

PATHFINDER SOCIETY



Year of the Risen Rune



THE WAKING RUNE

By Tim Hitchcock



THE WAKING RUNE

PATHFINDER SOCIETY SCENARIO #4-26

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Pathfinder Society Scenario #4-26: The Waking Rune is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This

scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

The Waking Rune makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, the *Pathfinder RPG Gamemastery Guide*, the *Pathfinder RPG NPC Codex*, and *Pathfinder RPG Ultimate Combat*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

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THE WAKING RUNE

BY TIM HITCHCOCK



One year ago, the fledgling Magnimar lodge operated by Venture-Captains Canayven and Sheila Heidmarch attracted the attention of the Pathfinder Society by learning of and subsequently bidding on an ancient Thassilonian artifact: a rune-carved key dredged from nearby waters. This caused the Society to attract the attention of cultists devoted to the little-known Thassilonian goddess Lissala, whose worship was long thought abandoned.

In response to the mysterious and disturbing resurgence, Pathfinder agents have spent much of the year unraveling the secrets of the enigmatic cult. While these investigations began as mere curiosity, it became apparent that Lissala's disciples maintained many active churches throughout Varisia. Even more threatening, her disciples were near completion of a complex plot to release a terrible evil upon the world by waking Lissala's last high priest—Lord Krune, Runelord of Sloth. Krune stands as the cult's savior, for prophecies hail him as the one being who might call the attention of the vanished goddess back to Golarion.

With Earthfall imminent, Krune fled to a hidden sanctuary deep below the surface of Varisia. Once secreted away, he cast a modified *trap the soul* spell that separated his soul from his body—the latter magically preserved on the Material Plane so that its connection to Krune's all-important rune foci would not be disrupted. To maintain this magic in his absence, he bound powerful outsiders within the sanctum whose essence he siphoned to maintain the stasis effect. In this way, he could slumber until his loyal disciples woke him after the encroaching catastrophe had passed.

Krune expected to sleep for one hundred years, but he did not wish his servants to wake him until they had prophecy paved the way for his return. Thus, to ensure that he would not have to work too hard upon his return, he created a number of *refuge* tokens keyed to his sanctuary. He hid these in various Lissalan temples scattered across Golarion, the tokens' command words etched into special metal plates and hidden elsewhere. Only by being numerous and powerful enough to recover both components could the disciples reach the runelord's

WHERE ON GOLARION?

The Waking Rune is the finale of the Year of the Risen Rune and takes place in Krune's sanctum, a subterranean hideout in the northern reaches of what was once the Thassilonian nation of Haruka. This adventure deals directly with the cult of Lissala and the Runelord Krune, detailed in the *Shattered Star Adventure Path* in *Pathfinder Adventure Path #65: Into the Nightmare Rift* and *Pathfinder Adventure Path #66: The Dead Heart of Xin* respectively. These resources are available in bookstores and game stores worldwide and online from paizo.com.



sanctuary, implying as well that they would already control a sizeable kingdom for Krune to rule.

Ultimately, Krune failed to imagine the extent to which Earthfall would reshape the world and its people. What he intended as a century-long sequestration has instead lasted 10 millennia. During this time, Lissala was all but forgotten, and the Thassilonian Empire crumbled. Despite these setbacks, a handful of servants are about to revive Krune, and with his awakening shall follow the return of Lissala.

SUMMARY

Having learned of the Lissalans' plot to revive Krune from his millennia-long slumber, the PCs gather the tools and *refuge* tokens acquired earlier in previous adventures to teleport into Krune's sanctum deep underground. Upon arriving, the PCs face Kurshu the Undying, the

weakened herald of Lissala. She tries her best to fend off the intruders and channels her fading essence to hasten Krune's return upon being defeated.

After overcoming a runic riddle and trap, the PCs find seven complex runes that act as foci for Krune's power. The PCs can then disable one or more of these runes to sever Krune's ties to his most potent rune magic, weakening him significantly when they face him later. Upon entering the inner sanctum, the PCs encounter the Lashmistress, a powerful priest of Lissala, and her allies. By this point, the ritual to trigger Krune's revival is nearly complete, and the Lashmistress attempts to buy time for the runelord to awaken completely.

At last, Krune awakens, though he will be weakened if the PCs destroy one or more of his runic foci. The PCs must defeat him now, or he will recover his full power, call Lissala to return, and carve out a new age of Thassilon from the nations of Avistan.

GETTING STARTED

The PCs begin this scenario at Magnimar Lodge, answering to the summons of Venture-Captain Sheila Heidmarch. Read or paraphrase the following to get the adventure underway.

Venture-Captain Sheila Heidmarch is waiting quietly in her rather crowded study. At the far end of the room stands Venture-Captain Ambrus Valsin alongside a masked figure whose features are concealed by a dark robe and heavy cowl. Half a dozen other Pathfinder agents line the walls and face outward, concentrating on various spells that no doubt ward the room against eavesdroppers. Sheila motions to a small sideboard bearing refreshments before leaning over a small table laden with Thassilonian relics.

Ambrus Valsin steps forward and says, "My fellow Pathfinders, as you can see, the task that lies ahead transcends the interests of Magnimar's increasingly esteemed lodge; it's a mission that will affect the entire Pathfinder Society and merits the direct attention of the Decemvirate." The hooded figure behind the Venture-Captain nods in silent agreement and then gestures for Valsin to continue. "Over the past year, we've received increasingly concerning reports from this region that the Lissalans have plans in motion to revive Krune, the Runelord of Sloth and one of the most powerful wizards of ancient Thassilon. We have set our own plans in motion to keep him in check if the Lissalans succeed, but Sheila Heidmarch has an ambitious plan regarding this threat." He nods and steps back to cede the briefing to his colleague.

Sheila takes over, adding, "We recently acquired these *refuge* tokens and their command words. When broken, the tokens will take a handful of agents directly to Krune's sanctuary. If he has yet to revive, do whatever you can to ensure he never does. If he does awaken, pray that he is too dazed and addled

A DANGEROUS MISSION

All scenarios in Season 4 operate under the assumption that there are six players in the group and provide notes for scaling down the adventures for smaller groups. *The Waking Rune* also provides notes for scaling up the difficulty. Playing an even harder version of the scenario does not offer extra rewards; it's available solely to provide groups a legal way to face a greater challenge and win bragging rights. The GM should make this option available to the players before the game begins and should only use the notes for scaling up if all of the players explicitly agree to take on the extra challenge. Be cognizant of the desires of the players; if even one player is hesitant or has to be pressured into participating on "hard mode," do not use this option.

GM MATERIALS

The Waking Rune makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary* (B1), the *Pathfinder RPG GameMastery Guide* (GMG), the *Pathfinder RPG NPC Codex* (NPC), and *Pathfinder RPG Ultimate Combat* (UC). This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

to command his full power. Whatever it takes, end this threat to Varisia—permanently."

She then motions to the other relics on the table. "The Society has recovered Thassilonian relics, perhaps some through your deeds, and I would rather they be in your hands as you face Krune; they will do us little good in a museum if the runelord returns. Once you defeat him, take special care to recover his two artifacts: a dragon-tooth spear and a rune-inscribed rod.

"Once you are ready, I will show you how to use the *refuge* tokens. Do you have any questions?"

The PCs may have questions about the upcoming mission. The following are some likely questions and answers given by Sheila, Ambrus, or the member of the Decemvirate.

How will we return? (Ambrus) "The tokens have a minor enchantment that tracks where they were triggered, so I have good reason to believe that you will be able to return. Pay careful attention to what your *refuge* token looks like before you break it; you might need it to come back."

How are we supposed to defeat a runelord? Aren't they extremely powerful? (Decemvirate) "The Master of Scrolls speculates that harnessing as much rune magic

as Krune supposedly can would require powerful foci. If you can identify what these are and disrupt them, Krune might lose his greatest weapon. If you cannot find such foci, your battle will be all the harder. Do not fail.”

What if we fail? (Sheila) “The Decemvirate has contingencies for just such an outcome, but I am sure that with you leading the charge, we will end this threat today.”

Are there extra refuge tokens? (Sheila) “There is one for each of you. The extra tokens are elsewhere and are being used in other plans.”

If a PC has access to one or more of the following Thassilonian relics from past Chronicle sheet, she may make use of them for free during this scenario only: *Replica dragon tooth long spear* (stage I), *rod of runes*, *acrimony veil*, *Lissala’s caress*, *Sihedron brand (endurance)*, and *Sihedron brand (service)*. If the PC already possesses one of these items, she cannot acquire a second copy in this way. These items are part of the character’s story, and it’s fitting that they be available for the season’s finale.

Once the PCs complete their preparations, Sheila Heidmarch shows them how to activate the *refuge* tokens to teleport immediately to Krune’s sanctum.

A. THE SANCTUM OF SLOTH

Krune’s sanctum is a small pocket of space several thousand feet underground. It has no connection to the outside world or the Darklands, and the entire area is under the effects of *nondetection* (CL 17th) against divination effects that originate from outside of the sanctum; divination effects from inside work normally. The complex is carved out of stone unless otherwise noted, with ceilings that rise to a height of 20 feet. Unless otherwise noted, the sanctum is not illuminated.

Krune’s sanctuary is not nearly as elaborate as those of his colleagues—it bears little decoration and has few features meant to impress visitors. By design the sanctum is made to be secure, host Krune’s rune foci, and have a means of escape.

A1. Breaching the Sanctum (CR 10 or CR 13)

Activating a *refuge* token immediately transports a PC to area A1. Once the PCs can perceive their surroundings, read or paraphrase the following.

A small ziggurat emerges from the southern wall in this tomb-like stone chamber. Most of the structure’s blocks are simple but precisely cut stone blocks, but in several places petrified humans—too finely sculpted to be carved—shoulder the burden of the blocks above with scarred backs and hands. A short, steep flight of steps ascends the northern face to a second tier, and to the east and west two are other sets of steps that lead to the ziggurat’s apex twenty feet above the ground, falling short of the thirty-foot ceiling.

