe told them to stay here before the door swung closed. The prisoners are unaware of the angel guardian in area 1.

**Faction Notes:** Andoran faction PCs might wish to make friends with Jeor or Wattlee. A PC who succeeds at a DC 24 Diplomacy check can persuade either of them that Andoran is a friend worth having. A PC may only attempt this check once per NPC; succeeding at either check earns Andoran faction PCs 1 Prestige Point.

Cheliox faction PCs should be interested in Jeor Haywood. With a successful DC 27 Bluff, Diplomacy, or Intimidate check, a PC can convince Jeor to agree to Zarta's requests. If the Taldans have dishonored Jeor, the DC decreases to 22. Convincing Jeor to cooperate earns Cheliox faction PCs 1 Prestige Point.

Grand Lodge faction PCs will likely want to ensure that Wattlee is still planning to send the merchandise to Magnimar. She says yes, but a PC who succeeds at a DC 24 Sense Motive check determines that she has no plan to honor the agreement. With a successful DC 27 Diplomacy or Intimidate check, a PC can force her to change her mind. If a PC presses her to make good on her deal after the PCs defeat Narothe, she automatically agrees. Getting Wattlee to sincerely agree to send the merchandise earns Grand Lodge faction PCs 1 Prestige Point.

Qadira faction PCs attempting to convince Wattlee that the satrap is so concerned about the dwarf that he sent a rescue team need to succeed at a DC 25 Bluff check. If anyone has said something contrary to this story, the DC increases to 30. Convincing her to believe the lie earns Qadira faction PCs 1 Prestige Point.

If Taldor faction PCs inform Jeor that he was too presumptuous in assuming his title and that he shall not receive one, he begins to sob and continues to do so as the PCs shave off his precious facial hair. Taldor faction PCs who give Jeor the bad news and shave his face earn 1 Prestige Point.

### 3. Flagellation Room

This bas-reliefs on this chamber's walls depict Lissalan liturgical practices. Acolytes bowing to statues and altars, clergy branding themselves with the Sihedron rune, and flagellations are a common theme.

This room is largely empty, but the floor has large patches stained brown from the many years worshipers came here to flagellate themselves in worship of Lissala.

**Creatures:** An undead creature (a greater shadow in Subtier 7–8 and a bhuta in Subtier 10–11) has come to live here, drawn by the violence and blood of the past. So far the creature is too set in its ways to pursue the creatures in area 2, but it might change its mind. If the PCs skip this room and go to area 5, the monster from this room might join the fight there when Emketta uses undead mastery, passing through the walls using its incorporeality.

**Faction Notes:** Shadow Lodge faction PCs should be interested in the positions and gestures of the clergy depicted on the walls. A successful DC 27 Knowledge (religion) or DC 22 Perform (dance) check allows an observer to properly note and repeat to Grandmaster Torch the information he seeks to sell, thus earning Shadow Lodge faction PCs 1 Prestige Point.

#### Subtier 7–8 (CR 11)

**GREATER SHADOW** CR 8  
hp 58 (*Pathfinder RPG Bestiary* 245)

#### Subtier 10–11 (CR 14)

**BHUTA** CR 11  
hp 147 (*Pathfinder RPG Bestiary* 3 41)

### 4. Narthex (CR 9 or CR 12)

Near the north wall of this chamber stands a statue of a half-snake, half-human creature covered in Thassilonian runes.

The folded arms of the female creature's torso hold a quill and a whip. Six wings grace her back, and her lower body is a coiled serpent. In place of her head, a disk with a seven-pointed star, each point with a different rune, completes the amalgamation. The statue faces a huge circular door embossed with the same seven-pointed rune.

This chamber was the main entrance to the shrine ages ago. Now the front door is buried and incredibly difficult to open. If a PC can succeed at a DC 30 Strength check, the door rolls to the right, revealing soil, rocks, and roots.

With a successful DC 22 Knowledge (religion) check, a character identifies the statue as a depiction of Lissala. A character who succeed at a DC 15 Perception check notes that the whip and quill that the statue is holding are not made of stone like the rest of the statue.

**Traps:** This statue once bestowed boons on the Lissalan faithful and cursed nonbelievers. The statue is currently malfunctioning and randomly discharges a spell whenever it's touched. When triggered, the sin rune corresponding to the school of magic of the spell discharged flashes. The trap discharges a spell only once per creature per day.

#### Subtier 7–8 (CR 9)

**TRAP OF FORTUNE OR RUIN** CR 9

Type magic; Perception DC 33; Disable Device DC 33

##### EFFECTS

**Trigger** touch; **Reset** automatic (immediate)

**Effect** Spell effect; an individual creature can be affected by a spell from this trap only once per day. Roll 1d8: 1—*spell resistance* (CL 11, envy rune), 2—*heal* (CL 11, DC 19, sloth rune), 3—*greater heroism* (CL 11, lust rune), 4—*flame strike* (CL 11, DC 17, wrath rune), 5—*heightened phantasmal killer* (CL 15, DC 22, pride rune), 6—*mass inflict critical wounds* (CL 15, DC 22, gluttony rune), 7—*extended transformation* (CL 13, greed rune), 8—nothing happens, and the statue can expend a spell if touched by the same creature again.

#### Subtier 10–11 (CR 12)

**TRAP OF FORTUNE OR RUIN** CR 12

Type magic; Perception DC 34; Disable Device DC 34

##### EFFECTS

**Trigger** touch; **Reset** automatic (immediate)

**Effect** Spell effect; an individual creature can be affected by a spell from this trap only once per day. Roll 1d8: 1—*spell resistance* (CL 11, envy rune), 2—*heal* (CL 11, DC 19, sloth rune), 3—*greater heroism* (CL 11, lust rune), 4—*empowered flame strike* (CL 11, DC 17, wrath rune), 5—*weird* (CL 17, DC 23, pride rune), 6—*harm* (CL 11, DC 19, gluttony rune), 7—



extended *transformation* (CL 13, greed rune), 8—nothing happens, and the statue can expend a spell if touched by the same creature again.

**Development:** Anyone granted a boon by the statue gains a +2 luck bonus on attack and weapon damage rolls against Emketta in area 5. Such PCs gain this bonus only for the duration of that combat, and only against that specific creature.

**Treasure:** The whip and quill in the statue's hands can be removed (though doing so triggers the trap if the individual removing them hasn't already been affected by a spell). The whip is a +1 *whip*, and the quill functions as a *pearl of power* (1st-level spells for Subtier 7–8 and 3rd-level spells for Subtier 10–11).

**Faction Notes:** Osirion faction PCs can get their *ruby sigil wafer* infused with Lissalan magic here by touching it to the statue when it successfully discharges a spell. Doing so earns Osirion faction PCs 1 Prestige Point.

**Rewards:** If the PCs take the whip and quill, reward them as follows.

*Subtier 7–8:* Give each PC 525 gp.

*Subtier 10–11:* Give each PC 525 gp.

## 5. Chapel (CR 11 or CR 14)

The rotted pews, the collapsed pulpit, and the giant Sihedron mosaic on the floor indicate that this room once housed Lissalan worshipers. A circular door set in the northern end of the eastern wall has no apparent handles or hinges, though an obviously magical key hole lies in the center of the door. Stone double doors also rest in the eastern wall, farther south.

Naroth and his cultists easily bypassed Emketta, the chapel's guardian, for he and his followers are true followers of Lissala. However, the charmed laborers are not, and were instructed to wait outside of this room. The door to area 6 is affected by an *arcane lock* spell, which is dismissed if Emketta is destroyed.

**Creatures:** Emketta has guarded this holy site for millennia. Speaking Thassilonian, she calls out in a hollow voice, "Opponents of the faith are not permitted within this sacred site," then charges. The undead creature in area 3 might also join this fight—if it hasn't already been destroyed—when Emketta uses her undead mastery ability.

## Subtier 7–8 (CR 11)

**EMKETTA** CR 10  
Female human graveknight fighter 9 (*Pathfinder RPG Bestiary* 3138)  
LE Medium undead

### GRAVEKNIGHT ARMOR

In death, the graveknight's life force lingers on in its armor, not its corpse, in much the same way that a lich's essence is bound within a phylactery. Unless every part of a graveknight's armor is ruined along with its body, a graveknight can rejuvenate after it is destroyed. A typical suit of full plate graveknight armor has hardness 10 and 45 hit points, though armor with enhancements or made of special materials proves more difficult to destroy. Merely breaking a graveknight's armor does not destroy it; it must be ruined, such as by being disintegrated, taken to the Positive Energy Plane, or thrown into the heart of a volcano.

**Init** +5; **Senses** darkvision 60 ft.; Perception +20

**Aura** sacrilegious aura (30 ft., DC 18)

#### DEFENSE

**AC** 24, touch 11, flat-footed 23 (+9 armor, +1 Dex, +4 natural)

**hp** 126 (9d10+72)

**Fort** +12, **Ref** +6, **Will** +8; +2 vs. fear

**Defensive Abilities** bravery +2, channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** cold, electricity, fire, undead traits; **SR** 21

#### OFFENSE

**Speed** 30 ft., mounted 40 ft.

**Melee** mwk lance +20/+15 (1d8+12/x3 plus 2d6 fire) or mwk longsword +21/+16 (1d8+11/19–20 plus 2d6 fire) or slam +18 (1d4+12)

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

**Special Attacks** channel destruction, devastating blast (6d6 fire, DC 18), undead mastery (DC 18), weapon training (heavy blades +2, spears +1)

#### TACTICS

**Before Combat** Emketta keeps her phantom mount summoned and patrols the room.

**During Combat** Emketta couches her lance and uses Spirited Charge. If facing attacks from ranged weapons, she uses Deflect Arrows and Greater Disarm. She attempts to protect her mount with her Mounted Combat feat, but if it is destroyed, she fights with her longsword and uses Step Up and Strike against fleeing foes. Emketta pursues combatants until they exit the sacred site.

**Morale** Emketta is dedicated to guarding the temple and fights until destroyed.

#### STATISTICS

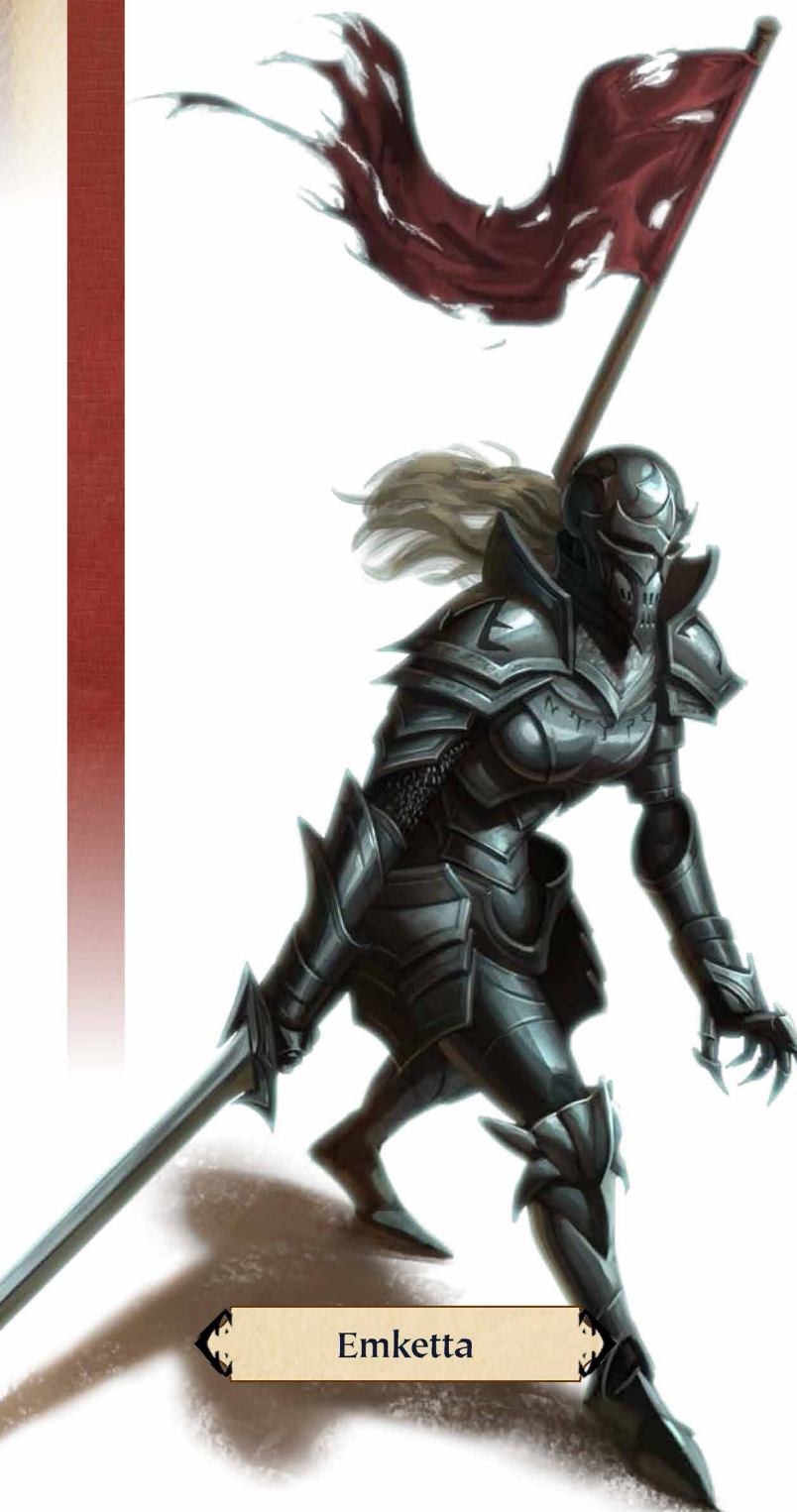
**Str** 24, **Dex** 12, **Con** —, **Int** 13, **Wis** 17, **Cha** 18

**Base Atk** +9; **CMB** +16 (+20 disarm); **CMD** 27 (29 vs. disarm)

**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows, Greater Disarm, Following Step<sup>APG</sup>, Improved Disarm, Improved Initiative<sup>B</sup>, Improved Unarmed Strike, Mounted Combat<sup>B</sup>, Ride-By Attack<sup>B</sup>, Spirited Charge, Step Up, Step Up and Strike<sup>APG</sup>, Toughness<sup>B</sup>

**SCALING THE ENCOUNTER**

To accommodate parties of only four PCs, don't have Emketta use undead mastery.



Emketta

**Skills** Acrobatics +7, Intimidate +12, Perception +20, Ride +18;

**Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride

**Languages** Common, Giant, Thassilonian

**SQ** armor training 2, phantom mount, ruinous revivification

**Combat Gear** *potion of inflict serious wounds*; **Other Gear** mwk full plate, mwk lance, mwk longsword

<sup>APG</sup> See *Pathfinder RPG Advanced Player's Guide*.

**Subtier 10–11 (CR 14)**

**EMKETTA**

**CR 13**

Female human graveknight fighter 12 (*Pathfinder RPG Bestiary* 3 138)

LE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +24

**Aura** sacrilegious aura (30 ft., DC 20)

**DEFENSE**

**AC** 27, touch 12, flat-footed 26 (+10 armor, +1 deflection, +1 Dex, +5 natural)

**hp** 160 (12d10+90)

**Fort** +15, **Ref** +8, **Will** +11; +3 vs. fear

**Defensive Abilities** bravery +3, channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** cold, electricity, fire, undead traits; **SR** 24

**OFFENSE**

**Speed** 30 ft., mounted 40 ft.

**Melee** +1 lance +23/+18/+13 (1d8+13/x3 plus 3d6 fire), +1 longsword +24/+19/+14 (1d8+12/19–20 plus 3d6 fire), slam +21 (1d4+12)

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

**Special Attacks** channel destruction, devastating blast (8d6 fire, DC 20), undead mastery (DC 20), weapon training (heavy blades +2, spears +1)

**TACTICS**

See Subtier 7–8.

**STATISTICS**

**Str** 24, **Dex** 12, **Con** —, **Int** 13, **Wis** 19, **Cha** 18

**Base Atk** +12; **CMB** +19 (+23 disarm); **CMD** 31 (33 vs. disarm)

**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows, Disruptive, Following Step<sup>APG</sup>, Greater Disarm, Improved Disarm, Improved Initiative<sup>B</sup>, Improved Unarmed Strike, Mounted Combat<sup>B</sup>, Ride-By Attack<sup>B</sup>, Spellbreaker, Spirited Charge, Step Up, Step Up and Strike<sup>APG</sup>, Teleport Tactician<sup>APG</sup>, Toughness<sup>B</sup>

**Skills** Acrobatics +11, Intimidate +12, Perception +24, Ride +22;

**Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride

**Languages** Common, Giant, Thassilonian

**SQ** armor training 3, phantom mount, ruinous revivification

**Combat Gear** *potion of inflict serious wounds*; **Other Gear** +1 full plate, +1 lance, +1 longsword, amulet of natural armor +1, cloak of resistance +1, ring of protection +1

<sup>APG</sup> See *Pathfinder RPG Advanced Player's Guide*.



**Development:** Once Emketta has been destroyed, the *arcane lock* and *hold portal* on the door to area 6 are dismissed.

**Faction Notes:** Silver Crusade faction PCs should be interested in the graveknight's armor. If they are unable to permanently destroy it, they need to return it to Ollysta Zadrian. Destroying it or carrying it back to their faction leader earns Silver Crusade faction PCs 1 Prestige Point.

**Rewards:** If the PCs defeat Emketta, reward them as follows.

*Subtier 7–8:* Give each PC 252 gp.

*Subtier 10–11:* Give each PC 1,085 gp.

## 6. Inner Sanctum (CR 11 or CR 14)

Even after millennia of decay, this room's decor indicates that it was more important than any other in the shrine. Tapestries and rugs show Thassilonians at work, at rest, and at play, as well as giants hauling massive blocks to construct monuments to their lords. In an alcove at the rear of the room, a seven-sided chancel rises two steps off the ground. Atop it stands a statue of a six-winged, half-snake, half-human woman with a Sihedron disc for a head. That same rune glows red-hot on the handle of the whip she holds in her outstretched arm. Thassilonian text is chiseled all around the perimeter of the chancel.

This statue of Lissala, unlike the one in the Narthex, does not have removable items; however, it does cast *comprehend languages* on any who approach within 10 feet and a *magic mouth* activates if anyone comes within 5 feet (see Development below). The Thassilonian text around the chancel reads, "Obey the tenets and you will be rewarded."

**Creatures:** In the corners of the room, slothspawn cultists obediently follow Naroth's orders and wait patiently for him to determine how to activate the statue. Naroth studies the statue, flying 10 feet off the ground, looking for anything he might have missed before branding himself with the glowing rune. His body is already covered in runes, though many are hidden by folds of excess flesh.

### Subtier 7–8 (CR 11)

<b>SLOTH SINSPAWN CULTIST (2)</b>	<b>CR 7</b>
Slothspawn fighter 6 ( <i>Pathfinder RPG Bestiary 2</i> 246)	
LE Medium aberration	
<b>Init</b> +6; <b>Senses</b> darkvision 60 ft., sin-scent; Perception +15	
<b>DEFENSE</b>	
<b>AC</b> 22, touch 13, flat-footed 19 (+6 armor, +2 Dex, +1 dodge, +3 natural)	
<b>hp</b> 88 each (9 HD; 3d8+6d10+42)	

**SLOTHSPAWN**

A slothspawn is one of seven types of sinspawn, a corrupted creature that is the embodiment of sin made flesh. The slothspawn is a hairless humanoid with back-bent, dog-like legs; an elongated lower jaw; and unnaturally long arms ending in three claws. Thick rolls of excess skin drape a slothspawn's hunched frame.

**Fort** +9, **Ref** +5, **Will** +8; +2 vs. fear

**Defensive Abilities** bravery +2; **Immune** mind-affecting effects; **SR** 18

---

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk longspear +15 (1d8+9/x3), bite +8 (1d6+2 plus sinful bite) or

bite +13 (1d6+4 plus sinful bite), 2 claws +12 (1d4+4)

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

**Special Attacks** weapon training (spears +1)

---

**TACTICS**

**Before Combat** The sinspawn arrange themselves to threaten as much of the hallway between the door and Naroth as possible.

**During Combat** The sinspawn attack with their longspear-and-bite attack as often as they can. They move as little as they can, being slothful creatures, and try to use Stand Still to make their enemies stay put too.

**Morale** The fanatical cultists fight until slain.

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**STATISTICS**

**Str** 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 17, **Cha** 10

**Base Atk** +8; **CMB** +12; **CMD** 25

**Feats** Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor, Stand Still, Toughness, Weapon Focus (longspear), Weapon Focus (bite), Weapon Specialization (longspear)

**Skills** Intimidate +7, Knowledge (religion) +9, Linguistics +2, Perception +15

**Languages** Aklo, Common, Thassilonian

**SQ** armor training 1, martial proficiency

**Gear** chainmail, mwk longspear

<b>NAROTH BALAM</b>	<b>CR 9</b>
Male middle-aged human Thassilonian conjurer 10 ( <i>Pathfinder Campaign Setting: Inner Sea Magic</i> 17)	
NE Medium humanoid (human)	
<b>Init</b> +6; <b>Senses</b> darkvision 60 ft., <i>see invisibility</i> ; Perception +12	
<b>DEFENSE</b>	
<b>AC</b> 20, touch 11, flat-footed 19 (+4 armor, +1 Dex, +1 natural, +4 shield)	
<b>hp</b> 107 (10d6+70)	
<b>Fort</b> +7, <b>Ref</b> +4, <b>Will</b> +9	
<b>Defensive Abilities</b> <i>protection from energy</i> (fire, 120 points); <b>DR</b> 10/adamantine (100 points)	

**OFFENSE**

**Speed** 30 ft., fly 60 ft. (good)

**Melee** quarterstaff +4 (1d6–1)

**Ranged** ray +7 ranged touch

**Arcane School Spell-Like Abilities** (CL 10th; concentration +15)

At will—dimensional steps (300 feet/day)

8/day—acid dart (1d6+5 acid)

**Thassilonian Conjurer Spells Prepared** (CL 10th; concentration +15)

5th—*acidic spray*<sup>UM</sup> (DC 21), quickened *grease* (2), *telepathic bond*, quickened *true strike*

4th—*enervation*, *lesser age resistance*<sup>UM</sup>, *solid fog*, *stoneskin*, *summon monster IV* (2)

3rd—*dispel magic*, *fly*, *protection from energy*, *ray of exhaustion* (DC 18), *stinking cloud* (2, DC 18)

2nd—*acid arrow* (2), *bear's endurance*, *darkvision*, *false life*, *see invisibility*, *stilled grease* (DC 18)

1st—*anticipate peril*<sup>UM</sup> (DC 16), *corrosive touch*<sup>UM</sup> (2), *grease*, *mage armor*, *ray of enfeeblement* (2, DC 16), *shield*  
 o (at will)—*detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 15)

**Prohibited Schools** evocation, illusion

**TACTICS**

**Before Combat** Before entering the shrine, Naroth casts *darkvision*, *false life*, *lesser age resistance*, and *mage armor*. He also casts *telepathic bond* on one of the Shoanti in area 2. Once the Shoanti informs him that the intruders are headed his way, he casts *anticipate peril*, *bear's endurance*, *fly*, *protection from energy*, *see invisibility*, *shield*, and *stoneskin*.

**During Combat** Naroth begins combat by casting quickened *grease* on a PC's weapon, followed by *solid fog* on himself, then moves a few squares into the fog and summons allies to fight for him. If he's no longer inside the fog, Naroth casts quickened *true strike* followed by *enervation*. If grappled, he casts *stilled grease* on his clothing.

**Base Statistics** Without the spells listed above, Naroth's statistics are **Init** +1; **Senses** Perception +12; **AC** 15, touch 14, flat-footed 14; **hp** 77; **Fort** +4, **Ref** +3; **Defensive Abilities** none; **DR** none; **Speed** 30 ft.; **Melee** quarterstaff +3 (1d6–2); **Ranged** ray +6; **Str** 7, **Dex** 11, **Con** 13; **CMB** +3; **CMD** 13.

**STATISTICS**

**Str** 8, **Dex** 12, **Con** 18, **Int** 20, **Wis** 14, **Cha** 11

**Base Atk** +5; **CMB** +4; **CMD** 15

**Feats** Augment Summoning<sup>B</sup>, Combat Casting, Point-Blank Shot, Precise Shot, Quicken Spell, Scribe Scroll, Spell Focus (conjuration), Still Spell, Toughness, Weapon Focus (ray)

**Skills** Fly +18, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (planes) +18, Knowledge (religion) +18, Perception +12, Sense Motive +12, Spellcraft +18

**Languages** Celestial, Common, Draconic, Infernal, Thassilonian, Varisian

**SQ** arcane bond (ring), summoner's charm (5 rounds)

**Gear** quarterstaff, *amulet of natural armor* +1, *ocher rhomboid ioun stone*, cultist letter, silver Aspis Consortium badge, spellbooks (containing all prepared spells plus *charm person*, *contact other plane*, *glitterdust*, *locate object*, *major creation*, *nondetection*, and *phantom steed*)

<sup>UM</sup> See *Pathfinder RPG Ultimate Magic*.

**Subtier 10–11 (CR 14)**

**SLOTH SINSPAWN CULTIST (6)** CR 7  
 hp 88 each (see page 11)

**NAROTH BALAM** CR 12  
 Male middle-aged human Thassilonian conjurer 13 (*Pathfinder Campaign Setting Inner Sea Magic* 17)





## THE REFUGE OF TIME

NE Medium humanoid (human)

**Init** +6; **Senses** darkvision 60 ft., *see invisibility*; Perception +15

### DEFENSE

**AC** 22, touch 12, flat-footed 20 (+4 armor, +1 Dex, +1 dodge, +2 natural, +4 shield)

**hp** 136 (13d6+88)

**Fort** +8, **Ref** +5, **Will** +10

**Defensive Abilities** *protection from energy* (fire, 120 points), *spell turning* (1d4+6 levels); **DR** 10/adamantine (130 points);

**Immune** *detect thoughts, discern lies*

### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** quarterstaff +5/+0 (1d6–1)

**Ranged** ray +8 (ranged touch)

**Arcane School Spell-Like Abilities** (CL 13th; concentration +18)

At will—dimensional steps (390 feet/day)

8/day—acid dart (1d6+6 acid)

**Thassilonian Conjurer Spells Prepared** (CL 13th;

concentration +18)

7th—*caustic eruption*<sup>UM</sup> (2, DC 24), *spell turning*

6th—quicken *acid arrow* (2), *disintegrate* (DC 21), *true seeing*

5th—quicken *grease* (2), quicken *true strike* (3),  
*telepathic bond*

4th—*enervation* (2), *lesser age resistance*<sup>UM</sup>, *solid fog*,  
*stoneskin*, *summon monster IV* (2)

3rd—*crushing despair* (DC 18), *dispel magic*, *fly*, *protection from energy*,  
*ray of exhaustion* (DC 18), *stinking cloud* (2, DC 19)

2nd—*acid arrow* (2), *bear's endurance*, *darkvision*, *false life*,  
*see invisibility*, *stilled grease*

1st—*anticipate peril*<sup>UM</sup> (DC 16), *corrosive touch*<sup>UM</sup> (2), *grease*,  
*mage armor*, *ray of enfeeblement* (2, DC 16), *shield*

o (at will)—*detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 15)

**Prohibited Schools** evocation, illusion

### TACTICS

**Before Combat** Before entering the shrine, Naroth casts *darkvision*, *false life*, *lesser age resistance*, and *mage armor*.

He also casts *telepathic bond* on one of the Shoanti in area 2. Once the Shoanti informs him that the intruders are headed his way, he casts *anticipate peril*, *bear's endurance*, *fly*, *protection from energy*, *see invisibility*, *shield*, *spell turning*, and *stoneskin*.

**During Combat** Naroth begins combat by casting quicken *acid arrow* at a PC, followed by *solid fog* on himself, then moves a few squares into the fog and summons allies to fight for him. If he's no longer inside the fog, Naroth casts quicken *true strike* followed by *disintegrate* or *enervation*. If grappled, he casts *stilled grease* on his clothing.

**Base Statistics** Without the spells listed above, Naroth's statistics are **Init** +1; **Senses** Perception +12; **AC** 14, touch 12, flat-footed 13; **hp** 87; **Fort** +5, **Ref** +4; **Defensive Abilities** none; **DR** none; **Speed** 30 ft.; **Melee** quarterstaff +4/–1 (1d6–2); **Ranged** ray +7;

## SCALING THE ENCOUNTER

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 7–8:** Remove one slothspawn cultist.

**Subtier 10–11:** Remove four slothspawn cultists.

**Str** 7, **Dex** 12, **Con** 13; **CMB** +4; **CMD** 15.

### STATISTICS

**Str** 8, **Dex** 13, **Con** 18, **Int** 20, **Wis** 14, **Cha** 11

**Base Atk** +6; **CMB** +5; **CMD** 17

**Feats** Augment Summoning, Combat Casting, Dodge<sup>B</sup>,

Greater Spell Focus (conjuration), Point-Blank Shot, Precise Shot, Quicken Spell, Scribe Scroll, Spell Focus (conjuration), Still Spell, Toughness, Weapon Focus (ray)

**Skills** Fly +21, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +15, Sense Motive +15, Spellcraft +21

**Languages** Celestial, Common, Draconic, Infernal, Thassilonian, Varisian

**SQ** arcane bond (ring), summoner's charm (6 rounds)

**Other Gear** quarterstaff, *amulet of natural armor* +2, *ocher rhomboid ioun stone*, *ring of mind shielding*, cultist letter, silver Aspis Consortium badge, spellbooks (containing all prepared spells plus *acid fog*, *charm person*, *contact other plane*, *glitterdust*, *locate object*, *major creation*, *nondetection*, *phantom steed*, *planar binding*, *summon monster VII*, *teleport*, and *waves of exhaustion*)

<sup>UM</sup> See *Pathfinder RPG Ultimate Magic*.

**Development:** The letter Naroth carries is correspondence from another of the wizard's Lissalan allies, who informs him that the ally's followers have discovered the location of Krune's runic archive and will soon have the keywords to activate the *refuge* tokens.

Not only does the statue cast *comprehend languages* on anyone approaching within 10 feet, a *magic mouth* also activates if anyone approaches to within 5 feet. In Thassilonian, the mouth declares, "Prostrate yourself and mark your flesh in honor of the Lady of Runes. Your service will be rewarded." If a PC brands or strikes himself in any way while facing the statue, an *instant summons* activates and a *refuge* token appears, floating in front of him. This can be repeated up to 25 times before no more *refuge* tokens appear.

**Faction Notes:** Lantern Lodge faction PCs should be interested in the silver Aspis Consortium badge that Naroth carries. Retrieving the badge earns Lantern Lodge faction PCs 1 Prestige Point.

Sczarni faction PCs should leave Naroth unable to cast spells. Significant ability damage, *feeblemind*, and death are appropriate solutions. Doing so earns Sczarni faction PCs 1 Prestige Point.

### OCHEK RHOMBOID IOUN STONE

One of Naroth's treasures is a cursed *ioun stone*. PCs can tell it's evil on even a cursory examination.

If a PC is using this *ioun stone* when the group leaves the temple and the angel in area 1 still lives, the angel warns the wearer to remove the evil item and have it destroyed. The angel doesn't start a fight with the wearer, even if she refuses to remove the object.

A PC who investigates the *ioun stone* should be able to discern its properties as normal, except that it is cursed and can't be removed without magic (see page 536 of the *Core Rulebook* for more information on cursed items). Each PC should be given the choice to use the *ioun stone* before receiving a Chronicle sheet for the scenario, which reveals that the item is cursed.

#### IOUN STONE, OCHEK RHOMBOID

**Aura** strong universal [evil]; **CL** 12th

**Slot** none; **Weight** —; **Price** 30,000 gp

#### DESCRIPTION

This orange-colored, translucent, faceted item is an *ioun stone* and has the same properties. While it orbits its owner's head, that owner gains a bonus feat. This can be any feat she meets the prerequisites for.

The *ochek rhomboid ioun stone* radiates an evil aura at all times, and anyone who wears it (that is, causes it to orbit her head) is considered to have committed an evil act. The alignment of the one wearing the stone shifts one step toward evil. Players who wear the stone should be given the opportunity to atone for this action before the scenario's conclusion if such an alignment shift would result in their removal from the Pathfinder Society Organized Play campaign.

This *ioun stone* is cursed, and can't be removed by its owner or anyone else except by the methods outlined on page 536 of the *Core Rulebook*.

As with other *ioun stones*, the *ochek rhomboid* has a resonant power when placed inside a *wayfinder*. First, it turns the *wayfinder* into a cursed item that can only be removed in the way the *stone* itself can. Second, the wearer gains Knowledge (arcana) as a class skill for as long as she wears the *wayfinder*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, caster must be 12th level; **Cost** 15,000 gp

Shadow Lodge faction PCs may attempt a DC 27 Knowledge (religion) or DC 22 Perform (dance) check to properly note the cleric's gestures and record them for Grandmaster Torch. Doing so earns Shadow Lodge faction PCs 1 Prestige Point

**Rewards:** If the PCs defeat Naroth and the cultists, reward them as follows.

*Subtier 7–8:* Give each PC 2,875 gp.

*Subtier 10–11:* Give each PC 3,310 gp.

## CONCLUSION

Now that the party has found the hidden cache, the keywords to speak while rending the tokens are all that remain before the Pathfinders can access Krune's hidden location.

If the PCs defeat Naroth, the captured Shoanti are free from the subduing enchantments and are eager to return to their nearby lands. Haywood and Wattlee request that the PCs escort them through the dangerous Wyvern Mountains back to Kaer Maga. Should the PCs agree, Venture-Captain Heidmarch congratulates them on a job well done, and promises to keep them abreast of the Society plans regarding the Lissalan cultists, and to keep them in mind for future missions to thwart their sinister plan.

## Success Conditions

Obtaining 10 or more *refuge* tokens from the statue of Lissala and recovering the letter from Naroth earns the PCs 1 Prestige Point.

## FACTION MISSIONS

PCs may earn an additional prestige point from their faction for completing the following tasks:

**Andoran Faction:** Andoran faction PCs who befriend Jeor or Wattlee earn 1 Prestige Point.

**Cheliox Faction:** Cheliox faction PCs who convince Jeor Haywood to support the Paracountess earn 1 Prestige Point.

**Grand Lodge Faction:** Grand Lodge faction PCs who guarantee Wattlee will follow through on her promise earn 1 Prestige Point.

**Lantern Lodge Faction:** Lantern Lodge faction PCs who obtain the silver Aspis Consortium badge from Naroth earn 1 Prestige Point.

**Osirion Faction:** Osirion faction PCs who touch the *ruby sigil wafer* to the statue during a spell discharge earn 1 Prestige Point.

**Qadira Faction:** Qadira faction PCs who convince Wattlee Battlesworth that the Qadira faction sent a team to rescue her earn 1 Prestige Point.

**Sczarni Faction:** Sczarni faction PCs who leave Naroth incapable of casting spells earn 1 Prestige Point.

**Shadow Lodge Faction:** Shadow Lodge faction PCs who note the positions and gestures of the clergy carved on the walls in area 3 or the cultists casting spells earn 1 Prestige Point.

**Silver Crusade Faction:** Silver Crusade faction PCs who return the armor of the graveknight in area 5 to



## THE REFUGE OF TIME

Ollysta Zadrian or destroy it themselves in area 6 earn 1 Prestige Point.

**Taldor Faction:** Taldor faction PCs who deliver the bad news to Jeor Haywood and shave his beard in area 2 earn 1 Prestige Point.

## PATHFINDER SOCIETY SCENARIO

### Andoran



Renowned Defender,

Our embassy here in the City of Monuments is progressing admirably, though more resources are needed to fully establish it. We also need to continue raising awareness of Andoran's presence in Magnimar. Be sure to let any particularly influential locals know of our commitment to Varisia. Any powerful friends we can make will only strengthen our activities here.



Under Talmandor's protection,

Major Colson Maldris

### Cheliax



Scrumptious Treat,

Regretfully I am losing ground in the struggle to garner political support, but I anticipate that my fates will improve the more I court the power of Kaer Maga. A man named Jeor Haywood has recently taken on the totally meaningless title of Marquis there, a man who I aim to acquire. Unfortunately, he was abducted just outside the city, presumably on his way to meet with me. Investigations have determined that his captors headed west into the Wyvern Mountains, which fortuitously happens to be the same region where you have been sent, if I am not mistaken.

Take this opportunity to search for Jeor. Should you find him, be sure he received my invitation to my next gala and impress upon him the urgency that he support me in any future endeavors.



Anxiously waiting our next session,

Paracountess Zarta Dralneen

### Grand Lodge



True Pathfinder,

Venture-Captain Heidmarch tells me that the fight against the Lissalan cult continues. I am pleased that you were chosen for this important mission—perhaps you can aid our Magnimar lodge during your investigations. I am led to believe that a dwarven merchant, Wattlee Battlesworth, has been taken to the Wyvern Mountains. I am confident that her captors are the same Lissalans that you seek to thwart. Before her capture, Ms. Battlesworth was prepared to send samples of her wares to our Magnimar lodge free of charge. If you are able to locate the dwarven merchant, make sure her recent trauma hasn't changed her mind. Be wary; she's known to say one thing and mean another.



Under the eyes of the Ten,

Venture-Captain Ambrus Valsin

### Lantern Lodge



Honorable One,

If an untouched ancient Thassilonian shrine has been discovered, surely Aspis Consortium agents are eager to plunder its riches. Should you encounter any of these dishonorable louts, retrieve a badge of their organization. Don't bother with the badges of bronze, of which we have plenty—secure a mark of higher station. I have a plan that requires more authority within the Consortium.



With honor,

Venture-Captain Amara Li



## THE REFUGE OF TIME

### Osirion



Beloved of the Ruby Prince,

Our fellow Pathfinders have taken great pains to acquire reagents so that our benevolent monarch may be returned to health. With the help of the rescued Elizar of the Burning Brand, we have made a modified version of the Lissalan sigil wafer. But we find the magic of Lissala must be used to activate this remedy. Take the enclosed ruby sigil wafer that our associates recently obtained to the Lissalan shrine and infuse it with Lissalan magic. Any effect on the ruby sigil wafer from a Lissalan source will be sufficient.



May knowledge guide you,  
*Amenopheus*  
Amenopheus, the Sapphire Sage

### Qadira



Champion of the Satrap,

What fortune! A dwarven merchant, Wattlee Battlesworth, has been captured and the Decemvirate sends you after her captors. Wattlee is an incredibly influential merchant in Janderhoff, and we have been trying to woo her for many years. Ensure Ms. Battlesworth's safety and convince her that Qadira sent your team to rescue her rather than the fortuitous coincidence of the Pathfinder Society sending you on some errand.



Yours in fortune,  
*Aaqir al'Hakam*  
Trade Prince Aaqir al'Hakam

### SCZARNI



Dear Cousin,

It was I who tipped off Venture-Captain Heidmarch that Lissalan cultists are on their way to the Wyvern Mountains. Though it would be in the Pathfinders' best interests to thwart the Lissalans, it is of even greater import that their leader, Narothe, befall some mishap. Various members of the family have purchased his wares only to discover the items vanishing after the wizard departs. Make sure the conjurer does not return with the ability to cast spells that will continue his deception.



Keep a sharp eye,  
*Guaril Karela*  
Guaril Karela

### SHADOW LODGE



Friend to All,

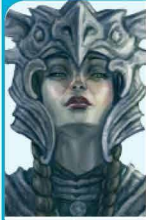
I understand you are headed to a Lissalan shrine. With the Decemvirate's recent interest in Lissala, a goddess about whom little is known, I find myself running short on information that my clients are eager to purchase. Of particular interest to a few customers is the Lissalan clergy. Our agents have been able to recover garb, artifacts, and holy texts. What we don't know is what kinds of postures or gestures the clergy use in their rituals. If you can determine how the clerics genuflect, report it to me. That information could be just the right thing to appease my customers.



With vigilance,  
*Torch*  
Grandmaster Torch

## PATHFINDER SOCIETY SCENARIO

### Silver Crusade



Bringer of Light,

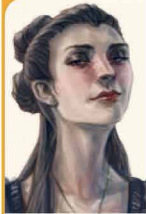
It is known that a powerful evil Thassilonian artifact rests within the Wyvern Mountains. Our divinations lead us to believe that it is a suit of armor capable of creating and bolstering undead. You must not pass up this opportunity to search for this artifact and destroy it. Eliminate it if you can; otherwise, return it to me.



Blessings upon you,

Ollysta Zadrian

### TALDOR



Noble Pathfinder,

As you no doubt know, we aim to establish an aristocracy in Varisia to further the glory of Taldor.

We were considering granting a title to Jeor Haywood, a promising citizen of Magnimar; however, he has audaciously claimed the title of Marquis without waiting for confirmation or an official writ from us. He has even begun growing a beard and styling it in the Taldan fashion.

We have learned that Haywood was recently abducted outside Kaer Maga and taken to the Wyvern Mountains. Seek out Jeor and make sure he knows who has the authority to grant titles and who does not. Drive home the point by removing his beard.



With respect,

Lady Gloriana Morilla



## THE REFUGE OF TIME

### Pathfinder Society Scenario #4-12: The Refuge of Time

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
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Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

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# Pathfinder Society Scenario #4-12: The Refuge of Time

Scenario Chronicle #

Slow  Normal

SUBTIER 7-8	2,173	4,347
SUBTIER 10-11	3,985	7,971

MAX GOLD

This Chronicle Certifies That

\_\_\_\_\_

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

\_\_\_\_\_ Character Name \_\_\_\_\_ Pathfinder Society # \_\_\_\_\_ Faction \_\_\_\_\_

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

## EXPERIENCE

Starting XP

+  GM's Initial

XP Gained (GM ONLY)

Final XP Total

## FAME

Initial Fame Initial Prestige

+  GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

## GOLD

Start GP

+  GM's Initial

GP Gained (GM ONLY)

+  GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

## Items Found During This Scenario

SUBTIER  
ALL

**Ocher Rhomboid Ioun Stone:** You activated an *ocher rhomboid ioun stone*, an evil item that radiates the associated aura, but gives you a bonus feat. Fill in the selected bonus feat in the space provided below (you must meet all prerequisites for the chosen feat).

Activating an *ocher rhomboid ioun stone* is an evil act that shifts your alignment one step toward evil unless you receive the benefits of an *atonement* spell. If such an alignment shift would result in an evil alignment, you may no longer play the character in the Pathfinder Society Organized Play campaign.

This *ioun stone* is cursed, and can't be removed by its owner or anyone else without a *remove curse* or similar spell, as detailed on page 536 of the *Pathfinder RPG Core Rulebook*. (The *ioun stone* has a caster level of 12.)

Selected Bonus Feat \_\_\_\_\_

SUBTIER  
7-8

- +1 flaming greatsword (8,350 gp)
- amulet of natural armor +1 (2,000 gp)
- pearl of power, 2nd-level spell (4,000 gp)
- potion of inflict serious wounds (750 gp)

SUBTIER  
10-11

- +3 mornin'gstar (18,308 gp)
- amulet of natural armor +2 (8,000 gp)
- cloak of resistance +1 (1,000 gp)
- ring of mind shielding (8,000 gp)
- ring of protection +1 (2,000 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 #