

# PATHFINDER SOCIETY

YEAR OF THE SERPENT



## BEYOND AZLANT RIDGE

By Ron Lundeen



# BEYOND AZLANT RIDGE

PATHFINDER SOCIETY SCENARIO #7-27

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*Pathfinder Society Scenario #7-27: Beyond Azlant Ridge* is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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# BEYOND AZLANT RIDGE

BY RON LUNDEEN



Six years ago, a group of Pathfinder archeologists at a remote dig site in the Terwa Uplands made an incredible discovery: clear evidence of Azlanti occupation, refuting the common belief that the Azlanti had no settlements in the Mwangi Expanse. The archeologists came under frequent attacks by the charau-ka, the vile ape-men of the Mwangi. The Pathfinder expedition's leader, Juliet Dias, directed construction of a wooden palisade, but the charau-ka called forth an enormous Abyss-touched champion to smash through it. Fortuitously, visiting Pathfinders activated one of the site's ancient defenses—an enormous iron golem. This golem defeated the vile champion and scattered the attacking charau-ka. The attack also scared off the historical researchers, who hastily covered up the site and vowed never to return.

However, over the next few months, Dias managed to gather a new team of Pathfinder archaeologists, comprised of workers, experts, and historians willing to brave the area despite the dangers. This group's first order of business was to repair the site, fixing both the damage from the charau-ka attack and that done by the previous team in their panicked, haphazard attempt to obscure the dig.

Dias and her new crew soon resumed archeological work there and made steady discoveries over the intervening years, despite minor harassment by the charau-ka. They slowly learned that Azlant Ridge was not a settlement, but an ancient weapons repository, and uncovered evidence of Azlanti collaboration with the native cyclopes empire of Ghol-Gan. Yet even as they thrilled at each new revelation, Azlant Ridge continued to conceal a danger far greater than any of the archeologists could guess.

In the Age of Serpents, the cyclopes fought against the serpentfolk and their demonic allies, but eventually slipped into decline, their culture becoming more brutal and war-like. Their vaulted temple-observatories became armories, tombs, and prisons—in some cases, all three. But the cyclopes received unexpected aid when several

## WHERE ON GOLARION?

*Beyond Azlant Ridge* takes place at the Azlant Ridge expedition site in the Terwa Uplands region of the Mwangi Expanse, several days' travel northwest of Bloodcove. You can learn more about the Mwangi Expanse in *Pathfinder Campaign Setting: Heart of the Jungle*, available at your local book or hobby store or online at [paizo.com](http://paizo.com).



Azlanti arrived to fight the serpentfolk as well. The Azlanti built a storehouse of war machines—massive iron golems called Azlanti monoliths—in the cliff-side vault now known as Azlant Ridge. Not trusting these war machines to the cyclopes, the Azlanti bound their monoliths to magical ivory beacons that would activate a monolith when powerful Abyss-touched creatures approached, instilling a single-minded directive to fight the Abyssal foe.

The Azlanti golem masters and the cyclopes from a repurposed temple-observatory called Starwatcher Tor captured a powerful serpentine fiend called a xacarba. They agreed to lock it away in the temple-observatory's lowest level, sealed behind multiple magical protections. First, they shielded the xacarba's prison chamber so it couldn't breach its walls or use magic to escape. Second, the cyclopes used their ancestral astronomy

**GM RESOURCES**

*Beyond Azlant Ridge* makes use of the following Paizo game products: the *Pathfinder RPG Core Rulebook* (CRB), *Pathfinder RPG NPC Codex* (NPC), *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 2* (B2). All rules referenced in this adventure are available in the free online Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from *Bestiary* and *Bestiary 2* are reprinted at the back of the adventure for the GM's convenience.

magic to craft four stone warding discs to keep in reserve. If it was ever needed, the cyclopes could place the disks in prepared slots and the stones would meld together to reinforce the prison. As a final measure, the Azlanti placed one of their ivory beacons at Starwatcher Tor to awaken an Azlanti monolith from nearby Azlant Ridge if necessary.

The xacarba languished in its prison long after the Azlanti and the cyclopes had gone and Starwatcher Tor had crumbled. After millennia of careful, patient work, the xacarba cracked its prison wall just enough to activate the ivory beacon, although not enough to escape. The beacon's glow lured Juliet Dias and a portion of her current team from Azlant Ridge. On their arrival, the xacarba enchanted them and commanded the archeologists to slip the two warding discs they'd discovered into its prison. The ivory beacon, sensing the xacarba's pending escape, summoned an Azlanti monolith. The golem follows its rudimentary order: to batter any obstacle keeping it from fighting the fiend. This directive plays right into the xacarba's plan, since the golem has the brute strength necessary to break open its prison. The xacarba doesn't intend to fight the monolith. Instead, with two warding discs secure and the prison open, the xacarba can finally be free.

Under the effects of the xacarba's charm magic, Juliet Dias has stopped sending her regular updates to the Pathfinder Society. Concerned that new danger has arisen, the Pathfinder Society has gathered a team to investigate.

**SUMMARY**

This adventure begins in Nantambu, where acting Venture-Captain Aya Allahe requests that the PCs check

on the Azlant Ridge archeologists. The PCs travel to Azlant Ridge without incident and find that several archeologists left weeks ago to investigate a distant, mysterious light. Two days ago, a golem activated, smashed through the camp and its palisade, and headed toward the light as well. The surviving archeologists assume the worst for the missing team and are preparing to evacuate. A group of charau-ka takes advantage of the breached defenses to attack.

After defeating the charau-ka, the PCs follow the golem's trail to the ruined cyclopes temple-observatory, Starwatcher Tor. The PCs encounter a hydra and a snake guarding the ruin's entrance. Within the ruin, they find the missing team excavating, oblivious to any danger. Canny PCs might realize that the archeologists are acting strangely; the xacarba within the ruin has charmed them into helping release it from its imprisonment.

The PCs can explore Starwatcher Tor to gain powerful defenses and an ally, and to learn that they need four stone warding discs to keep the fiend permanently imprisoned. The

PCs must also contend with more serpentine creatures and the spirit of a long-dead cyclops.

In the central room, the Azlanti monolith pounds relentlessly on the door to the xacarba's prison.

The golem is likely too powerful for the PCs to impede, so their exploration of Starwatcher Tor is on a timer; soon, the golem

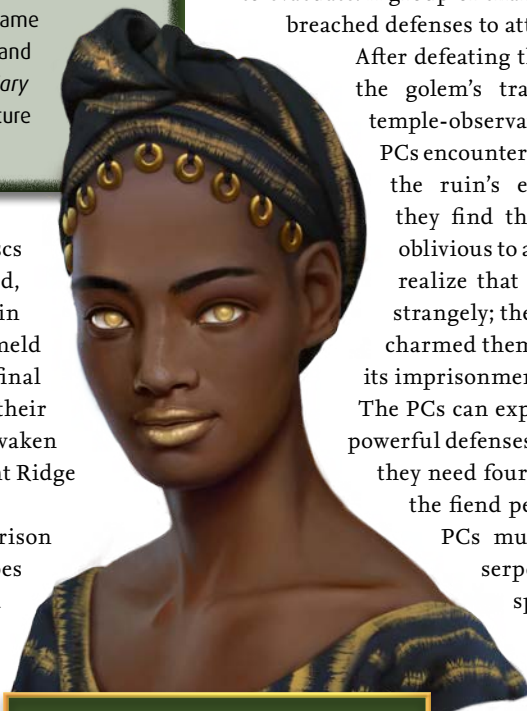
will inadvertently free the xacarba in its single-minded directive to defeat the creature.

Once the Azlanti monolith breaches the doors to the magical prison, it grabs the xacarba, preventing the creature's immediate escape. The PCs must then act quickly in order to retrieve the remaining discs from within the prison and use all four discs to restore the ward on Starwatcher Tor, before the xacarba crushes the monolith and breaks free.

**GETTING STARTED**

Read or paraphrase the following in order to get the adventure underway.

Although the city of Nantambu is hot, the interior of Sharrowsmith's Exports is cool and dim. Aya Allahe gestures to a sideboard of iced drinks and jungle fruits as she settles in behind her tidy desk. "Please, refresh yourselves, for I'm about to ask you to journey



**AYA ALLAHE**

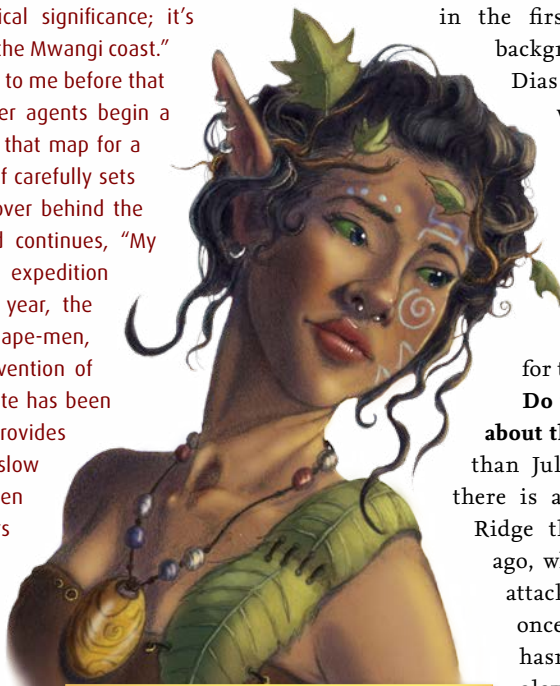
far from the comforts of civilization.” The only other person in the room is a half-elf named Fola Barun, who has curly hair and dark skin painted with delicate designs. Fola stands behind a massive oak table, meticulously adding details to a half-finished map.

Allahe’s brow wrinkles over her golden eyes, hinting at her worry. “North of Bloodcove is the mountainous Terwa Uplands and a scarp called Azlant Ridge. For more than six years, Pathfinder archeologists at Azlant Ridge have been excavating an Azlanti outpost of vital historical significance; it’s perhaps the only Azlanti outpost on the Mwangi coast.” Allahe pauses. “Fola, you mentioned to me before that you wanted to learn how Pathfinder agents begin a mission. Why don’t you hold off on that map for a few minutes and listen?” The half-elf carefully sets her cartography aside and strides over behind the desk. Allahe nods approvingly and continues, “My good friend, Juliet Dias, leads the expedition at Azlant Ridge. During their first year, the expedition was beset by a horde of ape-men, but was saved by the timely intervention of a group of Pathfinder agents. The site has been mostly quiet ever since—Juliet provides monthly reports. Archeology is a slow and careful science, as Juliet is keen to remind me. Not all Pathfinders are reckless thrill-seekers.” Allahe flashes a conspiratorial smile.

Fola Barun speaks up. “Juliet Dias’s monthly correspondence is a week overdue. Her last missive described a strange light emanating from somewhere deeper in the Terwa Uplands, and her intense curiosity about it.” She slides a folded letter across the desk.

Aya adds, “I fear for my friend. Go to Azlant Ridge and seek out Juliet Dias. If she has met danger, please assist her. If my fears prove true, and Juliet is injured or worse, please ensure that the Pathfinder archeologists under her supervision are safe and continuing their valuable work, and then bring Juliet back to me. I have a riverboat to Bloodcove ready to depart, and I’ll provide you directions from Bloodcove to Azlant Ridge. Although I ask that you hurry, it is important that you ask whatever questions you may have before departing.”

Provide **Player Handout #1** to the PCs. PCs that played *Pathfinder Society #2–02 Before the Dawn II: Rescue at Azlant Ridge* have met Juliet Dias and been to Azlant Ridge. When they reach area **A**, they already know the site map. In any event, Aya Allahe provides a physical description of Juliet Dias (see Juliet’s portrait on page 12) and does her best to answer questions the PCs have. Likely questions and her answers appear below.



**FOLA BARUN**

**What can we expect to find in that area?** “The terrain between Bloodcove and Azlant Ridge is dense jungle, but the area around Azlant Ridge is mountainous and mostly above the jungle canopy. Creatures such as snakes and monkeys are common, including the violent charau-ka ape-men. There aren’t any communities nearby; Azlant Ridge is quite remote.”

**What’s at Azlant Ridge?** Allahe relates the events in the first paragraph of the scenario background. She adds that Juliet Dias has over 20 archeologists and workers under her command.

**Do you suspect the Aspis Consortium?** “Unfortunately, yes. The Aspis Consortium is in control of Bloodcove, the closest settlement to Azlant Ridge, so they might be involved. Keep a watchful eye for their meddling.”

**Do you have any more information about the light?** “I know nothing more than Juliet put in her note. However, there is a large ivory sphere at Azlant Ridge that started glowing six years ago, when an Abyss-touched monster attacked that site. It ceased glowing once the monster was defeated, and hasn’t activated since. Perhaps the glow Juliet reported was a similar phenomenon at a different site.”

## KNOWLEDGE (HISTORY)

Based on the results of a Knowledge (history) check, the PCs might know more about the ancient inhabitants of the Azlant Ridge region. Each PC recalls all of the information with a DC that’s less than or equal to the result of her check.

**15+** Several millennia ago, the western Mwangi expanse was a contested battleground between the declining serpentfolk empire and the cyclopes of Ghol-Gan. Although the Azlanti were not generally allies of Ghol-Gan, they had the insidious serpentfolk as a common enemy.

**20+** The Ghol-Gan cyclopes were renowned astronomers and worshiped celestial bodies.

**25+** If the Azlant Ridge site is indeed 10,000 years old, as believed, then it would have been established just as the Ghol-Gan empire was slipping into its own decline, exhausted after long centuries of fighting the serpentfolk. The cyclopes would likely have welcomed Azlanti aid against their old enemies.

# A. Azlant Ridge



1 square = 5 feet

## A. AZLANT RIDGE

The journey through Bloodcove and into the Terwa Uplands proceeds without incident, and the adventure begins when the PCs reach Azlant Ridge. This ancient site is badly damaged from numerous violent incidents. Most recently, an activated golem trampled several archaeologists in its single-minded march to Starwatcher Tor. Concerned that the golem's activation was a dire harbinger, and lacking Juliet Dias's leadership, many workers immediately fled the site. Only eight archeologists remain, the most senior being a round-faced man named Happ Voltz. Happ is unwilling to simply abandon an important site, so he and the remaining archeologists are covering and securing the dig site before departing.

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A series of thin switchback trails climb ever higher out of the jungle. Near the top, a dilapidated camp comes into view. The camp is surrounded by a wooden palisade wall forming a semicircle that both starts and ends at an imposing cliff face looming hundreds of feet above the camp. A gatehouse towers over the palisade, guarding a wooden gate. Near this gate is a large gap of splintered wood, as though some enormous creature recently smashed its way through the wall.

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The Azlant Ridge areas are briefly described below.

**A1. Fortified Gate:** The gate is constructed from thick logs, lashed tightly together and sealed with pitch. A square platform atop the gate serves as a lookout post. Just outside the gate are three recent graves. A single nervous Pathfinder archaeologist named **Vadlin Whent** (LN male half-elf expert 1) watches for trouble from the lookout post. Vadlin hails the PCs, hoping they don't intend trouble. If the PCs seem friendly, he opens the gate and suggests they look for Happ Voltz in the camp (area A4).

**A2. Palisade Breach:** This location is detailed below.

**A3. Ivory Sphere:** A precise and professional terraced dig site surrounds what appears to be a half-sphere of a smooth, almost mirror-like white material resembling polished ivory. A warning mechanism established by the ancient Azlanti in the region, and connected to the golems in area A7, this ivory sphere glows in the presence of powerful Abyss-touched foes. This sphere isn't currently glowing, but the archeologists remember hearing that it shone 6 years ago when the Abyss-touched champion attacked the excavation. A large sheet of rolled canvas is near the sphere, as the archeologists intend to cover it before they depart.

**A4. Excavation Camp:** This location is detailed on page 8.

**A5. Abandoned Dig:** This terraced dig has already been neatly secured with canvas and stones in preparation for the archeologists' departure.

**A6. Metal Doors:** This dig site exposes an impressive ancient metal door 15 feet high and 10 feet wide. The doors are closed to protect the chambers carved into the cliff face, but they do not seal and are easy to open. Juliet Dias carries the only key, so the archaeologists cannot lock the doors.

**A7. Azlanti Monoliths:** A wide set of stairs descends into this large room. The floor, walls, and ceiling are kept smooth and clean by subtle ancient magic. Two enormous monoliths—15-foot-tall human-shaped metal statues forged to resemble a suit of full plate armor—stand in corners of this room. These Azlanti monoliths are cold iron golems that are currently inert. This room once held four Azlanti monoliths, but one was activated 6 years ago and the other was recently activated to combat the xacarba in Starwatcher Tor.

**A8. Empty Sarcophagi:** Each of the six alcoves along this hall contains a sarcophagus made of smooth, white stone. The sarcophagi lack lids and are empty.

**A9. Monolith Control Room:** This 15-by-15-foot room is constructed entirely of smooth, white stone. A pillar stretches from floor to ceiling in the room's center. Carved runes surround an empty niche in the pillar, and another set of glyphs occupies the wall opposite the entrance. A small table covered with notes and reference works stands near the pillar; Happ and the remaining archeologists haven't yet packed this room.

A PC who succeeds at a DC 20 Linguistics check (or who speaks Ancient Azlanti) can translate either set of runes. Reviewing the reference works and notes here lowers the Linguistics DC to 10 for either message. The runes around the empty niche read simply, "Iron warrior override device." Happ can confirm that the device that once rested in the niche was shipped back to the Grand Lodge years ago. The runes on the wall read, "Our one-eyed allies may falter in their vigilance; if their fiendish prisoner loosens its bonds, our iron warriors stand ready to respond."

## A2. Palisade Breach (CR 5 or CR 8)

The Azlanti monolith crashed through the palisade wall 2 days ago in its single-minded drive to reach the fiend at Starwatcher Tor. The Pathfinder archeologists have been too busy packing the camp to properly repair the fence, and have done nothing more than drag the palisade logs into a haphazard pile that does not provide cover or impede movement.

**Creatures:** At some point while the PCs are at Azlant Ridge and learning the details of the situation, charau-ka take advantage of the gap in the wall to attack. You can time this event whenever you like, such as when the PCs first exit the cave or when they are preparing to leave. The charau-ka and their simian allies are unobtrusive.

**SCALING ENCOUNTER A2**

Make the following adjustments to accommodate a group of four PCs.

**Subtier 3–4:** The baboons are intent on ripping tents or shredding notes rather than fighting. They are present only to cause mischief, and flee if attacked.

**Subtier 6–7:** Remove three charau-ka from the encounter.

opponents, rushing in from the gap in the palisade to rip apart anyone at the site.

**SUBTIER 3–4 (CR 5)**

**CHARAU-KA (2) CR 2**

CE Small humanoid (charau-ka) (*Pathfinder RPG Inner Sea World Guide* 308)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

**DEFENSE**

**AC** 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

**hp** 19 each (3d8+6)

**Fort** +3, **Ref** +4, **Will** +2

**OFFENSE**

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

**Melee** club +5 (1d4+3), bite +0 (1d3+1)

**Ranged** rock +5 (1d4+2/19-20)

**Special Attacks** shrieking frenzy, thrown-weapon mastery

**TACTICS**

**During Combat** The charau-ka enter their shrieking frenzy as soon as they enter the site and attack. These maddened brutes target the closest opponents, flanking with each other when possible.

**Morale** Consumed with a frenzied bloodlust, the charau-ka fight to the death.

**STATISTICS**

**Str** 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Point-Blank Shot, Precise Shot, Throw Anything<sup>B</sup>

**Skills** Climb +14, Fly +0, Perception +2, Stealth +10; **Racial**

**Modifiers** +4 Stealth

**Languages** Abyssal, Polyglot

**Gear** club, rocks (5)

**SPECIAL ABILITIES**

**Shrieking Frenzy (Su)** Once per day, a charau-ka can enter a state of shrieking frenzy as a free action. While in this state, the charau-ka automatically fails Stealth checks and cannot speak or cast spells that use verbal components (or use items that require command words to activate), but functions as if under the effects of *haste*. The charau-ka can continue shrieking for up to 3 rounds, after which it is staggered for 1 round.

**Thrown-Weapon Mastery (Ex)** Charau-ka are masters of thrown weapons. All charau-ka gain Throw Anything as a bonus feat. In addition, a charau-ka gains a +1 racial bonus on all thrown weapon attack rolls, and their threat range for thrown weapons is doubled, as if the charau-ka possessed the Improved Critical feat for all thrown weapons. This effect doesn't stack with any other effect that expands the threat range of a weapon.

**BABOONS (2) CR 1/2**

**hp** 5 each (*Pathfinder RPG Bestiary* 2 212, see page 24)

**TACTICS**

**During Combat** The baboons rush forward and attempt to savagely bite the PCs.

**Morale** A baboon flees if it is injured, or if the PCs defeat all of the charau-ka.

**SUBTIER 6–7 (CR 8)**

**CHARAU-KA (6) CR 2**

**hp** 19 each (see Subtier 3–4)

**TACTICS**

See Subtier 3–4.

**MONKEY SWARMS (2) CR 2**

**hp** 22 each (*Pathfinder RPG Bestiary* 2 212, see page 25)

**TACTICS**

**During Combat** The monkey swarms rush forward in an attempt to attack as many PCs as possible.

**Morale** The monkey swarms disperse when they are reduced to 0 hit points.

**A4. Expedition Camp**

Two large but sagging tents stand here—one is used for cooking, and the other serves as a mess hall. Between them are 10 canvas tents that the workers and archeologists share. The belongings in most tents have been neatly packed. The only tent furnished for a single occupant belonged to Juliet Dias.

**Creatures:** The ranking expedition leader is a red-haired, round-faced man named **Happ Voltz** (N male human expert 5; if necessary, use the stat block for the sapper, *Pathfinder RPG NPC Codex* 262). Happ is packing up the unused tents to evacuate the site in the next couple of days. Six other archeologists (NG male or female human expert 3) work alongside Happ here and throughout the site. Happ is friendly and deferential to the PCs, but he believes the wisest course is to secure the site and clear out. Happ relates the following.

- Azlant Ridge is, fundamentally, an arms repository. The ivory sphere is a defense mechanism of some sort, and it's somehow connected to the Azlanti



monoliths—cold iron golems stored within the cliff as powerful weapons.

- Six years ago, a howling horde of ape-men descended upon the camp, led by an enormous four-armed gorilla. An Azlanti monolith activated to defeat the gorilla champion and drive off the horde, thanks to the timely intervention of a team of Pathfinders. Since then, the camp has had only sporadic trouble with the local ape-men.
- A few weeks ago, a steady white light appeared in the Terwa Uplands. Juliet Dias and six archeologists went to investigate. Although the light appeared to be only a day away or so, no one has returned.
- Happ and the remaining workers focused their research on the ivory sphere, and learned that its glow doesn't just indicate danger—it indicates powerful fiendish activity. When a fiend is near, the sphere activates an Azlanti monolith to seek and destroy the fiend. The remaining workers became much more concerned about Dias's welfare upon learning this, but didn't feel qualified to trek across the Terwa Uplands themselves.
- Two days ago, another Azlanti monolith activated, smashed its way through the camp (killing several workers and guards in its way) and plodded off toward the distant light.
- Convinced that Juliet Dias and her crew must already be dead and that some formidable fiend is most certainly active in the area, several survivors immediately fled back to Bloodcove.
- Happ and the remaining archeologists are too responsible to flee without first packing the camp and preparing it for their hoped-for return. They have been taking the few days necessary to secure the site and pack up the camp, in the hopes that another team might reopen the dig someday. They plan to leave first thing tomorrow morning.

**Treasure:** Juliet Dias's tent contains a satchel with an unfinished report to the Pathfinder Society (see **Player Handout #2**) and detailed notes on the direction of the light—possessing these notes grants the PCs a +4 bonus to Knowledge (geography) and Survival checks made when traversing the Terwa Uplands. If the PCs defeated the charau-ka, Happ hands them a small leather satchel before they depart. “These are the things Juliet left behind,” he says. “Can you bring these to her? I'm sure she won't mind you making use of them while you head out to rescue her. If she's still alive, that is.” The satchel contains a *lens of detection*. In Subtier 6–7, it also contains a pair of *bracers of steadiness* (*Pathfinder RPG Ultimate Equipment* 272) and a *heavyload belt* (*Pathfinder RPG Ultimate Equipment* 212).

**Development:** Happ and the Pathfinder archeologists at the site ask the PCs to discover the fates of Juliet and their fellow archeologists. Happ tells the PCs that he is going to leave the site tomorrow morning and has no intention of remaining any longer than he has to. With Juliet gone, the other archeologists defer to his leadership. Some of them are more eager to leave, while others would rather wait for Juliet, but none of them are willing to linger in a mostly abandoned camp. The PCs may attempt to convince Happ to wait for a few days to give them time to return with Juliet Dias and to investigate the strange light instead of abandoning the site. Happ's sense of duty and years of investment in the dig conflict with his desire to abandon it in favor of personal safety, so convincing him to remain requires only a DC 15 Diplomacy check (DC 20 in Subtier 6–7). The archeologists' continued presence is sufficient to keep the site undamaged during that time.

**Rewards:** If the PCs do not defeat the charau-ka, reduce each PC's gold earned by the value below and cross the *lens of detection* off the Chronicle sheet.

*Subtier 3–4:* Reduce each PC's gold earned by 291 gp.

*Out of Subtier:* Reduce each PC's gold by 458 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 625 gp.

## THROUGH THE UPLANDS

The Azlanti monolith's tracks wind through the Terwa Uplands to Starwatcher Tor. The mountainous terrain features multiple switchbacks and stony sections where the path is unclear. Three successful DC 15 Knowledge (geography) or Survival checks are required to follow the golem's trail. In Subtier 6–7, increase this DC by 5. The PCs can assist one another on these checks. Each failure costs the PCs a few hours while they backtrack to pick up the trail, giving the xacarba more time to exert its poisonous, malevolent will over the serpentine creatures at Starwatcher Tor. For each failed check, increase the DC of all poisons used by the foes at Starwatcher Tor by 1 (to a maximum of +3).

If the PCs fail three checks, the sun sets and the glow of the ivory sphere at area C2 is visible. The PCs can thereafter reach Starwatcher Tor without further checks.

## B. APPROACHING STARWATCHER TOR (CR 5 OR CR 8)

Abandoned for millennia, Starwatcher Tor is now only a crumbled ruin. Only the lowest level survives. The ruin's southern third is open to the elements, exposing a few rooms and the Azlanti ivory sphere. The remainder is covered with the heavy stone blocks that once constituted the upper levels. Previous visitors to the site have cleared a narrow path among the rocks to allow access to the ruin. As the PCs ascend the hill to Starwatcher Tor, read or paraphrase the following.

# B. Approaching Starwatcher Tor



1 square = 5 feet

- E : Emperor Cobra
- H : Hydra
- V : Venomous Snake

Pathfinder Flip-Mat: Hill Country

Atop a high hill choked with tough grasses stands an enormous vine-covered ruin of granite blocks. The upper levels of the ruin are collapsed, exposing a balcony upon which a shining ivory sphere is plainly visible. A narrow path between the tumbled blocks leads into the ruin. The sound of steady pounding, as of metal on stone, rings from deep within the structure.

**Creatures:** The xacarba's psychic influence has drawn a surly hydra and another venomous serpent to Starwatcher Tor. The creatures lurk behind boulders near the entrance. They slither forth to attack if they detect any creatures in the area.

**SUBTIER 3-4 (CR 5)**

**HYDRA CR 4**

hp 47 (*Pathfinder RPG Bestiary* 178, see page 24)

**TACTICS**

**During Combat** The hydra rushes toward the closest opponent, pouncing if it can. If surrounded by opponents, it uses its breath weapons, spreading out the cones to cover as many foes as possible.

**Morale** The hydra flees if reduced below 10 hit points or if reduced to only one head.

**VENOMOUS SNAKE CR 1**

hp 13 (*Pathfinder RPG Bestiary* 255, see page 25)

**TACTICS**

**During Combat** The venomous snake attacks the nearest PC.

**Morale** The snake is skittish, and it flees if it takes any damage.

**SUBTIER 6-7 (CR 8)**

**SIX-HEADED PYROHYDRA CR 7**

Variant hydra (*Pathfinder RPG Bestiary* 178)

N Huge magical beast (fire)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

**DEFENSE**

**AC** 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 size)

**hp** 57 (6d10+24); fast healing 6

**Fort** +9, **Ref** +8, **Will** +4

**Immune** fire

**Weaknesses** vulnerability to cold

**OFFENSE**

**Speed** 20 ft., swim 20 ft.

**Melee** 6 bites +7 (1d8+3)

**SCALING ENCOUNTER B**

Make the following adjustments to accommodate a group of four PCs.

**Subtier 3-4:** The hydra's many minds provides resistance to the xacarba's overbearing telepathic call, but its mental conflict makes it sickened.

**Subtier 6-7:** The hydra is sickened as in Subtier 3-4. In addition, the emperor cobra is cowardly; it flees as soon as it takes any damage.

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

**Special Attacks** pounce, 6 breath weapons (15-ft. cone, DC 17 Reflex half, 3d6 fire)

**TACTICS**

**During Combat** The hydra rushes toward the closest opponent, pouncing if it can. If surrounded by opponents, it uses its breath weapons, spreading out the cones to cover as many foes as possible.

**Morale** The hydra flees if reduced below 10 hit points or if reduced to only one head.

**STATISTICS**

**Str** 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9

**Base Atk** +6; **CMB** +11; **CMD** 22 (can't be tripped)

**Feats** Combat Reflexes, Iron Will, Lightning Reflexes

**Skills** Perception +11, Swim +11;

**Racial Modifiers** +2 Perception

**SQ** hydra traits, regenerate head

**SPECIAL ABILITIES**

**Breath Weapon (Su)** Each of the pyrohydra's heads has a breath weapon, which it can use once every 1d4 rounds. Each breath weapon deals 3d6 fire damage in a 15-foot cone (DC 17 Reflex half). The save DC is Constitution-based.

**Fast Healing (Ex)** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

**Hydra Traits (Ex)** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or



**HYDRA**

bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

**Regenerate Head (Ex)** Whenever a pyrohydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have any more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or cold damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or cold damage from area attacks can affect stumps and the body simultaneously. A pyrohydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or cold.

**EMPEROR COBRA CR 5**

hp 51 (*Pathfinder RPG Bestiary 2* 252, see page 24)

**TACTICS**

**During Combat** The emperor cobra attacks the nearest PC.

**Morale** The cobra fights until it is reduced to 15 hit points or fewer.

**C. STARWATCHER TOR**

The most conspicuous feature of Starwatcher Tor is the relentless crashing of metal on stone echoing from area C11. There, the Azlanti monolith is breaching the xacarba's prison to fight it. The noise is plainly audible throughout Starwatcher Tor. The Azlanti monolith succeeds 1d20+60 minutes after the PCs arrive at the site—see the **Confrontation** section on page 21 for the events that unfold once the golem succeeds.

Starwatcher Tor's below-ground level—its only remaining level—is constructed from enormous blocks of crumbling white granite and built to accommodate giants. Doors are 15 feet high and made of magically reinforced stone. The doors are not locked, but are heavy and shifted in their settings, requiring a successful DC 20 Strength check to open. The Azlanti monolith smashed

down the doors connecting area C1 to area C4, as well as the doors connecting area C9 to area C11.

Areas C1 through C3 are open to the sky and, even at night, are illuminated as bright light from the glowing beacon in area C2. The *daylight* warding disc is located in area C12, illuminating that area as well as the crack in the prison wall at area C5. The remainder of Starwatcher Tor is unlit.

In the many years of its imprisonment, the xacarba's unnatural influence has drawn many serpentine creatures that now lurk within Starwatcher Tor: many snakes slither along the floors and lurk in cracks and crannies. These snakes aren't dangerous to the PCs, but their ubiquitous presence sets the unsettling mood of this ruin. If the PCs interact with the snakes using *speak with animals*, wild empathy, or similar effects, they discover that the snakes are unfriendly and have no interest in assisting the PCs.



**C1. Exterior Excavation Site**

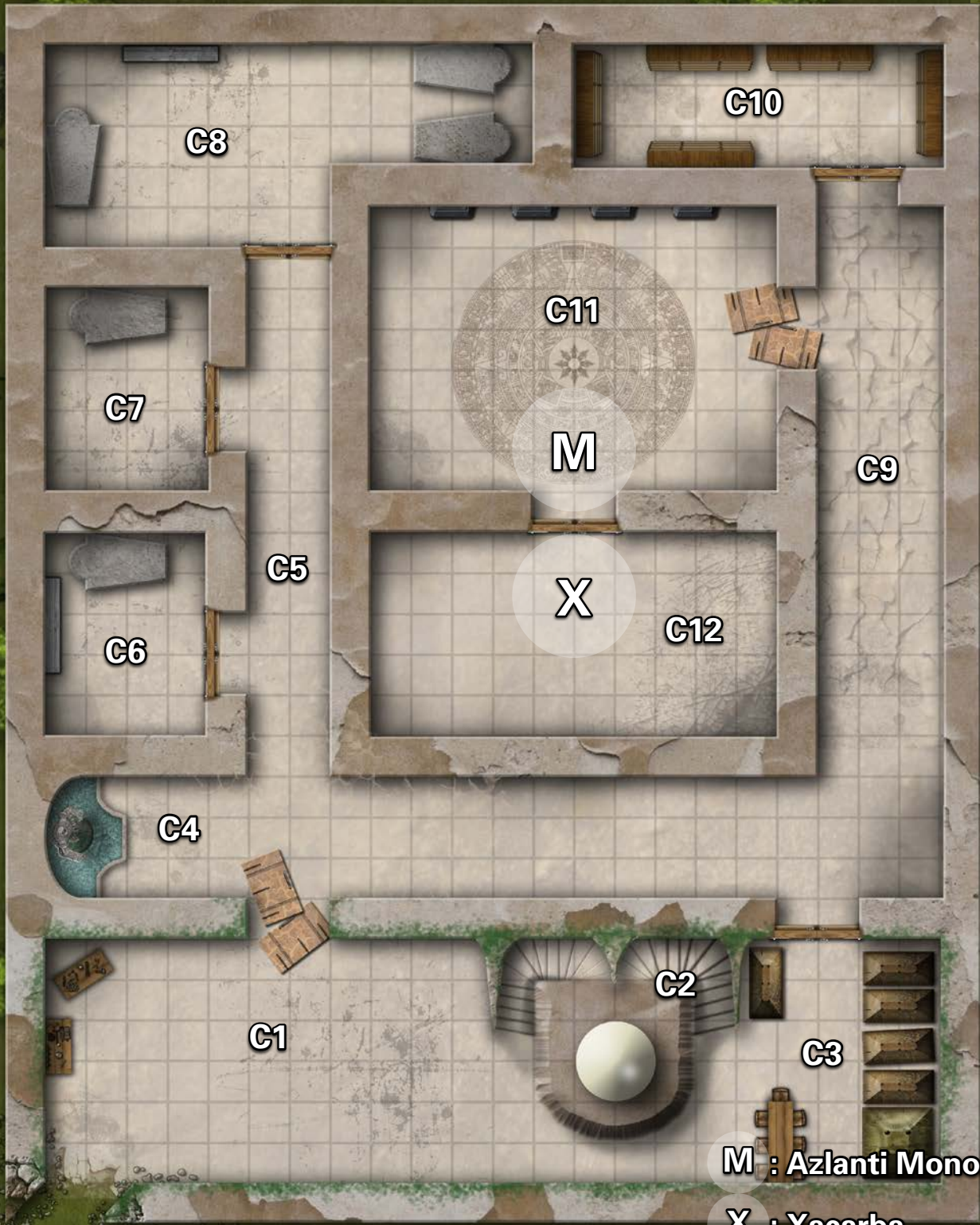
This room's high walls are made of enormous blocks of crumbling, mossy granite, but its roof is entirely absent, leaving it open to the sky. Folding tables and makeshift scaffolds have been set up around the room, and the walls have been carefully cleaned and labeled, revealing a mosaic depicting sway-backed, one-eyed astronomers at the base of a tall tower.

An opening leads to the east, below a high balcony topped with a huge ivory sphere. Doors leading north into the hill have been smashed open to reveal a wide hall.

A PC who succeeds at a DC 10 Knowledge (local) check identifies the one-eyed creatures as cyclopes, and a PC who succeeds at a DC 20 Knowledge (history) or Knowledge (religion) check identifies the tower as a combination of temple and observatory.

**Creatures:** Juliet Dias (CG female human fighter 6/Pathfinder chronicler 1) and six Pathfinder archeologists (NG male or female human expert 3) are diligently at work to clear and catalog this site. They are happy to see the PCs—although they don't believe they're in any danger—and they are excited to show off the site's historical significance.

# C. Starwatcher Tor



1 square = 5 feet

M : Azlanti Monolith

X : Xacarba

### CHARMED PATHFINDERS

Juliet Dias and the Pathfinder archeologists in this area are all charmed by the xacarba's *charm monster* ability, which lasts 18 days. This is a charm effect and not a compulsion; the Pathfinders are not mind-controlled automatons and act very much like they otherwise would. The xacarba can make subtle suggestions that the Pathfinders take in the best possible light, but it cannot force the Pathfinders to act against their natures. The Pathfinders are still excited to be exploring a lost architectural marvel, concerned about injuries sustained by their coworkers at Azlant Ridge, and so on. Charmed archeologists denounce any claim that the "Starwatcher Spirit" is malevolent, just as you might oppose someone maligning your best friend.

To determine that the Pathfinders are being influenced, the PCs must notice the odd responses to their probing questions. If the PCs are clueless, Arletta Tolkir in area **C3** can provide hints that all is not well with her fellow archeologists.

The PCs likely will want to talk to Juliet Dias, who is easily forthcoming with all that she knows. Her team hasn't yet investigated the rest of the Starwatcher Tor ruins very thoroughly, but she can describe the site's layout. Juliet doesn't know of any danger other than the supernaturally dark room at area **C10** and the orb in area **C2**, which makes people sick if they touch it. She warns the PCs that an archaeologist named Arletta became sick after coming into contact with it and had to stop working and rest in the camp. Although Dias and the other six archaeologists in this room believe that the orb makes people sick, the orb's properties are far more benign (see area **C2** for details).

She doesn't mind if the PCs look around, so long as they don't destroy anything or disturb the work already being done, but she asks that the PCs bring her any glowing stone discs they find. If the PCs offer her the satchel of her gear that Happ gave them (see area **A4**), she thanks them for bringing it to her, and says that she doesn't need any of those items at the moment, so the PCs can borrow them for now.

If the PCs talk to Juliet or the other archeologists in more detail, they might gain a few odd responses, as these archeologists are all charmed by the xacarba. Detecting the charm effect requires a successful DC 25 Sense Motive check or *detect magic* or a similar spell. The xacarba has convinced the archeologists that it is a benign force called the "Starwatcher Spirit" and has suggested certain odd actions. Their unusual responses allow the PCs to make additional Sense Motive checks at a lower DC when that topic is brought up, as described below.

- No archeologists want to leave this historically significant site. Even learning that Happ Voltz wants to abandon Azlant Ridge doesn't change their minds, although they are quite sad about the deaths that occurred there. The xacarba has convinced them that abandoning this site might mean they never find it again, so they need to work to get as much done as they can while they are here. (DC 20 Sense Motive check to detect the charm effect.)
- The archeologists ignore the pounding echoing throughout the site. Although they acknowledge that the golem stormed through this room 2 days ago, and wonder what it's doing, they don't discuss it and try to change the subject. The xacarba has convinced them that the golem's activities are wholly harmless, and should be ignored. (DC 15 Sense Motive check to detect the charm effect.)
- The archeologists want to put any glowing discs through the crack in area **C5** instead of keeping or studying them. The xacarba has emphasized that the discs should be given to it for "safekeeping." (DC 20 Sense Motive check to detect the charm effect.)
- If the PCs mention the hydra or other serpentine monsters, the archeologists dismiss their concerns, insisting that they are entirely safe. The xacarba has told the archeologists that they are under the protection of the "Starwatcher Spirit," which is—for the time being—true. (DC 15 Sense Motive check to detect the charm effect.)

If questioned on these responses, regardless of whether the PCs succeed at their Sense Motive checks, the archeologists describe the "Starwatcher Spirit." They believe it to be a loci spirit, or a benevolent essence tied to a particular location (*Pathfinder RPG Occult Adventures* 226). They encourage interested PCs to glimpse the loci spirit through the crack in area **C5**.

**Development:** If the PCs break the charm effect on any archeologist, even temporarily (such as with a *protection from evil* spell or the dust from area **C2**), the archeologist admits that the "Starwatcher Spirit" seems dangerous rather than benign and asks the PCs to investigate.

### C2. Ivory Sphere Balcony

This platform looms almost 30 feet above areas **C1** and **C3**. Both areas are visible from this platform.

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Steep, narrow stairs lead up to this platform, thirty feet above the lower chambers. The platform faces south, with a commanding view of the Terwa Uplands. An immense ivory hemisphere fills the platform, leaving only a few feet of stone around its edges. If this balcony once had a railing, it has long since crumbled away, leaving a vertiginous drop to the stones below.

---

Mosaics along the north wall of this platform depict sway-backed cyclopes spreading white dust upon their foreheads and helmets appearing upon their heads; this is a metaphorical clue about the protection the ivory sphere provides.

The ivory sphere resembles the sphere at Azlant Ridge, but this sphere is active. The sphere glows with a smooth inner light that is difficult to see in daylight but shines clearly for miles at night. In addition to the beacon's light, the ivory sphere has an additional warding effect instilled by the cyclopes astronomer-priests: the sphere exudes a fine powder that comes off easily when touched. A PC who examines the sphere notices a smudge in the dust, where the orb's light glows more brightly. A PC who succeeds at a DC 15 Perception check (DC 19 in Subtier 6–7) discerns that the smudge came from a hand brushing against the orb. A creature touching the sphere receives a *dispel chaos* effect (CL 11th). This ability functions as if the creature had cast *dispel chaos*, allowing the creature to remove the xacarba's enchantment effects on contact. While an especially gutsy PC may attempt to use *dispel chaos* to banish the xacarba, such an attempt is very unlikely to work—among other factors, the Will save DC to resist the *dispel chaos* effect is 17. The sphere exudes enough powder for 2d6 uses in any 24-hour period.

**Development:** Anyone upon the platform that succeeds at a DC 15 Perception check while looking into area C3 notices Arletta Tolkir sneaking around in the camp.

### C3. Temporary Camp

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This small room is open to the sky. Within the room is a tidy camp consisting of six tents. A few sheets of canvas stretched between rivets in the wall provide shade to a table and chairs. An opening leads to the west and a solid stone door leads north.

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As this room appeared less significant than area C1, Juliet Dias and the archeologists set up their makeshift camp here within the safety of the site's foundation walls.

**Creature:** The archeologists retire to this camp to sleep and for meals; at other times, the only inhabitant is a paranoid archeologist named **Arletta Tolkir** (NG female human diviner 4). If statistics for Arletta are necessary, use the stat block for the investigator wizard on page 179 of *Pathfinder RPG NPC Codex*. Arletta skulks about the camp, avoiding her fellow archeologists and feigning illness. Arletta was investigating the carvings in area C2 yesterday when she accidentally brushed against the ivory sphere and wiped her brow. The protective powder broke the xacarba's charm effect upon her. Arletta is familiar with charms from her magical training, so she quickly surmised that Juliet and the other archeologists are under the mental sway of a malevolent presence. She is

unwilling to leave Starwatcher Tor until she frees her allies, but she has not yet come up with a plan for freeing them without risking the vile force gaining control over her again. She suspects that the ivory sphere may be of use, because after feigning her illness, the archeologists were all suspiciously certain that the sphere was the cause of her malaise.

If the PCs are not quiet when they approach this area, Arletta hides behind the tents. She is not good at sneaking, however, and the PCs spot her as long as any one of them succeeds at a DC 12 Perception check. If confronted, Arletta asks a few pointed questions about what the PCs think about snakes, or stone discs, or whether they find the other archeologists behaving oddly. A PC who succeeds at a DC 15 Sense Motive check identifies that Arletta is not just erratic, but highly suspicious of the other archeologists.

Arletta is not willing to share her knowledge with the PCs until she is certain that they are not also under the same malign influence as the other archeologists, or they frighten her enough to share what she knows. If the PCs succeed at a DC 15 Bluff, Diplomacy, or Intimidate check (DC 19 in Subtier 6–7), Arletta reveals her accidental discovery at the ivory sphere and her suspicions about the other archeologists, as well as her rapidly growing concern that the monolith in area C11 is going to cause something terrible to happen. She believes the crack in the wall at area C5 is dangerous, and encourages the PCs to avoid it. If the PCs are kind to Arletta, she reveals her secret treasure: the *light* warding disc wrapped in cloth and hidden in her satchel. Otherwise, she keeps the warding disc hidden for now (see the Warding Discs sidebar on page 19 for details about how the PCs can still acquire the disc).

### C4. Fountain

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This large alcove is filled with a stone fountain beneath a carving of a cyclops breaking free of clutching tentacles. The fountain's basin is full of clear water.

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This magical fountain has unfailingly produced clean, clear water ever since the days of Ghol-Gan. Since determining that the water was safe to drink and perpetually clean, the archeologists have been using it as drinking water and to wash dishes and tools; the archeologists aren't aware it also carries a powerful protective effect. The water is a magical font that detects as strong abjuration magic to effects like *detect magic*. A creature drinking from the fountain receives a +30 insight bonus on Escape Artist checks and on combat maneuver checks made to escape a grapple, and to its CMD to avoid being grappled for 24 hours (in Subtier 6–7, this insight

bonus is only +24). This bonus only functions inside Starwatcher Tor.

### C5. Dangerous Crack

This narrow crack, less than 8 inches high and 1 inch wide, connects this hall to the xacarba's prison at area C12. The light shining from the *daylight* warding disc in area C12 makes the crack stand out in the otherwise dimly lit hallway.

This little crack took centuries for the xacarba to create. Although it is much too small to allow the xacarba to escape, it is just wide enough for the warding discs to slip through. Further, the crack provides the xacarba line of sight to use its spell-like abilities against creatures adjacent to the crack; this is how it was able to charm the Pathfinder archeologists.

A creature that looks into the crack is able to see the prison interior, as well as the xacarba's monstrous form contained within. The room is illuminated from two warding discs that the xacarba convinced the Pathfinders to slide through the crack: the *faerie fire* warding disc and the *daylight* warding disc. Both are on the floor in area C12, directly beneath the crack, because the xacarba can't physically touch them. They aren't visible from the crack, although their light is.

The xacarba issues a telepathic *suggestion* on any creature peering through the crack to "slip another magical stone disc through the crack to me." If any PCs fall victim to this *suggestion*, they might have more discs to recover in the final battle! The xacarba doesn't engage in any conversation with the PCs except to make commands via its spell-like abilities; its principal goal is to collect the discs in its prison so it can ensure its escape once the golem opens the doors—while it does not know exactly how the discs work, it knows that they cannot be used within the prison.

Because the PCs can see the xacarba here, they can attempt to identify the creature—or at least ascertain that it's not the benevolent "Starwatcher Spirit" that the charmed Pathfinder archeologists claim. Eager PCs might also attempt to attack the xacarba through the crack, such as with missile fire or *magic missile* spells. Note that since a PC is within 30 feet of the xacarba when casting a spell, the xacarba may cause the spell to rebound on the caster (see the xacarba's redirect spell ability in the Appendix on page 26). The xacarba shrugs off most attacks—which is a good opportunity for you to

show how truly powerful this opponent is—but if it finds the PCs resistant to its suggestions and able to hurt it, it simply activates its runic scales ability (see the xacarba's short statistics on page 21), turns invisible and moves into the room's southwest corner, out of sight. PCs able to enter the prison through the tiny crack receive the full brunt of the xacarba's attacks.

If the PCs are able to cover or otherwise seal the crack, they limit the xacarba's ability to affect anyone outside the prison.



### C6. Seer's Crypt

The walls here feature mosaics of a stylized cyclops wearing an ornate one-eyed mask and commanding other cyclopes. In the carving, the cyclops places the mask upon other cyclopes to reverse several ailments, including blindness and even death. A large slab in the northwestern corner holds only dust, but a smaller shelf above it bears a one-eyed mask.

The greatest oracle to oversee Starwatcher Tor was laid out upon the slab here in death, but his body long ago decayed to dust.

**Treasure:** Although the mask on display has lost much of its original potency, it remains a useful item with additional powers within Starwatcher Tor. The mask is a *lesser veil of fleeting glances*. It functions as a *veil of fleeting glances*, except that it does not grant the +4 circumstance bonus on certain saving throws (*Pathfinder RPG Ultimate Equipment* 247). In Subtier 6–7, the mask functions as a standard *veil of fleeting glances*. In addition, when placed upon a creature that has been blinded or petrified within Starwatcher Tor, the blindness or petrification is immediately removed. Each time this restorative ability is used, the wearer must succeed at a DC 10 Will save (DC 14 in Subtier 6–7) or the mask loses all of its magic forever after.

**Rewards:** If the mask loses its magic at any point in the adventure, cross the *veil of fleeting glances* off each PC's Chronicle sheet and reduce each PC's gold earned by the following amount.

*Subtier 3–4:* Reduce each PC's gold earned by 416 gp.

*Out of Subtier:* Reduce each PC's gold earned by 583 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 750 gp.

### C7. Empty Crypt

The walls of this crypt are unadorned and its slab is empty; this crypt was never used.



## C8. Fiendkiller's Crypt (CR 6 or CR 9)

This wide room has two alcoves to the west and east. The western alcove bears mosaics of a burly cyclops with a flail and shield. In one image, a human with a conical hat hands the cyclops the flail; in each other image, the large cyclops is smashing fiends or serpent-headed humanoids with it. A large slab in this alcove is empty, but a shelf above it contains a fine-looking heavy flail and a steel shield. The smaller alcove to the east contains two slabs; above them are depictions of a pair of cyclopes servants tending to the burly cyclops's needs.

A famous cyclops hero and his two loyal retainers were laid to rest here, although their slabs are now bare except for dust. The shelf above the hero's slab contains his honored fighting regalia.

**Creatures:** A pair of amphisbaenas have answered the xacarba's telepathic call and slithered into this room. Although they have been instructed to leave the Pathfinder archeologists alone, they are quick to attack other intruders. In Subtier 6–7, they are joined by a cunning medusa named Epiphania. If Epiphania is not surprised, she covers her head with a cowl and cowers at the opposite side of the room from the amphisbaenas, pretending to be under attack when the PCs arrive. Epiphania claims to be a lost Pathfinder archeologist (which the PCs may consider suspect if they have already accounted for Juliet Dias' entire team) long enough to get within 30 feet of all the PCs.

If the PCs manage to break the xacarba's mental effect on Epiphania, she is furious that she was drawn here against her will. She thanks the PCs for their assistance and explains that she does not know why she felt compelled to come to this site. She then attempts to leave Starwatcher Tor with her amphisbaena allies. She gives her word that she will not harm the PCs or the Pathfinder archaeologists so long as they allow her to leave unharmed.

### SUBTIER 3–4 (CR 6)

#### AMPHISBAENAS (2) CR 4

hp 45 each (*Pathfinder RPG Bestiary 2 25*, see page 24)

#### TACTICS

**During Combat** The amphisbaenas attack different PCs to spread out the effects of their poisonous bites.

**Morale** Furious that the PCs have dared to intrude upon their new territory, the amphisbaenas fight to the death.

### SUBTIER 6–7 (CR 9)

#### EPIPHANIA CR 7

Female medusa (*Pathfinder RPG Bestiary 201*, see page 25)

hp 76

### SCALING ENCOUNTER C8

Make the following adjustments to accommodate a group of four PCs.

**Subtier 3–4:** Replace one of the amphisbaenas with a venomous snake (see the Appendix on page 25). The snake flees if it takes any damage.

**Subtier 6–7:** Remove one fiendish amphisbaena.

#### TACTICS

**During Combat** On the first round, Epiphania approaches the PCs to expose as many of them as possible to her petrifying gaze.

She attempts to stay out of melee and fight with her longbow, but switches to her dagger and snake bite when cornered.

**Morale** Epiphania flees if she is reduced to 20 hit points or fewer.

#### FIENDISH AMPHISBAENAS (2) CR 5

N Large magical beast (*Pathfinder RPG Bestiary 2 25*, 292)

**Init** +2; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; **Perception** +11

#### DEFENSE

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

**hp** 45 each (6d10+12)

**Fort** +6, **Ref** +7, **Will** +3

**Defensive Abilities** split; **DR** 5/good; **Immune** petrification;

**Resist** cold 10, fire 10; **SR** 10

#### OFFENSE

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

**Melee** 2 bites +8 (1d8+2 plus poison)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** smite good 1/day

#### TACTICS

**During Combat** The amphisbaenas focus their attacks on PCs that are not petrified, particularly PCs that dare to strike against Epiphania.

**Morale** The aggressive amphisbaenas fight to the death.

#### STATISTICS

**Str** 14, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +6; **CMB** +9; **CMD** 21 (can't be tripped)

**Feats** Skill Focus (Stealth), Toughness, Weapon Focus (bite)

**Skills** Acrobatics +10 (+6 jump), Climb +10, Perception +11, Stealth +11, Swim +10; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.

**Smite Good (Su)** A fiendish amphisbaena can smite a good creature as a swift action, granting it a +6 bonus on all damage rolls against that creature until the amphisbaena rests or the creature dies.

**Split (Su)** An amphisbaena functions normally even if cut

**SLITHERBANE**

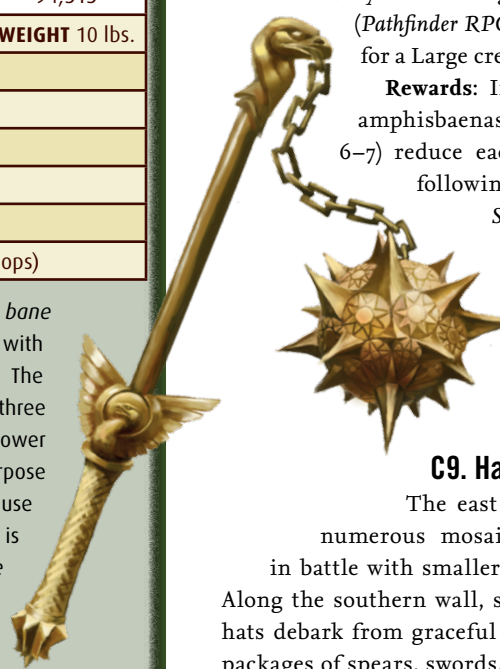
Imbued with a spiritual fragment from a long-dead Azlanti crusader, this heavy flail was gifted to a cyclops hero of Ghol-Gan to carry on the fight against serpentfolk.

<b>SLITHERBANE</b>		<b>PRICE</b> 94,515
<b>SLOT</b> none	<b>CL</b> 8th	<b>WEIGHT</b> 10 lbs.
<b>AURA</b> moderate conjuration and evocation		
<b>ALIGNMENT</b> lawful neutral		
<b>SENSES</b> 60 ft. darkvision		
<b>INTELLIGENCE</b> 12	<b>WISDOM</b> 14	
<b>CHARISMA</b> 12	<b>EGO</b> 14	
<b>LANGUAGE</b> telepathy (Ancient Azlanti, Cyclops)		

This +1 *axiomatic monstrous humanoid bane heavy flail* has a heavy ball etched with images of stylized eagles and sunbursts. The weapon can cast *liberating command*<sup>UC</sup> three times per day, but generally uses this power only on its wielder. It has the special purpose to slay serpentine creatures, and can use *neutralize poison* at will when its wielder is in combat with such creatures. *Slitherbane* communicates rarely, primarily in archaic aphorisms about fighting monsters or distrusting serpents.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 47,415 GP
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Craft Magic Arms and Armor, *liberating command*<sup>UC</sup>, *neutralize poison*, *order's wrath*, *summon monster I*, creator must be lawful



in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena's current hit points (rounded down) after the damage from the critical hit is applied. Once split, an amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two creatures' hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of 1d3 weeks.

**Treasure:** The shelf above the slab to the west holds *Slitherbane*, a heavy flail imbued with the spirit of an Azlanti crusader and gifted to the cyclops hero buried here. *Slitherbane* is a Medium heavy flail, but the cyclops wielded it in one hand. The xacarba's proximity has awakened *Slitherbane's* powers, and its full statistics are presented

in the sidebar. *Slitherbane* returns to a dormant state once the PCs leave Starwatcher Tor with it; however, over time, the PCs can restore the flail's powers as described on the Chronicle sheet. The shelf also contains the hero's steel shield. In Subtier 3–4, the shield took a heavy blow and is damaged beyond repair. In Subtier 6–7, it is instead a fully functioning +1 *bashing heavy steel shield* (*Pathfinder RPG Ultimate Equipment* 115) sized for a Large creature.

**Rewards:** If the PCs do not defeat the amphisbaenas (and the medusa, in Subtier 6–7) reduce each PC's gold earned by the following amount.

- Subtier 3–4: Reduce each PC's gold earned by 321 gp.
- Out of Subtier: Reduce each PC's gold earned by 498 gp.
- Subtier 6–7: Reduce each PC's gold earned by 675 gp.

**C9. Hall**

The east wall of this long hall bears numerous mosaics of cyclopes astronomers in battle with smaller, serpent-headed humanoids. Along the southern wall, stylized humans with conical hats debark from graceful ships. These humans lift up packages of spears, swords, and stranger weapons to the cyclopes battling the serpent-headed creatures. This long mural depicts the timely aid the Azlanti gave to the cyclopes of Ghol-Gan against the serpentfolk. The floor and walls here are badly gouged, however, as the Azlanti monolith recently stomped down this hall on its way to area C11.

**C10. Blinded Laborer (CR 5 or CR 8)**

While the cyclopes astronomer-priests worked to bind the xacarba in its prison millennia ago, the beast attempted to slither free. A brave cyclops laborer stepped forward to wrestle the beast back into the prison, but the xacarba bit him in the eye, blinding him. The laborer staggered into this storage room and died, but his restless spirit remains, inflicting blindness on others. A permanent *darkness* effect from the *darkness* warding disc enshrouds the room.

**Haunt:** When a creature first touches the *darkness* warding disc, the psychic echo of the murdered laborer experiencing his last few seconds of life lashes out at a random PC.

**SUBTIER 3–4 (CR 5)**

<b>BLINDED LABORER</b>	<b>CR 5</b>
------------------------	-------------

CE fast<sup>OA</sup> haunt (area C10)

**Caster Level** 5th

**Notice** Perception DC 20 (to hear heavy running footsteps)

**hp** 10; **Trigger** proximity; **Reset** 1 day

**Effect** A random creature in area **C10** sees the shadowy form of a burly cyclops straining against a massive serpentine creature. The serpent strikes at the cyclops's face, and the target is struck blind by a *blindness/deafness* spell (Fortitude DC 14 negates).

**Destruction** The haunt is dismissed when the discs are properly placed to seal the xacarba within Starwatcher Tor, or when the xacarba is killed.

### SUBTIER 6–7 (CR 8)

#### BLINDED LABORER CR 8

CE fast<sup>OA</sup> persistent spiteful<sup>OA</sup> haunt (area **C10**)

**Caster Level** 10th

**Notice** Perception DC 20 (to hear heavy running footsteps)

**hp** 36; **Trigger** proximity; **Reset** 1 day

**Effect** As Subtier 3–4, except the haunt triggers every round, and the save DC increases to 16.

**Destruction** As Subtier 3–4.

**Treasure:** In addition to the *darkness* warding disc at the room's west end, the shelves contain two onyx animal carvings worth 100 gp each and a mithral *wand of bull's strength* with 16 charges remaining. In Subtier 6–7, the shelves also hold a platinum orrery worth 1,200 gp and a mithral *wand of arcane sight* with 8 charges remaining.

**Rewards:** If the PCs do not recover the items here, reduce each PC's gold earned by the value below.

*Subtier 3–4:* Reduce each PC's gold earned by 123 gp.

*Out of Subtier:* Reduce each PC's gold by 298 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 473 gp.

## C11. Binding Chamber

The walls of this large, vaulted room are carved with stylized astronomical symbols. The south wall contains a pair of immense doors made of stone. Smaller doors on the east wall have been battered inward. The north wall contains four large panels, each eight feet above the ground with a central gap about seven inches wide and an inch deep. Above the four panels are blocky letters, and below them, mosaics featuring sway-backed cyclopes. The chamber's floor displays a stylized depiction of Golarion and its moon traveling around the sun.

This room is the binding chamber where the four warding discs are able to be slotted in order to keep the xacarba bound within Starwatcher Tor. Written in Cyclops, the phrase above the panels reads, "The MOON set within the VOID reflects the SUN but does not obscure the STARS," with the capitalized words above each panel. If the PCs do

## WARDING DISCS

The cyclopes astronomer-priests created the four warding discs to keep the xacarba imprisoned within Starwatcher Tor as a fallback in the event the fiend broke free of its sealed prison. Unfortunately, the cyclopes became overconfident in their prison's strength and their Azlanti allies, so Starwatcher Tor was abandoned before the warding discs were placed. There are four warding discs, and each represents a specific astronomical element the cyclopes venerated: the sun, the moon, the stars, and the void.

Each warding disc is made of supernaturally dense stone 7 inches in radius and almost 1 inch thick. Despite their small size, each warding disc weighs 30 pounds. The warding discs have two important magical protections. First, each is subject to a particular illuminating spell (CL 17th) that cannot be dispelled while within Starwatcher Tor (although they can be covered). Second, the warding discs have an enchantment to prevent theft or mishandling: any creature carrying a warding disc is unable to pick up a second warding disc (the creature simply finds the second warding disc too heavy to lift). This means that a single creature can't carry more than one disc at a time.

The xacarba can't touch the warding discs, but this prohibition doesn't extend to creatures under its mental commands. The xacarba initially had its serpentine minions scatter the warding discs throughout Starwatcher Tor, but with the arrival of the Pathfinder archeologists, it reconsidered and decided it would be safer to have the warding discs in the prison where it can keep an eye on them. When the PCs arrive, Arletta Tolkir has the *light* warding disc in area **C3**, the *darkness* warding disc is in area **C10**, and the *daylight* warding disc and the *faerie fire* warding disc are both in area **C12**. If the PCs do not gain Arletta's trust enough to earn the *light* warding disc, they do not lose the opportunity to acquire it. Instead, when the monolith smashes through the door, Arletta rushes over to the scene. Although she is too horrified to take other actions, if she sees the PCs interacting with warding discs, she takes her warding disc out and offers it to the PCs.

Although the PCs can get up to two of the four warding discs in place in area **C11** before the Azlanti monolith frees the xacarba, the final two warding discs are in the prison and likely out of PCs' reach until the prison door is breached.

not speak Cyclops, they are able to interpret the phrase with a successful DC 20 Linguistics check. Arletta Tolkir in area **C3** has the *comprehend languages* spell prepared—if the PCs cannot decipher the phrase, her assistance may be crucial. Even if the PCs antagonize her in area **C3**, she helps the PCs decipher the phrase in the desperate moments after the monolith smashes down the door.

The mosaics here depict the binding chamber in use. In the first mosaic, the large doors are ajar and three snake-like tails are slithering free. In the second, four cyclopes each place small stone discs into the panels. In the last mosaic, beams from the panels push back the serpentine tails. These mosaics suggest that the panels can re-imprison the xacarba even if the Azlanti monolith breaches the door.

The proper order is the *light* warding disc first, followed by the *darkness* warding disc, the *daylight* warding disc, and then the *faerie fire* warding disc. Slotting in a warding disc requires careful placement in the panel; even if the PC can reach the panel 8 feet from the floor (such as being boosted up by an ally or borrowing the scaffolding from area C1), a full-round action is required to put a disc in place. If the pieces are placed in the wrong order, nothing happens; removing a warding disc requires a move action. If the pieces are placed in the proper order, each panel seals into a single, seamless piece of stone. Refer to the Conclusion for other effects.

**Creature:** Of immediate interest here is the Azlanti monolith, relentlessly pounding on a door made of magically reinforced stone—and slowly cracking it, despite its enchanted qualities. The monolith is degraded, bearing signs of wear across its body, but these signs hardly detract from its imposing presence and obvious power. The Azlanti monolith breaks the doors 1 hour after the PCs arrive in Starwatcher Tor, but it makes gradual progress throughout that time. The PCs are able to identify how many minutes before the golem breaches the door, rounded to the nearest 5 minutes, by observing the damage to the door. A PC who succeeds at a DC 15 Knowledge (engineering) check can estimate the time to the nearest minute. Once it breaches the door to area C12, refer to the **Confrontation** section below.

The Azlanti monolith ignores the PCs as it focuses upon its task. The PCs might have learned that the prison contains a powerful, evil creature and wish to stop the golem,

but they likely lack the ability to deter such a construct. If the PCs manage to stop the Azlanti monolith, another golem activates from Azlant Ridge and arrives within 1 day to resume the work. The Azlanti monolith is intent on breaking through to the xacarba and does not turn its attention from the door unless attacked. If attacked, the monolith makes a single slam attack for nonlethal damage against the offender before returning to its task (slam +28, 4d8+18). In Subtier 3–4, the golem deliberately holds back on the swing, causing it to deal half damage if it hits. If attackers persist, it instead uses lethal damage to deter opponents.

**Treasure:** A small, golden token of the sun on a gold chain rests near the disks. This necklace is an *aegis of recovery* (*Pathfinder RPG Ultimate Equipment* 254). In Subtier 6–7, there is also a black sphere filled with twinkling stars that functions as a *lucky horseshoe* (*Pathfinder RPG Occult Adventures* 260).

**Development:** Once the Azlanti monolith breaches the door to the xacarba's prison, see the **Confrontation** section below.

**Rewards:** If the PCs do not stop the xacarba from escaping, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 125 gp.

*Out of Subtier:* Reduce each PC's gold earned by 408 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 691 gp.

## C12. Xacarba's Prison

This large, bare chamber has served as the xacarba's prison for millennia. Other than the stone door to the north, the only entrance is a narrow crack from area C5. The stone of the prison and its doors is supernaturally hardened and nearly invulnerable to damage, which is why the xacarba has been able to create only a single crack over the course of its long years of imprisonment. The prison is also sealed against planar travel as per *forbiddance* (CL 17th), except that it does not deal damage to creatures of any alignment.

**Creature:** The xacarba attacks any PCs entering the prison, relishing the chance to spill blood again after being contained for so long. It does not parley.



AZLANTI  
MONOLITH

**XACARBA**

**CR 15**

hp 210 (*Pathfinder RPG Bestiary 2* 288, see page 26)

**SPECIAL ABILITIES**

**Runic Scales** As a swift action, the xacarba can infuse its scales with magical properties, granting it additional protections against touch attacks and grapple attempts. These protections change its natural armor bonus to AC to a deflection bonus for 1 minute (raising its touch AC and its CMD by an equal amount). The xacarba activates this ability before the monolith breaks down the door.

**CONFRONTATION (CR 6 OR CR 9)**

Read or paraphrase the following when the Azlanti monolith finally breaks the prison door. If the PCs are not present, the shattering door echoes throughout all of Starwatcher Tor, calling the PCs to investigate.

With a final blow, the enormous iron golem smashes through the stone doors. Framed in the doorway is a gargantuan black-and-red serpent with three tails and six eyes. A gloating telepathic cry exudes from the creature, "Foolish, mindless machine! Now you are the prisoner, and I am finally free!" With a dazzling flash, the two creatures change places: the golem in the smaller room and the serpentine fiend outside of it. As the serpent begins to uncoil, the golem lunges forward and grasps the fiend by its head. The two titans are in a temporary stalemate; the golem cannot release its hold or the fiend will escape, and the fiend cannot break the golem's grip.

By now, the PCs should realize that they need the last two warding discs from inside the prison. As the xacarba is Gargantuan, Medium and smaller creatures can move through its space (although doing so provokes an attack of opportunity); the Azlanti monolith allows the PCs to pass through its space unhindered. Although the xacarba can't move, its reach allows it to attack most squares in areas C11 and C12 with its tails.

The PCs might have gained some advantages useful against the xacarba, such as the benefits from the fountain in area C4, or the weapon *Slitherbane* from area C8. If the PCs seem to think they need to slay the xacarba, remind them of the warding discs and the



**XACARBA**

**SCALING THE CONFRONTATION**

Make the following adjustments to accommodate a group of four PCs.

**All Subtiers:** Due to its thrashing, the xacarba takes an additional -2 penalty to its attack rolls and damage rolls.

panel; killing the xacarba is not necessary if the PCs can place the warding discs.

As the PCs race to restore the warding discs, keep in mind the difficulties in their task: no creature can carry more than one warding disc at a time, they must be placed into slots 8 feet above the ground in the appropriate configuration, and placing a warding disc requires a full-round action.

**SUBTIER 3-4 (CR 6)**

**IMPEDED XACARBA**

**CR 6**

**Melee** 3 tail slaps +12 (1d8+4 plus grab)

**Special Attacks** constrict (1d8+4), redirect spell

**TACTICS**

**During Combat** Once the xacarba catches a PC in its grasp, it continues to attempt to constrict that PC on future rounds. It does not intentionally drop PCs in an attempt to gain the damage from both attack and constrict each round.

**SPECIAL ABILITIES**

**Impeded** For as long as the Azlanti monolith has its hold on the xacarba's head, the creature is considered flat-footed to all other attackers and cannot move, use its spell-like abilities, or attack with its bite. Its individual tail attacks are limited as set forth above.

**Independent Tails** Each of the xacarba's three tails are able to grapple and attack as if it were its own creature. It does not count as grappled while it is grappling a creature with one of its tentacles.

**Redirect Spell** Any creature that attempts to cast a spell within 30 feet of a xacarba must cast the spell defensively. If the caster fails the concentration check to do so (or if the caster opts to not cast defensively), the xacarba can choose the target of the spell as an immediate action. The new target must be a legal

target—if there’s no legal alternative target to choose from, this ability cannot be used.

**SUBTIER 6–7 (CR 9)**

**IMPEDED XACARBA CR 9**

**Melee** 3 tail slaps +17 (2d8+4 plus grab)

**Special Attacks** constrict (2d8+4), redirect spell

**TACTICS**

See Subtier 3–4.

**SPECIAL ABILITIES**

See Subtier 3–4.

**CONCLUSION**

Once the PCs have put the four warding discs into their proper places, the panels fuse into a single piece that, like the walls of area C12, cannot be broken short of millennia of work. At the same time, a wave of magical energy washes through Starwatcher Tor, automatically dispelling any ongoing spell effects created by the xacarba and pushing the xacarba back into area C12 along with the Azlanti monolith. The doors to C12 immediately repair themselves and reseal, allowing only a momentary glimpse of the Azlanti monolith raising its fists to fight the xacarba. The PCs might want to view this fight from area C5 but, unless the PCs somehow injured the xacarba enough to turn the tide (dealing at least 25 points of damage to the creature, or 50 points of damage in Subtier 6–7), the fiend eventually defeats the Azlanti monolith by pinning it and then crushing it in its coils. As the fight progresses, the crack gradually seals, closing completely just after one of the creatures emerges victorious. In any case, the ivory sphere in area C2 dims, as the xacarba’s prison is renewed. If the PCs harm the xacarba enough that the fiend loses the battle, they put a permanent end to its evil.

After being freed from the xacarba’s charm, Juliet Dias thanks the PCs profusely for coming to her team’s rescue. If they brought her the equipment that Happ gave them in area A4, she insists that the PCs keep it. Additionally, she shares some of her Azlanti research notes with the PCs. Each PC gains the Azlanti Historian boon on her Chronicle sheet.

With the xacarba imprisoned, the intelligent flail *Slitherbane* goes mostly dormant. As long as the PCs retrieved *Slitherbane* from Starwatcher Tor, each PC gains the *Slitherbane* boon on her Chronicle sheet, which allows her to return the weapon back to its full potential over time.

**REPORTING NOTES**

If the PCs kill the xacarba, check box A.

**PRIMARY SUCCESS CONDITION**

PCs that ensure that the xacarba does not get free and rescue the Pathfinder archeologists from its telepathic influence fulfill their primary mission and earn 1 Prestige Point.

**SECONDARY SUCCESS CONDITIONS**

The PCs’ secondary goals involve working to safeguard the archeologists and preserve the valuable information the archeologists have unearthed so far in the Terwa Uplands. To succeed, the PCs must fulfill at least two of the following four conditions: convince Happ Voltz in area A4 to stay at Azlant Ridge until the PCs resolve events at Starwatcher Tor and return; calm Arletta Tolkir in area C3 enough to convince her to share information; discover the protective effects of both the fountain and the ivory sphere; or slay the xacarba in area C12. Success earns each PC 1 additional Prestige Point.

## PLAYER HANDOUT 1: JULIET'S DIAS'S LAST MISSIVE

Good friend,

Our work proceeds well, and my cleverest linguists are working to decipher the runes uncovered in the cliff's deepest room. They seem to confirm that this site was no mere Azlanti outpost, but a weapons repository to aid the cyclopes of the declining Ghol-Gan empire against the serpentfolk and their fiendish allies. I'll send a full translation and rubbing once we're complete. One other item of note: we've recently spotted a pale, steady light deeper in the Terwa Uplands, about a day away. It's persisted for two nights. I'd like to investigate, in case it's a temporary phenomenon, but we have our ongoing work for the Society to consider. The journey should not take too long. I'll update you next month.

Juliet Dias

## PLAYER HANDOUT 2: JULIET'S DIAS'S LAST MISSIVE

Aya,

The light from deeper in the hills remains steady. It seems like some sort of beacon, and as each night passes I think it's warning us of some danger, or asking for help. I know, a light can't communicate like that, and it must sound like the heat is finally getting to me, but I'm going to take a small team into the hills to investigate. I'll leave Happ in charge here; I don't plan to be gone long.

Juliet Dias

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

**AMPHISBAENA** **CR 4**  
 N Large magical beast (*Pathfinder RPG Bestiary 2 25*)  
**Init** +2; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; Perception +11

---

**DEFENSE**  
**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)  
**hp** 45 (6d10+12)  
**Fort** +6, **Ref** +7, **Will** +3  
**Defensive Abilities** split; **Immune** petrification; **Resist** cold 10

---

**OFFENSE**  
**Speed** 20 ft., climb 20 ft., swim 20 ft.  
**Melee** 2 bites +8 (1d8+2 plus poison)  
**Space** 10 ft.; **Reach** 5 ft.

---

**STATISTICS**  
**Str** 14, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4  
**Base Atk** +6; **CMB** +9; **CMD** 21 (can't be tripped)  
**Feats** Skill Focus (Stealth), Toughness, Weapon Focus (bite)  
**Skills** Acrobatics +10 (+6 jump), Climb +10, Perception +11, Stealth +11, Swim +10; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

---

**DESCRIPTION**  
 This large snake has two heads, one at each end of its long, coiling body. Both display ferocious sets of fangs.

---

**SPECIAL ABILITIES**  
**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.  
**Split (Su)** An amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena's current hit points (rounded down) after the damage from the critical hit is applied. Once split, an amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two creatures' hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of 1d3 weeks.

**BABOON** **CR 1/2**  
 N Small animal (*Pathfinder RPG Bestiary 2 212*)  
**Init** +2; **Senses** low-light vision; Perception +1

---

**DEFENSE**  
**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)  
**hp** 5 (1d8+1)  
**Fort** +3, **Ref** +4, **Will** +1

---

**OFFENSE**  
**Speed** 30 ft.  
**Melee** bite +3 (1d4+1)

---

**STATISTICS**  
**Str** 12, **Dex** 15, **Con** 12, **Int** 2, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 12  
**Feats** Weapon Finesse  
**Skills** Acrobatics +10, Climb +5; **Racial Modifiers** +4 Acrobatics, +4 Climb

---

**DESCRIPTION**  
 A hairy, stout animal with opposable thumbs, this creature has a pronounced muzzle and bright red buttocks.

**EMPEROR COBRA** **CR 5**  
 N Large animal (*Pathfinder RPG Bestiary 2 252*)  
**Init** +6; **Senses** low-light vision, scent; Perception +13

---

**DEFENSE**  
**AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)  
**hp** 51 (6d8+24)  
**Fort** +9, **Ref** +7, **Will** +5

---

**OFFENSE**  
**Speed** 30 ft., climb 30 ft., swim 30 ft.  
**Melee** bite +10 (2d6+9 plus poison)  
**Space** 10 ft.; **Reach** 10 ft.

---

**STATISTICS**  
**Str** 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2  
**Base Atk** +4; **CMB** +11; **CMD** 23 (can't be tripped)  
**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)  
**Skills** Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth

**DESCRIPTION**  
 This massive green cobra rears its head upward in an aggressive manner, its brightly colored, scaly hood flaring in an unmistakable warning.

---

**SPECIAL ABILITIES**  
**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

**HYDRA** **CR 4**  
 N Huge magical beast (*Pathfinder RPG Bestiary 178*)  
**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

---

**DEFENSE**  
**AC** 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, -2 size)  
**hp** 47 (5d10+20); fast healing 5  
**Fort** +8, **Ref** +7, **Will** +3

---

**OFFENSE**  
**Speed** 20 ft., swim 20 ft.  
**Melee** 5 bites +6 (1d8+3)  
**Space** 15 ft.; **Reach** 10 ft.  
**Special Attacks** pounce

---

**STATISTICS**  
**Str** 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9  
**Base Atk** +5; **CMB** +10; **CMD** 21 (can't be tripped)  
**Feats** Combat Reflexes, Iron Will, Lightning Reflexes  
**Skills** Perception +10, Swim +11; **Racial Modifiers** +2 Perception



**SQ** hydra traits, regenerate head

---

### DESCRIPTION

Multiple snake-like heads rise from the sleek, serpentine body of this terrifying monster.

---

### SPECIAL ABILITIES

**Fast Healing (Ex)** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage that is inflicted on the hydra's body.

**Hydra Traits (Ex)** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

**Regenerate Head (Ex)** When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

---

## MEDUSA

**CR 7**

LE Medium monstrous humanoid (*Pathfinder RPG Bestiary* 201)

**Init** +6; **Senses** all-around vision, darkvision 60 ft.;

Perception +16

---

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 76 (8d10+32)

**Fort** +6, **Ref** +8, **Will** +7

---

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +10/+5 (1d4/19-20), snake bite +5 (1d4 plus poison)

**Ranged** mwk longbow +11/+6 (1d8/×3)

**Special Attacks** petrifying gaze

---

### STATISTICS

**Str** 10, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

**Base Atk** +8; **CMB** +8; **CMD** 20

**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

**Skills** Bluff +10, Disguise +10, Intimidate +13, Perception +16, Stealth +13; **Racial Modifiers** +4 Perception

**Languages** Common

---

### DESCRIPTION

This slender, attractive woman has strangely glowing eyes and a full head of hissing snakes for hair.

---

### SPECIAL ABILITIES

**All-Around Vision (Ex)** A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

**Poison (Ex)** Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

---

## MONKEY SWARM

**CR 2**

N Tiny animal (swarm) (*Pathfinder RPG Bestiary* 2 212)

**Init** +7; **Senses** low-light vision; Perception +5

---

### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +8, **Will** +2

**Defensive Abilities** half damage from weapons, swarm traits

---

### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** swarm (2d6 plus distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 14)

---

### STATISTICS

**Str** 7, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Improved Initiative, Lightning Reflexes

**Skills** Acrobatics +11, Climb +10, Perception +5; **Racial**

**Modifiers** +4 Acrobatics

**SQ** coordinated swarm

---

### DESCRIPTION

Screeches and bestial calls precede this violent pack of monkeys, each primate propelling itself forward on calloused knuckles.

---

### SPECIAL ABILITIES

**Coordinated Swarm (Ex)** A monkey swarm coordinates its attacks more than a typical swarm, and deals swarm damage one step higher than a swarm of its HD would normally cause.

---

## VENOMOUS SNAKE

**CR 1**

N Medium animal (*Pathfinder RPG Bestiary* 255)

**Init** +5; **Senses** low-light vision, scent; Perception +9

---

### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

**hp** 13 (2d8+4)

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

---

### OFFENSE

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

**Melee** bite +2 (1d4-1 plus poison)

**STATISTICS**

**Str** 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

**Base Atk** +1; **CMB** +0; **CMD** 11 (can't be tripped)

**Feats** Improved Initiative, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

**DESCRIPTION**

This brightly colored snake assumes an aggressive posture.

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

**XACARBA**

**CR 15**

CE Gargantuan outsider (chaotic, evil, extraplanar) (*Pathfinder RPG Bestiary* 2 288)

**Init** +9; **Senses** *arcane sight*, darkvision 120 ft., *detect good*, low-light vision, scent, *true seeing*; Perception +29

**DEFENSE**

**AC** 31, touch 12, flat-footed 25 (+5 Dex, +1 dodge, +19 natural, -4 size)

**hp** 210 (20d10+100)

**Fort** +17, **Ref** +13, **Will** +20

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 26

**OFFENSE**

**Speed** 40 ft., climb 20 ft.

**Melee** bite +25 (3d8+9 plus poison), 3 tail slaps +20 (2d8+4 plus grab)

**Space** 20 ft.; Reach 15 ft.

**Special Attacks** constrict (2d6+9), redirect spell

**Spell-Like Abilities** (CL 18th; concentration +25)

Constant—*arcane sight*, *detect good*, *true seeing*

At will—*detect thoughts* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *suggestion* (DC 20)

3/day—*charm monster* (DC 21), *mass suggestion* (DC 23), *scrying* (DC 21), *symbol of pain* (DC 22), *touch of idiocy*, *vision*

1/day—summon (level 5, 1 hezrou or 1d4 succubi, 50%)

**STATISTICS**

**Str** 29, **Dex** 21, **Con** 21, **Int** 26, **Wis** 22, **Cha** 24

**Base Atk** +20; **CMB** +33 (+37 grapple); **CMD** 49 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Vital Strike

**Skills** Acrobatics +25 (+29 jump), Bluff +30, Climb +17, Diplomacy +27, Disguise +27, Intimidate +27, Knowledge (arcana) +31, Knowledge (any two) +31, Linguistics +28, Perception +29, Sense Motive +29, Spellcraft +31, Stealth +16, Use Magic Device +27

**Languages** Abyssal, Common, Draconic; telepathy 100 ft.

**SQ** change shape (any humanoid as a swift action, but always retains one serpentine trait that negates the bonus to Disguise checks; alter self)

**DESCRIPTION**

This towering, three-tailed, six-eyed beast seems like three rune-backed serpents partially melded into one body.

**SPECIAL ABILITIES**

**Poison (Su)** Bite—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* one chosen by the xacarba from three options; *cure* 2 consecutive saves. The save DC is Constitution-based.

*Fiendish Bile*: *effect* 1d4 Str damage (good-aligned creatures also take 2d8 points of damage).

*Mysterious Blood*: *effect* 1d4 Dex and 1d4 Wis damage plus confusion for 1 round.

*Vile Disjunction*: *effect* targeted *greater dispel magic* (CL 18th) on the creature.

**Redirect Spell (Su)** Any creature that attempts to cast a spell within 30 feet of a xacarba must cast the spell defensively. If the caster fails the concentration check to do so (or if the caster opts to not cast defensively), the xacarba can choose the target of the spell as an immediate action. The new target must be a legal target—if there's no legal alternative target to choose from, this ability cannot be used.



## Pathfinder Society Scenario #7-27: Beyond Azlant Ridge

Event _____	Date _____
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# Pathfinder Society Scenario #7-27: Beyond Azlant Ridge

Character Chronicle #

Core Campaign

\_\_\_\_\_ A.K.A. \_\_\_\_\_ - \_\_\_\_\_  
 \_\_\_\_\_  
 Player Name Character Name Pathfinder Society # Faction

### This Chronicle sheet grants access to the following:

**Azlant Historian:** You rescued Juliet Dias and her team from a xacarba's influence, and prevented the xacarba from unleashing itself on the Mwangi expanse. To thank you for your efforts, Juliet Dias shares some of her extensive knowledge about Azlant history and language. You gain a +1 bonus on all Knowledge (history) checks pertaining to Azlant, and a +2 bonus on Linguistics checks to interpret Azlant writing. Check off the box next to this boon to gain a +2 bonus on any Knowledge (history) check before rolling. This bonus stacks with the bonus on Knowledge checks about Azlant history, to a total of +3.

**Slitherbane:** Imbued with a spiritual fragment from a long-dead Azlant crusader, *Slitherbane* was gifted to a cyclops hero of Ghol-Gan to carry on the fight against serpentfolk. Many of *Slitherbane's* powers are dormant, but you can awaken them with research and rituals with rare components. His current statistics appear below.

SLITHERBANE		PRICE
		94,515
SLOT none	CL 8th	WEIGHT 10 lbs.
AURA moderate conjuration and evocation		
ALIGNMENT lawful neutral		
SENSES 30 ft.		
INTELLIGENCE 10	WISDOM 10	
CHARISMA 10	EGO 14	
LANGUAGE empathy (Cyclops)		

This +1 *heavy flail* has a heavy ball etched with images of stylized eagles and sunbursts and has the special purpose to slay serpentine creatures. *Slitherbane* empathically encourages its wielder to enter melee with serpentine monsters and to distrust serpents of any kind.

**CONSTRUCTION REQUIREMENTS** COST 47,415 GP

Craft Magic Arms and Armor, *liberating command*<sup>UC</sup>, *neutralize poison*, *order's wrath*, *summon monster I*

You may upgrade *Slitherbane* in the following ways before an adventure, checking off the box next to the upgrade once you have done so.

- You can expend 1,150 gp and 2 Prestige Points to awaken *Slitherbane's* sentience; increase the flail's Charisma and Intelligence scores to 12, increase its Wisdom score to 14, and it can now understand Ancient Azlant as a language.
- You can expend 625 gp and 1 Prestige Point to give *Slitherbane* telepathy. Even with telepathy, *Slitherbane* communicates infrequently, primarily in archaic aphorisms.
- You can expend 625 gp and 1 Prestige Point to increase *Slitherbane's* senses to 60 feet and give *Slitherbane* darkvision.
- If your Fame score is at least 22 and you have already purchased the telepathy upgrade, you can expend 1,500 gp and 2 Prestige Points to give *Slitherbane* the ability to cast *liberating command*<sup>UC</sup> on its wielder once per day.
- If your Fame score is at least 27, you can expend 4,500 gp and 4 Prestige Points to give *Slitherbane* the *bane* (monstrous humanoids) weapon enhancement.
- If your Fame score is at least 45 and you have checked off the previous box to give *Slitherbane* the *bane* weapon enhancement, you can expend 21,750 gp and 6 Prestige Points to give *Slitherbane* the *axiomatic* weapon enhancement.
- If your Fame score is at least 58 and you have checked off all the boxes above, you can expend 20,000 gp and 20 Prestige Points to give *Slitherbane* the ability to cast *neutralize poison* at will when you are in combat with a serpentine creature. Additionally, this upgrade grants *Slitherbane* the ability to cast *liberating command*<sup>UC</sup> three times per day on any target (replacing the previous once per day casting on the wielder only).

#### All Subtiers

*aegis of recovery* (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)  
*lens of detection* (3,500 gp)  
*lesser veil of fleeting glances* (as per *veil of fleeting glances* [*Ultimate Equipment* 247] without any saving throw bonuses, 5,000 gp)  
*Slitherbane* (3,815 gp)  
*wand of bull's strength* (16 charges; 1,080 gp, limit 1)

#### Subtier 6-7

+1 *bashing heavy steel shield* (4,170 gp; *Pathfinder RPG Ultimate Equipment* 115)  
*bracers of steadiness* (2,000 gp; *Ultimate Equipment* 272)  
*heavyload belt* (2,000 gp; *Ultimate Equipment* 212)  
*lucky horseshoe* (6,800 gp; *Pathfinder RPG Occult Adventures* 260)  
*veil of fleeting glances* (9,000 gp; *Ultimate Equipment* 247)  
*wand of arcane sight* (8 charges; 1,800 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	638	1,275
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	748	1,496
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,607	3,213
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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EXPERIENCE	
Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
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Final XP Total	

FAME	
Initial Prestige	Initial Fame
+	GM's Initials
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Current Prestige	Final Fame

GOLD	
Starting GP	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
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Gold Spent	
=	
Total	

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #