

PATHFINDER SOCIETY®

YEAR OF THE
STOLEN STORM



WHAT SLEEPS IN STONE

By Larry Wilhelm



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TABLE OF CONTENTS

WHAT SLEEPS IN STONE	3
PLAYER HANDOUTS	20
APPENDIX: STAT BLOCK	21
CHRONICLE SHEET	23

GM RESOURCES

What Sleeps in Stone makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Ultimate Combat (UC)*, and *Pathfinder RPG Ultimate Equipment (UE)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* volumes are reprinted at the back of the adventure for the GM's convenience.

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

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HOW TO PLAY

Pathfinder Society Scenario #8-13: What Sleeps in Stone is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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WHAT SLEEPS IN STONE

By Larry Wilhelm



The *Untouchable Opal*, the seemingly indestructible prison gem that traps the benevolent elemental lord Ranginori, is a vexing prize for the Pathfinder Society. While it remains safely in the confines of the Grand Lodge, the Pathfinder Society has yet to breach this jewel in any way. Thus far, the Society has only just ascertained that it might free Ranginori by harnessing the power of the tyrannical elemental lords that originally sealed him away.

Through the Pathfinder Society's contacts in Qadira, they managed to negotiate a tenuous alliance with a disgraced efreeti information broker named Qalkami Mishalq (further detailed in *Pathfinder Society Scenario #8-09 Forged in Flame, Part 1: The Cindersworn Pact* and *Pathfinder Society Scenario #8-11 Forged in Flame, Part 2: Cleansed with Fire*). In return for bolstering Qalkami's status within the City of Brass, the Pathfinder Society learned of the existence of a legendary shaitan weapon: a pick of adamantine and diamond known as *Fossilblight*—a weapon supposedly capable of shattering Ranginori's prison.

Building upon the discovery of *Fossilblight's* existence, a Pathfinder expedition near the city of Ramparassad, the capital of the Tian nation Dtang Ma, discovered an abandoned site known as the Broken Temple (detailed in *Pathfinder Society Scenario #8-02*). Exquisite carvings within this temple's meditation room depicted several scenes that, after intense scrutiny, confirmed the potential location of *Fossilblight*. Based on these images, the pick is now believed to be somewhere in the Kullan Dei mountain range, specifically within the volcanic peak known as Toam Puong.

Centuries ago, a shaitan general lost *Fossilblight* during a skirmish with opposing forces from the Plane of Fire. The efreet brought the weapon to Toam Puong, where it was to be kept out of reach of its rightful owner, the shaitan Sultana, Ashadiieyah bint Khalid of the Opaline Vault. To atone for his shame in losing the weapon, the general volunteered his very soul to create a powerful juggernaut that could crush those responsible for the pick's audacious theft. The priceless behemoth lumbered out of the Opaline Vault to great fanfare. However, the celebratory air quickly ceased when news returned that efreeti forces had used *Fossilblight*

WHERE ON GOLARION?

What Sleeps in Stone begins in Dtang Ma, where the Pathfinder Society has set up an archaeological team to inspect the Broken Temple (a site first detailed in *Pathfinder Society Scenario #8-02: Ward Asunder*). From here, the PCs follow a mountain trail known as the Hero's Path into the Kullan Dei mountain range. For more information on Dtang Ma, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*. For more information on kami, see *Pathfinder RPG Bestiary 3*, *Pathfinder Adventure Path #49: The Brinewall Legacy*, and *Pathfinder Adventure Path #52: Forest of Spirits*, available in bookstores and game stores everywhere and online at paizo.com.



to pin the great construct, imprisoning it on the Material Plane. Soon enough, memory of the general, the juggernaut, and *Fossilblight* faded from shaitans' minds; the earth genies of the Peerless Empire refocused on their ongoing conflicts with the efreet of the Plane of Fire.

Now that the Pathfinder Society knows both the purpose and the location of *Fossilblight*, they hope to recover the artifact with all due haste. Once it's been retrieved, the Society believes that *Fossilblight* will enable the first steps in cracking open the *Untouchable Opal* and freeing the elemental lord trapped within.

DÉJÀ VU

Pathfinder Society Scenario #8-02: Ward Asunder provides a detailed description of the Broken Temple, especially the meditation room (area **B5**) where Old Pak provides the briefing for this mission. While having played *Ward Asunder* is not a requirement for this adventure, players familiar with that adventure may find the links rewarding.

ADVENTURE SUMMARY

The adventure begins at the Broken Temple, where a Pathfinder contact named Old Pak instructs the PCs to ascend farther up the mountain, following the Hero's Path—a winding trail leading to Toam Puong that retraces the heroic journey of Ankilhi, a local legend who first made the journey. Ankilhi sought to rid the world of the remains of a nefarious graveknight (*Pathfinder RPG Bestiary* 3 138), Pnao Kilnak, but she was rebuffed from the mountain and had to find another way to dispose of the vile undead.

During their trek, the PCs have several opportunities to gain and lose Respect Points before crossing paths with the kami protecting the region. As the PCs approach the summit, a jinushigami kami known as Old Man Mountain blocks their progress. Modified by how the PCs answer Old Man Mountain's questions, the PCs' Respect score determines the kami's willingness to let the PCs travel further toward Toam Puong. Before being admitted into the volcano, Old Man Mountain also requires the PCs to make an important decision regarding the consequences of claiming Fossilblight.

Once the PCs convince the kami to let them continue, they enter Toam Puong through a vent and encounter three azers sworn to prevent the dormant juggernaut from reanimating. Following this encounter, the PCs discover an inactive juggernaut entombed in slag, with *Fossilblight's* adamantine shaft protruding from its stony prison. Once the magical pick is removed, the entire region is beset with volcanic activity and the juggernaut quickly reanimates. Before they return *Fossilblight* to the Society, the PCs must battle the construct in a climactic final conflict as the volcano begins to erupt around them.

GETTING STARTED

The Pathfinders ascend a mountain trail to meet with Old Pak in the Broken Temple, one of many recently discovered archaeology sites that litter the northern slopes of the Kullan Die mountain range. Read or paraphrase the following to get the adventure underway.

A brazier wafts the scent of tobacco throughout this intricate shrine. A hunched over old Tian-Dtang man inhales these fragrances, giggling to himself as he does so. Amid his laughter,

he looks up with watery eyes and exclaims, "This cool mountain air does not agree with me! Greetings, I am Old Pak." The elderly Pak stands to the sound of several arthritic pops, and he hobbles between the room's four large bas-reliefs.

"As you see, these images tell a tale, and until recently, these carvings were thought to solely chronicle the exploits of the folk hero, Ankilhi. Look here at the north carving; we see two efreet overcoming a shaitan, but look past them to the background. Here, we see a lumbering colossus crushing several foes. Look now at the east carving, particularly at the weapon the efreeti figure in the foreground wields—do you see the crystalline spike in his fiery grasp? Do you see him luring the giant colossus to this ring of fire? Come now, gather around the southern image, where we see that same crystalline spike driven into the colossus, pinning it against a cavern wall. Odd though, in the previous two carvings the carnage did not take place within a cavern—could the ring of fire depict a portal?"

Scratching the few whiskers on his wrinkled chin, Old Pak gestures toward the western carving, illustrating a towering old man turning a woman away from a snow-capped mountain, a heap of fire-blackened armor in the woman's arms. Old Pak interjects, "If we are to take these carvings as a complete story, perhaps the spike is hidden within that snow-capped mountain, and perhaps this tall figure is a guardian spirit keeping the folk hero, Ankilhi, away from the spike's resting place inside that peak."

Before Pak continues, a shrill whistle startles him. "Ah, tea, anyone?" With renewed vigor, Old Pak straightens as he moves to retrieve a boiling kettle in the corner of the room. With a practiced expertise, he pours several cups of luminous, spinach-hued fluid, steaming with the profound scent of medicine. "Here, drink this; you'll need strength in your bones." Taking a draught, Pak's wrinkled face turns to a smile as he puts the tea down. "Where were we? Ah, yes..."

"As you know, the Pathfinder Society acquired a precious stone called the *Untouchable Opal*, a nigh-unbreakable gem that imprisons the benevolent elemental lord of air, Ranginori. Despite our best efforts, the Society has failed to break open this gem and liberate the lord within. The Society has learned of a powerful weapon, forged at the core of the elemental Plane of Earth. This weapon, known as *Fossilblight*, is capable of shattering many materials. Legends suggest *Fossilblight* was stolen from its shaitan creators and banished from the elemental planes." Finishing his tea with an amused look, Old Pak points to the carvings and offers, "What if that crystalline spike is *Fossilblight*? What if that fiery ring opened a portal deep within that snow-capped mountain and the final resting place of *Fossilblight* is here within the Kullan Dei mountain range?" An impossibly wide grin stretches across Old Pak's face. "Only one way to find out!"

Pak produces a large map marked with a trail from the Broken Temple to the summit of a nearby snowcapped mountain called Toam Puong. Before his smile recedes, Old Pak inquires, "So, would you like some tea?"

At this point, Old Pak offers the PCs a scroll tube containing a *scroll of communal protection from energy* (*Pathfinder RPG Ultimate Combat* 240) and a *scroll of comprehend languages*. Furthermore, any PC partaking in Old Pak's tea benefits as if targeted by an *endure elements* spell that lasts the entire adventure.

Before Old Pak leads the PCs toward the Hero's Path, they can question him about their mission. Old Pak can provide information, albeit cryptically, on the following subjects between slurping his tea and long pulls from his tobacco pipe:

Who is Ankilhi? "A girl, a hero—she is both. This temple around us honors her."

What is *Fossilblight*? "I know only what we see in the frescoes: a spike, maybe a pick. It must be a weapon of great power if it can crack open the *Untouchable Opal*."

How do we get past the spirit guarding Toam Puong? "Travel the Hero's Path and retrace Ankilhi's journey to rid the world of evil. Whatever iron entity she held in her arms must have been her downfall. Succeed where she failed, and the spirit shall grant you access into Toam Puong."

What do the carvings of the elemental creatures have to do with Ankilhi? "I know little of the affairs of the elemental planes and their ties to a girl from Dtang Ma, but a great planar war must have waged, and the vanquished banished to our world. Find out more if you wish, but as far as the Society is concerned, we seek only *Fossilblight*."

Knowledge (history, local, or nobility)—The Hero Ankilhi

Based on the result of a Knowledge (history, local, or nobility) check, a PC might know stories pertaining to the legend of Ankilhi. Each PC knows all of the information with a DC less than or equal to the result of her check.

15+: Born into a community of rice farmers, Ankilhi possessed a beneficent morality not often seen in common folk. During her time tending the rice paddies, she heard the kami's call, and under their guidance she abandoned her paddy to become a hero.

20+: Known for her 68 great deeds, which included slaying great beasts, acts of kindness, and unifying the people against a common enemy, Ankilhi is a local folk hero. She traveled the Hero's Path that ascends toward Toam Puong and was later honored with the construction of the Broken Temple.

25+: To travel the Hero's Path pays homage to Ankilhi's 67th deed, which saw the hero ascend Toam Puong to cleanse the world of the nefarious graveknight, Pnao Kilnak. Ankilhi sought to dispose of the graveknight's remains within the volcano's molten core. However, for unknown reasons, the spirit that guarded the mountain turned her away.

30+: The kami responsible for turning Ankilhi away is a powerful jinushigami known as "Old Man Mountain." Aware of a dormant threat within Toam Puong, the kami feared that bringing Pnao's remains within proximity of

RESPECT POINTS

Just as Pathfinders gained and lost Respect Points during their time on the Pilgrim's Path (detailed in *Pathfinder Society Scenario #8-02: Ward Asunder*), the PCs have an opportunity to gain the attention of a powerful jinushigami kami as they trek the Hero's Path. The PCs begin with 10 Respect Points and earn and lose points as detailed in the development sections of the relevant encounter areas. It is possible for the PCs' total to fall below 0. At the GM's discretion, the PCs can lose or earn Respect Points if they perform other actions that seem to violate or venerate the spirit of the Hero's Path.

this monstrosity could have dire consequences. The kami directed Ankilhi toward the nearby smoldering peak of Mount Pho-Yim, where she forged Pnao's remains into a tetsubo in Yamatsumi's honor, thus completing her 68th and final deed.

Knowledge (planes)—*Fossilblight*

Based on the result of a Knowledge (planes) check, a PC might recount the legend of *Fossilblight*. Each PC knows all of the information with a DC less than or equal to the result of her check.

15+: *Fossilblight* is a heavy pick, tempered at the center of the elemental Plane of Earth, and it is made of adamantine and diamond.

20+: Forged to aid Sultana Ashadieeyah bint Khalid's forces in her quest for vengeance against the efreet, the weapon was gifted to a renowned shaitan general.

25+: The nameless general grew overconfident, and in his hubris he lost the weapon in a battle with the efreet. Adding to the general's shame, the efreeti thieves dubbed the pick "*Fossilblight*."

30+: To atone for his everlasting shame, the nameless general volunteered his soul to power a construct that wheeled forth to crush the efreeti outpost of Lavaloch. However, news soon returned that efreeti forces had lured the general away from the Elemental Planes and used *Fossilblight* to trap the great construct on the Material Plane.

THE HERO'S PATH

When the PCs depart the Broken Temple, they travel further up the mountain range toward Toam Puong. After several hours, the PCs crest the mountain's cloud layer and arrive at a gate. This tori-style arch signals the beginning of the "Hero's Path," and any PC succeeding at a DC 22 Knowledge (local, or religion) check identifies this sacred gate as a metaphorical border between the mortal and spirit realm. Once the PCs transcend this barrier they must show proper reverence to tradition and follow the rules of the trail beyond, or they risk

GRIMGRIN

A stylized, fire-blackened helmet, complete with a snarling mempo, gives off an unsettling aura.

GRIMGRIN		PRICE 9,000 GP
SLOT head	CL 7th	WEIGHT 3 lbs.
AURA moderate necromancy		

While worn, this helmet grants its wearer a +1 profane bonus to Armor Class and a 25% chance to negate extra damage from critical hits and sneak attacks. Once per day as a full-round action, the wearer can contort the visage on the attached mempo (an armored face mask) to become a horrific amalgam of every onlooker's worst fears. Any creature within 30 feet of the wearer who can see this visage becomes frightened for 3 rounds unless it succeeds at a DC 17 Will save. If a creature succeeds, it becomes shaken for 1 round instead and is immune to this effect for 24 hours. This is a mind-affecting fear effect.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Magic Arms and Armor, fear, magic vestment

offending the guardian of the entire mountain range, the jinushigami Old Man Mountain.

The region beyond this gate is calm with melodic bird songs piercing the mountain air. The vistas from this height are remarkable, and as the PCs look back down toward the valleys to the north and south they can spy several uncharted ruins peeking out from the forested mountainside's northern slopes. To the south rests a small nagaji village teeming with activity. It is important to highlight these areas to the PCs as they must make a choice to potentially doom one of these landmarks later in the adventure.

Embedded within the gate are several prayer wheels, and anyone who can understand Dtang, Nagaji, or Tien surmises that this gate is dedicated to the hero Ankilhi. The dedication warns those seeking to proceed further that they must honor Ankilhi as they retrace her steps to visit with a figure referred to only as "Old Man Mountain." The prayer wheels provide a brief history of Ankilhi's deeds, especially her victory over the graveknight Pnao Kilnak. Those who read this incomplete history gain a +2 bonus on Knowledge checks attempted in area **A1** to recall Ankilhi's deeds. A worn engraving carved into one of the prayer wheels provides advice to the PCs. A PC who succeeds at a DC 20 Perception check (DC 23 in Subtier 10–11) detects this worn engraving, which surprisingly reads in Common: "Pay the proper respect to Old Man Mountain, as flattery wins you his way."

Creatures: As soon as the PCs walk through this gate, Old Man Mountain begins actively watching them (see

the Respect Points sidebar on page 5). The jinushigami is able to perceive everything within his ward—the entire mountain—through his ward ability. Old Man Mountain is currently merged with his ward, and it's highly unlikely the PCs can detect him. After the PCs travel 1 mile past the gate, they reach the tree line, where the mountain's vegetation recedes and is replaced by mineral hot springs, steam vents, and craggy terrain spotted with vibrant wild flowers.

Stairs of Ankilhi

An impressive set of broad stone stairs winds around several natural hot springs on a steep slope.

In total, there are 68 stairs here, one for each of Ankilhi's heroic deeds. Each of the stair's risers bears an inscription in Dtang, Nagaji, and Tien. The inscriptions provide a brief context of each deed, followed by the phrase, "name this deed." Furthermore, a PC who succeeds at a DC 25 Perception or Survival check notices a pair of slight indentations upon each of the stair's treads, as if prior visitors have knelt upon each step. A PC who makes a successful DC 18 Knowledge (history, local, or religion) check understands that they must ascend Ankilhi's 68 steps, prostrating themselves on each tread while deciphering the accompanying inscription and reciting the alluded-to deed. Once this process starts, at least one PC is expected to ascend these stairs while prostrating herself and recounting Ankilhi's deeds, all without becoming winded. If a PC succeeds at a DC 22 Knowledge (history or local) check (DC 25 in Subtier 10–11), she knows all the deeds. Furthermore, the PCs must attempt two DC 16 Fortitude saves (DC 19 in Subtier 10–11) during their ascent (one for each grouping of 32 stairs) to see whether they can maintain a clear and unlabored voice to honor the spirits. A PC that fails one of these saves is fatigued until her next rest.

Development: If at least one PC recites all 68 deeds and succeeds at both Fortitude saves, the party gains 2 Respect Points. If a PC recites all of the deeds but fails one or more Fortitude saves, the party instead gains 1 Respect Point. If none of the PCs recite Ankilhi's deeds but at least one succeeds at both Fortitude saves, the party loses 1 Respect Point. If none of the PCs recite the deeds and none of them succeed at both Fortitude saves, the party instead loses 2 Respect Points. If the PCs fail to prostrate themselves upon any of the stair treads or bypass the stairs entirely, they lose 3 Respect Points.

Festering Fumaroles

Billows of saffron smoke pour from several vents in the mountain's surface, shrouding the area in light fog. Where the songs of birds once welcomed travelers along previous stretches of the Hero's Path, this leg grows foreboding as the harsh roiling of sulfur and

the burping of noxious gases mimic the angry belly of some imagined beast.

When Ankilhi struggled toward the mountain's summit with Pnao's iron remains in tow, she failed to notice the graveknight's helmet and mempo falling free from her grasp (see the Grimgrin sidebar on page 6). Fortunately, the wicked headgear rolled into a natural vent and was barraged by regular expulsions of volcanic steam, preventing Pnao from regenerating. With the graveknight's other remains purified and ultimately forged into the mighty tetsubo *Hikori*, the helm *Grimgrin* is all that remains of the abhorrent graveknight. Due to Pnao's lingering evil, the immediate area is infected with his lingering consciousness, and his foul awareness seeks someone weak enough to control and use to free him from this geological prison. While walking through this area is not enough to spot the helmet wedged deep within the nearby fumaroles, a PC who makes a concentrated search can locate the relic with a successful a DC 20 Perception check. Those heeding Pnao's call, however, automatically become aware of the helmet's whereabouts (see Hazard).

Hazard: The volcanic gases found within this area are perverted by Pnao's consciousness, and anyone breathing these fumes must succeed at a DC 18 Will save or take a -2 penalty against compulsion effects until the end of this adventure.

Pnao's vile consciousness affects every creature entering this area with a *dominate person* spell effect (DC 17 Will save to resist, CL 15th). Those succumbing to this effect are subject to a vision of an ironclad warrior standing over a nearby fumarole. An afflicted PC is compelled to investigate this area and reach inside to withdraw a pitted iron helmet with a snarling mempo—the lost graveknight's helm, *Grimgrin*. If more than one PC succumbs to this urge, Pnao chooses the PC with the lowest Will save modifier. The affected PC then must succeed at a Will save to avoid donning the helmet, as detailed in the Pnao's Awakening sidebar (see below). Breaking free from this effect during the course of this adventure requires the casting of *remove curse* or similar magic, against a caster level check DC of 21.

Treasure: Pnao's vile helmet, *Grimgrin*, is worth 9,000 gp and is detailed in the associated sidebar on page 6.

Development: PCs who discover the helm but resist Pnao's call can freely discard or destroy it during this adventure. One potential option is for the PCs to use a *disintegrate* spell, which automatically destroys *Grimgrin*. If a PC discovers Pnao's helmet and removes this filth from the fumaroles, the PCs gain 1 Respect Point. If a PC destroys the helm, the PCs instead gain 3 Respect Points. If all the PCs resist Pnao's corrupting consciousness, they gain 2 Respect Points. If a PC dons the headgear, the PCs lose 2 Respect Points.

PNAO'S AWAKENING

The majority of Pnao Kilnak's armor was cleansed and subsequently forged into the tetsubo *Hikori*. Ankilhi carelessly dropped Pnao's helmet and attached mempo, infamously known as *Grimgrin*, as she ascended toward Toam Puong. Ultimately, *Grimgrin* was lost within a fumarole, and while the vent's emissions keep Pnao from rejuvenating, the scalding steam has not been enough to destroy *Grimgrin*, so the vile graveknight has survived. In fact, it was this carelessness that caused Old Man Mountain to turn Ankilhi away, as he feared her neglect might lead to the awakening of the juggernaut within Toam Puong.

A PC who dons *Grimgrin* is cursed for the duration of this adventure—he refuses to part with the helm and resists any effort to destroy it. Spells like *remove curse* can allow the wearer to remove the cursed helm, but the DC of the caster level check to undo the curse is 21. The DC includes a +4 bonus due to Pnao's gradual corruption of the Hero's Path.

Normally, a graveknight's armor kept as battle spoils would infect and kill its host within 10 days; however, Pnao has other plans. Unlike regular cursed items, the wearer doesn't need to resolve the curse at the end of the session. Instead, that PC willingly submits the helm to the Pathfinder Society, where it's delivered into the vaults of the Grand Lodge. Of course, this is what Pnao wants, as he can safely rejuvenate and supply himself for future endeavors from within the safety of the Society's vaults.

Rewards: If the PCs fail to locate *Grimgrin*, reduce each PC's gold earned by the following amount.

All Subtiers: Reduce each PC's gold earned by 750 gp.

Meeting with Old Man Mountain (CR 20)

After traversing 2 miles through the sulfurous haze of Pnao's corrupted region, the odorous gas dissipates, revealing another tori gate that marks the end of the Hero's Path. Beyond this gate, a snowy trail continues up the mountain, and just a few miles beyond this marker looms the snow capped dome of the mountain depicted in Old Pak's map.

Creatures: As soon as the PCs pass through this second gate or otherwise attempt to bypass it, a great tremor ripples through the area. Erupting from the snow is an enormous amalgam of stone and scalding magma that takes a roughly humanoid shape.

When the jinushigami known as Old Man Mountain reveals his presence, read or paraphrase the following.

With serene eyes and a slow contemplative cadence, the newly formed figure of earth and flame calmly proclaims, "I am Old Man Mountain, and I have been your constant companion on your

journey along the Hero's Path. All of your actions have measured your character, but the time for measure is over. I know what you seek under my mountain, and I have reason to prevent you from reaching it, but I also desire to rid my range of this blight. Like the mortal hero Ankilhi before you, I offer you a chance to sway me to your cause and ease my worries. If you succeed, you may enter my volcano, but if you fail, you must leave at once. Convince me!"

Allow the PCs time to present an argument to the kami to try to convince him to allow them to proceed toward the volcano. Before Old Man Mountain decides, the kami wants to uncover the PCs' motives for retrieving *Fossilblight* and to ensure they are capable of handling the juggernaut once it is freed. If the PCs have yet to learn of the pinned construct, Old Man Mountain informs them of this threat now.

Old Man Mountain is alert, and if a PC attempts to sneak past him, he laughs, "I see all, and I know all. While upon my range, do not show such disrespect." If the PCs attack the kami, he unleashes several earthquakes that ultimately seal all entrances into Toam Puong before teleporting away, bringing the adventure to an abrupt end. At any rate, the PCs should be very aware that fighting the jinushigami is a poor choice to make. And while the kami is patient, he does not ignore disrespect or violence.

Both Subtiers (CR 20)

OLD MAN MOUNTAIN

CR 20

Jinushigami (*Pathfinder RPG Bestiary* 3 160; see page 21)

hp 348

Questions: To settle his concerns, Old Man Mountain asks the PCs two questions. For each question, the PCs must select one of four approaches and attempt the associated check. If a PC succeeds at a DC 22 Sense Motive check prior to answering the question, he realizes not all options are equal—some approaches may not be as effective as others even with a successful check. The DC for all the checks is 22 in Subtier 7–8 and 25 in Subtier 10–11. The numbers in parentheses indicate how many Respect Points the PCs gain or lose if they succeed at or fail the check, respectively. If the PCs show respect and flatter Old Man Mountain as part of their answers (as hinted to on the prayer wheel's worn engraving), they gain a +4 circumstance bonus on their checks to answer these questions. Each time the PCs answer, Old Man Mountain gives a short response, such as "Yours is a hero's response!," "I approve!," "I am unmoved!," or "You disappoint your ancestors!"

He asks the following questions.

"What is the greatest threat you have defeated?"

Bluff: Exaggerate a vanquished foe's abilities to inflate your prowess. (+1/–2)

Diplomacy: Describe a real struggle against an enemy honestly and interestingly. (+1/–1)

Intimidate: Demonstrate to the kami just how fierce you can be. (+2/–2)

Perform (oratory): Share a harrowing account of your exploits. (+2/–1)

"Why I should entrust the diamond pick to the Pathfinder Society? What do you intend to do with it?"

Bluff: Claim the Society's intent is to return the stolen pick to the Plane of Earth, where it belongs, once they are finished with it. (+1/–2)

Diplomacy: Tell the kami what the Society intends to do with the weapon: free an elemental lord from imprisonment. (+2/–1)

Knowledge (history): Provide the kami with an accurate account of *Fossilblight's* legacy—its creation at shaitan forges, its theft at efreeti hands, and its use against its original owner. Impressing the kami enough to freely part with it. (+1/–1)

Knowledge (planes): Convince the kami that the shaitan weapon is otherworldly and that the Society brings honor to the kami by removing *Fossilblight* from his warded region. (+2/–2)

Results: After the PCs answer the kami's questions, tally up their Respect Score to this point. This tally determines Old Man Mountain's attitude toward them. If the PCs' current Respect Score is less than or equal to 10, then the kami's attitude toward them is indifferent. If the PCs' current Respect Score is greater than 10, the kami's attitude toward them is friendly. Either way, the kami allows the PCs to continue their journey up the mountain, though their Respect Score impacts future encounters. Old Man Mountain still has one question for the PCs before he allows them to ascend.

Development: Old Man Mountain has one remaining question. Read or paraphrase the kami's inquiry.

"Your journey is not without cost, for when you remove the diamond pick from the entombed juggernaut, the construct shall awaken. You must be sure to destroy the war machine, lest it rampage down the mountain to the Broken Temple and beyond. Rousing the juggernaut in this way is sure to trigger a volcanic eruption. Tell me, Pathfinders, what is your plan to contain the resultant lava flow? I have the power to direct this devastation, but you must choose its fiery path. North or south, but know that your choice is a death sentence to all in the lava's path. Decide."

Allow the PCs time to respond to the kami's dilemma. If the PCs have not yet made the connection, their choice boils down to this: do they send the lava down the north slope to bring ruin to hundreds of unexplored ruin sites, or do they send the lava down the south slope and doom an entire nagaji village? Give the PCs time to realize this on their own, but if they fail to do so, Old Man Mountain informs the PCs of this conundrum.

A PC who succeeds at a DC 24 Knowledge (geography) check realizes there is a third potential option: the eastern slope of the mountain leads into a barren valley. If Old Man Mountain has an attitude of indifferent, a PC who succeeds at a DC 15 Sense Motive check (DC 19 in Subtier 10–11) can tell that the kami is holding something back. If the PCs press Old Man Mountain on this matter, or if Old Man Mountain has an attitude of friendly, the kami offers the PCs a third option. Slowly he says, “I sense your struggle to bring ruin to either legacy or lives... Perhaps there is another way. Down my eastern slope sprawls the Valley of the Valorous, a barren landscape where a pair of celestial beings known as the Bulls of Heaven stand sentinel over a shrine to Yamatsumi. If you sway these creatures to peacefully depart this valley, and if you relocate the shrine, perhaps I could send the lava there instead.”

If they’re made aware of the third option, the PCs can proceed to area **A4** to see about relocating the valley’s guardians. Otherwise, the PCs must make a choice on how to proceed. Old Man Mountain refuses to let the PCs pass until they agree on which of the mountain slopes to flood with lava.

A. VALLEY OF THE VALOROUS (CR 9 OR CR 12)

Atop a rocky hillock looms a great eight-foot-tall stone monument representing a stout warrior clutching a tetsubo.

The monument is an altar dedicated to the mountain god Yamatsumi, and a PC can identify it as such with a successful DC 16 Knowledge (religion) check. The shrine is too heavy for a Medium creature with a Strength score of less than 20 to move. A PC with similarly powerful animal companions, or one who can summon such a creature, can move the monument with the help of her ally. Determining a suitable spot to position the altar requires a successful DC 22 Knowledge (engineering or geography) check (DC 25 in Subtier 10–11). Success locates a raised plot of land that can both support the altar and keep it from the lava’s destructive path. This gains the PCs 2 Respect Points. If instead a PC fails this check by 5 or more, the altar is damaged, resulting in the loss of 2 Respect Points.

Creatures: A pair of hiracapaths, silver-armored celestial creatures akin to a mix of bull and ram, blissfully wander through the area, spending the bulk of their time near this sacred monument. While peaceful by nature, these creatures

defend Yamatsumi’s altar with dogged determination, herding trespassers away from the valley. To reflect their pacifistic nature, the hiracapaths ignore the PCs’ first two failed attempts to get them to vacate this area; however, once tested unsuccessfully for a third time, these creatures advance upon the PCs with nonlethal tactics—negating this valley as an option for the lava to flow into. If violence between the PCs and the hiracapaths ensues, Old Man Mountain arrives after 3 rounds of combat, spooking the hiracapaths (who quickly cast *plane shift* to flee).

Getting the hiracapaths to vacate the valley can be accomplished by using one of the tactics listed below. Once one of these options has been chosen, it cannot be chosen a second time. Increase the DC of each of these skill checks to 31 in Subtier 10–11. Each time a PC fails one of these approaches, the PCs lose 2 Respect Points. If they succeed, they gain the number of Respect Points shown in parentheses.

Etiquette: With a successful DC 27 Knowledge (religion) check, a PC can approach the monument and perform a simple ceremony to appease Yamatsumi.

The ritual causes the hiracapaths to recognize the PCs as allies, and if the PCs appeal to the creatures in Celestial, they vacate the valley. (3 Respect Points).

Magical Manipulation: Spells that control or convince these creatures to leave the valley can be used, keeping in mind any HD restriction and the hiracapath’s applicable saving throw. (1 Respect Point).

Petitioning: A PC speaking Celestial can convince these noble creatures to vacate the valley with a successful DC 27 Diplomacy check. Any PC brandishing the holy symbol of a good-aligned deity receives a +4 circumstance bonus on their check. (3 Respect Points).

Spooking: A PC can frighten the hiracapaths enough to flee the valley with a successful DC 27 Intimidate check. (2 Respect Points).

As long as the hiracapaths were not spooked away, they readily agree to move Yamatsumi’s altar to a safer place if asked to do so.

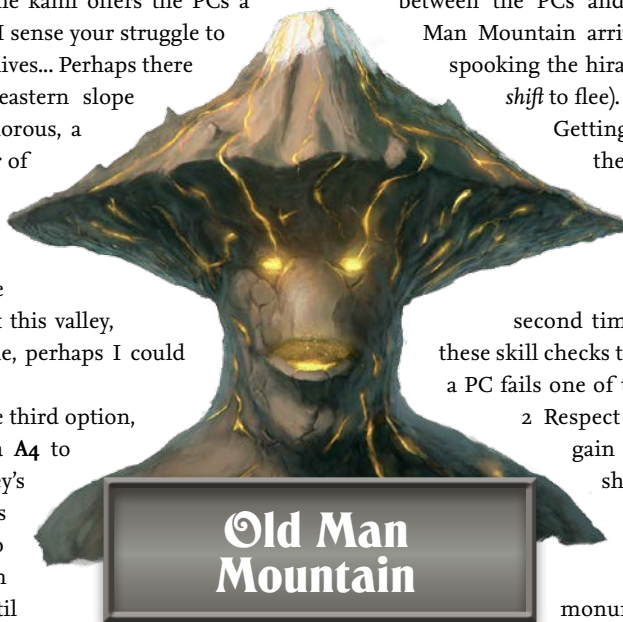
Subtier 7–8 (CR 9)

BULLS OF HEAVEN (2)

CR 7

Hiracapaths (*Pathfinder Adventure Path #104: Wrath of Throne* 88)

LG Large outsider (extraplanar, good, lawful)



Old Man Mountain

A. Valley of the Valorous



1 square = 5 feet

Pathfinder Flip-Mat: Hill Country

WHAT SLEEPS IN STONE

Init +1; **Senses** darkvision 60 ft., scent; Perception +12
Aura glorious nimbus (20 ft.)

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 94 each (9d10+45)

Fort +11, **Ref** +6, **Will** +9

DR 5/evil; **Resist** electricity 5, fire 5

OFFENSE

Speed 40 ft.

Melee gore +14 (1d8+6), 2 hooves +12 (1d6+3)

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

Special Attacks nonlethal mastery, powerful charge (gore, 2d8+9)

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*air walk*

1/day—*plane shift* (self only)

TACTICS

During Combat The hiracapaths engage the PCs using nonlethal tactics, pacifying the PCs and then depositing them at the edge of the valley.

Morale When Old Man Mountain arrives, the hiracapaths become spooked and *plane shift* away.

STATISTICS

Str 22, **Dex** 12, **Con** 21, **Int** 3, **Wis** 16, **Cha** 17

Base Atk +9; **CMB** +16 (+20 bull rush); **CMD** 27 (29 vs. bull rush, 31 vs. trip)

Feats Greater Bull Rush, Improved Bull Rush, Lightning Reflexes, Multiattack, Power Attack

Skills Intimidate +12, Perception +12, Survival +12

Languages Celestial (can't speak)

SQ glorious nimbus

SPECIAL ABILITIES

Glorious Nimbus (Su) A hiracapath sheds the blinding light of righteous loyalty, which burns betrayers and staggers deceivers. Their radiance increases the light level within the area of the aura by one step and counts as magical light equivalent to a continual *light* spell for the purposes of dispelling magical darkness. Chaotic- or evil-aligned creatures that make a successful melee attack against a hiracapath take 1d6 points of nonlethal damage. Chaotic evil creatures suffer 2d6 points of nonlethal damage from striking the hiracapath while within the aura.

Nonlethal Mastery (Ex) A hiracapath can deal nonlethal damage with any of its natural attacks without taking a penalty on the attack roll. When making nonlethal attacks, the hiracapath increases the critical threat range on all natural attacks to 19–20.

Subtier 10–11 (CR 12)

BULLS OF HEAVEN (2)

CR 10

Advanced hiracapaths (*Pathfinder Adventure Path #104: Wrath of Throne* 88)

LG Large outsider (extraplanar, good, lawful)

SCALING ENCOUNTER A4

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

Both Subtiers: The hiracapaths show legendary patience and attack the PCs only on the fourth failed attempt to relocate them from the valley, rather than on the third failed attempt.

Init +1; **Senses** darkvision 60 ft., scent; Perception +14
Aura glorious nimbus (20 ft.)

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 126 each (12d10+60)

Fort +13, **Ref** +7, **Will** +11

DR 5/evil; **Resist** electricity 5, fire 5

OFFENSE

Speed 40 ft.

Melee gore +17 (2d6+6), 2 hooves +15 (1d6+3)

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

Special Attacks nonlethal mastery, powerful charge (gore, 2d8+9)

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*air walk*

1/day—*plane shift* (self only)

TACTICS

As per Subtier 7–8.

STATISTICS

Str 22, **Dex** 12, **Con** 21, **Int** 3, **Wis** 16, **Cha** 17

Base Atk +12; **CMB** +19 (+23 bull rush); **CMD** 30 (32 vs. bull rush, 34 vs. trip)

Feats Greater Bull Rush, Improved Bull Rush, Improved Natural Attack (gore), Lightning Reflexes, Multiattack, Power Attack

Skills Intimidate +14, Perception +14, Survival +14

Languages Celestial (can't speak)

SQ glorious nimbus

SPECIAL ABILITIES

Glorious Nimbus (Su) A hiracapath sheds the blinding light of righteous loyalty, which burns betrayers and staggers deceivers. Their radiance increases the light level within the area of the aura by one step and counts as magical light equivalent to a continual *light* spell for the purposes of dispelling magical darkness. Chaotic- or evil-aligned creatures that make a successful melee attack against a hiracapath take 1d6 points of nonlethal damage. Chaotic evil creatures suffer 2d6 points of nonlethal damage from striking the hiracapath while within the aura.

Nonlethal Mastery (Ex) A hiracapath can deal nonlethal damage with any of its natural attacks without taking a penalty on the attack roll. When making nonlethal attacks, the hiracapath increases the critical threat range on all natural attacks to 19–20.

GRIMGRIN AND OLD MAN MOUNTAIN

If the PCs have *Grimgrin*, Old Man Mountain takes a final moment to warn them about the vile helmet before they enter Toam Puong. With an unyielding look, he states, "You have found the reason for Ankilhi's failure. I turned her away fearing that with the graveknight's remains incomplete, Pnao's consciousness might learn of the sleeping beast within Old Volcano's core. I could not risk his learning of such a powerful creature that he could liberate and bend to his will. Therefore, I sent Ankilhi to another volcano and kept *Grimgrin* secured within my ward." Sighing heavily, the kami continues, "Pnao's spirit is strong, and I fear the only way to destroy it forever is to crush his helmet under the bulk of the rampaging juggernaut and then cast the broken shards into burning lava. What you choose to do with *Grimgrin* is your choice to make, but I implore you to rid the world of Pnao's filth."

Before the PCs have a chance to respond, Old Man Mountain casts *greater teleport* and is gone.

Development: If the PCs convince the hiracpaths to vacate the region and they relocate the altar to a safe location, Old Man Mountain arrives, pleased with their success. The kami agrees to direct any lava flow into this valley. If Old Man Mountain arrives to put a stop to combat, his disappointment is apparent. The kami doesn't budge from his original stance, proclaiming that the choice is restricted to either ruining the archaeology sites or dooming the nagaji village.

Regardless of the PCs' success in the area, as long as they've selected a place to direct the lava, Old Man Mountain leads the PCs back up the mountain to a secluded vent in Toam Puong's slope. Old Man Mountain then points into the passage and simply offers that *Fossilblight* lies at the end of this shaft. Once the PCs enter the fumarole, they descend for 2 miles before it opens up and they arrive in area **B1**.

B. INSIDE THE DOME

A river of lava flows swiftly at the bottom of a chasm that separates the interior of the dome in half. A stylized obsidian bridge capped with several smoking braziers spans this chasm. From the deck of this bridge, ceiling heights rise to 15 feet (save for area **B4**) with the upper five feet shrouded in thick steam and poisonous gases. Any PC within this hazardous zone takes 1d6 points of fire damage from the scalding steam, and 1d6 points of Constitution damage per round (Fortitude DC 15 +1 per previous check) from inhaling the poisonous fumes. A successful Fortitude save negates the damage from inhaling these toxic fumes for 1 round. The area is cast in dim light from the glowing magma coursing through this chamber and from the soft illumination of the eight burning braziers on the bridge.

Any PC falling into the chasm takes 2d6 points of falling damage as they careen off the chasm's jagged walls. This risk pales in comparison to suffering total immersion in lava (2d6 points of fire damage plus 1d6 points of fire damage for 1d3 rounds after escaping the molten river). A successful DC 5 Climb check allows a PC submerged in the lava to escape to a narrow bank or to area **B4**. The chamber is humid and reeks of sulfur, and the temperature is treated as very hot (above 90° F; see page 444 of the Pathfinder RPG Core Rulebook for details).

B1. Dome Entrance Vent

A deep, lava-filled fissure bisects this chamber in the heart of the volcano, spewing steam and other gases upward to the vault's ceiling. The gases coalesce into a series of jaundiced clouds. To the south rests an exquisitely carved fresco depicting a titanic struggle between chiseled, angular-faced warriors and molten humanoid with fiery hair.

The carvings on the chamber's south face depict the struggle between efreeti and shaitan forces, which a PC can determine with a successful DC 15 Knowledge (planes) check. Within this fresco, the head of the shaitan army wields an impressive heavy pick set with several diamonds. This figure, despite its impressive weapon, is wrestled to the ground by a trio of efreet with ruby-embedded crowns. The scene depicts the defeat of the shaitan general by Grand Sultan Hakim Khalid Suleiman XXIII's conglomerate.

Treasure: Plucking the gemstones out of the bas relief requires a successful DC 18 Strength check (DC 20 in Subtier 10–22), a DC 22 Knowledge (engineering) or Craft (gem cutting) check (DC 25 in Subtier 10–11), or a DC 20 Disable Device check (DC 23 in Subtier 10–11). In total, the gemstones are worth 10,000 gp in Subtier 7–8 and 16,500 in Subtier 10–11.

Rewards: If a PC fails any skill check to extract the gemstones, then several of the stones are scuffed, reducing their value.

Subtier 7–8: Reduce each PC's gold earned by 833 gp.

Out of Subtier: Reduce each PC's gold earned by 1,104 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,375 gp.

B2. The Obsidian Bridge (CR 10 or CR 13)

An obsidian bridge spans the lava-filled chasm, linking its two sides. Its highly polished deck is lined by four pairs of ten-foot-tall towers that each house a soot-stained brazier filled with smoldering coals.

Creatures: A trio of azers guard this bridge, stationed by the efreet of the Plane of Fire to prevent anyone from removing *Fossilblight* from the nearby juggernaut. When the PCs arrive, the azer's leader, Singe Brightkin, offers a single

B. Inside the Dome



1 square = 5 feet

SCALING ENCOUNTER B2

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

Subtier 7–8: Reduce the number of spells per day by two for each of Singe's spell levels. In addition, reduce the DC of Singe's spells by 2.

Subtier 10–11: Reduce the number of spells per day by two for each of Singe's spell levels. Both azer bodyguards are too proud to quaff their *potions of protection from energy* in this subtier.

warning for the PCs to exit the chamber and return to the outside world, exclaiming that the volcano's interior falls under the City of Brass's jurisdiction. Failure to heed this warning risks the azer's wrath.

If the PCs wish to parley, Singe is willing, but only if the PCs remain off the bridge. A PC who succeeds at a DC 30 Diplomacy check convinces the azers to stand down (DC 35 in Subtier 10–11). Singe accepts bribes, and for every 100 gp offered, the PCs receive a +1 circumstance bonus on their Diplomacy checks to influence the azers, to a maximum of a +5 bonus. If the PCs' negotiations fail, the azers defend their charge vigilantly. Once combat begins, negotiations are impossible.

Subtier 7–8 (CR 10)

SINGE BRIGHTKIN CR 8

Female azer oracle 6 (*Pathfinder RPG Bestiary 2 39, Pathfinder RPG Advanced Player's Guide 42*)

LN Medium outsider (extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 23, touch 13, flat-footed 21 (+6 armor, +1 deflection, +2 Dex, +2 natural, +2 shield)

hp 60 (8 HD; 6d8+2d10+22)

Fort +7, **Ref** +4, **Will** +10

Immune fatigue, fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 15 ft.

Melee shortspear +8/+3 (1d6+2 plus 1d6 fire)

Special Attacks heat (1d6 fire)

Oracle Spells Known (CL 6th; concentration +9)

3rd (4/day)—cure serious wounds, dispel magic, fireball (DC 18)

2nd (6/day)—bull's strength, cure moderate wounds, hold person (DC 15), resist energy

1st (7/day)—burning hands (DC 16), cause fear (DC 14), command (DC 14), cure light wounds, divine favor, entropic shield

0 (at will)—detect magic, guidance, read magic, resistance,

spark^{APG} (DC 14), stabilize, vigor

Mystery flame

TACTICS

Before Combat Singe casts *resist energy*, specifying cold. If the PCs make any noise as they approach (such as removing the gemstones in area **B1**), then Singe also casts *entropic shield* on herself, and *bull's strength* on her two bodyguards. These spells are not included in the above statistics.

During Combat Singe opens combat casting *boiling blood* on any obvious non-orc spell caster. Singe stays close to her bodyguards, positioning them between herself and the bulk of her enemies. She regularly casts *fireball* to catch as many foes as she can, capitalizing on her bodyguards' immunity to fire.

Morale Singe fights until reduced below 10 hit points, at which time she surrenders.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 21

Feats Elemental Focus^{APG}, Improved Initiative, Power Attack, Spell Focus (evocation)

Skills Appraise +5, Bluff +9, Climb +1, Craft (armor) +5, Craft (blacksmithing) +5, Intimidate +9, Knowledge (nobility) +5, Perception +11, Sense Motive +11, Spellcraft +9

Languages Common, Ignan

SQ oracle's curse (lame), revelations (burning magic, fire breath)

Combat Gear *jingasa of the fortunate soldier*^{UE}; **Other Gear** breastplate, heavy steel shield, shortspear

BRIGHTKIN BODYGUARDS (2) CR 6

Azer fighter (phalanx soldier) 4 (*Pathfinder RPG Bestiary 2 39, Pathfinder RPG Advanced Player's Guide 105*)

LN Medium outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +2 natural, +2 shield)

hp 61 each (6d10+28)

Fort +11, **Ref** +3, **Will** +6; +1 vs. trample

Immune fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee bill +10/+5 (1d8+4/×3 plus 1d6 fire) or shield bash +10/+5 (1d4+4 plus 1d6 fire)

Ranged javelin +8 (1d6+4 plus 1d6 fire)

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

Special Attacks heat (1d6 fire)

TACTICS

During Combat The bodyguards attempt to keep their foes at reach and disarm them with their bills if possible. If forced into close quarters, the bodyguards use shield bashes. As much as possible they stay adjacent to each other to best gain

the benefits of their feats (the benefits of their teamwork feats are not included in this stat block). Furthermore, the bodyguards keep themselves between Singe and the majority of their enemies. They use Power Attack only if they are easily hitting their foes.

Morale While Singe Brightkin lives, these bodyguards fight until destroyed. They immediately surrender if Singe is slain and they're reduced below 5 hit points. Finally, if Singe surrenders, they do as well.

STATISTICS

Str 18, **Dex** 14, **Con** 19, **Int** 10, **Wis** 14, **Cha** 9

Base Atk +6; **CMB** +10; **CMD** 22 (23 vs. bull rush, drag^{APG}, overrun, trip)

Feats Coordinated Maneuvers^{APG}, Improved Shield Bash, Power Attack, Saving Shield^{APG}, Shake It Off^{UC}, Shield Wall^{APG}

Skills Appraise +6, Climb +3, Craft (blacksmithing) +5, Craft (weapons) +5, Intimidate +3, Knowledge (nobility) +5, Perception +10, Sense Motive +6

Languages Common, Ignan

SQ phalanx fighting, stand firm +1

Gear breastplate, heavy steel shield, bill^{UE}, javelins (4)

Subtier 10–11 (CR 13)

SINGE BRIGHTKIN

CR 11

Female azer oracle 9 (*Pathfinder RPG Bestiary 2* 39, *Pathfinder RPG Advanced Player's Guide* 42)

LN Medium outsider (extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 25, touch 13, flat-footed 23 (+8 armor, +1 deflection, +2 Dex, +2 natural, +2 shield)

hp 105 (11 HD; 9d8+2d10+53)

Fort +9, **Ref** +5, **Will** +11

Immune fatigue, fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 15 ft.

Melee shortspear +10/+5 (1d6+2 plus 1d6 fire)

Special Attacks heat (1d6 fire)

Oracle Spells Known (CL 9th; concentration +12)

4th (4/day)—cure critical wounds, freedom of movement, spiritual ally^{APG}, wall of fire

3rd (4/day)—cure serious wounds, dispel magic, fireball (DC 19), invisibility purge, wind wall

2nd (6/day)—bull's strength, cure moderate wounds, enthrall (DC 15), hold person (DC 15), resist energy, shatter (DC 17)

1st (7/day)—burning hands (DC 17), cause fear (DC 14), command (DC 14), cure light wounds, divine favor, entropic shield, sanctuary (DC 14)

0 (at will)—bleed (DC 13), detect magic, guidance, read magic, resistance, spark^{APG} (DC 15), stabilize, vigor

Mystery flame

TACTICS

Before Combat Singe casts *resist energy*, specifying cold.

If the PCs make any noise as they approach (such as removing the gemstones in area **B1**), then Singe also casts *entropic shield* and *freedom of movement* on herself, and *bull's strength* on her two bodyguards. She also directs her bodyguards to quaff their *potions of protection from energy*. These spells are not included in the above statistics.

During Combat Singe opens combat casting *spiritual ally*, directing the summoned ally to attack enemy spellcasters. She then bisects the battlefield with a *wall of fire*, trying to separate the PCs into two groups. Singe stays close to her bodyguards, while positioning her guards between herself and the bulk of her enemies. She regularly casts *fireball* to catch as many foes as she can, capitalizing on her bodyguards' immunity to fire.

Morale Singe fights until reduced below 18 hit points, at which time she surrenders.

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +10; **CMD** 23

Feats Elemental Focus^{APG}, Greater Spell Focus (evocation), Improved Initiative, Power Attack, Spell Focus (evocation), Toughness

Skills Appraise +5, Bluff +11, Climb +2, Craft (armor) +5, Craft (blacksmithing) +5, Intimidate +11, Knowledge (nobility) +5, Perception +13, Sense Motive +13, Spellcraft +11

Languages Common, Ignan

SQ oracle's curse (lame), revelations (burning magic, fire breath, wings of fire)

Combat Gear *jingasa of the fortunate soldier*^{UE}; **Other Gear** +2 breastplate, heavy steel shield, shortspear

BRIGHTKIN BODYGUARDS (2)

CR 9

Azer fighter (phalanx soldier) 7 (*Pathfinder RPG Bestiary 2* 39, *RPG Advanced Player's Guide* 105)

LN Medium outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 24, touch 12, flat-footed 22 (+6 armor, +2 Dex, +2 natural, +4 shield)

hp 89 each (9d10+43)

Fort +12, **Ref** +6, **Will** +7; +2 vs. trample

Immune fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee +1 bill +14/+9 (1d8+5/×3 plus 1d6 fire) or shield bash +13/+8 (1d4+4 plus 1d6 fire)

Ranged javelin +11 (1d6+4 plus 1d6 fire)

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

Special Attacks heat (1d6 fire), ready pike +1

TACTICS

As per Subtier 7–8.

STATISTICS

Str 18, **Dex** 14, **Con** 19, **Int** 10, **Wis** 14, **Cha** 9

Base Atk +9; **CMB** +13; **CMD** 25 (27 vs. bull rush, drag^{APG}, overrun, trip)

Feats Coordinated Maneuvers^{APG}, Improved Shield Bash, Lightning Reflexes, Power Attack, Saving Shield^{APG}, Shake It Off^{UC}, Shield Focus, Shield Wall^{APG}

Skills Appraise +6, Climb +5, Craft (blacksmithing) +5, Craft (weapons) +5, Intimidate +9, Knowledge (nobility) +5, Perception +10, Sense Motive +6

Languages Common, Ignan

SQ deft shield, phalanx fighting, stand firm +2

Combat Gear *potion of protection from energy* (CL 5th); **Other Gear** breastplate, +1 heavy steel shield, +1 bill^{ME}, javelins (4)

Development: If the PCs talk their way through this encounter, or if they spare Singe Brightkin's life if she surrenders, the azer oracle offers the PCs the advice, "Hidden in the floor, deciphered in stone, is the key to victory." This hint alludes to the mosaic puzzle found in area **B3**. If the PCs ask Singe to elaborate, she simply states, "To offer more violates the terms of my contract with the efreet." After imparting this cryptic message the azer depart without further trouble.

Rewards: If the PCs fail to defeat or talk down the azers, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 474 gp.

Out of Subtier: Reduce each PC's gold earned by 984 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,494 gp.

B3. Scrambled Mosaic

The floor of this cavern is covered in a jumbled mass of vibrant ceramic tiles that depict an abstract portrayal of some incomprehensible scene. The devastation of several tiles, as well as the outright absence of others, makes the scene incomplete. Three obelisks pierce the tiled floor, with the shattered remains of a fourth scattered along the chamber's northeast corner.

Each ceramic tile was originally a 5-foot square that weighed 25 pounds and was intentionally laid down in a misaligned pattern. When a PC studies the tiles for more than 2 consecutive rounds, she detects this misalignment. The tiles are moveable, and a PC who succeeds at a DC

14 Intelligence check (DC 15 in Subtier 10–11) or a DC 22 Knowledge (planes) check (DC 25 in Subtier 10–11) can rearrange them to create a partial mosaic depicting an efreeti force pinning a juggernaut against a cavern wall with a heavy pick. When laid out properly, a seemingly scrambled series of letters appears in the image (see **Player Handout #1**). The series, when decoded, hints at the entrapped juggernaut's weakness.

Once the tiles are properly aligned, the method to unscramble this message is to follow the cipher key inscribed in Ignan on the four obelisks (see **Player Handout #2** through **Player Handout #5**). However, due to the northeastern obelisk's damage, a PC must succeed at a DC 18 Linguistics check (DC 22 in Subtier 10–11) or use the spell *make whole* to gain a partial piece of the cipher from this shattered obelisk (see **Player Handout #5**). If the PCs are unable to piece together this cipher stone, then they fail to gain the information found in **Player Handout #5**. Once these instructions (or portions thereof) are gained, the PCs can decode the message found in **Player Handout #1**.

Development: If the PCs successfully decode the cipher, the message reads, "The diamond pick tore an eternal wound so true. Seek this hole. Find victory. Score a mighty coup!" In game terms, the PCs can aim for the juggernaut's damaged plate (where *Fossilblight* originally punctured the monstrosity). If the PCs do so, they can either gain a +4 bonus on attacks that target the juggernaut's AC or ignore the juggernaut's damage reduction. Each PC can choose which benefit is in effect for his turn. PCs automatically intuit this benefit if they learn of the juggernaut's weakened plate through this cipher.

B4. Chamber of the War Engine (CR 11 or CR 14)

The southern edge of this recessed area erodes into a river of lava. The river's fiery fluid singes the adjacent tiles black. North of the lava flow, a curving natural staircase rises to a balcony along the room's northeastern edge. West of these stairs, along the chamber's northern edge, slumps an irregular heap of slag.

PCs actively investigating the chamber's slag heap notice a handle of shining black metal protruding from its bulk. A PC who succeeds at a DC 15 Appraise check discerns that the handle is constructed primarily of adamantite and is part of *Fossilblight*—the rest of the legendary weapon is



Singe Brightkin

lodged under the slag heap, pinning the hidden juggernaut in place. Liberating *Fossilblight* requires a successful DC 14 Strength check, or a DC 20 Disable Device check. If any PC first lubricates the area with a *grease* spell or a similar alchemical or magical effect, reduce the above DCs to liberate *Fossilblight* by 5.

Hazards: Once the PCs unpin the juggernaut, the creature activates, and its immediate rampaging causes a cascading reaction that ultimately results in a volcanic eruption. This effect lasts until the PCs manage to escape the interior of the dome. At the start of each round, roll 1d100 and apply the appropriate result:

1–20 *No Effect:* Aside from minor tremors and lava boils popping, there are no adverse effects this round.

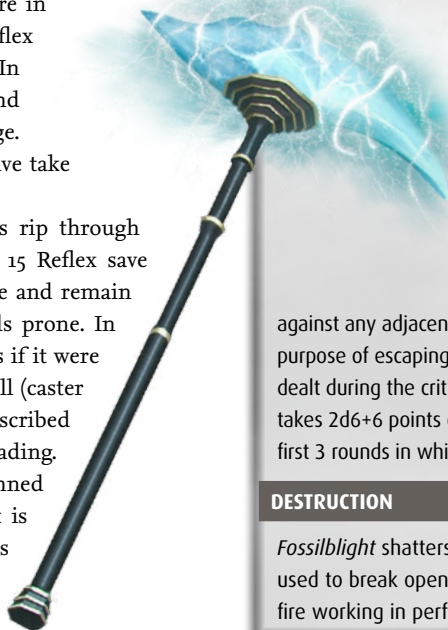
21–40 *Lava Bombs:* Lava bombs (*Pathfinder RPG GameMastery Guide* 234) erupt, striking all creatures in areas **B1** through **B4**. In Subtier 7–8, each creature in these areas must succeed at a DC 15 Reflex save or take 4d6 points of damage. In Subtier 10–11, the Reflex save DC is 18 and the lava bombs deal 10d6 points of damage. Creatures that succeed at their Reflex save take only half damage.

41–60 *Seismic Activity:* Violent tremors rip through areas **B1** through **B4**. A successful DC 15 Reflex save allows a creature to maintain its balance and remain upright. Failure means the creature falls prone. In Subtier 10–11, every creature is treated as if it were in the area of effect of an *earthquake* spell (caster level 20th). Determine the results as described under the Cave, Cavern, or Tunnel heading. Creatures affected are potentially pinned beneath rubble as well. The juggernaut is unaffected by this result. Each time this result is rolled after the first, use the lower Subtier's effect instead, but with a DC 18 Reflex save.

61–80 *Lava Flow:* The molten shore of the lava flow rises and oppresses the recessed chamber with its intense heat. Every time this result is rolled, advance the lava flow northward by 3 squares, tracing the shore's old edge as best as possible. Any PC caught in this advancing flow takes 2d6 points of fire damage per round of exposure, and an additional 1d6 points of fire damage for 1d3 rounds after the exposure ends. Once the recessed room is filled, the lava flows over the upper edges of areas **B1** and **B3** and engulfs the bridge in area **B2** as it continues to press upward. Continue the lava's advancement by 3 squares in all appropriate directions.

81–100 *Eruption!* Apply the effects of Lava Flow, Lava Bombs, and Seismic Activity, in that order.

Creatures: The juggernaut remains dormant, encased under a layer of slag. *Fossilblight's* handle protrudes from the



FOSSILBLIGHT

The haft of this weapon is forged from adamantine, and it bears a diamond head. This enchanted heavy pick's wicked point can puncture even the sturdiest materials with ease. *Fossilblight* is a minor artifact.

FOSSILBLIGHT

MINOR
ARTIFACT

SLOT none	CL 18th	WEIGHT 6 lbs.
-----------	---------	---------------

AURA strong evocation

This +3 keen adamantine heavy pick emits dim light from its diamond head. Once per day, as a swift action, the wielder can cause *Fossilblight* to ignore the hardness or DR of a single object or creature (including DR/mythic) within 60 feet for the next 10 minutes.

This weapon is capable of making critical hits against elementals, despite that creature type's normal immunity to such attacks. Whenever the bearer makes a successful critical hit, as an immediate action she can voluntarily let go of *Fossilblight* and have the weapon pin the target against any adjacent solid object. The weapon's CMD for the purpose of escaping this effect is equal to half the damage dealt during the critical hit. A creature pinned in this way takes 2d6+6 points of damage at the end of its turn for the first 3 rounds in which it remains pinned.

DESTRUCTION

Fossilblight shatters into irrecoverable fragments when used to break open a great creation built by earth and fire working in perfect conjunction.

slag heap. Once the pick is removed, the juggernaut violently sheds its slag layer, triggering the once-dormant volcano with its thrashing. Enraged and confused, the juggernaut attacks indiscriminately.

A PC who makes a successful DC 34 Perception check (DC 38 in Subtier 10–11) notices a missing armored plate on the juggernaut's surface near its proximal roller. Identifying this weakness grants the PCs the same options and accompanying bonuses as if they deciphered the scrambled message in area **B3**.

Subtier 7–8 (CR 11)

JUGGERNAUT

CR 11

Juggernaut (*Pathfinder RPG Bestiary* 4 162)

SCALING ENCOUNTER B4

For a group of four PCs, the juggernaut's long dormancy has weakened it. It suffers a -2 penalty on all attack rolls, weapon damage rolls, skill checks, and ability checks. Furthermore, its trample attack is reduced to (8d6+19, DC 27)

GRIMGRIN'S DESTRUCTION

If a PC throws *Grimgrin* at the base of the juggernaut, the headgear is automatically caught up in a massive roller. The helm is then shredded into bits and subsequently spewed into the molten river. Once this happens, the foul taint of Pnao is consumed amid a violent explosion and release of foul energies.

Before Pnao's corrupted presence is entirely consumed, he possesses the juggernaut, which benefits partially from Pnao's sacrilegious aura. Until the juggernaut is destroyed, anyone attempting to summon positive energy within 30 feet of the possessed juggernaut—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell of the healing subschool—must attempt a concentration check with a DC of 19. If this concentration check fails, the effect is expended but does not function.

N Gargantuan construct

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +4

DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, -4 size)

hp 142 (currently 110; 15d10+60); fast healing 10

Fort +5, **Ref** +5, **Will** +9

DR 10/adamantine; **Immune** construct traits; **SR** 22

Weaknesses faith-bound

OFFENSE

Speed 30 ft.

Melee slam +24 (4d6+19)

Space 20 ft.; **Reach** 5 ft.

Special Attacks soul-powered, trample (8d6+38, DC 30)

TACTICS

Before Combat The juggernaut lays dormant under a layer of slag, pinned in place by *Fossilblight*. While in this torpor, under a protective shell of slag, the juggernaut cannot affect the PCs, nor can they affect it.

During Combat The juggernaut favors trample attacks over its slam attacks. It can roll over the cliff faces, allowing it to escape area **B4** and into the rest of the dome, if necessary.

Morale The mindless juggernaut fights until destroyed, pursuing the PCs throughout the area, and beyond. Unless

destroyed, the juggernaut travels all the way down the Hero's Trail to the Broken Temple.

STATISTICS

Str 36, **Dex** 11, **Con** —, **Int** —, **Wis** 18, **Cha** 1

Base Atk +15; **CMB** +32; **CMD** 42 (can't be tripped)

SQ keyed domains (Artifice, Earth), shrine

Subtier 10–11 (CR 14)

JUGGERNAUT

CR 11

Juggernaut (*Pathfinder RPG Bestiary* 4 162)

N Gargantuan construct

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +4

DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, -4 size)

hp 142 (15d10+60); fast healing 10

Fort +5, **Ref** +5, **Will** +9

DR 10/adamantine; **Immune** construct traits; **SR** 22

Weaknesses faith-bound

OFFENSE

Speed 30 ft.

Melee slam +24 (4d6+19)

Space 20 ft.; **Reach** 5 ft.

Special Attacks soul-powered, trample (8d6+38, DC 30)

TACTICS

As per Subtier 7–8.

STATISTICS

Str 36, **Dex** 11, **Con** —, **Int** —, **Wis** 18, **Cha** 1

Base Atk +15; **CMB** +32; **CMD** 42 (can't be tripped)

SQ keyed domains (Artifice, Earth), shrine

Development: Once the PCs defeat the juggernaut, the area becomes increasingly unstable. If the PCs' current Respect Score is 10 or greater, then Old Man Mountain is able to temporarily quell the eruption, giving the PCs precious time to escape. If PCs' current Respect Score is under 10, then the PCs must contend with seismic activity as per the hazard **on page 17** until they escape the area.

Rewards: If the PCs fail to retrieve *Fossilblight* and defeat the juggernaut, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,250 gp.

Out of Subtier: Reduce each PC's gold earned by 1,667 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,083 gp.

CONCLUSION

Once the PCs exit Toam Puong, they can easily escape the resultant pyroclastic flow. The flow of the molten river affects the future of the region, depending on which way the PCs had Old Man Mountain direct it. Regardless, when the PCs return to the Broken Temple, Old Pak greets them excitedly, waxing on about the natural beauty of a volcanic

eruption as he watches Toam Puong's fireworks from afar.

In the event the PCs retreat from the juggernaut, the construct survives the mountainous eruption. It arrives shortly after the PCs return to the Broken Temple, where it inflicts untold damage against the priceless temple and the Pathfinder Society's archaeological team.

If the PCs return with *Fossilblight*, they gain the Fossilblight's Savior boon on their Chronicle sheet.

Grimgrin's Fate: If the PCs destroyed *Grimgrin*, Old Pak states the temple was mysteriously visited during the night and a gift was left for the PCs amid a pile of uncooked rice. In Subtier 7–8, the mysterious gift is a *ring of sustenance*. In Subtier 10–11, the gift is a *ring of curing* (*Pathfinder RPG Ultimate Equipment* 168). If the PCs failed to destroy *Grimgrin*, then cross these items off the Chronicle sheet.

Destroying *Grimgrin* grants the Ankilhi's Gratitude boon. Cross the Graveknight's Gratitude boon off the Chronicle sheet.

If the PCs kept *Grimgrin*, and returned the cursed item to the Pathfinder Society, they gain the Graveknight's Gratitude boon. Cross the Ankilhi's Gratitude boon off the Chronicle sheet.

REPORTING NOTES

If the PCs chose to have the pyroclastic flow destroy the archaeological sites, check box A. If the PCs chose to have the pyroclastic flow destroy the nagaji village, check box B.

If the PCs found *Grimgrin* and subsequently destroyed it, check box C. If the PCs found *Grimgrin* and kept it as a spoil of adventuring, eventually leading to the helm's storage in the Grand Lodge, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary goal if they retrieve *Fossilblight* and defeat the juggernaut in area **B4**. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary goal if they found a way to protect both the archaeological sites and the nagaji village from the lava flow's destructive path. This is accomplished if they convince Old Man Mountain to direct the volcanic eruption's pyroclastic flow down Toam Puong's eastern slope. Alternatively, the PCs fulfill their secondary goal if they manage to have a Respect Score of 15 or higher at the end of the adventure. Fulfilling the secondary success condition earns each PC 1 additional Prestige Point.



PLAYER HANDOUT #1: THE SCRAMBLED MESSAGE

Gur qvzbaq cvpx gbet na rgreany jbhaq fb geht.
Fttx guvf ubyr. Svaq ivpgbel. Fpbet n zvtugl pbhc!

PLAYER HANDOUT #2: ON THE SOUTHEAST OBELISK

A=N//D=Q//G=T

PLAYER HANDOUT #3: ON THE SOUTHWEST OBELISK

B=O//E=R//H=U

PLAYER HANDOUT #4: ON THE NORTHWEST OBELISK

C=P//F=S//I=V

PLAYER HANDOUT #5: ON THE SHATTERED NORTHEAST OBELISK

J=W//L=Y

APPENDIX: STAT BLOCK

The following stat block is used in this adventure.

JINUSHIGAMI

This enormous amalgamation of stone and plant matter takes the shape of an old man leaning on an equally huge staff.

JINUSHIGAMI CR 20

Pathfinder RPG Bestiary 3 160

N Gargantuan outsider (earth, kami, native)

Init +11; **Senses** darkvision 60 ft., tremorsense 60 ft., *true seeing*; Perception +38

DEFENSE

AC 34, touch 14, flat-footed 26 (+7 Dex, +1 dodge, +20 natural, -4 size)

hp 348 (24d10+216); fast healing 20

Fort +25, **Ref** +17, **Will** +23

DR 15/cold iron and bludgeoning; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 31

OFFENSE

Speed 50 ft., burrow 40 ft.; earth glide

Melee +5 *quarterstaff* +32/+27/+22/+17 (3d6+14), +5 *quarterstaff* +32 (3d6+9) or 2 slams +29 (2d10+9)

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

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*true seeing*, *spek with animals*, *spek with plants*, *stone tell*

At will—*detect thoughts* (DC 22), *greater teleport* (self only, only within the boundaries of its ward), *stone shape*, *wood shape*

3/day—*control plants* (DC 28), *earthquake* (DC 28), *heal*, *repel metal or stone*, *summon nature's ally IX*

1/day—*true resurrection*

STATISTICS

Str 28, **Dex** 25, **Con** 28, **Int** 23, **Wis** 24, **Cha** 31

Base Atk +24; **CMB** +37 (+39 bull rush or overrun); **CMD** 55 (57 vs. bull rush or overrun)

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Two-Weapon Fighting

Skills Acrobatics +31 (+39 when jumping), Bluff +37, Diplomacy +34, Heal +34, Intimidate +34, Knowledge (geography, nature) +33, Perception +38, Sense Motive +38, Spellcraft +33, Stealth +22, Survival +31

Languages Common, Terran; *spek with animals*, *spek with plants*, *stone tell*, telepathy 300 ft.

SQ infused quarterstaff, manipulate terrain, merge with ward, ward (region)

SPECIAL ABILITIES

Infused Quarterstaff (Su) Any quarterstaff a jinushigami wields functions as a +5 *quarterstaff* (unless the quarterstaff already has a greater enhancement bonus). If a jinushigami is within its regional ward, it can create a Gargantuan quarterstaff out of the surrounding terrain as a standard action.

Manipulate Terrain (Su) A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive a +10 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imposing a -10 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami can use this ability while merged with its ward.

Ward (Su) A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile can support (or deserves) a jinushigami. A jinushigami within its territory (either merged with it or in its physical form) can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #8-13: What Sleeps in Stone

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive Silver Crusade Sovereign Court Liberty's Edge
 Scarab Sages The Exchange Grand Lodge
 A B C D E

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

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 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

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 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Pathfinder Society Scenario #8-13: What Sleeps in Stone

Character Chronicle #

Core Campaign

_____ A.K.A. _____ - _____
 Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Ankilhi's Gratitude: You destroyed the cursed helmet, *Grimgrin*, putting an end to Ankilhi's greatest foe. Ankilhi's spirit now watches over you, assisting in subtle ways. There's a 50% chance that anytime you need to eat and drink but don't have access to food and water, a fresh bowl of heated rice and small cup of drinking water appears. This is enough to feed one Medium creature. This effect can successfully occur only once per scenario.

Fossilblight's Savior: By retrieving the artifact known as *Fossilblight*, you've given the Pathfinder Society a chance at opening the *Untouchable Opal*. While the magical pick is integral to the Society's plans to open Ranginori's prison, the Decemvirate can be convinced to allow the weapon's use in extreme circumstances. At the start of an adventure, you can requisition use of *Fossilblight* for the remainder of the adventure. If you requisition the use of this powerful artifact, check the box on this boon. Only one character per adventure can use this boon to requisition *Fossilblight*, and only if the box on her boon is unchecked.

Graveknight's Gratitude: You returned the cursed helmet *Grimgrin* to the Pathfinder Society. Since the item's internment within the vaults of the Grand Lodge, there have been rumors of items randomly disappearing and reappearing. You can check the box on this boon at the start of an adventure to gain the temporary use of

FOSSILBLIGHT		MINOR ARTIFACT
SLOT none	CL 18th	WEIGHT 6 lbs.
AURA strong evocation		

This +3 *keen adamantine heavy pick* emits dim light from its diamond head. Once per day, as a swift action, the wielder can cause *Fossilblight* to ignore the hardness or DR of a single object or creature (including DR/mythic) within 60 feet for the next 10 minutes. This weapon is capable of making critical hits against elementals, despite that creature type's normal immunity to such attacks. Whenever the bearer makes a successful critical hit, as an immediate action she can voluntarily cease wielding *Fossilblight* and have the weapon pin the target against any adjacent solid object. The weapon's CMD for the purpose of escaping this effect is equal to half the damage dealt during the critical hit. A creature pinned in this way takes 2d6+6 points of damage at the end of its turn for the first 3 rounds in which it remains pinned.

DESTRUCTION

Fossilblight shatters into irrecoverable fragments when used to break open a great creation built by earth and fire working in perfect conjunction.

one non-consumable magic item for the duration of the adventure. This item must have a value of 3,000 gp or less, and it must be returned at the end of the scenario—the return is met with several questions from Grand Lodge staff on how the PC obtained the supposedly secure item. This boon can be used only if its box is unchecked.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,204	4,408
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	3,095	6,189
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,985	7,970
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

Starting XP	
GM's Initials	
XP Gained (GM ONLY)	
Final XP Total	

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

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

All Subtiers

jingasa of the fortunate soldier (5,000 gp; *Pathfinder RPG Ultimate Equipment* 245)
ring of sustenance (2,500 gp)
scroll of communal protection from energy (700 gp; *Pathfinder RPG Ultimate Combat* 240)

Subtier 10-11

+1 *bill* (2,311 gp; *Pathfinder RPG Ultimate Equipment* 24)
 +2 *breastplate* (4,350 gp)
potion of protection from energy (750 gp)
ring of curing (10,000 gp; *Pathfinder RPG Ultimate Equipment* 168)

For GM Only

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