The ziggurat is the first architecture to greet anyone who would revive Krune, intended to remind them of the gravity of the task before them and the expectation to serve Lissala and Krune unquestioningly. The petrified humans are in fact the willing victims (use the cultist from page 278 of the *Pathfinder RPG GameMastery Guide*) of *flesh to stone*, zealous servants who followed their master into hibernation. If woken by anyone but Krune, they become very suspicious and either attack or press onward into the sanctum to find and assist the Lashmistress in area A4.

The ziggurat’s first tier and apex are just over two feet in width, making them easy to traverse but difficult to fight on (Acrobatics DC 5). There is a hand-sized rune carved into the apex, though it’s simply a stylish figure and has no a meaning in Thassilonian. This rune appears later in area A4.

Traps: The priestess Vandiana placed an *alarm* spell in area A2, and the warded area’s radius also covers the southern half of the ziggurat, including the steps that lead to the apex.

Creatures: Lissala’s herald, Kurshu the Undying, guards this room, coiled around the ziggurat’s apex. The Lashmistress Vandiana called Kurshu here several days ago, promising her that Krune would call Lissala back from her long seclusion as one of his first acts. Having spent most of the last 10 millennia desperately wandering the planes in search of any sign of her goddess, Kurshu passionately accepted the task. Unfortunately, without a supply of outsiders on which to feed, Kurshu has waned in strength. Those few outsiders Vandiana summons are used for her rituals, and the Lashmistress is quite insistent that Kurshu use her few *limited wishes* to assist Krune’s revival.

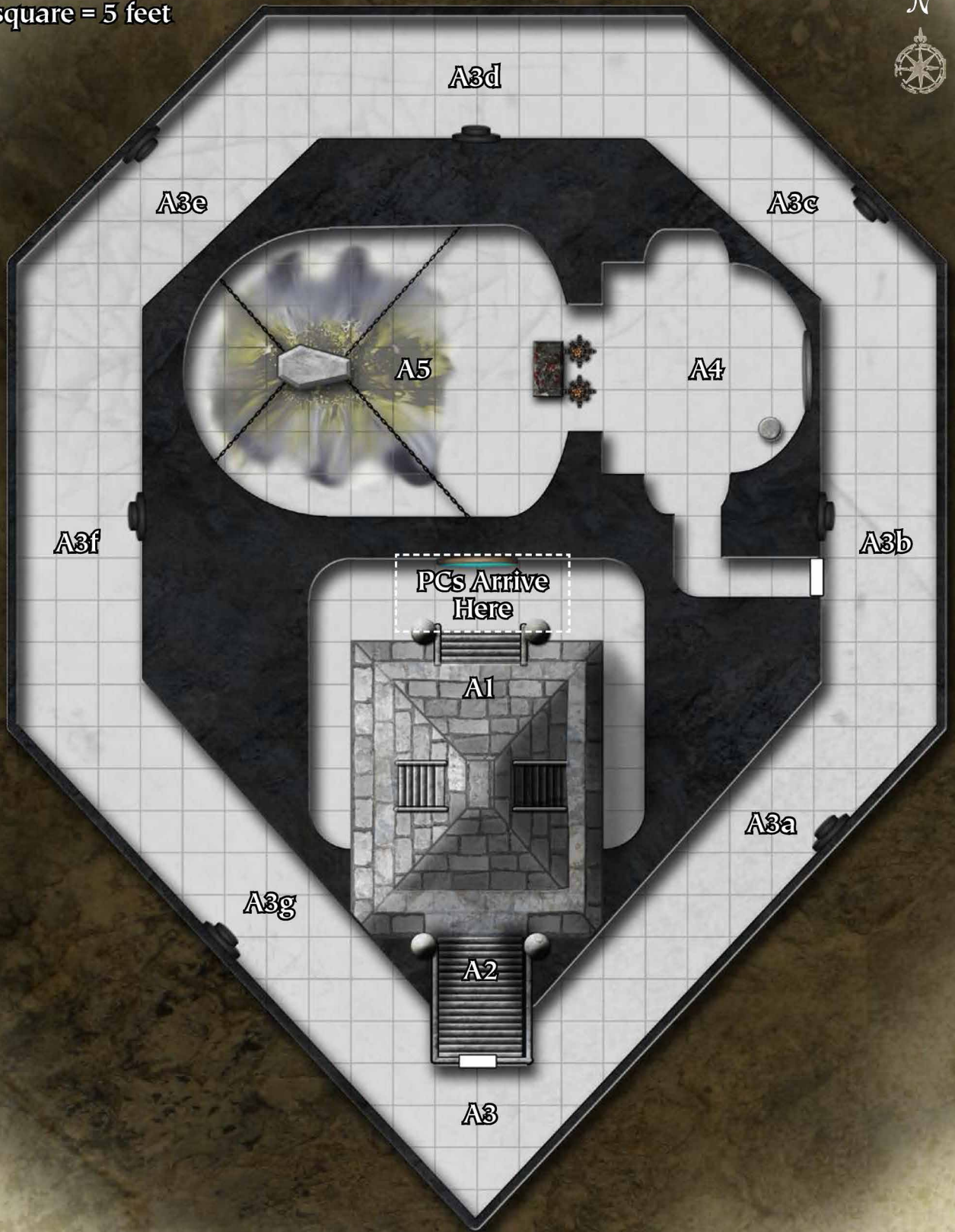
Knowing that the essence of outsiders is part of what has powered Krune’s stasis and can now wake him, she finds grim satisfaction that should she die, that would serve to hasten the runelord’s inevitable return. As a result, Kurshu fights to the death to ensure that Krune and Lissala do return.

The first time Kurshu takes a substantial wound, she attempts to intimidate her attackers with an ominous prophecy of their doom at the hands of the soon-to-rise Runelord of Sloth. “You may have bled me, mortal, but Krune has mastered the rune of armor and your blades shall never pierce his flesh! Alacrity bestows him with a sixth sense with which he anticipates intentions and actions. Still other runes feed him divine power, strengthening his body and mind, as well as assuring him immortality.” While meant to awe, the comment also contains hints that clever PCs can use to find and disable the various runes in the sanctuary that bestow to Krune his vast power.



A. Krune's Sanctum

1 square = 5 feet



Subtier 7–8 (CR 10)

KURSHU THE UNDYING**CR 10**

LE Large outsider (evil, extraplanar, lawful)

Init +10; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, scent; Perception +20**DEFENSE****AC** 24, touch 17, flat-footed 18 (+2 deflection, +6 Dex, +7 natural, –1 size)**hp** 154 (17d10+136–75); regeneration 5 (acid)**Fort** +15, **Ref** +6, **Will** +11**DR** 5/cold iron and magic; **Resist** cold 20, electricity 20, fire 20, sonic 20; **SR** 21**Weakness** divine separation**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** 2 slams +16 (1d6+5 plus 1 Int drain plus 1d4–1 Int damage), tail slap +11 (1d8+2 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d8+5), power surge**Spell-Like Abilities** (CL 10th; concentration +17)At will—*detect magic, floating disk, mage hand, read magic, tongues*3/day—*cure serious wounds, dispel magic, displacement, fireball* (DC 20), *greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 20), *lightning bolt* (DC 20), *limited wish, magic missile, plane shift* (DC 24), *slow* (DC 20), *stinking cloud* (DC 20), *vampiric touch***TACTICS****Before Combat** If Kurshu believes that she is hidden when intruders arrive, she casts *displacement* in anticipation of trouble. She has already used 2 of her *limited wishes* for the day, and the effects of her 5 negative levels from her divine separation weakness and not feeding are already factored into her stats.**During Combat** Kurshu uses ranged spells to harm intruders, favoring any outsiders with her attacks. If an outsider dies, Kurshu eagerly feeds on its corpse to regain her lost strength. Otherwise she is flexible in her tactics and uses her mobility, spells, and abilities to best effect.**Morale** Kurshu begrudgingly fights to the death.**STATISTICS****Str** 20, **Dex** 23, **Con** 26, **Int** 31, **Wis** 20, **Cha** 25**Base Atk** +17; **CMB** +18 (+22 grapple); **CMD** 36 (can't be tripped)**Feats** Combat Casting, Combat Reflexes, Craft Wondrous Item, Great Fortitude, Hover, Improved Initiative, Improved Iron Will, Iron Will, Scribe Scroll**Skills** Diplomacy +19, Escape Artist +18, Fly +16, Heal +17, Intimidate +19, Knowledge (arcana, planes) +25,

Knowledge (dungeoneering, history, religion) +22, Perception +20, Sense Motive +20, Spellcraft +25, Stealth +17, Swim +17, Use Magic Device +22

Languages Aklo, Azlanti, Draconic, Infernal, Terran, Thassilonian; telepathy 100 ft.**SQ** change shape (human; *alter self*), feed, spell-like crafting**SPECIAL ABILITIES****Divine Separation (Su)** The herald has been separated from Lissala for thousands of years, and doesn't know where her master is. The loss of her connection to the goddess severely weakens the herald, and she gains 1 negative level per day, up to a maximum of 16 negative levels. These negative levels cannot be suppressed or removed in any way (including restoration spells), except by using her feed ability. (Refer to weakness, below, for her current negative levels.) If Lissala returns and the herald regains her connection to her master, she permanently loses this weakness and its associated negative levels.**Feed (Su)** Once per day, the herald can devour an outsider's corpse as a full-round action. For each Hit Die of the devoured outsider, the herald automatically removes

Kurshu the Undying

1 negative level gained from her divine separation ability. The consumed outsider must have at least 8 Hit Dice.

Intelligence Drain (Su) The herald deals 1d4-1 (minimum 0) points of Intelligence damage and drains 1 point of Intelligence each time she hits with her slam attack. (The herald does not heal any damage when she uses her Intelligence drain.)

Power Surge (Su) Three times per day as a swift action, the herald can increase the DC of her next spell-like ability cast that round by 2.

Spell-Like Crafting (Su) The herald may use any of her spell-like abilities when crafting magic items as if they were actual spells.

Weakness (Su) Kurshu is experiencing even worse symptoms from not feeding due to her proximity to Krune's rune foci, which draw power directly from outsiders. As a result, Kurshu is emaciated, has shed a number of scales, and has lost some of her magical talents. In addition to her penalties for having 5 negative levels, her natural armor bonus is 6 lower than normal, her maximum hit point total is 50 lower, her damage reduction is reduced by 5 points, her energy resistances are 10 points lower, and her spell resistance is 5 points lower. These penalties disappear 1 hour after Kurshu removes all of her negative levels from her divine separation ability.

Subtier 10–11 (CR 13)

KURSHU THE UNDYING

CR 13

LE Large outsider (evil, extraplanar, lawful)

Init +10; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, scent; **Perception** +22

DEFENSE

AC 28, touch 17, flat-footed 22 (+2 deflection, +6 Dex, +11 natural, -1 size)

hp 214 (17d10+136-15); regeneration 5 (acid)

Fort +17, **Ref** +8, **Will** +13

DR 10/cold iron and magic; **Resist** cold 30, electricity 30, fire 30, sonic 30; **SR** 24

Weakness divine separation

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 slams +18 (1d6+5 plus 1d4 Int drain), tail slap +13 (1d8+2 plus grab)

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

Special Attacks constrict (1d8+5), power surge

Spell-Like Abilities (CL 12th; concentration +19)

At will—*detect magic*, *floating disk*, *mage hand*, *read magic*, *tongues*

3/day—*cure serious wounds*, *dispel magic*, *displacement*, *fireball* (DC 20), *greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 20), *lightning bolt* (DC 20),

limited wish, *magic missile*, *plane shift* (DC 24), *slow* (DC 20), *stinking cloud* (DC 20), *vampiric touch*

TACTICS

Before Combat If Kurshu believes that she is hidden when intruders arrive, she casts *displacement* in anticipation of trouble. She has already used 1 *limited wish* for the day, and the effects of her 3 negative levels from not feeding are already factored into her stats.

During Combat Kurshu uses ranged spells to harm intruders, favoring any outsiders with her attacks. If an outsider dies, Kurshu eagerly feeds on its corpse to regain her lost strength. Otherwise she is flexible in her tactics and uses her mobility, spells, and abilities to best effect.

Morale Kurshu begrudgingly fights to the death.

STATISTICS

Str 20, **Dex** 23, **Con** 26, **Int** 31, **Wis** 20, **Cha** 25

Base Atk +17; **CMB** +20 (+24 grapple); **CMD** 38 (can't be tripped)

Feats Combat Casting, Combat Reflexes, Craft Wondrous Item, Great Fortitude, Hover, Improved Initiative, Improved Iron Will, Iron Will, Scribe Scroll

Skills Diplomacy +21, Escape Artist +20, Fly +18, Heal +19, Intimidate +21, Knowledge (arcana, planes) +27, Knowledge (dungeoneering, history, religion) +24, Perception +22, Sense Motive +22, Spellcraft +27, Stealth +19, Swim +19, Use Magic Device +24

Languages Aklo, Azlanti, Draconic, Infernal, Terran, Thassilonian; telepathy 100 ft.

SQ change shape (human; *alter self*), feed, spell-like crafting

SPECIAL ABILITIES

Intelligence Drain (Su) The herald drains 1d4 points of Intelligence each time she hits with her slam attack. (The herald does not heal any damage when she uses her Intelligence drain.)

Weakness (Su) Kurshu is experiencing even worse symptoms from not feeding due to her proximity to Krune's rune foci, which draw power directly from outsiders. As a result, Kurshu is emaciated, has shed a number of scales, and has lost some of her magical talents. In addition to her penalties for having 3 negative levels, her natural armor bonus is 2 lower than normal, and her spell resistance is 2 points lower. These penalties disappear 1 hour after Kurshu removes all of her negative levels from her divine separation ability.

Development: When the PCs finally deal the killing blow to Kurshu, droplets of her blood splatter in such a way as to spell out a message in Thassilonian runes: "Enjoy your victory, and I shall enjoy mine. In your righteousness you have sacrificed my life to assure the rise of another. May Runelord Krune skin you alive and use your flesh as the canvas for the scriptures of Lissala's second coming!"

Upon defeating Kurshu (even if she is not permanently slain), the PCs have only a 90 minutes to reach area A5

before Krune awakens—whether the PCs are there or not. At this time, the GM should begin tracking the time the PCs spend talking and exploring areas **A1**, **A2**, and **A3**.

Faction Notes: Silver Crusade faction PCs should mark Kurshu with the provided brand. The brand is only effective if one anoints it with holy water as a full-round action, and either targets it with an instantaneous spell that heals at least 10 points of damage or expends a use of channel energy solely for this purpose. Once prepared, the brand remains effective for 1 minute, after which it again must be charged again. Striking an evil creature with the charged brand is a melee touch attack that deals 2d6 points of untyped damage that bypasses all damage reduction. Striking Kurshu with the prepared brand before she dies earns Silver Crusade faction PCs 1 Prestige Point.

A2. The Conduit Door (CR 8 or CR 11)

A flight of stairs ascends to the north from the stone ziggurat's first tier, terminating in a large stone door. Carved into the door's center is a large seven-pointed star, known as a Sihedron, with a palm-sized disk of blue-green metal inlaid into each point and a handprint embedded in its center. The disks glow softly with blue-green light, illuminating several runes that surround the handprint.

The blue-green metal is abyssium, a type of skymetal associated with sloth that also gradually sickens those who carry or contact it. In addition to its poisonous properties, abyssium can produce and store large amounts of energy. Any PC who succeeds at a DC 18 Knowledge (arcana or nature) check identifies the metal and its properties.

The reinforced stone door is locked (hardness 8, hp 75, break DC 28) but has no visible hinges or keyhole, and each of the abyssium plates bears a single rune that names one of the seven kingdoms of Thassilon. Those runes surrounding the handprint read, "Only those who bear the life sign shall pass." Upon her arrival, the priestess Vandiana used *stone shape* to change the inscription, which originally read, "Only those who bear my sign shall pass." With a successful DC 15 Craft (stonemasonry) or DC 22 Perception check, a PC can notice the altered rune—it is not as precisely inscribed and is slightly deeper than the others.

Traps: There are two traps in this area. The first is a simple *alarm* spell placed here by Vandiana. If alerted to the PCs' presence, she warns her allies in area **A4** but continues her ritual.

The second trap is one placed here by Krune to strike dead unwelcome interlopers and power his sanctum. Anyone who touches the door triggers a *vampiric touch*

SCALING BREACHING THE SCANTUM

To accommodate groups of 4 players, Kurshu the Undying loses one more use of *limited wish* and is sickened.

Make the following changes for groups that explicitly agree to a greater challenge.

Subtier 7-8: Use the stats for Kurshu in Subtier 10-11, and give her 2 additional negative levels.

Subtier 10-11: Remove Kurshu's weakness ability and 1 negative level.

trap that sends the drained life energy directly to Krune, granting him temporary hit points. Anyone bearing a Sihedron brand or tattoo does not trigger this trap and can freely push open the door as if it were not locked.

Subtier 7-8 (CR 8)

KRUNE FEEDER TRAP

CR 8

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch; **Reset** automatic; **Bypass** Sihedron brand or tattoo
Effect spell effect (heightened *vampiric touch*, +8 melee touch, 10d6 damage, stolen hit points go to Krune in area **A5**)

SUBTIER 10-11 (CR 11)

KRUNE FEEDER TRAP

CR 11

Type magic; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger touch; **Reset** automatic; **Bypass** Sihedron brand or tattoo
Effect spell effect (heightened, empowered *vampiric touch*, +8 melee touch, 10d6 damage plus 50%, stolen hit points go to Krune in area **A5**)

Development: The temporary hit points that *vampiric touch* grants Krune last for only one hour. If more than an hour passes before the PCs enter area **A4** and trigger the countdown to Krune's revival, the runelord uses the temporary hit points to hasten his awakening and appears one round sooner (see page 11).

A3. The Waking Runes (CR 9 or CR 12)

The door opens into a fifteen-foot hallway that extends to the northeast and northwest to create a heptagonal perimeter around a central structure. Great stone plates inlaid with blue-green metal are built into alternating walls, each massive plate inscribed with its own immense rune. Framing each rune is a trio of extraplanar figures cast in stone, each one's visage twisted in anger, agony, or despair.

The only other visible door lies on the eastern side of the central structure.

Each of the massive plates measures approximately 5 feet in diameter and serves as the magical focus for one of Runelord Krune's most powerful defensive runes on his body. If a rune is broken or disabled, the magic from that rune would fail as the corresponding rune on his body is insufficient to maintain the enchantment on its own. During his reign as a runelord, Krune returned to his sanctum at times to recharge and maintain the enchantments, but knowing that he would sleep for a century, he bound outsiders to the runes to fuel them with their essence. The outsiders have long since withered away, leaving behind only brittle, stony husks. If targeted with *stone to flesh* or a similar spell, such a creature is already dead and crumbles to ash over the course of a minute.

Each rune is one Krune inscribed himself with Lissala's aid, and mere physical force would not normally be sufficient to break one; however, because the runes are poorly maintained, the PCs can disable each in a unique way. To identify a rune, determine if it is active, and obtain a hint about how to destroy it, a PC must make a successful DC 20 Knowledge (arcana or religion), Linguistics, or Spellcraft check (DC 23 in Subtier 10–11). Exceeding the DC by 10 or more informs the PC exactly how to disable the rune.

Even though the runes are inanimate objects, they are vulnerable to particular effects as detailed in their individual entries. The rune plates are each hardness 8 for the purposes of disabling through attacks, receive no saving throw to resist effects to which they are vulnerable, and aren't subject to critical hits.

The runes are not without defenses. Unless otherwise noted, breaking a rune plate does not destroy the rune; a blue-green image of the rune hangs in midair where the plate once was. Also, anyone who tries to manipulate, disable, or destroy a rune plate and is unsuccessful in doing so (including by making an attack that doesn't do enough damage to disable the rune or a multi-round effect that is cut short before disabling the rune) is branded with a special Thassilonian cursed rune that marks her as an enemy of Xin-Haruka, which gradually consumes her energy. A creature can receive one such rune from each plate, to a maximum of 7. Each additional cursed rune increases the DC to remove the curse by 1 but doesn't inflict additional damage.

For details of how each rune benefits Krune and how each rune's destruction affects him, see the Weakening Krune entry on page 17.

Subtier 7–8 (CR 9)

CURSED RUNE OF SLOTH

Type curse; Save Will DC 18

Frequency 1/day

Effect 1d3 Dex damage. Until the target recovers all Dex damage, he is fatigued.

Subtier 10–11 (CR 12)

CURSED RUNE OF SLOTH

Type curse; Save Will DC 20

Frequency 1/day

Effect 1d6 Dex damage. Until the target recovers all Dex damage, he is fatigued.

A3a. Rune of Life

A PC who identifies a rune of life understands that subtle forces of death can disrupt and destroy the rune. The following can disable the rune: dealing 20 points of negative energy damage in one round (27 points in Subtier 10–11); bestowing 2 or more negative levels; dealing 2 or more points of ability damage to a single ability score by a poison or disease in one round (3 points in Subtier 10–11); or casting a spell at the rune of 3rd-level or higher with the death descriptor (4th-level or higher in Subtier 10–11).

A3b. Rune of Alacrity

A PC who identifies a rune of alacrity understands that effects that would impede a creature's speed and mobility can disrupt and destroy the rune. The following can disable the rune: being entangled by a magical or alchemical effect for 7 rounds (10 or more rounds in Subtier 10–11); being staggered or paralyzed for 5 rounds (the rune can be targeted as if it was a humanoid, but behaves as a non-humanoid in Subtier 10–11); or dealing 25 points of cold damage in one round (35 points in Subtier 10–11).

A3c. Rune of Defense

A PC who identifies a rune of defense understands that effects that batter and shock can disrupt and destroy the rune. The following can disable the rune: dealing 25 points of electricity, force, or sonic damage in one round (35 points in Subtier 10–11); dealing 25 points of bludgeoning damage from a single attack (35 in Subtier 10–11); or casting *dispel magic* at the rune (CL 11th, or CL 14th in Subtier 10–11).

A3d. Rune of Life

This rune of life is identical to the one in area A3a.

Treasure: One of the outsiders bound to the rune was a monadic deva whose +3 *flail* is wrapped around his neck as if it were a noose. Unlike the rest of the outsider, the flail is still metal and did not turn to stone. Any creature with a good alignment may draw the flail directly from the wall without any effort. A PC can also extract the

THE WAKING RUNE

weapon by chipping it out from the wall, which takes 10 minutes of work.

Rewards: If the PCs recover the flail, reward them as follows.

Subtier 7–8: give each PC 500 gp.

Subtier 10–11: give each PC 1,500 gp.

A3e. Rune of Armor

A PC who identifies a rune of armor understands that effects that scorch, tear, or sabotage can disrupt and destroy the rune. The following can disable the rune: dealing 25 points of acid or fire damage in one round (35 points in Subtier 10–11); making a successful DC 30 Disable Device check (DC 35 in Subtier 10–11); or dealing 25 points of piercing or slashing damage from a single attack (35 in Subtier 10–11).

A3f. Rune of Control

A PC who identifies a rune of control understands that it is vulnerable to servant creatures and powerful commands. The following effects can disable the rune: or casting a spell at the rune of 3rd-level or higher with the compulsion descriptor (4th-level or higher in Subtier 10–11); dealing 30 points of damage from summoned or called creatures in one minute (50 points in Subtier 10–11); or making a successful DC 30 Use Magic Device check (DC 35 in Subtier 10–11).

A3g. Rune of Life

This rune of life is identical to the one in area A3a.

A4. The Lashmistress (CR 10 or CR 13)

The walls of this wide atrium curve gently up to an opaque, glassy dome. Tan light from an unseen source filters through the dome, faintly illuminating the area. The room narrows to the west, where a broad stone altar flanked by iron braziers obstructs movement further in. An iron tile mosaic frames a door-sized space on the east wall, with a three-foot-tall stone pedestal bearing a shallow bowl standing next to it. Sickly greenish-purple motes of light play across the walls, shining from the room to the west.

This room contains a few objects Krune deemed important for his revival. The altar is dedicated to Lissala and holds several objects important in her worship,

including a book of prayers, incense, and magical reagents. In addition, the flawless emerald (hardness 20, 40 hp, break DC 40) Krune used as the focus of his *trap the soul* spell is embedded into the altar's surface. The pedestal's bowl holds approximately a dozen crystal shards, and each contains a collection of Thassilonian runes inscribed on its surface. Each rune corresponds to individual *refuge* tokens used to arrive in Krune's sanctum. When a creature holds a crystal, it can see an image of the place where the token was activated through the portal and even walk through the portal to reach that location. With the exception of teleportation magic or the ability to earth glide, this is likely the only means for the PCs to escape the sanctum. The trip is one-way, and those shards not corresponding to each PC's token lead to an unidentifiable location that might leave the PC stranded.

The Lashmistress Vandiana has completed her ritual and awaits Krune's revival. The runelord awakens—triggering the encounter detailed in area A5—1d6+6 rounds after the PCs enter the area and encounter Krune's servants, though simple scouting should not trigger this countdown. The light shining from area A5 should intensify as the time counts down, making it clear to the PCs that they must act quickly. A PC can also quickly assess that there is less than a minute until Krune's return with a successful DC 20 Knowledge (arcana) or Spellcraft check.

Traps: The priestess Vandiana placed a *glyph of warding* in the hallway leading to the ritual chamber. Worshipers of Lissala do not trigger the trap.

Creatures: Vandiana, a priestess of Lissala also known as the Lashmistress, stands to the west of the altar to greet Krune when he arrives. With only a few *refuge* tokens to her name, she has only a few allies. These include Agarik, a stealthy champion of the faith, and (in Subtier 10–11) a dark naga.

Subtier 7–8 (CR 10)

GLYPH OF WARDING

CR 4

Type spell; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*glyph of warding*, 3d8 electricity damage, Reflex DC 17 half); multiple targets (all targets in a 10-ft.-radius burst)



AGARIK **CR 8**

Blackstrike (*Pathfinder RPG NPC Codex* 236)

hp 86

VANDIANA THE LASHMISTRESS **CR 9**

Female human cleric of Lissala 3/conjurer 4/mystic theurge 3

LE Medium humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 22, touch 14, flat-footed 20 (+4 armor, +2 deflection, +2 Dex, +1 natural, +3 shield)

hp 75 (10 HD; 3d8+4d6+3d6+36)

Fort +8, **Ref** +7, **Will** +13

OFFENSE

Speed 30 ft.

Melee +1 whip +5 (1d3 nonlethal)

Special Attacks channel negative energy 5/day (DC 13, 2d6)

Arcane School Spell-Like Abilities (CL 7th; concentration +9)
5/day—acid dart (1d6+2 acid)

Domain Spell-Like Abilities (CL 6th; concentration +10)

At Will—lore keeper (22)

7/day—blast rune (1d6+1 energy damage, 3 rounds)

Cleric Spells Prepared (CL 6th; concentration +10)

3rd—*dispel magic*, *glyph of warding*^o, *magic circle against good*, *wind wall*

2nd—*darkness*, *detect thoughts*^o (DC 16), *eagle's splendor*, *hold person* (DC 16), *sound burst* (DC 16)

1st—*command* (DC 15), *comprehend languages*^o, *divine favor*, *obscuring mist*, *sanctuary* (DC 15)

0 (at will)—*bleed* (DC 14), *guidance*, *resistance*, *stabilize*

D Domain spell; **Domains** Knowledge, Rune

Conjurer Spells Prepared (CL 7th; concentration +9)

4th—*confusion* (DC 16), *dimension door*

3rd—*arcane sight*, *haste*, *sleet storm*

2nd—*command undead* (DC 14), *darkvision*, *false life*, *glitterdust* (DC 15), *web* (DC 15)

1st—*alarm*, *chill touch* (2, DC 13), *grease* (2), *mage armor*

0 (at will)—*bleed* (DC 12), *message*, *read magic*, *touch of fatigue* (DC 12)

Opposition Schools evocation, illusion

TACTICS

Before Combat Prior to beginning the awakening ritual, Vandiana casts *false life* and *mage armor* on herself. If she senses her *alarm* trigger in area **A1**, she casts *darkvision*. Once she hears anyone open the door to area **A4**, she drinks her *potion of cat's grace*. All of these are already factored into her stats.

During Combat Vandiana tries to stay out of melee, relying on her allies to keep her enemies at bay. She uses her spells to hamper and harm her enemies and help her allies using her best judgment and does not hesitate to cast *darkness* to confuse intruders (especially if she hears the alarm and casts *darkvision*).

SCALING THE LASHMISTRESS

Make the following changes to accommodate a group of 4 PCs.

Subtier 7-8: Replace Agarik with two enforcers (use the slaver stats from *Pathfinder RPG GameMastery Guide* 266)

Subtier 10-11: Remove the dark naga from the encounter. Make the following changes for groups that explicitly requested additional challenge.

Subtier 7-8: Add a dark naga to the encounter.

Subtier 10-11: Give Agarik, Jorgas, and the dark naga the advanced simple template.

Morale Vandiana zealously fights to the death.

Base Statistics Without *cat's grace*, *false life*, and *mage armor*

Vandiana's stats are: **Init** +0; **AC** 18, touch 12, flat-footed 18;

hp 63; **Ref** +5; **Dex** 10; **CMD** 16

STATISTICS

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

Base Atk +5; **CMB** +4; **CMD** 18

Feats Combat Casting, Great Fortitude, Lightning Reflexes, Magical

Aptitude, Scribe Scroll, Spell Focus (conjuration), Toughness

Skills Craft (alchemy) +8, Diplomacy +9, Fly +9, Intimidate

+6, Knowledge (arcana) +8, Knowledge (religion) +10,

Perception +10, Sense Motive +15, Spellcraft +19, Use Magic

Device +7

Languages Common, Infernal, Thassilonian, Varisian

SQ aura, arcane bond (ring), summoner's charm (2 rounds),

combined spells (2nd)

Combat Gear *potion of cat's grace*; **Other Gear** +2 light

steel shield, +1 whip, *amulet of natural armor* +1, ring of

protection +2 (arcane bond), spell component pouch

Subtier 10-11 (CR 13)

GLYPH OF WARDING **CR 4**

Type spell; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*glyph of warding*, 4d8 electricity damage,

Reflex DC 17 half); multiple targets (all targets in a 10-ft.-

radius burst)

AGARIK AND JORGAS (2) **CR 8**

Blackstrike (*Pathfinder RPG NPC Codex* 236)

hp 86 each

DARK NAGA **CR 8**

hp 85 (*Pathfinder RPG Bestiary* 211)

TACTICS

Before Combat The dark naga casts *invisibility* on itself and

Agarik when they hear anyone opening the door to area **A4**.

VANDIANA THE LASHMISTRESS**CR 11**

Female human cleric of Lissala 3/conjurer 4/mystic theurge 5
LE Medium humanoid (human)

Init +2; **Senses** Perception +12

DEFENSE

AC 22, touch 14, flat-footed 20 (+4 armor, +2 deflection, +2 Dex, +1 natural, +3 shield)

hp 88 (12 HD; 3d8+4d6+5d6+42)

Fort +11, **Ref** +10, **Will** +16

OFFENSE

Speed 30 ft.

Melee +1 *whip* +6/+1 (1d3 nonlethal)

Special Attacks channel negative energy 5/day (DC 13, 2d6)

Arcane School Spell-Like Abilities (CL 9th; concentration +12)
6/day—acid dart (1d6+2 acid)

Domain Spell-Like Abilities (CL 8th; concentration +12)

At Will—lore keeper (22)

7/day—blast rune (1d6+1 energy damage, 3 rounds)

Cleric Spells Prepared (CL 8th; concentration +12)

4th—*cure critical wounds*, *explosive runes*^o, *order's wrath* (DC 18), *unholy blight* (DC 18)

3rd—*blindness/deafness* (DC 17), *dispel magic*, *glyph of warding*^o, *magic circle against good*, *wind wall*

2nd—*darkness*, *detect thoughts*^o (DC 16), *eagle's splendor*, *hold person* (DC 16), *sound burst* (DC 16)

1st—*command* (DC 15), *comprehend languages*^o, *divine favor*, *obscuring mist*, *remove fear*, *sanctuary* (DC 15)

0 (at will)—*bleed* (DC 14), *guidance*, *stabilize*, *resistance*

D Domain spell; **Domains** Knowledge, Rune

Conjurer Spells Prepared (CL 9th; concentration +12)

5th—*baleful polymorph* (DC 18), *mage's faithful hound*

4th—*confusion* (DC 17), *dimension door*, *enervation*

3rd—*arcane sight*, *haste*, *sleet storm*, *slow* (DC 16), *summon monster III*

2nd—*command undead* (DC 15), *darkvision*, *false life*, *glitterdust* (DC 16), *resist energy*, *web* (DC 16)

1st—*alarm*, *chill touch* (2, DC 14), *grease* (2), *mage armor*

0 (at will)—*bleed* (DC 13), *message*, *read magic*, *touch of fatigue* (DC 13)

Opposition Schools evocation, illusion

TACTICS

Before Combat Prior to beginning the awakening ritual,

Vandiana casts *false life* and *mage armor* on herself and casts *mage's faithful hound* to the east of the altar. If she senses her *alarm* trigger in area **A1**, she casts *darkvision*.

Once she hears anyone open the door to area **A4**, she drinks her *potion of cat's grace*.

During Combat Vandiana tries to stay out of melee, relying on her allies to keep her enemies at bay. She uses her spells to hamper and harm her enemies and help her allies using her best judgment and does not hesitate to cast *darkness* to confuse intruders (especially if she hears the alarm and casts *darkvision*).

Morale Vandiana zealously fights to the death.

Base Statistics Without *cat's grace*, *false life*, and *mage armor*

Vandiana's stats are: **Init** +0; **AC** 18, touch 12, flat-footed 18; **hp** 74; **Ref** +8; **Dex** 10; **CMD** 17

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 18, **Cha** 14

Base Atk +6; **CMB** +5; **CMD** 19

Feats Combat Casting, Great Fortitude, Improved Great

Fortitude, Lightning Reflexes, Magical Aptitude, Scribe Scroll, Spell Focus (conjuration), Toughness

Skills Craft (alchemy) +9, Diplomacy +11, Escape Artist +14, Fly +9, Intimidate +6, Knowledge (arcana) +9, Knowledge (religion) +11, Perception +12, Sense Motive +17, Spellcraft +22, Use Magic Device +9

Languages Common, Infernal, Thassilonian, Varisian

SQ aura, arcane bond (ring), summoner's charm (2 rounds), combined spells (3rd)

Combat Gear *potion of cat's grace*; **Other Gear** +2 *light steel shield*, +1 *whip*, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of protection* +2 (arcane bond), spell component pouch

Development: Upon defeating Vandiana, the PCs may have a brief reprieve before Krune appears in area **A5**.

Rewards: If the PCs defeat Vandiana and her allies reward them as follows:

Subtier 7–8: Give each PC 1,521 gp.

Subtier 10–11: Give each PC 2,288 gp.

A5. The Innermost Sanctum (CR 11 or CR 14)

Four thick chains extend from the walls to suspend a heavy stone sarcophagus several feet off the ground. A dozen cracks run across the sarcophagus's surface—opaque, bruise-colored vapor seeps from these breaks, pooling on the ground. Short-lived flashes of energy sporadically dance across the stone and through the mist.

This room contains Krune's body, preserved in stasis by the enchantments he cast just before Earthfall. By only sending his soul into the emerald in area **A4**, Krune allowed his body to remain near the rune foci that empower him. Although he anticipated that he would need to take longer to resuscitate than had he just cast an unmodified version of *trap the soul*, Krune also imagined he would not be in danger immediately after being revived. Krune's magically strengthened sarcophagus is very difficult to break (hardness 16, hp 200, break DC 42).

Hazard: The mist not only helps to preserve Krune's flesh, but it also slows down anyone else who comes in contact with it, potentially also causing victims to hibernate. A creature that ends its turn in the mist must

succeed at a DC 15 Will save (DC 17 in Subtier 10–11) or be staggered as per the *slow* spell for 1 round. A creature that fails 3 consecutive saves against this effect falls asleep. A sleeping creature is awakened when it takes damage or if an adjacent creature awakens it with a standard action. Krune is immune to this effect, and creatures he summons gain a +4 resistance bonus to will saving throws against this effect.

Creatures: The sarcophagus contains Krune's body, which is now animate and awaits the release of his soul from the emerald in area A4. Once the two reunite, Krune takes a few seconds to assess his situation and uses his dimensional steps ability to teleport out of the stone coffin. The moment he spots anyone who isn't obviously a Lissalan worshipper or otherwise in awe of his return, he assumes that something is amiss and begins demanding in Thassilonian that the PCs prostrate and identify themselves. Krune is unaware of the past 10,000 years' history, and he responds to any declaration of this at first with haughty disbelief, then shortly after with calculating acceptance to assertions that Thassilon fell long ago. The Runelord of Sloth is nearly unflappable and uses any time spent conversing to study his opponents. If he observes anyone but an obvious ally casting a spell or positioning herself for imminent combat, Krune immediately initiates hostilities against them.

Breaking either Krune's sarcophagus or his soul gem before he has awakened causes him to awaken immediately in a standing position, though he is staggered for one round.

All Subtiers (CR 11 or CR 14)

RUNELORD KRUNE

CR VARIES

hp 293 (see page 16)

Faction Notes: Cheliox faction PCs should take possession of *Krune's dragon-tooth spear* and command it to reveal the identities of Krune's extraplanar contacts and any of his other summoning secrets. The spear doesn't take kindly to being wielded by anyone other than the rightful Runelord of Sloth, and the PC must succeed at DC 22 Will save or be compelled to put down the spear. Attempting to wield the spear additional times has the same result, though the spear strikes the PC for her insolence each time after the first, dealing 1d8+9 damage. Even if the PC manages to control the spear, it attempts to disarm itself from the PC using its *telekinesis* ability. If a PC can resist the spear's ego, hold onto it for a round, and learn the secrets, Cheliox faction PCs earn 1 Prestige Point.

Osirion faction PCs should carefully observe Krune's revival and study the tools it requires. A PC may

SCALING THE INNERMOST SANCTUM

To accommodate groups of 4 PCs, randomly choose one rune of power that the PCs failed to disable and treat it as though it had been disabled successfully.

To accommodate players who explicitly opted into having an extra challenge, do not expend any of Krune's spells as a result of the PCs' disabling his rune foci. Add 75,000 gp of diamonds to his inventory. He knows *wish* and may cast it through his arcane focus. Replace one of his quickened *summon monster V* spells with *summon monster IX*.

determine the stasis-inducing properties of the mist by exposing himself to it and making a successful DC 27 Knowledge (arcana) or Spellcraft check. He may also make a similar skill check to study the departure of Krune's soul from his soul gem at the exact moment the runelord awakens. Finally, he may perform a close study of the ritual tools on the altar with a successful DC 25 Knowledge (religion) check. Successfully performing any of these three tasks earns Osirion faction PCs 1 Prestige Point.

Shadow Lodge faction PCs must adhere a small scrying focus onto either *Krune's dragon-tooth spear* or *Krune's rune-carved rod* without any non-faction PCs noticing. The sensor is small and veiled against detection, but anyone studying either artifact's magic aura with *detect magic* or a similar spell can find the sensor with a successful DC 20 caster level check. Planting the sensor on an artifact and ensuring that it avoids notice until the end of the scenario earns Shadow Lodge faction PCs 1 Prestige Point.

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

Subtier 7–8: Give each PC 2,370 gp.

Subtier 10–11: Give each PC 3,500 gp.

CONCLUSION

As Krune dies, the stone sarcophagus, his soul gem, and any remaining rune foci in area A3 rapidly crumble. The sanctum's blue-green light fades and the strange vapor dissipates, leaving the sanctum dark but for the PCs' light sources. Bereft of much of the power he once commanded and with his sanctum negligently drained of its magic, Krune does not trigger any cataclysmic effects in death. Instead, his death allows what magic is left in his body's runes to run unchecked—the runes first singe his skin and then scorch deeper, becoming grievous wounds on his body as they draw upon his fading life force for energy, writhing like maggots in a corpse. Within minutes, the runelord's body is completely consumed, leaving no trace of either his flesh or his tattoos. The PCs are able to depart the chamber by grabbing hold on their inscribed

crystals in area A4, using them to operate the portal and return to Heidmarch Manor.

In defeating Krune, the PCs have stopped one of the greatest foes ever to threaten Varisia from returning to power. What's more, the Pathfinder Society has slain Lissala's high priest, arresting the forgotten goddess's otherwise likely return. The Pathfinder Society spends a considerable time congratulating and debriefing the PCs, and the masked member of the PCs' earlier meeting wastes no time in taking the runelord's two artifacts and teleporting away—presumably taking them to the Grand Lodge in Absalom.

In the weeks that follow, word spreads around Varisia that the cult of Lissala had risen, that one of the runelords had nearly awakened, and that heroes—Pathfinders, more often than not—had slain him.

If the PCs fail to defeat Krune, the Decemvirate's contingency plans trigger, slowing Krune's return to power until another group of Pathfinders can defeat him.

Success Conditions

In order to satisfy the Decemvirate and Venture-Captain Sheila Heidmarch, the PCs must defeat and slay the runelord Krune and recover his two artifacts—*Krune's dragon-tooth spear* and *Krune's rune-carved rod*. Doing so earns each PC 1 Prestige Point. When reporting the scenario on paizo.com, mark the scenario success box to indicate the players' achievement.

Faction Missions

Player characters can earn 1 additional Prestige Point for completing their factions' missions. In this scenario, most of the factions' goals align that of the Pathfinder Society: the defeat of Krune.

Andoran Faction: Andoran faction PCs who ensure that the runelord Krune dies before the end of the scenario earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who force *Krune's dragon-tooth spear* to reveal Krune's summoning secrets earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who ensure that the runelord Krune dies before the end of the scenario earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who ensure that the runelord Krune dies before the end of the scenario earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who successfully analyze the magic that Krune used to preserve himself in area A5 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who ensure that the runelord Krune dies before the end of the scenario earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who ensure that the runelord Krune dies before the end of the scenario earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs able to secretly adhere a scrying stone to either of Krune's artifacts before they are handed over to the Society's leadership earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who are able to brand Kurshu before they slay her in area A1 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who ensure that the runelord Krune dies before the end of the scenario earn 1 Prestige Point.

APPENDIX ONE: MAGIC ITEMS

KRUNE'S DRAGON-TOOTH SPEAR (MAJOR ARTIFACT)

Aura strong conjuration; **CL** 17th

Slot none; **Weight** 9 lbs.

CONSTRUCTION

Alignment LE; **Ego** 22

Senses 120 ft. darkvision, hearing

Int 10, **Wis** 17, **Cha** 17

Communication read languages, *read magic*, speech, telepathy

Languages Thassilonian

Speed fly 30 ft. (good)

Lesser Powers *ray of enfeeblement* (3/day), *slow* (3/day)

Special Purpose defend servants of Lissala; **Dedicated Power** *telekinesis*

DESCRIPTION

Soon after the founding of Thassilon, the ancient emperor Xin crafted the Alara'quin, seven icons symbolizing the runelords' mastery of rune magic and dominance over their respective domains. Krune's *+3 dancing longspear* is one of these ancient weapons.

Krune's dragon-tooth spear has insightful patience granted to it by its imperial creator. Meant to embody all that is right and virtuous about inaction, the weapon is primarily concerned with providing for the comforts of its rightful wielder. It eagerly lashes out at those who would attack the faithful of Lissala, seeing her divine art of writing as the ideal form of communication due to its slower, more thoughtful expression. The longspear loyally communicates with Krune, but only when its services are needed. It persistently harangues other wielders, pointing out their foibles and critiquing their rash action as carelessly spontaneous.

DESTRUCTION

Krune's dragon-tooth longspear can be destroyed by bathing the weapon in the waters of the runefont of Xin-Haruka, and then using the still-wet spear to slay a direct descendant of the dragon whose tooth was used to create the weapon.

KRUNE'S RUNE-CARVED ROD (MINOR ARTIFACT)

Aura strong (all schools); **CL** 18th

Slot held; **Weight** 5 lbs.

DESCRIPTION

Krune's rune-carved rod is an evenly cut two-foot shaft of weathered dark gray stone inscribed with hundreds of runes that constantly shift, morph, crawl about its surface while held. The rod functions as a *greater metamagic rod* with two exceptions.

First, the rod is not limited to a single metamagic effect; it can apply the following metamagic feats: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Silent Spell, Still Spell, and Widen Spell. When the wielder casts a spell, he may apply up to three additional metamagic effects as it is cast.

Second, the rod has 10 charges that are renewed every 24 hours. Adding a metamagic effect to a spell uses up a number of charges equal to the number of spell levels increased by the metamagic feat.

DESTRUCTION

Krune's rune-carved rod can only be destroyed if Lissala or her herald personally destroys every mention of its existence in writing. The rod can then be easily sundered by an illiterate rune giant.

- quicken *dispel magic*, *spell turning*, *summon monster VII*
- 6th—*acid fog* (2), *globe of invulnerability*, *greater dispel magic*, *planar binding* (DC 28), *quicken glitterdust*, *summon monster VI*, *true seeing*
- 5th—*cloudkill* (DC 27), *hostile juxtaposition^{UC}* (DC 27), *mage's faithful hound*, *quicken grease* (DC 23), *summon monster V* (2), *wall of stone*, *waves of fatigue*
- 4th—*black tentacles*, *dimension door* (2), *fear* (DC 24), *solid fog*, *stoneskin*, *summon monster IV* (2)
- 3rd—*dispel magic* (2), *explosive runes*, *fly*, *protection from energy*, *sleet storm*, *stinking cloud* (2, DC 25)
- 2nd—*acid arrow*, *blindness/deafness* (2, DC 22), *detect thoughts* (DC 22), *fog cloud*, *glitterdust* (2, DC 24), *web* (2, DC 24)
- 1st—*erase*, *grease* (2, DC 23), *mage armor*, *obscuring mist*, *shield*, *true strike* (2), *unseen servant*
- 0 (at will)—*acid splash*, *arcane mark*, *mage hand*, *read magic*

Opposition Schools evocation, illusion

TACTICS

Before Combat

Krune cast
mage

APPENDIX TWO: KRUNE

RUNELORD KRUNE

CR 18

Human Thassilonian conjurer 17 (*Pathfinder Campaign Setting: Inner Sea Magic* 17)

LE Medium humanoid (human)

Init +4; **Senses** *arcane sight*, *darkvision* 60 ft., *runesight*, *see invisibility*; **Perception** +22

DEFENSE

AC 33, **touch** 23, **flat-footed** 25 (+4 armor, +5 deflection, +4 Dex, +4 dodge, +6 natural)

hp 293 (17d6+231)

Fort +17, **Ref** +16, **Will** +22

Defensive Abilities *freedom of movement*; **Immune** poison

OFFENSE

Speed 30 ft.

Melee *Krune's dragon-tooth spear* +18/+13 (1d8+9/x3)

Special Attacks *runelord's dominion* (DC 25)

Arcane School Spell-Like Abilities (CL 17th; concentration +27)

At will—*dimensional steps* (510 feet/day)

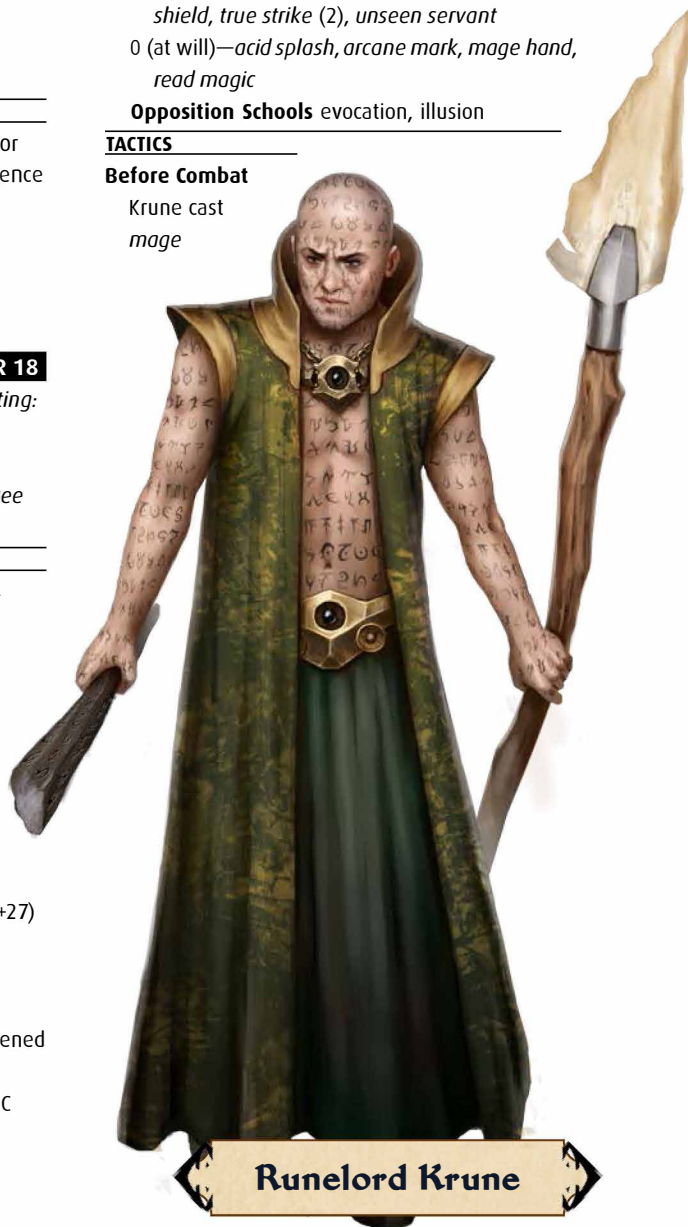
13/day—*acid dart* (1d6+8 acid)

Conjurer Spells Prepared (CL 17th; concentration +27)

9th—*foresight*, *quicken summon monster V* (2), *quicken wall of stone*

8th—*empowered summon monster VI*, *horrid wilting* (DC 28), *quicken black tentacles*, *quicken dimension door*, *quicken summon monster IV*

7th—*empowered cloudkill*, *greater teleport*, *phase door*,



Runelord Krune

THE WAKING RUNE

armor before entering hibernation, and the spell's duration was maintained by his sanctum's energy. This spell's effects are already incorporated into his stats.

During Combat Krune combines quickened spells, summoning spells, and defensive spells and abilities to grant himself a tactical advantage before using his most potent offensive spells. He divides up his enemies with conjured creatures and *wall of stone*, and does not hesitate to cast *cloudkill* in close quarters. If he feels overwhelmed, he uses *phase door* or another movement ability to move to a different part of his sanctum, cast more spells to augment his combat abilities, and summon a small army.

Morale Krune does not surrender or retreat; he simply teleports to other parts of his sanctum to recuperate and launch another offensive. He fights to the death.

STATISTICS

Str 18, **Dex** 18, **Con** 20, **Int** 31, **Wis** 20, **Cha** 24

Base Atk +8; **CMB** +12; **CMD** 37

Feats Augment Summoning, Combat Casting, Empower Spell, Eschew Materials, Great Fortitude, Greater Spell Focus (conjunction), Inscribe Rune^{AP5}, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll, Simple Weapon Proficiency, Spell Focus (conjunction), Toughness

Skills Appraise +20, Bluff +17, Craft (alchemy) +23, Diplomacy +17, Intimidate +17, Knowledge (arcana, planes, religion) +30, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility) +23, Linguistics +30, Perception +22, Sense Motive +15, Spellcraft +30

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Draconic, Dwarven, Elven, Giant, Gnome, Ignan, Infernal, Sylvan, Terran, Thassilonian, Azlanti, Necril

SQ arcane bond (dragon-tooth longspear), exceptional stats, inherent bonuses, permanent spells, runes of power, runesight, runic ability bonuses, summoner's charm (8 rounds)

Combat Gear *boots of speed*, *Krune's rune-carved rod*, *wand of acid arrow* (CL 9th, 23 charges), *wand of summon monster III* (12 charges); **Other Gear** *Krune's dragon-tooth spear*, *belt of physical perfection* +4, *pearl of power* (8th), *periapt of proof against poison*, *ring of freedom of movement*, *ring of spell turning*, diamond and granite dust (1,000 gp), spell component pouch

SPECIAL ABILITIES

Contingency (Su) Krune used a *wish* to cast *contingency* before entering stasis. If Krune is ever affected by a spell effect that would impede his ability to teleport, that spell effect is targeted by *dispel magic* (CL 17th).

Exceptional Stats (Ex) Krune is an exceptionally talented wizard and a prodigy of rune magic. As a result, his ability scores were generated using 25 points, rather than using the standard 15 point buy used to create most NPCs. Krune also has far more wealth than an NPC of his level would normally have. These modifications increase his total CR by 2.

Inherent Bonuses: Krune has used *wish* spells to increase his stats. He has a +3 inherent bonus to his Intelligence, Wisdom, and Charisma ability scores.

Permanent Spells (Sp) Krune has made the following spells permanent on himself: *arcane sight*, *darkvision*, and *see invisibility*.

Runelord's Dominion (Su) One of Krune's most powerful tattoos was granted to him directly by Lissala and grants him control over others' runes. As a swift action, Krune can subtly alter the Thassilonian runes on one creature or 10-foot-square area that he can sense with his runesight ability. He may instead alter any number of runes that he can sense as a standard action. An altered rune that would normally grant a bonus to attacks, damage, ability checks, skill checks, ability scores, or saving throws instead inflicts an equal penalty to the same statistics. (See Runelord's Dominion, below.) Thassilonian runes that provide other beneficial effects are altered to provide the opposite effect, per GM discretion. This is a curse effect (Will DC 25 negates). The save DC is Charisma-based.

Runes of Power (Su) The mystic runes that cover Krune's body are foci for powerful arcane enhancements. These include a rune of armor that hardens his flesh and grants him a +6 bonus to natural armor; a rune of alacrity that grants him a +4 dodge bonus to AC and a +4 insight bonus to Initiative checks; a rune of defense that grants him a +5 deflection bonus to AC and a +5 resistance bonus to saving throws; a rune of control that grants a +3 competence bonus on attack rolls with *Krune's dragon-tooth longspear* and protects him from any creature he conjures as if he were protected by *protection from evil*, except it protects against all such creatures regardless of alignment or subtype; and 3 runes of life that grant him an additional 40 hit points each. These are already factored into his stats; see Weakening Krune on page 18 for disabling these benefits.

Runesight (Su) Several of the runes on Krune's body allow him to sense the presence of all other Thassilonian runes within 60 feet, just as if he possessed the blindsense ability.

Runic Ability Bonuses (Su) Some of Krune's mystic runes contain powerful magic that augments his ability scores, providing a +6 enhancement bonus to his Intelligence, Wisdom, and Charisma ability scores.

Runelord's Dominion

Over the course of Season 4, Pathfinders have had opportunities to acquire Sihedron brands. When affected by the runelord's dominion ability, each brand might cause a penalty instead of offering a benefit. GMs can use these as examples for warping other Sihedron brands.

Ioun Stone, Ocher Rhomboid: The PC loses the bonus feat granted by the *ioun stone* and also one other feat at random. Loss of these feats may mean that the PC no longer qualifies for other feats that he has. When Krune

affects this item, a Thassilonian rune appears on the surface of the *ioun stone*.

Sigil Wafer: The PC loses the +2 profane bonus to the chosen ability score and instead takes a –2 penalty to that ability score.

Sihedron Brand (basic): The brand no longer grants a +4 bonus on Knowledge checks and instead bestows a –4 penalty on Knowledge checks regarding Thassilon and Spellcraft checks to identify Thassilonian magic.

Sihedron Brand (endurance): The brand no longer grants a +2 profane bonus on Fortitude saving throws and instead bestows a –2 penalty on Fortitude saving throws. The brand no longer grants temporary hit points and instead deals damage to the character equal to twice her character level.

Sihedron Brand (service): The brand no longer grants a +1 or +2 profane bonus on attack and damage rolls against summoned creatures and a +1 or +2 profane bonus to AC against summoned creatures. Instead, it bestows an equal penalty on such attack rolls and damage rolls and to AC against summoned creatures.

Weakening Krune

Krune is a very talented wizard, but he derives much of his power from the runes covering his body. Many of these runes are cryptic formulae for secret spells, and Krune is able to prepare many of his spells merely by using these runes as a reference. The marks' greatest power is that they channel powerful rune magic from Krune's sanctum, infusing his body with powerful, virtually permanent protective spells. Rather than scatter the sources of his power across his kingdom, Krune used his small sanctum both to store the massive Thassilonian carvings that harness the rune magic's energy and to sequester his body. Thus, he only had to conceal one location, but anyone who invades his sanctum is also able to sabotage Krune's greatest strength.

By disabling one or more of these giant runes, it's possible for a group of comparably low-level adventurers to fight the runelord and win. Each of the seven runes grants Krune a defined benefit (already incorporated into his stats), such as a bonus to AC or additional hit points. In Subtier 7–8, disabling a rune causes Krune to lose all of the rune's benefits, such as all 6 points of his natural armor bonus. In Subtier 10–11, disabling a rune instead cuts the

rune's numerical benefits in half (rounded down), such as reducing his natural armor bonus to +3 from his rune of armor or his deflection and resistance bonuses to +2 from his rune of defense.

Rune of alacrity (area A3b): This rune grants Krune a +4 dodge bonus to AC and a +4 insight bonus on Initiative checks.

Rune of armor (area A3e): This rune grants Krune a +6 natural armor bonus to AC.

Rune of control (area A3f): This rune grants Krune a +3 competence bonus on attack rolls with *Krune's dragon-tooth spear*. It also protects him from any creature he conjures as if he were protected by *protection from evil*, except it protects against all such creatures regardless of alignment or subtype.

Rune of defense (area A3c): This rune grants Krune a +5 deflection bonus to AC and a +5 resistance bonus on saving throws.

Rune of life (areas A3a, A3d, and A3g): Each of these 3 runes grant Krune 40 additional hit points and increases his fast healing by 1.

In addition, disabling one or more runes forces Krune to use more of his own magic to revive himself, expending one or more of his spell slots and lowering his caster level for the purpose of determining level-dependent effects for 24 hours. In Subtier 7–8, every rune weakens Krune in this way. In Subtier 10–11, the first disabled rune weakens Krune, and the PCs can weaken him one step further for every two additional runes they disable (treat 3 runes disabled as 2 for the table below, 5 runes disabled as 3, and all 7 runes disabled as 4). These effects are cumulative.

1 disabled: Reduce Krune's caster level by 1. Expend quickened *summon monster V*.

2 disabled: Reduce Krune's caster level by 1. Expend *foresight* and quickened *wall of stone*.

3 disabled: Expend empowered *summon monster VI* and quickened *summon monster IV*.

4 disabled: Reduce Krune's caster level by 1. Expend quickened *black tentacles* and quickened *summon monster V*.

5 disabled (Subtier 7–8 only): Reduce Krune's caster level by 1. Expend empowered *cloudkill*.

6 disabled (Subtier 7–8 only): Expend *greater teleport*, *horrid wilting*, and *summon monster VII*.

7 disabled (Subtier 7–8 only): Reduce Krune's caster level by 1. Expend quickened *dimension door*.

THE WAKING RUNE

Andoran



Freedom Seeker,

Even with the passage of several ages, Runelord Krune epitomizes oppression. He built up his entire kingdom on the broken backs of slaves and servants, creating a world of never-ending toil and mindless servitude. If he were to again rise to power in this world—especially backed by the return of his goddess—slavery would become rampant in Varisia. While others accompanying you may seek to parley with words, be not beguiled by the honey-tongued lies of this insidious fiend. Make sure none offer him mercy or the opportunity to escape. Krune must die.



Godspeed,

Major Colson Maldris

Chelax



Delectable Toy,

No doubt House Thrune will rejoice at the news of your success in defeating Krune, but as we both know, that regime has thrown aside its most useful toys—a mistake I would never make, I assure you. In moving forward we must prepare our own resources should other powers in Chelax perform another stunt like the one earlier this year. Krune is known to have commanded massive armies of outsiders, and no doubt he knows the secrets of countless under-exploited, extraplanar servants. He won't tell you about them, but his legendary spear might.

Take hold of his spear and command it to divulge Krune's summoning secrets. It will fight back, and you won't have long to commune with it before the Decemvirate snatches up the artifact. Remember well what the spear tells you, and together we shall make plans for the future.



Longing for your return,

Paracountess Zarta Dralneen

Grand Lodge



Trusted Ally,

Nearly a year has passed since unknown cultists attacked the Pathfinder Society and stole a hard-won Thassilonian relic. Together we have tracked down these villains and uncovered a plot with far greater consequences than have ever faced the Society before. Ensure that Varisia does not fall to a risen runelord.

Ensure either that Krune is not resuscitated or that he dies where he stands.



For the good of Golarion,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honorable Brethren,

The reports note that Krune's subordinates move as quickly as we do, only they seek his rebirth and his goddess's subsequent return. Lissala is a deity of loyalty and servitude, but that does not mean that she is one of honor; do not be swayed by her minions' arguments that we have any common ground. Before we depart for Tian-Xia, we must finish our business in Avistan.

Deal with Krune as the Society directs. Your allies' success is our success.



Let the heavens shine on your fate,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Prince's Hand,

I shall posit what might seem to be a galling comparison: in a way, Osirion and the old kingdoms of Thassilon are similar. Both governments revolve around nearly divine rulers whose lives could span as many years as there are stars in the night sky. Osirion uses its own secret techniques to extend the lives of its rulers and most loyal servants, and I wish to know what methods a runelord used to preserve himself for 10,000 years. Witness the revival if you can, and analyze the process and its paraphernalia to understand its nuances. Such life-preserving magic may be a perfect counter to the Ruby Prince's curse.



By the endless sands,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Valued Emissary,

The network of city-states and vassal towns is difficult to navigate for a merchant, but I have no illusions that a runelord's despotic rule would be any more amenable to trade. On top of this, the untold suffering the Varisian people would suffer is not worth so shallow a goal. Instead we shall be remembered as the righteous victors when the runelord falls before he can truly stand; the association might earn us more friends in the distant land.

Destroy the evil wizard, ensuring that he will never return.



Prosperity upon your house,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Dear Friend,

I know several colleagues who have expressed fear several times in the past, but typically it was a bluff to gain some advantage. Know that when an honest Varisian such as me expresses fear as I do now, it is sincere but tempered by my faith in your ability to win. The runelords are bandied about in Varisian nurseries like long-dead boogymen, and it's chilling to think that one is about to rise again.

There is more riding on this than simply our family's reputation. If Krune doesn't die, he will wipe out everything we have built. It's dirty work, but somebody's got to kill him.



By the blood of my fathers,
Guaril Karela
Guaril Karela

SHADOW LODGE



Fellow Outcast,

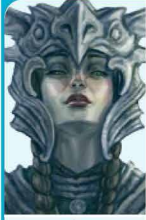
The Decemvirate has no doubt laid claim to the richest of Krune's spoils, particularly his legendary spear and rod. It would be pointless to contest their lion's share, so rather than fight them directly, we shall turn their arrogance and avarice to our advantage. Included with this message are both a tiny quantity of *sovereign glue* and a tiny but beautifully cut gem. The gem acts as a scrying focus and will allow us to monitor how the Ten use either artifact. If we find either relic has been turned to irresponsible purposes, we shall act.



Always your strongest advocate,
Torch
Grandmaster Torch

THE WAKING RUNE

Silver Crusade



Holy Crusader,

The Seers of Celestial Light have divined that the Lissalan priestess known as the Lashmistress has procured the services of Kurshu the Undying, the true herald of that long-forgotten goddess. This creature is among the goddess's strongest links to our world, and should Krune arise, she almost certainly has the power to return the deity to Golarion.

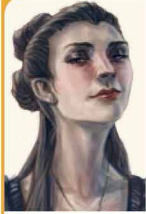
Some outsiders do not truly perish when slain; their essence returns to their patrons to be reborn and serve again. We cannot risk this with Kurshu. Accompanying this letter is a sacred brand that burns briefly with holiness when anointed by holy water or blessed with positive energy. An evil outsider's essence is sealed away when it is so marked. Even if this only slows Kurshu's possible revival, you will do Golarion a great service by branding her before she dies.

Sarenrae guide your steel,


Ollysta Zadrian



TALDOR



Noble Friend,

Taldor has led the greatest armies against the greatest evils, and this crusade against the Runelord of Sloth shall be no different. Lead your fellows into battle, and see to it that Krune falls thanks to Taldor's might.

The people of Varisia might not recognize a superior political system even when it is wafted beneath their very noses, but they will certainly applaud your valor if you succeed at this task.

Return victorious,


Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-26: The Waking Rune

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

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Pathfinder Society Scenario #4-26: The Waking Rune

Scenario Chronicle #

Slow Normal

SUBTIER	2,260	4,520
7-8		
SUBTIER	3,916	7,883
10-11		

MAX GOLD

This Chronicle Certifies That

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

EXPERIENCE

Starting XP	
+	GM'S INITIAL
XP Gained (GM ONLY)	
Final XP Total	

FAME

Initial Fame	Initial Prestige
+	GM'S INITIAL
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Start GP	
+	GM'S INITIAL
GP Gained (GM ONLY)	
+	GM'S INITIAL
Day Job (GM ONLY)	
+	
Items Sold	
=	
Subtotal	
-	
Items Bought	
=	
Total	

Items Found During This Scenario

SUBTIER

ALL

Rune of Power: You have a single rune tattooed on your skin as a memento of the day you defeated Krune, and a hint of his power infuses it. Choose one of the following runes. Cross the rest off your Chronicle sheet.

- **Rune of Alacrity:** Once per day as a swift action, you gain a +2 dodge bonus to AC for 3 rounds.
- **Rune of Armor:** Once per day as a swift action, your natural armor bonus increases by 2 for 1 minute.
- **Rune of Control:** Once per day as a swift action you may cast *protection from chaos/evil/good/law* on yourself, but only to prevent bodily contact with summoned creatures. This effect lasts for 5 minutes.
- **Rune of Defense:** Once per day as an immediate action, you gain a +5 deflection bonus to AC that lasts until the beginning of your next turn.
- **Rune of Life:** Your effective Constitution score for determining when you would die from hit point damage increases by 7.

Student of Thassilon: Through the study of Krune's sanctum and personal effects, Pathfinder sages have deciphered many of the secrets of Thassilonian magic and how to avoid the sinful excesses that twisted Xin's magic. When building a new character for Pathfinder Society Organized Play, you may make use of the Thassilonian magic rules on page 17 of *Pathfinder Campaign Setting: Inner Sea Magic*. As with other rules outside the core assumption, you must provide a legal copy of the book to use this option.

SUBTIER

7-8

- +2 *light steel shield* (4,159 gp)
- +3 *flail* (18,308 gp)
- amulet of natural armor +1* (2,000 gp)
- boots of speed* (12,000 gp)
- periapt of proof against poison* (27,000 gp)

- wand of acid arrow* (CL 9th, 23 charges; 6,210 gp)
- wand of summon monster III* (12 charges; 2,700 gp)

SUBTIER

10-11

- belt of physical perfection +4* (64,000 gp)
- headband of vast intelligence +2* (4,000 gp)
- pearl of power* (8th level spell; 64,000 gp)
- ring of freedom of movement* (40,000 gp)
- ring of spell turning* (100,000 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #