

PATHFINDER SOCIETY

YEAR OF THE SERPENT



THRALLS OF THE SHATTERED GOD

By Andrew Hoskins



THRALLS OF THE SHATTERED GOD

Pathfinder Society Scenario #7–17

Author • Andrew Hoskins

Development Lead • Linda Zayas-Palmer

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Lindsey Wakefield, and Mathias Zamecki

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Pathfinder Society Scenario #7-17: Thralls of the Shattered God is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com/pathfindersociety

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THRALLS OF THE SHATTERED GOD

BY ANDREW HOSKINS



For generations before the Worldwound sundered Sarkoris and tainted the land with its Abyssal energies, the clans of Sarkoris flourished. They worshiped numerous eclectic deities, from personal and clan gods to the conventional deities of Golarion. Each of these divine beings represented a different aspect of Sarkorian life. Because of the innumerable and ever-changing pantheons of the Sarkorians, some charlatans and false gods found worshipers in these zealous people. Laktharis, a kalavakus demon, insinuated himself into the local pantheon of a town called Dredarin. Within one generation, he became their living god and primary focus of worship. He aligned his mythos with an ancient Sarkorian relic, the *heartwood staff* (see page 27). The staff could transform into a huge magical tree and keep the nearby soil fertile. The kalavakus used the staff's power to support his claim of divinity, regularly augmenting its power with the souls of his faithful.

In 4606 AR, the Worldwound shattered Sarkoris, and the armies of Deskari poured out of the gaping rifts. They cared nothing for the delicate ruse of a single kalavakus and razed Dredarin, murdering most of its citizens and scattering the rest. Laktharis bided his time, waiting for a moment when he could return for the *heartwood staff* and snatch it from the clutches of hostile demons.

Before the demon could act, the traitorous Venture-Captain Thurl captured him and subjected him to terrible experiments in his secret laboratory in Nerosyan. Thurl removed portions of Laktharis's body and grafted them into Valais, a Pathfinder agent that the venture-captain caught spying on his research. Eventually, Thurl fled Nerosyan, and Laktharis seized the opportunity to escape. Laktharis stole key portions of Thurl's demonic research and several body parts from the laboratory's cold storage locker. After studying Thurl's research, Laktharis was able to integrate these parts into his own physiology, replacing the pieces of his own body that Thurl had removed.

Once he was "whole" again, Laktharis departed for the ruins of Dredarin. However a raelis azata named Kitarlo noticed his escape. Kitarlo had been secretly assisting the

WHERE ON GOLARION?

Thralls of the Shattered God begins in Starrise Spire in Nerosyan. From there, the PCs travel west into the Worldwound, a land infested with the taint of the Abyss. Valais, a former Pathfinder agent, leads them to a site near the demonic city of Storasta, where old Sarkorian cultists seek to recover a temple to their lost god. For more information about these regions, see *Pathfinder Campaign Setting: The Worldwound* and *Pathfinder Campaign Setting: Lost Kingdoms*, available at bookstores and game stores everywhere and online at paizo.com.



Fifth Crusade against the Worldwound, inspiring heroism in the soldiers and collecting their stories. When he saw a mangled kalavakus sneaking out of the city, the curious azata followed the demon through this former holdings in the Worldwound and back to his magical tree. Kitarlo wasn't sure what the tree was, but he knew it must be important. After fighting off the demon, Kitarlo placed a special ward around the tree to ensure that only someone with a pure soul could approach it. Just as Kitarlo was finishing his ward, Laktharis returned and ambushed him. The demon ripped the azata's arm off and grafted it to his own body in the hopes that it would allow him to pass the ward, but the arm alone was not enough. Undaunted, Laktharis has duped the ancestors of his former clergy into

GM RESOURCES

Thralls of the Shattered God makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Advanced Players Guide (APG)*, and *Pathfinder RPG Ultimate Equipment (UE)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

reclaiming their homeland under the protection of a naive crusader named Shyael. Laktharis intends to trick Shyael into retrieving the staff for him.

SUMMARY

The PCs begin in Starrise Spire where they meet with Venture-Captain Jorsal of Lauterbury and Ollysta Zadrian to discuss the ailments of a fellow Pathfinder, Valais. Her condition is the result of the cruel experiments of former Venture-Captain Thurl, a demon-worshipping traitor to the Pathfinder Society. After meeting Valais, the PCs find she has been subconsciously writing and dreaming the word “Laktharis,” which by all accounts is one of the Sarkorian’s many gods. In addition, visions of a bleeding tree urge her to travel west, into the Worldwound. Jorsal and Ollysta task the Pathfinders with escorting Valais into the Worldwound to discover the significance of the visions and to hopefully find solace for Valais’s troubled mind.

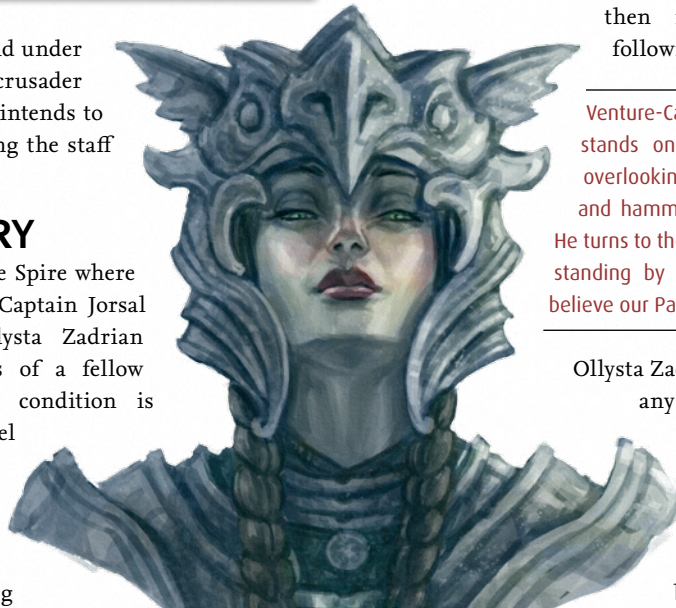
The PCs follow Valais’s lead to an excavation in the hills near the Fallen Forest. Several Sarkorians and a crusader named Shyael are attempting to uncover the cathedral to the Sarkorian’s god, Laktharis. The PCs can either gain them as allies or defeat them in combat.

Exploring the cathedral requires the PCs to disarm or dodge several magical traps and hazards designed to weaken and indoctrinate Laktharis’s followers. When they breach the inner chamber, the PCs discover a magically warded tree twisted by the taint of the Worldwound and a mangled, unconscious azata. The azata placed a ward around the tree that only allows a creature with a pure soul to touch it. Laktharis attempts to use the PCs to retrieve the tree from the ward. If the PCs slay Laktharis, they can help revive Kitarlo, transform the tree back into a staff,

and potentially purge the corruption from a sacred relic of Sarkoris. Kitarlo believes that removing the demonic taint within Valais is quest worthy of his attentions, and he asks Valais and the PCs how he should proceed in this quest.

GETTING STARTED

This scenario reintroduces a key NPC from *Pathfinder Society Scenario #5–09: The Traitor’s Lodge*—check to see which players have a Chronicle sheet from that adventure, then read or paraphrase the following to begin the scenario.



**OLLYSTA
ZADRIAN**

Venture-Captain Jorsal of Lauterbury stands on a balcony of Starrise Spire, overlooking Nerosyan. The sounds of saws and hammers echo from the city below. He turns to the tall woman in full-plate armor standing by his side and says, “Ollysta, I believe our Pathfinder agents have arrived.”

Ollysta Zadrian recognizes and greets any PCs who are members of the Silver Crusade faction, as well as any PCs who rescued Valais in *The Traitor’s Lodge* (assume that PCs who received both Prestige Points from that adventure rescued the unfortunate Pathfinder). She then introduces those PCs to Jorsal and motions for the rest of the PCs present to introduce themselves.

Jorsal bows slightly and smiles. “A pleasure. As you can see, Nerosyan is still rebuilding. However, thanks to the timely and decisive actions of the Pathfinder Society, Mendev still has a city to rebuild. I want to personally thank those of you who had a direct hand in helping to contain the threat of the Worldwound. We now look for new sites to establish forward bases of operations.

“Yet, even our victories shine a light on our failures. It seems that while we were able to rebuild Nerosyan and drive out the demonic scourge, we could not rebuild the body and mind of one of our own.”

Ollysta takes over, “For nearly two years the Silver Crusade has worked with the Pathfinder Society to attempt to cure Valais, a Pathfinder sent to investigate former Venture-Captain Thurl. He kidnapped her, then shattered her mind and body, replacing most of her physique with babau and kalavakus flesh.” The paladin splays her hand and holds it up, as if to the rising sun. “Even the light of the Dawnflower cannot banish Thurl’s darkness; usual healing magic has had no effect.”

Jorsal steps forward, “Valais has an idea that she believes could help the Society and herself, but I’ll let her explain it to you. Are there any questions you have about her unique situation before we call her in? I can also answer any questions you have about the crusade against the demons of the Worldwound before we continue.”

The PCs may have questions for Jorsal about the Worldwound, the Fifth Crusade, or Valais. If the PCs ask these questions in front of Valais, include her responses as well.

Is the crusade over? Jorsal answers, “It has certainly calmed down. The demon armies have retreated and crusaders seek to reclaim land inside the Worldwound and to build more *wardstones* to further contain the demonic threat.”

What is next for the crusade? Jorsal replies, “The generals seek to advance into the Worldwound and establish a new perimeter by constructing or usurping additional fortresses. Finding strategic locations for more *wardstones* is one of their many goals.”

What is a *wardstone*? Ollysta Zadrian explains, “The *wardstones* are a collection of holy artifacts. They create a field of energy the demons cannot pass with teleportation, and they prevent the Abyssal taint from spreading.”

Is the Worldwound closed? Ollysta replies, “Not yet. For now, we can be proud to have contained the threat and pushed the demon armies back.”

What happened to Valais? Jorsal answers, “Thurl used her in his experiments. He replaced much of her body with demonic flesh and suffused them into her essence.” Valais adds, “*The treacherous villain* thought that demons’ powers would serve him better than PATHETIC HUMAN FLESH.”

Who is Thurl? Jorsal explains, “A dwarven demonologist and former venture-captain. He worked out of Nerosyan in his own lodge, attempting to study the demons to find their weaknesses. Apparently, he was corrupted by his own fascination.” Valais adds, “Many have suffered at his hands, but ONLY I SURVIVED.” Valais turns toward any PCs who helped rescue her, “I can’t thank you enough.”

What magic have you tried? Ollysta replies, “We’ve tried removing the demon flesh and using regeneration magic to regrow her human body, but the demonic essence is so infused with her soul that the demon flesh grows back.



JORSAL OF LAUTERBURY

PRESENTING VALAIS

Before Thurl broke her body and mind, Valais Durant was a curious and kindhearted adventurer. She was known to aid those in need while still remaining fiercely loyal to the Decemvirate. Since Thurl’s experimentations, Valais’s soul has shared her body with the essences of two demons; this arrangement left her behavior muddled and sometimes unpredictable. Over the past two years, she has gained some level of control and composure, and most of her former personality has reemerged. Today, Valais is brave and determined. While she no longer fears the demons will overtake her, coping with the frequent thoughts encouraging her to commit evil acts, combined with the physical pain of the grafts, is exhausting. Her condition has also forced her into hiding, as few citizens of Mendev are willing to trust someone with such clear demonic features. She is eager to uncover the mysteries of her condition and hopefully find a cure. If any of the PCs received both Prestige Points in *Pathfinder Society Scenario #5-09: The Traitor’s Lodge*, she thanks them profusely for saving her life, and assures them that she is doing much better now than she was the last time they met.

The demonic essence still frequently affects her speech. When she speaks, the ideas are her own, but the demons twist her phrasing and speak with their own intonation. The babau interjects whenever the topic steers even somewhat toward hiding, skulking, or killing. The kalavakus, the piece of Laktharis’s essence, is obsessed with power and the domination of the strong over the weak. Valais’s dialogue is written to indicate which voice she is using. Dialogue written in italics denotes the babau’s speech, which softly hisses and subtly encourages violence. Dialogue written in capital letters denotes Laktharis’s speech, which sounds deep, booming and confident.

The influence of the kalavakus part of her body increases whenever Valais is within 100 feet of Laktharis himself, allowing that part to express independent ideas. At the same time, Valais suddenly becomes aware of what it is saying and argues with it. Specific information about presenting this conflict appears in several of the rooms of Laktharis’s temple (area B).

Some have considered powerful resurrection magic, but we’re afraid her soul might not be able to return.” Valais whispers, “*We persist.*”

How can we help? Ollysta says, “We’ll let Valais herself explain the situation.”

Can we trust Valais? Ollysta says, “Yes. She’s in control, for the most part.” Valais clarifies, “I get confused at times, but I’m in control. Combat sometimes riles my *dark thoughts*, so I’ll leave the fighting to you.”

Jorsal calls for Valais, who enters the room. Her visage is a patchwork of cream, red, and purple skin with asymmetrical horns.

Valais says, “Greetings Pathfinders, My name is Valais. I hope that you do not find my appearance too disturbing AND GROVEL IN FEAR. I need your help investigating a mystery and Jorsal won’t let me go out alone, *skulking in the dark, waiting.*”

“I’ve been having strange dreams lately about stone halls, a terrible beast, and a bleeding tree. Echoing throughout is a single word: ‘Laktharis.’ Our scholars say he is A POWERFUL SARKORIAN GOD. I’ve also felt a compulsion to find something in the Worldwound, *dark and hidden.*”

Jorsal interjects, “We’d like you to escort her and help her overcome any trials. Keep her safe and watch for anything that could help her condition. While out there, the Crusade asks that we keep an eye out for any abandoned buildings or fortresses we could use and to ensure they are habitable. The crusaders have already sent out a scout, an elf named Shyael. She hasn’t reported in for a week and they’d like an update on her progress. If you don’t run into her, just report your findings about potential sites directly to me.”



VALAIS

Valais takes a moment to answer the PCs’ questions.

What can you tell us about the stone halls? “They are fairly intact, but the windows are full of dirt. They are likely buried *like a forgotten corpse.*”

What does the beast look like? “I get more of an impression than an image. When I try to remember, I just become overwhelmed by ITS HORRIFYING VISAGE.”

Can you describe the tree? “It’s fairly large with gnarled limbs and no leaves. Cracks in the tree *bleed and burn!*”

Who are the Sarkorians? “The Worldwound used to be called Sarkoris before the demons *slaughtered the weak.* The clans of Sarkoris worshiped innumerable gods BECAUSE THEY WERE WRETCHED. Some even had personal gods they could summon to their sides. Known as god callers, they were the most revered members of Sarkorian society.”

Why are you talking strangely? “The demons that Thurl fused into my body speak with their own voices at times. I never hear what they say, but they convey my meaning well enough. I know it can be TERRIFYING to observe, but the demonic portions have no control over my actions.”

Knowledge (history or religion)

Based on the results of a Knowledge (history) or Knowledge (religion) check, the PCs might know more about the history of Sarkoris. Each PC recalls all the information whose DC is less than or equal to the result of her check.

15+: Separate clans ruled the land formally known as Sarkoris. When the Worldwound opened in 4606 AR, the demons destroyed most of the clans. Refugees fled into Mendev, Numeria, Ustalav, and the Realm of the Mammoth Lords.

20+: The Sarkorians worshiped an ever-changing pantheon of gods. Among these were “true” gods, empyreal lords, and demon lords, as well as powerful outsiders. Others were fictitious beings or idols summoned by the revered people they referred to as god callers.

25+: Laktharis was the name of a brutal living god who ruled over the city of Dredarin, a small city in the hills north of Storasta. He demanded total devotion and obedience from his worshippers.

30+: Worship of Laktharis started in 4482 AR. Within 5 years, most of the people of Dredarin worshipped Laktharis as their sole deity. When the Worldwound opened in 4606 AR, demons overran Dredarin and slew Laktharis’s followers.

Diplomacy (gather information) or Knowledge (local)

Based on the results of a Diplomacy check to gather information or a Knowledge (local) check, the PCs may acquire information about the current activities in Nerosyan. Each PC recalls or learns all the information whose DC is less than or equal to the result of her check.

15+: With crusaders looking to take back land in the Worldwound, many Sarkorian refugees look to reclaim their ancestral homeland.

20+: Though the crusaders have had some success at converting the descendants of the original Sarkorian clans to the worship of Iomedae, Sarenrae, and other good deities, most of the native Sarkorians follow the polytheistic ways of their ancestors.

25+ Shyael is a paladin of Erastil who is often more concerned with helping the displaced Sarkorian people than fighting demons. However, when she does come across demons, she fights without mercy.

A. MEMORIES OF LAKTHARIS

Valais doesn't know where she is leading the PCs, but she says the path "feels familiar, like a dance you can only remember when you hear the melody." She is subconsciously receiving mental impressions and memories from Laktharis, who made his escape using this route. Laktharis's memories draw her to the ruins of Dredarin like a homing pigeon.

Valais leads the PCs through the many alleys and side streets of Nerosyan. She heads east to Thurl's old Pathfinder lodge, then northwest, before stopping in front of a small burned down shop near the city's western walls. She sifts her way through the rubble, uncovering a concealed trap door that leads into a smugglers tunnel that travels beyond the walls of Nerosyan and past the Egelsee River. While traversing the tunnel, the party passes through the protection of the *wardstones*. If the PCs feel uneasy about the tunnel, Valais agrees to leave through the main gate. She seems lost and confused for a moment before finding the path again and continuing west. Once they leave the city, Valais leads them out into the Worldwound and toward the demonic city of Storasta, through the scorched hills that used to be the Falling Forest. The journey from Nerosyan to the ruins of Dredarin takes 10 days on foot. While no venture into the Worldwound is truly safe, the PCs do not come across anything that poses a significant challenge to adventurers of their caliber. Instead, they encounter fiendish small animals and wandering dretches, the least of the demonkind, which they can frighten off or dispatch without expending resources. In the distance, the ground occasionally explodes in geysers of raw elemental energy. As the PCs reach Dredarin, read or paraphrase the following.

Picks and shovels lay haphazardly around an excavation camp. The spire and roof of a stone building peek out from the dense, ashen mud.

When Laktharis realized he couldn't remove the *heartwood staff* by himself, he searched for the descendants of the Sarkorians who had once revered him as a god. Approaching while invisible, Laktharis used his telepathy to speak to them as their god. Then, using his knowledge of their history, he convinced them to resurrect their old religion. Laktharis promised each of them protection from the Abyssal taint and a return to the old ways, if they could travel to his ancient cathedral and revive the tree-god that was stranded there.

The newly indoctrinated priests in Laktharis's cult turned to the crusaders for help, asking them for their aid in recovering their ancestral lands. The crusaders agreed, so long as they could build a fortress nearby to help keep the Sarkorians safe and patrol the Worldwound for other threats. They sent Shyael, an elven archer, devotee of Erastil, and an excellent scout. She has helped the Sarkorian cultists travel here, and feels that it is her responsibility to see them settled safely. She knows nothing of the true nature of their god but respects their bizarre beliefs. While they excavate their god's temple, she keeps watch for danger.

The cliff edge of the dig rises 20 feet, though the rough stone only requires a DC 10 Climb check to scale. The cathedral roof only rises 10 feet out of the earth, but requires a DC 20 Climb check to scale its smooth walls.

Creatures: Valais keeps a hood drawn over her face and stays behind the PCs. She has learned that people tend to treat her with disgust and hostility, especially crusaders.

Shyael stands on the roof of the uncovered cathedral, looking for danger in all directions. Over a dozen cultists stand along the edge of the ridge, digging away at the dirt to uncover the ancient structure. Several Sarkorian god callers oversee the site. In Subtier 8–9, the cult's leader is present. Although he would normally have an evil aura, his *angelskin*^{UE} armor masks his alignment. He does not trust the PCs and actively counters their attempts to earn people's trust. The cult leader's interference increases the DC of all Diplomacy and Bluff checks in this encounter by 5.

Shyael is wary of disguised demons, so her attitude toward the PCs begins as unfriendly. She uses *detect evil* as soon as she sees anyone approach, checking each PC in turn. If she detects an evil aura on any of them, perhaps because they worship an evil deity or have an evil-aligned item, then her attitude worsens by one step. Likewise, if she sees Valais's countenance without explanation, Shyael assumes that Valais is a demon manipulating the PCs, and her attitude worsens by one step. Valais does not have an evil aura, but the elf assumes that Valais is using magic to hide her true nature. Any attempt at intimidation immediately worsens Shyael's attitude by one step. If her attitude becomes hostile, she orders the cultists to flee and attacks the PCs, hoping to take at least one of them alive to question. Most of the cultists run away, but those more experienced in combat defend their god's cathedral. The cultists whose statistics are presented below are the ones who stay to fight—if you need statistics for the 12 noncombatants, use the statistics for an acolyte (*Pathfinder RPG NPC Codex* 244). The PCs can attempt to speak to the cultists directly; if they do, one of the god callers says, "I will not falter in my obedience to my god. As he has decreed, so shall I act. All else is distraction."

While the cultists are not initially willing to say much, the PCs can engage Shyael in conversation. Whenever the

A. Memories of Laktharis



1 square = 5 feet

Pathfinder Flip-Mat: Wasteland

PCs improve Shyael's attitude, they improve the cultists' attitude as well (with the exception of the cult leader in Subtier 8–9). If the PCs convince Shyael to listen to them with a successful DC 22 Diplomacy or Bluff check, her attitude toward the PCs improves to indifferent—or to friendly, if they succeed at the check by 5 or more. However, if the PCs fail this skill check by 5 or more, her attitude worsens by one step. The PCs gain a +2 circumstance bonus on their skill checks during this encounter if they mention Jorsal of Lauterbury or the crusader's desire to establish fortifications, as well as if they mention the name Laktharis without saying anything negative about him. These bonuses stack, to a maximum of +4. If the PCs claim that Laktharis is a demon, they do not take a penalty on this skill check, but the cultists vociferously insist that the PCs are ignorant and misinformed. The cultists do not know about their deity's true nature.

If the PCs improve Shyael's attitude to friendly, she believes in their good intentions. Proceed to the Development section on page 11. If Shyael's attitude is indifferent, she is willing to listen to the PCs, but the PCs must succeed at an additional DC 22 Bluff or Diplomacy check to convince her to allow them to enter the temple; failing this check leaves Shyael and the cultists uncertain, and they insist that they the PCs be on their way peacefully. Shyael explains that this is a sacred site, and it is her sworn duty to protect these people. One of the god callers asserts that he cannot allow the PCs to enter the temple unless they prove their devotion to Laktharis. He explains to the PCs that Laktharis was born from the fertility goddess of the sacred heartwood tree, and that his power over nature provided prosperity to Sarkorians in ancient times. The god caller insists that Laktharis can fight against the taint of the Abyss and restore the natural world, but that he rewards only loyal and obedient servants with such a great blessing. The god caller then calls upon the PCs to convert. If at least one PC swears loyalty to Laktharis, the cultists agree to allow the PCs to enter the temple. Otherwise, the cultists continue to unearth the temple, but as they come within a few minutes of completing this task, they insist again that the PCs leave, lest they be bound by duty and faith to force the PCs to depart by whatever means necessary. The PCs can attempt one final DC 24 Bluff or Diplomacy check to convince the Sarkorians of their good intentions.

Subtier 5–6 (CR 8)

SARKORIAN GOD CALLERS (3) CR 4

God callers (*Pathfinder Campaign Setting: Inner Sea NPC Codex 24*)

Human summoner 5 (*Pathfinder RPG Advanced Player's Guide 54*)
N Medium humanoid (human)

Init –1; **Senses** Perception +1

DEFENSE

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

hp 41 each

Fort +3, **Ref** +1, **Will** +6

Defensive Abilities shield ally

OFFENSE

Speed 30 ft.

Melee sickle +3 (1d6)

Ranged dart +2 (1d4)

Summoner Spell-Like Abilities (CL 5th; concentration +9)
7/day—*summon monster III*

Summoner Spells Known (CL 5th; concentration +9)

2nd (3/day)—*bull's strength, haste, see invisibility*

1st (5/day)—*enlarge person* (DC 15), *mage armor, magic fang, protection from evil*

0 (at will)—*acid splash, arcane mark, detect magic, guidance, light, message*

TACTICS

Before Combat As soon as the Sarkorian god callers are aware of the PCs' approach, they cast *mage armor*. They eavesdrop on the PCs conversations with Shyael. If they believe that violence is imminent, they move to a safe distance, putting their eidolons between themselves and the PCs.

During Combat The Sarkorian god callers drink their *potions of invisibility* then use spells to bolster their eidolons. If their eidolons fall, they try to stay away from the PCs while using *summon monster III* to keep reinforcements between themselves and the PCs.

Morale The god callers flee when reduced to fewer than 10 hp.

Base Statistics Without *mage armor*, the Sarkorian god callers' statistics are **AC** 12, touch 9, flat-footed 12.

STATISTICS

Str 10, **Dex** 8, **Con** 13, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +3, **CMB** +3, **CMD** 12

Feats Diehard, Endurance, Persuasive, Toughness

Skills Diplomacy +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Knowledge (religion) +8, Spellcraft +10, Use Magic Device +10

Languages Abyssal, Aquan, Common, Hallit

Combat Gear *potion of cure moderate wounds, potion of invisibility, scroll of glitterdust*; **Other Gear** mwk studded leather, darts (4), sickle, *cloak of resistance* +1

SARKORIAN PERSONAL GODS (3) CR —

Called eidolons (*Pathfinder Campaign Setting: Inner Sea NPC Codex 24*)

N Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 34 each

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

Defensive Abilities evasion

OFFENSE

Speed 40 ft., swim 40 ft.

Melee bite +7 (1d6+3), 2 pincers (1d6+1 plus grab)

TACTICS

Before Combat The eidolons stand protectively between the PCs and their summoners.

During Combat If the PCs approach, the eidolons stay near their summoners to better protect them. If the PCs instead stay at a distance and used ranged attacks, they approach the PCs. They attempt to pin PCs that they have successfully grappled with their grab ability.

Morale The eidolons fight until banished.

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 20 (24 trip)

Feats Iron Will, Multiattack, Toughness

Skills Intimidate +4, Perception +7, Sense Motive +7, Stealth +8, Swim +13

Languages Common

SQ link, evolutions (bite, gills, improved natural armor, limbs [arms], limbs [legs, 2], pincers, swim), share spells

SHYAEI

CR 5

Holy archer (*Pathfinder RPG NPC Codex* 114, see page 25)

hp 43

Combat Gear +1 demon-bane arrows (2), +1 undead-bane arrows (2), *potion of shield of faith*, alchemist's fire (2);

Other Gear mwk chain shirt, +1 longbow with 20 arrows, longsword, silver holy symbol of Erastil

TACTICS

Before Combat Shyael studies each PC with *detect evil* and makes note of any with evil auras.

During Combat Shyael drinks her *potion of shield of faith* and activates her divine bond. She then attempts to target Valais with her smite evil class ability paired with her *demon-bane arrows* (neither which functions on Valais) for the first round of combat, after which she attacks the PCs.

Morale Shyael has sworn to protect the Sarkorian refugees, and she does not surrender unless she believes doing so is the best way to protect them.

Subtier 8–9 (CR 11)

CULT LEADER

CR 10

Male human oracle 11 (*Pathfinder RPG Advanced Player's Guide* 42)

CE Medium humanoid (human)

Init +6; **Senses** Perception –1

DEFENSE

AC 23, touch 15, flat-footed 21 (+5 armor, +3 deflection, +2 Dex, +3 shield)

hp 97 (11d8+44)

Fort +7, **Ref** +9, **Will** +8

Resist fire 20

OFFENSE

Speed 40 ft.

Melee mwk cold iron morningstar +10/+5 (1d8+1)

Oracle Spells Known (CL 11th; concentration +16)

5th (5/day)—*greater command* (DC 20), *mass inflict light wounds* (DC 20), *slay living* (DC 20), *summon monster V*

4th (7/day)—*blessing of fervor*^{APG} (DC 19), *freedom of movement*, *inflict critical wounds* (DC 19), *spiritual ally*^{APG}, *wall of fire*

3rd (7/day)—*blindness/deafness* (DC 18), *dispel magic*, *fireball* (DC 19), *inflict serious wounds* (DC 18), *invisibility purge*, *magic vestment*

2nd (7/day)—*bear's endurance*, *cure moderate wounds*, *hold person* (DC 17), *inflict moderate wounds* (DC 17), *resist energy*, *lesser restoration*, *sound burst* (DC 18)

1st (8/day)—*bless*, *burning hands* (DC 17), *endure elements*, *inflict light wounds* (DC 16), *obscuring mist*, *protection from chaos*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *spark*^{APG} (DC 16), *stabilize*

Mystery flame

TACTICS

Before Combat The cult leader cast *magic vestment* on his armor and shield earlier in the day. When he sees the PCs approaching, he casts *shield of faith*. The effects of these spells are included in his statistics. He also cast *freedom of movement* earlier in the day.

During Combat The cult leader casts *greater command* on the first round of combat, and then takes to the air on his wings of fire and uses fire spells against the PCs. He applies metamagic feats to exclude his allies from their area or to sicken his targets. If the PCs prove resistant to fire, he switches to his other offensive spells or attempts to dispel their resistance, depending upon the situation.

Morale The cult leader fights to the death for his god.

Base Statistics Without *magic vestment* or *shield of faith*, the cult leader's statistics are **AC** 16 touch 12, flat-footed 14.

STATISTICS

Str 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 8, **Cha** 20

Base Atk +8; **CMB** +9; **CMD** 24

Feats Acrobatic Steps, Extra Revelation^{APG}, Improved Initiative, Lightning Reflexes, Nimble Moves, Selective Spell^{APG},

Sickening Spell^{APG}, Spell Focus (evocation), Toughness

Skills Acrobatics +15 (+19 to jump), Bluff +16, Diplomacy +14, Intimidate +19, Knowledge (planes) +4, Knowledge (religion) +8, Spellcraft +14

Languages Abyssal, Celestial, Common, Hallit; *tongues* (understanding only)

SQ oracle's curse (tongues), revelations (burning magic, cinder dance, firestorm, molten skin, wings of fire)

Combat Gear *potion of bear's endurance*, *potion of cure moderate wounds*, *scroll of break enchantment* (CL 11th),

scroll of remove fear (CL 8th); **Other Gear** +2 *angelskin*^{UE} studded leather, +2 *light steel shield*, mwk cold iron morningstar, *cloak of resistance* +2, *headband of alluring charisma* +2, silver unholy symbol of Laktharis

SARKORIAN GOD CALLERS (2) CR 4

God callers (*Pathfinder Campaign Setting: Inner Sea NPC Codex* 24, see page 9)

hp 41 each

TACTICS

Use the tactics from Subtier 5–6.

SARKORIAN PERSONAL GODS (2) CR —

Called eidolon (*Pathfinder Campaign Setting: Inner Sea NPC Codex* 24, see page 9)

hp 34 each

TACTICS

Use the tactics from Subtier 5–6.

SHYAEAL CR 5

Holy archer (*Pathfinder RPG NPC Codex* 114, see page 25)

hp 43

Combat Gear +1 *demon-bane arrows* (2), +1 *undead-bane arrows* (2), *potion of shield of faith*, alchemist's fire (2);

Other Gear mwk chain shirt, +1 *longbow* with 20 arrows, longsword, silver holy symbol of Erastil

TACTICS

Use the tactics from Subtier 5–6.

Hazard: The cultists uncovered vents of magma during their digging. A creature that ends its turn adjacent to one of the vents takes 1d6 points of fire damage. A creature crossing over the magma takes 2d6 points of fire damage.

Development: If the PCs gain Shyael's trust, the Sarkorians finish clearing the entrance to the cathedral and allow the PCs to enter. Shyael asks the PCs to lead the expedition because "ancient ruins are [their] specialty." Additionally, she gives the PCs two +1 *demon-bane arrows* and two +1 *undead-bane arrows*. The Sarkorians grant the party two *potions of cure moderate wounds*—as well as a *scroll of break enchantment* (CL 11) and a *scroll of remove fear* (CL 8) in Subtier 8–9—to help them deal with whatever creatures may be infesting their god's temple. The Sarkorians are eager to enter their lost temple, but they allow the PCs to take the lead. Shyael and the cultists travel far enough behind the PCs to avoid all of the traps, and they do not participate in combat.

If the PCs fight Shyael and the cultists, they must excavate the entrance themselves. Digging out the entrance by hand requires 2 hours of work from all the PCs, who each gain the fatigued condition. Valais urges them to continue exploring rather than stopping to rest. The PCs may try to convince Valais not to continue

SCALING ENCOUNTER A

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

Subtier 5–6: Remove one Sarkorian cultist and his personal god from the encounter. The remaining cultists expended one 2nd-level spell and two 1st-level spells earlier in the day. Reduce the DC of all Diplomacy and Bluff checks in this encounter by 2.

Subtier 8–9: The cult leader used his firestorm revelation earlier in the day to frighten his followers into working faster. As a part of this outburst, he banished one of the Sarkorian cultist's eidolons. Reduce the DC of all Diplomacy and Bluff checks in this encounter by 2.

into the temple. If they do, she insists, "I can't move past what happened to me if you don't let me face this. I survived worse in Thurl's pit, and I can survive this now." She is adamant about accompanying the PCs. The pull of Laktharis's memories is particularly strong at the threshold of his temple, and her resolve is stronger now than ever before.

Faction Notes: Silver Crusade PCs likely want to keep the Sarkorians alive so they can convince them that the god they worship is actually a demon (see area B2).

Rewards: If the PCs fail to defeat or ally with Shyael and the cultists, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 693 gp.

Out of Subtier: Reduce each PC's gold earned by 1,112 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,532 gp.

B. TEMPLE OF LAKTHARIS

Laktharis used this temple to strike fear and awe in his followers. Though many of the traps he constructed could be lethal, his intent was to punish and weaken those who would dare approach him without groveling.

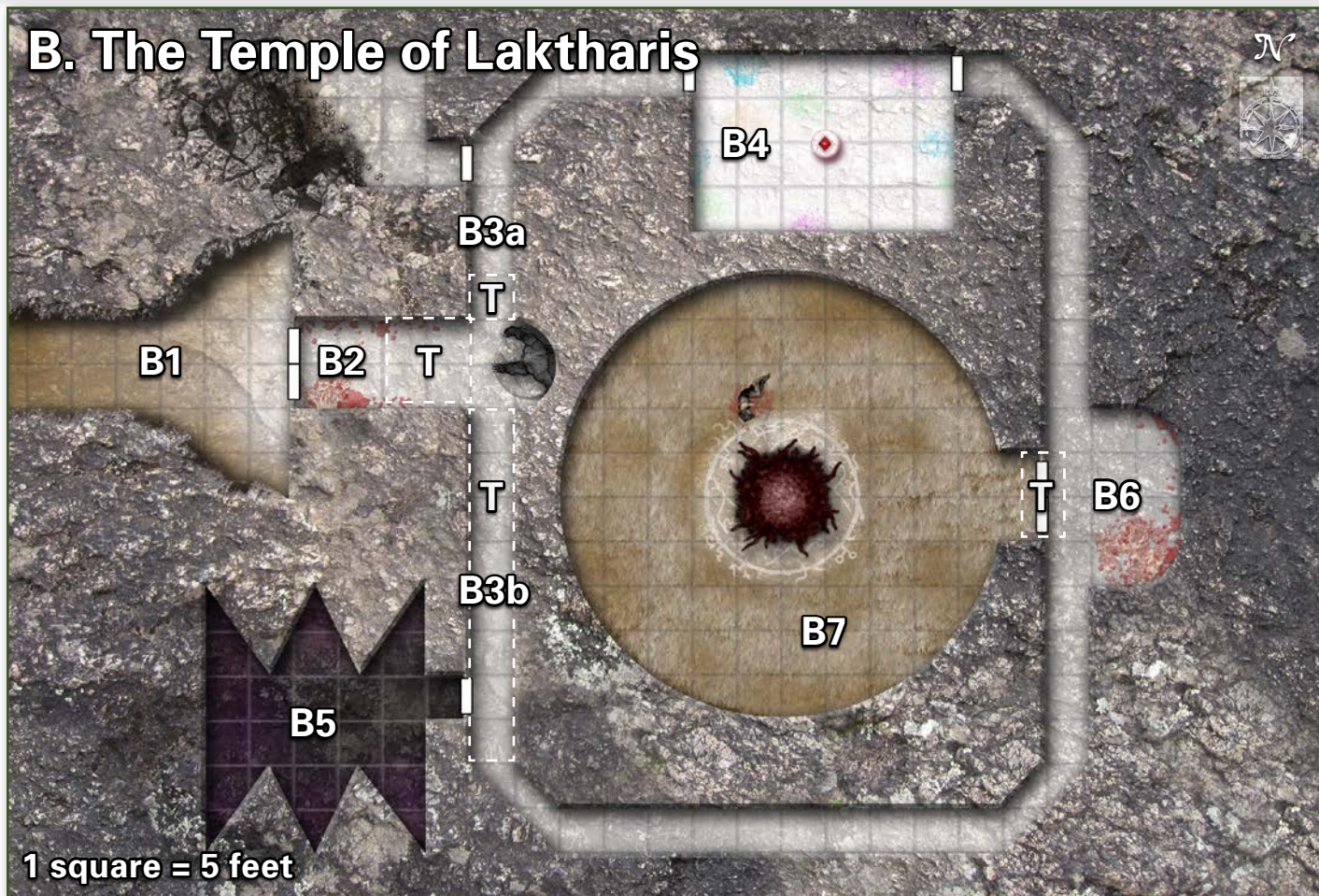
Unless otherwise noted, the rooms and hallways are constructed of superior masonry with 10-foot-tall ceilings and the doors are made of iron. Many of its rooms have thick glass windows, but these windows are entirely obscured by thick layers of dirt. There are no light sources within the temple.

B1. The Gaping Maw

An earthen tunnel leads to an elaborate door, shaped like an open mouth baring jagged fangs. The surface of the door is smooth except for six dials, each surrounded by spiked runes.

The door was originally an archway designed to remind Laktharis's worshipers that he might devour them if they didn't show complete obedience.

B. The Temple of Laktharis



Creatures: As the Worldwound split and consumed Sarkoris, tribes of Sarkorians fled their homes. Many of these refugees looked for safe harbor, including a mimic who blocked the entrance disguised as a door and consumed many of the refugees. Long exposure to the Abyssal taint of the Worldwound has given it an unnaturally long life and a demonic disposition. It waits for someone to touch it before attacking, disguising itself as a combination lock door. Give the players **Player Handout #1** (on page 24) to complete the ruse. A PC who speaks Abyssal or succeeds at a DC 15 Linguistics check recognizes that the symbols on the door are Abyssal runes. Discovering that the door is a disguised mimic is difficult; a PC who succeeds at a DC 44 Perception check (DC 46 in Subtier 8–9) recognizes that the door is a living creature and may attempt a Knowledge (dungeoneering) check to identify it. If the PCs take more than 5 minutes to approach the door, the mimic attacks.

Subtier 5–6 (CR 8)

DEMONIC MIMIC

CR 8

Variant half-fiend mimic (*Pathfinder RPG Bestiary* 171, 205)
CE Large outsider (aberration, native, shapeshanger)

Init +5; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

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

hp 112 (9d8+63)

Fort +12, **Ref** +6, **Will** +8

DR 5/magic; **Immune** acid, poison; Resist cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

Speed 20 ft.

Melee gore +15 (2d6+10), slam +16 (2d6+10)

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

Special Attacks constrict (2d6+15), smite good

Spell-Like Abilities (CL 9th; concentration +11)

3/day—*air walk*, *darkness*

1/day—*greater command* (DC 17), *desecrate*, *telekinesis*

TACTICS

Before Combat When it hears the PCs approaching, the mimic casts *air walk* and then stands perfectly still.

During Combat The mimic casts *greater command* on the PCs to order them to drop prone, then attacks them in melee, using its smite good on the first PC it attacks. It uses its other spell-like abilities, such as *darkness*, if too many PCs succeed on their saving throws against *greater command*.

Morale The demonic mimic fights to the death.

STATISTICS

Str 31, **Dex** 12, **Con** 25, **Int** 12, **Wis** 15, **Cha** 14
Base Atk +6; **CMB** +17; **CMD** 28 (can't be tripped)
Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)
Skills Acrobatics +13, Climb +22, Disguise +14 (+34 to imitate an object), Fly +3, Intimidate +14, Knowledge (dungeoneering) +13, Knowledge (planes) +10, Perception +17
Languages Abyssal, Common
SQ adhesive, mimic object

SPECIAL ABILITIES

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive coated mimic is stuck fast unless the wielder succeeds on a DC 23 Reflex save. A successful DC 23 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex) A mimic can assume the general shape of any large object, such as a massive chest, a stout bed, or a big door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

Smite Good (Su) Once per day, as a swift action, the demonic mimic can smite good as the smite evil ability of a paladin of the same level as its Hit Dice, except affecting a good target. The smite persists until the target is dead or the mimic rests.

Subtier 8–9 (CR 11)

DEMONIC MIMIC

CR 11

Variant half-fiend mimic (*Pathfinder RPG Bestiary* 171, 205)

CE Large outsider (aberration, native, shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)

hp 144 (11d8+77)

Fort +12, **Ref** +6, **Will** +9

DR 5/magic; **Immune** acid, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 20 ft.

Melee gore +18 (2d6+11), slam +19 (2d6+11)

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

Special Attacks constrict (2d6+16), smite good

SCALING ENCOUNTER B1

To accommodate a group of four PCs, the mimic is malnourished, gaining the sickened condition.

Spell-Like Abilities (CL 11th; concentration +13)

3/day—*air walk*, *darkness*

1/day—*blasphemy* (DC 19), *greater command* (DC 17), *desecrate*, *telekinesis*

TACTICS

Before Combat When it hears the PCs approaching, the mimic casts *air walk* and then stands perfectly still.

During Combat The mimic casts *blasphemy* on the PCs then attacks them in melee, using its smite good on the first PC it attacks. It uses its other spell-like abilities, such as *darkness*, if too many PCs succeed on their saving throws against *blasphemy*. It ignores paralyzed targets as long as any PCs are still standing.

Morale The demonic mimic fights to the death.

STATISTICS

Str 32, **Dex** 12, **Con** 25, **Int** 12, **Wis** 15, **Cha** 14

Base Atk +8; **CMB** +20; **CMD** 31 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (slam)

Skills Acrobatics +15, Climb +25, Disguise +16 (+36 to imitate an object), Fly +3, Intimidate +16, Knowledge (dungeoneering) +15, Knowledge (planes) +12, Perception +22

Languages Abyssal, Common

SQ adhesive, mimic object

SPECIAL ABILITIES

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive coated mimic is stuck fast unless the wielder succeeds on a DC 26 Reflex save. A successful DC 26 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex) A mimic can assume the general shape of any large object, such as a massive chest, a stout bed, or a big door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

Smite Good (Su) Once per day, as a swift action, the demonic mimic can smite good as the smite evil ability of a paladin of

SCALING ENCOUNTER B2

Make the following adjustments to the trap to accommodate a group of 4 PCs.

Subtier 5–6: Reduce the Perception and Disable Device DCs of the trap by 5.

Subtier 8–9: Remove the persistent effect from the *pain strike* trap.

the same level as its Hit Dice, except affecting a good target. The smite persists until the target is dead or the mimic rests.

B2. The Hall of Supplication

Murals on either side of this long hallway feature ragged looking humans bowing before a powerfully built humanoid male with horns protruding from his head, arms, and down his spine. Patches of red flesh with pustules cover most of the mural, obscuring a line of spiky script.

This chamber shows the majesty and might of Laktharis, while also teaching the myth of his ascension to divinity. The murals depict a large tree on a hill with a single piece of spiny purple fruit. The next one shows the fruit grown and unraveled into a creature, roughly man-sized and shaped but with elephantine feet and spikes growing out of its body. The third panel shows humans groveling before the spiked creature, which slits the throat of a man at the base of the tree using his long, sharp claws. The fourth panel shows the spiked creature touching the tree and creating an abundance of fruit bearing plants. These panels illustrate the tale of Laktharis being born from his “mother” the heartwood tree, a fertility goddess worshiped by the Sarkorians. Laktharis perpetrated this myth to insinuate himself into the Sarkorian pantheon and manipulate their beliefs.

Patches of flesh obscure the first mural (see the Hazard below) with the beginning of a phrase in Hallit stating, “Servants shall—”. By removing the hazard, the PCs reveal the full phrase: “Servants shall grovel at their master’s feet.” This phrase provides a hint about bypassing the trap (see the Trap below). A PC who succeeds at a DC 20 Knowledge (planes) check identifies the purple spiked creature as a kalavakus demon.

A PC who succeeds at a DC 20 Knowledge (engineering) check and visits each room of the temple recognizes that the building is mostly intact, and gleans enough details to make a full report to Shyael or Ollysta Zadrian. The collapse portion of the building is filled with has reusable masonry and could be restored.

Hazard: The fleshy patches on the floor and walls are the result of the Abyssal energies running rampant in

this unholy temple. The PCs can remove this taint with a successful DC 25 Disable Device check (DC 30 in Subtier 8–9), or by expending a 3rd-level or higher spell with the good descriptor. Alternatively, they can destroy it by dealing 30 points of slashing or piercing damage, but each physical attack against the flesh causes a pustule to rupture, spraying adjacent creatures with acid for 3d6 acid damage (DC 15 Reflex save halves). Bludgeoning attacks deal no damage but still rupture the pustules. Once destroyed, the flesh crumbles to dust.

Trap: Laktharis placed a trap here to force his subjects to crawl and grovel while in his temple, teaching them obedience. It fills the subject with extreme pain if it is not prone or crawling. Valais is immune to this trap—the trap recognizes her as Laktharis.

Subtier 5–6 (CR 5)

PAIN STRIKE TRAP **CR 5**
Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS
Trigger visual (*arcane eye*) +20 Perception; **Reset** 1 day
Effect spell effect (*pain strike*^{APG}, 1d6 nonlethal damage per round for 5 rounds plus sickened and knocks target prone, DC 15 Fortitude save negates); multiple targets (all creatures in a 10-ft.-by-10-ft.-square area who are not prone)

Subtier 8–9 (CR 8)

EXTENDED PERSISTENT PAIN STRIKE TRAP **CR 8**
Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS
Trigger visual (*arcane eye*) +20 Perception; **Reset** 1 day
Effect spell effect (extended persistent^{APG} *pain strike*^{APG}, 1d6 nonlethal damage per round for 10 rounds plus sickened and knocks target prone, two successful DC 15 Fortitude saves negate); multiple targets (all creatures in a 10 ft. by 15 ft. square area who are not prone)

Development: Valais recognizes the image on the wall, but she does not immediately say anything. A PC who succeeds at a DC 15 Sense Motive check notices that she is horrified and taken aback. If the PCs ask what is on her mind, she replies “memories that are not my own” and refuses to elaborate further. Destroying the Abyssal taint and assessing the structural damage contribute to the PCs’ secondary success conditions.

Faction Notes: Silver Crusade members likely want to convince the cultists that their god is evil and false so that they will forsake Laktharis. Doing so requires the PCs to succeed at a DC 24 Diplomacy, Perform (oratory), or Knowledge (religion) check after earning the cultist’s trust. In Subtier 8–9, the cult leader argues vociferously

against the PCs' blasphemy, increasing the DC of the skill check to convince the other cultists of their god's true nature by 5. Identifying the kalavakus demon in the mural gives the PCs a +4 bonus on this check. As a party, the PCs can only attempt this skill check once per area of the dungeon. Each time they fail, the DC increases by 2 due to the cultists' increased suspicion of the PCs. If the PCs succeed, the cultists retreat outside the cathedral and reflect upon their new insights and their ancestor's legacy. Shyael follows them to keep them safe, as well as to suggest several good-aligned deities they might worship instead.

B3. The Visage of Laktharis

A black marble statue stands at the intersection. It is a hulking humanoid with elephantine feet and large razor-sharp horns covering its body. Spiky script carved into the plinth compounds the sinister nature of the figure.

The script, written in Hallit, says, "The righteous will fall on their own swords to protect their honor. Only the humble will be left, serving their masters and living long lives."

As the PCs approach the statue, Valais speaks, and the kalavakus part of body argues with her. Read or paraphrase the following. As in the introduction, text in all capital letters depicts the kalavakus's speech.

As she gazes at the statue, Valais winces slightly and raises a hand to the demonic half of her face. "This must be MY GRAND COUNTENANCE. Here's our proof that we are in the right place. I was thinking that we should TURN LEFT." Valais's eyes widen slightly as she continues, "No, we should not turn left. YOU WILL TURN LEFT. What I'm trying to say is that we should look around carefully before proceeding TO THE LEFT, WORMS." Valais raises her voice, "Before proceeding in whichever direction you choose. The demons have never been this insistent before. We must be close to our destination."

Valais does not mention that this is the first time she has heard the demonic voices for herself. If the PCs remember from the mission briefing that she said she could not hear the voices, or if they succeed at a DC 20 Sense Motive check, they can ask her about this sudden development. If they do, Valais tries to make light of the situation.

"Ah, yes, well. It's another sign we are on the right track. Besides, this gives me a chance to learn what I sound like most of the time. YOU WILL HEAR AND OBEY. I'd heard that demon spoke with an inflated sense of self-importance, but it's fascinating to observe it myself. YOU WILL REGRET YOUR IMPUDENCE WHEN YOU COWER AT MY FEET."

SCALING ENCOUNTER B3

To accommodate a group of four PCs, reduce the Reflex save DC to avoid the *blade barrier* trap by 2, and reduce its damage dealt by 2d6.

Traps: Laktharis's visage is the anchor for two powerful magical traps, one in each corridor leading deeper into the temple. Followers of Laktharis were permitted to freely stroll to the left, but a *symbol of persuasion* trap (area B3a) guarantees their obedience. To the right, Laktharis hopes to cut down his enemies who outwardly oppose him with a *blade barrier* trap (area B3b). Toppling or destroying the statue destroys the magic of the traps, but the statue is not without protection. Each attack against the statue, including attempts to topple it, causes magic to lash out from the point of impact. Treat this as a +10 ranged touch attack that deals 2d4 points of force damage against the creature that attempted to harm the statue. In Subtier 8–9, this attack instead deals 4d4 points of force damage. The statue has hardness 8 and 200 hit points. The PCs can topple the statue with a successful DC 26 Strength check. Valais is immune to both of the traps in area B3, but she is not immune to the force damage from attacking the statue.

Both Subtiers

SYMBOL OF PERSUASION TRAP

CR 7

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

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (*symbol of persuasion*, charmed by Laktharis for 10 hours as *charm monster*, DC 19 Will save negates); multiple targets (all targets in a 60-ft.-radius burst)

Subtier 5–6 (CR 9)

BLADE BARRIER TRAP

CR 8

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

EFFECTS

Trigger proximity (alarm); **Reset** automatic (1 day)

Effect spell effect (*blade barrier*, 40 ft. by 5 ft., 8d6 force damage, DC 19 Reflex save negates)

Subtier 8–9 (CR 12)

HEIGHTENED BLADE BARRIER TRAP

CR 11

Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger proximity (alarm); **Reset** automatic (1 day)

Effect spell effect (*blade barrier*, 40 ft. by 5 ft., 13d6 damage, DC 22 Reflex save negates)

OPTIONAL ENCOUNTER

If less than 90 minutes remain in which to complete the scenario and the PCs have already dealt with the hazard in area **B5**, remove both traps from area **B4**. The treasure in this room remains.

SCALING ENCOUNTER B4

To accommodate a party of 4 PCs, reduce the save DCs to resist the effects of the traps in this room by 2.

Treasure: The statue contains a secret compartment in the base, which the PCs discover if they succeed at a DC 25 Perception check (DC 30 in Subtier 8–9), or if they topple or destroy the statue. Inside is a set of *manacles of cooperation* (*Pathfinder RPG Ultimate Equipment* 274). In addition, the statue is holding a +1 *flail*. In Subtier 8–9, the weapon is instead a +1 *cruel^{UE} flail*. This weapon is firmly lodged in the statue’s hand. Valais can remove the weapon from its position freely, and she attempts to do so before the PCs leave this area if the PCs do not stop her. She explains that she “knows” that she can take the weapon in the same way that she “knew” the way to the temple. After removing the weapon, she offers it to the PCs. Alternatively, the PCs can remove the weapon if they topple or destroy the statue.

Rewards: If the PCs fail to locate the hidden treasure, reduce each PC’s gold earned as follows.

Subtier 5–6: Reduce each PC’s gold earned by 333 gp.

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

Subtier 8–9: Reduce each PC’s gold earned by 833 gp.

B4. The Prison of Happiness

Pale white walls covered in seemingly random splotches of pastel paint comprise the only decoration in this otherwise empty room. In the center of the room is a pedestal with a single glowing shard lying atop it. A dazzling bright light shines from nowhere in particular.

Both doors into this room are locked. However, the locks and hinges were damaged when the temple sank into the ground. The PCs can open one of the doors with a DC 25 Disable Device check (DC 30 in Subtier 8–9). Alternatively, they can force a door open with a DC 22 Strength check (DC 26 in Subtier 8–9). The doors have hardness 10 and 60 hit points.

Laktharis used this chamber to imprison followers who pursued their own notions of happiness too closely such as young lovers, priests of more positive gods, or even

children who laughed too much. By showing them that happiness only lead to pain, he planned to create more docile and obedient servants. Some of these victims wrote phrases around the room with various means, some of them dried blood. They state in Hallit, “Go away,” “I don’t love you,” and “You bring me nothing but pain.”

Trap: Laktharis designed this room to break his worshipers’ spirits. A vision assaults any living creature that enters the room with their happiest moment or dream, which is then twisted into a horrific version of itself. Valais is not immune to the effects of this trap.

Both Subtiers

TWISTED EUPHORIA TRAP

CR 9

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger proximity (alarm); **Reset** automatic (1 day); **Bypass** a character who verbally denounces the hallucinations ends this trap’s effect on herself

Effect spell effect (*euphoric tranquility*^{APG}, targets hallucinates their happiest moments—real or imagined—for 15 rounds before the image twists into something horrific, DC 22 Will save negates); multiple targets (all creatures in area **B4**)

Subtier 5–6 (CR 9)

SPIRIT BREAKER TRAP

CR 5

Type magic; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger activates 15 rounds after the twisted euphoria trap;

Reset automatic (1 day)

Effect spell effect (*bestow curse*, –6 decrease to Charisma score [minimum 1], DC 16 Will save negates); multiple targets (all creatures under the effects of the twisted euphoria trap)

Subtier 5–6 (CR 12)

SPIRIT BREAKER TRAP

CR 10

Type magic; Perception DC 32; Disable Device DC 32

EFFECTS

Trigger activates 15 rounds after the twisted euphoria trap;

Reset automatic (1 day)

Effect spell effects (*waves of exhaustion* and *bestow curse*, –6 decrease to Charisma score [minimum 1], DC 22 Will save negates); multiple targets (all creatures under the effects of the twisted euphoria trap)

Treasure: The glowing shard is one of two keys needed to open the inner sanctum. It otherwise functions as a *clear spindle ioun stone* (or a *incandescent blue sphere ioun stone* in Subtier 8–9). In both subtiers, the shard glows brightly—Laktharis had *continual flame* cast on it.

Development: Once Valais enters the room, she gives into the euphoria and doesn't want to leave, dreaming of the days when her body was whole again. She speaks of her companions (now dead) and how they used to adventure together. The PCs can convince her to carry on with a successful DC 15 Diplomacy check, explaining that it isn't real and it's best to continue on, or they can break her from her reverie with DC 25 Intimidate check. In Subtier 8–9, the DC of the skill check to convince Valais to continue increases by 5. If Valais is still in the room when the spirit breaker trap triggers, she is deeply unnerved and gains the shaken condition for 1 hour.

Rewards: If the PCs fail to retrieve the crystal key, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 333 gp.

Out of Subtier: Reduce each PC's gold earned by 499 gp.

Subtier 8–9: Reduce each PC's gold earned by 666 gp.

B5. The Shadows of Aggression

The walls of the chamber are smooth black marble; a fist-sized black stone set in a niche in the eastern wall seems to absorb light. A small crystal shard glows with an eerie purple light at the apex of the angled ceiling. Shades of faint movement skitter across the far wall.

Laktharis threw unruly slaves and malcontent citizens of Dredarin into this room to face their own dark sides. He hoped they would learn that aggression only leads to pain. Written repeatedly on the floor in scratched Hallit are the words "The bold scream" and "The meek survive" in random places throughout the room. The victims left to wallow here for days at a time scratched the rough letters in with nails and rudimentary tools. The door to this room is ajar. A good quality lock dangles from its latch.

Hazards: When any intelligent creature enters this room, a shadow duplicate of that creature forms on the other side of the room. This duplicate is almost feral in its aggression. If an intelligent creature attacks, its shadow duplicate mimics the attack against any legal target using the original creature's attack bonus and damage values. This is essentially a damage "mirror" using conjured shadows as *shadow conjuration*. The duplicates do not make attacks other than mirroring the attacks of the PCs. A PC can disbelieve the reflected damage with a successful DC 16 Will save (DC 19 in Subtier 8–9) to reduce the damage that she receives from a shadow creature to 20%. Shadow creatures have AC 10, 20 hit points, and reform in 1d4 rounds if destroyed. The black stone is actually the tip of a *wand of shadow conjuration*. Destroying the black stone (hardness 20, 30 hp) or removing it from the pedestal ends the effect permanently. Removing the entire wand from its base without damaging is likely to require a DC 25 Disable

OPTIONAL ENCOUNTER

If fewer than 90 minutes remain in which to complete the scenario and the PCs have already dealt with the traps in area B4, remove the hazard from area B5. The treasure in this room remains.

Device check (DC 30 Disable Device in Subtier 8–9), but the PCs may come up with another creative solution.

Treasure: The glowing shard is one of two keys needed to open the inner sanctum. It otherwise functions as a *dusty rose prism ioun stone*. In Subtier 8–9, the shard instead functions as *summon-slave crystal* (*Pathfinder RPG Ultimate Equipment* 322). In both subtiers, the shard glows brightly—Laktharis had *continual flame* cast on it. If the PCs remove the stone with Disable Device or with another creative method that does not damage it, they can use it as a *wand of shadow conjuration* with 3 charges remaining.

Development: When Valais sees her "shadow self," she rushes forward to attack. A PC who beats her in initiative can convince her not to attack with a successful DC 20 Diplomacy or Intimidate check (DC 24 in Subtier 8–9). If Valais fails her saving throw against the conjured images, she continues to attack her shadow duplicate until the PCs convince her to stop. The DC to convince her to stop decreases by 5 each round as the function of the room slowly dawns on her.

Rewards: If the PCs do not retrieve the glowing shard from this room, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 521 gp.

Out of Subtier: Reduce each PC's gold earned by 729 gp.

Subtier 8–9: Reduce each PC's gold earned by 938 gp.

B6. The Sacrificial Door

Crafted of iron and bone, a massive door blocks the way west. A mural of human and animal bones on the walls depicts humans and woodland creatures in a forest. On the left side of the door, humans kneel before a massive tree. Between them is a thumb-sized hole. On the right side of the door, a man slits his own throat, blood pooling on the trunk of the tree. In the carving of the bloody pool is another thumb-sized hole.

Laktharis set up a dual lock for his inner chamber so that only his most powerful servants could survive attempting to trespass upon him, and they would arrive weakened and vulnerable. As the PCs approach the door, Valais says, "We're so close now. We need to find a way to open this door. TOUCH THIS DOOR AND I WILL TEAR YOU TO PIECES." Valais feels a shooting pain in the parts of her body that connect her human flesh to her kalavakus

SCALING ENCOUNTER B7

To accommodate a group of four PCs, make the following adjustment. The conflicting essence from the raelis arm gives Laktharis the sickened condition. This adjustment applies even in Subtier 8–9, in which he would otherwise have complete control over the arm.

parts. She is averse to touching the door, and only does so if the PCs insist and succeed at a DC 20 Diplomacy check (DC 25 in Subtier 8–9).

To open the door, a PC must insert the crystal shards from both **B4** and **B5** into the left and right sockets, respectively. A PC can bypass a socket without supplying its crystal with a successful DC 35 Disable Device check (DC 40 in Subtier 8–9). When the PCs fill or bypass the sockets a portion of the tree carving opens to reveal a 4-inch-wide opening, 20 inches deep. At the back of the opening is a handle; once a PC pulls and twists the handle, the door opens. A PC who twists the handle also triggers the door’s trap.

If the cultists still accompany the PCs, they refuse to pass through the door, insisting that they cannot pass into the sanctum without the word of their god, and that the PCs will be punished for their trespassing.

Hazard: Abyssal energy has congealed into fleshy patches on the wall across from the door. See the hazard in area **B2** for details.

Trap: When the door opens, blades attempt to sever the hand of the creature pulling the handle. Valais is not immune to the effects of this mechanical trap.

Subtier 5–6 (CR 5)

HAND MUTILATING TRAP **CR 5**

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger pulling door latch; **Reset** manual

Effect chopping blades (3d6 damage plus 1d4 Strength and Dexterity damage, creature loses use of the mutilated hand until a *lesser restoration*, *restoration*, or *regenerate* spell is cast on the creature, DC 15 Reflex save negates)

Subtier 8–9 (CR 8)

HAND SEVERING TRAP **CR 8**

Type mechanical; **Perception** DC 25; **Disable Device** DC 30

EFFECTS

Trigger pulling door latch; **Reset** manual

Effect chopping blades (6d6 slashing damage plus 1d4 Strength and Dexterity damage, creature’s hand is severed until a *regenerate* spell is cast on the creature, DC 20 Reflex save negates)

B7. The Shattered God

Scorched earth and burned grass cover this round chamber’s floor. In the center of the room stands a tall tree, its blackened bark seeping blood-red sap and its branches twisted and thorny. Glowing silvery runes circle the base of the tree. At the base of the tree lays a lithe, bronze-skinned man missing his left arm, a puddle of blood pooled beneath him. His right hand lies just inside the circle, and a single word is scratched in the dirt near his fingertips.

After defeating Kitarlo and chopping off one of the azata’s arms, Laktharis used Kitarlo’s remaining hand to spell out the command word that can transform the tree back into a staff. Since then, Laktharis has been biding his time waiting for his cultists to break through. He hopes that the Shyael will be able to cross Kitarlo’s ward and remove the relic. When Laktharis hears creatures approaching, he casts *invisibility* and waits. Even if his cultists are waiting outside the door when the PCs arrive, he would rather deal with the PCs first, either gaining their worship or killing them if they refuse to bend their knees to him. The word scratched in the dirt is “gretaak.” It has no particular meaning other than being the *heartwood staff*’s command word. A PC who succeeds at a DC 20 Sense Motive or Perception check notices that the azata did not write the command word in the dirt himself.

The ceiling of this room rises in a dome to a height of 25 feet. The glowing runes fill the room with dim light.

Hazards: Only good-aligned creatures can pass through Kitarlo’s celestial ward to get to the tree. For all other creatures, the ward acts as a solid wall. A PC who succeeds at a DC 20 Knowledge (arcana) or Spellcraft check recognizes the nature of the glowing circle of runes. Once the tree transforms back into a staff and leaves the circle, the ward shatters and the runes wink out. Alternatively, the PCs can remove the ward with *dispel magic*, opposing the raelis’s caster level of 12. If there are no good aligned characters in the party, then the PCs can ask Valais to retrieve it.

Creatures: Kitarlo is currently unconscious at –15 hit points and stable, but he is missing one of his arms, and his other arm has been mutilated badly enough that he will not be able to use it again unless a *regenerate* spell is cast upon on him. Even if Kitarlo becomes conscious, he is too weak to assist in combat. However, the GM can have him give the PCs advice for fighting Laktharis—between his preexisting knowledge and his observations during the fight, Kitarlo has a thorough knowledge of the kalavakus’s abilities and weaknesses. Laktharis intentionally kept the azata on the edge of death rather than killing him in case the azata could prove useful in the future, and the demon does not kill him even if he aids the PCs in this way.

When the PCs enter, Laktharis is invisible near the ceiling. He observes the PCs for a minute to see if they will retrieve the staff, if not he telepathically asks them to retrieve it for him.

"Mortals, bow before the sacred heartwood tree. Touch the bark and utter the sacred incantation written in the dirt. Then retrieve my staff, leave the circle, and present it before me. Only then can I take corporeal form."

PCs who failed their saving throw against the *symbol of persuasion* in area **B3** are compelled to obey, as these orders do not expose them to any direct harm. However, only PCs who are good-aligned can bypass the ward—other PCs walk straight into an invisible wall. Give non-charmed PCs a chance to stop them and consider the situation. Once the PCs either retrieve the staff or refuse to do so, Laktharis notices Valais among the PCs and speaks.

"I sense something familiar. You! You are one of the abominations. Has the one-eyed surgeon tracked me here? Are you his slaves?"

I will destroy him and all of his pawns, for I have advanced beyond the



LAKTHARIS

THE LIMBS OF LAKTHARIS

Thurl captured Laktharis and carved away large chunks of his body for use in other experiments, including integrating them into Valais. When Thurl evacuated his laboratory, Laktharis took the opportunity to escape. Before he left, he grabbed a glabrezu's severed arm and several of Thurl's notes on infusing and working with demonic essence.

Once free of Nerosyan, Laktharis studied the notes and unlocked some of the secrets of absorbing another creature's essence. He ritually consumed an ice troll and used its essence to replace the missing portions of his head. He then followed Thurl's notes and attached the glabrezu's arm. Now lacking any major injuries, he retraced his steps to see what had become of his lost cult and reclaim the Sarkorian heartwood staff he had spent so much time corrupting.

Over time, the conflicting essences fought for control, but as a slavery demon, Laktharis's domineering power was able to keep them in check. This mingling of essences also allowed the kalavakus to absorb the powers of the other creatures. This process only empowered Laktharis's megalomania; causing him to believe that he can now truly ascend to godhood. He believes that mortals are only fit to grovel at his feet and obey his orders without question.

In Subtier 5-6, the most recent addition to his body—the arm of a raelis azata—still struggles against his influence. He finds this struggle amusing, and is confident that he will absorb its power fully in time. However, in Subtier 8-9, he has already subdued the arm, and has full use of the power it can offer him.

simple machinations of his lab! I am as far beyond demons as they are beyond you."

He senses a measure of control over his old body and attempts to use Valais to launch a surprise attack. If Valais fails a DC 25 Will save, the kalavakus takes complete control over her actions and forces her to attack the PCs. In Subtier 8-9, he uses his *enslave soul* ability on her first. This saving throw represents an internal struggle. Any PC who succeeds at a DC 15 Sense Motive check notices that she is at war with herself. Spells and abilities that counter compulsions or mental control do not remove

the kalavakus's control automatically. Instead, successfully affecting Valais with such a spell (including any such spell that the PCs used in advance to protect her) allows her to reroll her saving throw.

The PCs can also assist Valais with her struggle using *Diplomacy*. A PC who succeeds at a DC 22 *Diplomacy* check as a standard action (DC 26

in Subtier 8–9) allows her to reroll her saving throw. Each action that the PCs take to assist Valais in her struggle grants her a stacking +2 bonus to resist Laktharis's control. Even if the PCs' efforts do not allow her to break the demon's hold immediately, they still help her resist the demon's influence. Valais's renewed struggle against the demon gives her the staggered condition in any round that she receives the PCs' assistance. If Laktharis loses control of Valais, he can attempt to reassert control as a standard action, but Valais retains her bonuses to resist his influence.

Subtier 5–6 (CR 9)

LAKTHARIS CR 8

Variant kalavakus demon (see Subtier 8–9)

hp 110

Celestial Drain (Su) Laktharis's demonic essence is under attack from Kitarlo's arm until it can fully corrupt and control the new limb. He suffers from 3 negative levels, his damage reduction is reduced to DR 10/cold iron or good, and he loses his slam attack and enslave soul abilities. The raelis's essence also leaves him more open to attack by creating cracks in his natural armor. Reduce his AC to 21 and his flat-footed AC to 20.

Gear Remove the *hourglass of second chances*^{UE}.

TACTICS

Use the tactics for Laktharis from Subtier 8–9.

VALAIS DURANT CR 5

Variant unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)

LG Medium outsider (native)

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 45 (6d10+12)

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

Resist acid 5, cold 5, electricity 5, fire 5

Defensive Abilities evasion

OFFENSE

Speed 35 ft.

Melee 2 claws +10 (1d4+4 plus 1d6 acid), gore +10 (1d6+4 plus 1d6 acid)

TACTICS

Before Combat Laktharis commands Valais to attack to most heavily armed PC. She moves into position after retrieving the staff, ready to ambush.

During Combat Valais attacks with her claws and gore attack.

Morale Under Laktharis's control, Valais fights to the death against the PCs. If Valais can act of her own free will, she avoids combat, fearing that engaging in further violence could increase the demon's influence over her mind.

However, if the PCs are struggling in the fight, she fights the kalavakus to the death to protect them.

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +6; **CMB** +10; **CMD** 22

Feats Fleet, Improved Initiative, Iron Will

Skills Diplomacy +9, Knowledge (dungeoneering) +7, Knowledge (history) +4, Knowledge (nature) +4, Perception +6, Stealth +8

Languages Abyssal, Common

SQ evolution points (arms, claws, energy attacks [acid], gore, legs, resistance [acid, cold, electricity, fire]), stitched abomination

SPECIAL ABILITIES

Stitched Abomination (Ex) Valais is affected by spells as though she were an eidolon. In addition, spells or effects that have a special effect against humanoids or demons can also affect her, albeit with a +4 resistance bonus on any saving throws to resist the effect. For the purposes of the favored enemy class feature and similar abilities, she is only an outsider with the native subtype.

Subtier 8–9 (CR 12)

LAKTHARIS CR 11

Variant kalavakus demon (*Pathfinder RPG Bestiary 2* 78)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., detect good; Perception +24

DEFENSE

AC 25, touch 11, flat-footed 24 (+1 Dex, +14 natural)

hp 125 (10d10+70); fast healing 5

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

DR 10/good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft.

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam and pincer)

Melee bite +18 (1d6+8), slam +18 (2d8+8), pincer +18 (2d8+8)

Special Attacks enslave soul (DC 18)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*command* (DC 14), *greater teleport* (self plus 50 lbs.), *telekinesis* (DC 18)

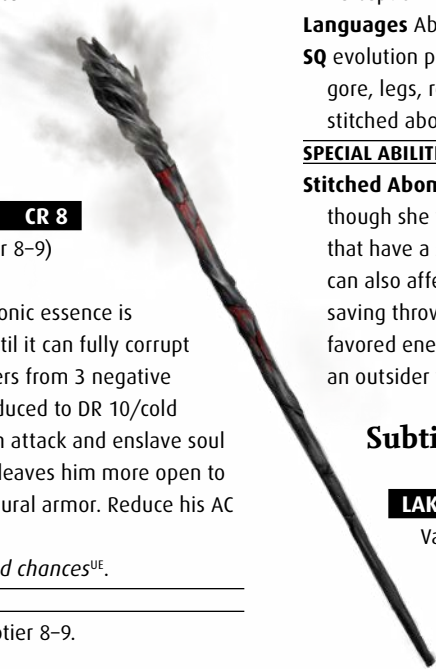
3/day—*air walk*, *dominate person* (DC 18), *haste*, *invisibility*

1/day—*freedom of movement*, *greater command* (DC 18),

symbol of persuasion (DC 19), *vampiric touch*

TACTICS

Before Combat Laktharis casts *invisibility* and *air walk* as soon as he is aware of the PCs' approach. He moves up near the ceiling to observe. After parleying with the PCs, he casts *dominate person* on Valais. He then casts *haste* on himself



and Valais before attacking.

During Combat Laktharis uses *telekinesis* from range, attempting to throw one PC into another. He uses *greater command* to order the PCs to kneel before moving into melee. If reduced to fewer than 50 hit points, he uses *vampiric touch* to regain vitality.

Morale Laktharis cannot imagine losing to mortals, so he fights to the death.

STATISTICS

Str 26, **Dex** 13, **Con** 24, **Int** 15, **Wis** 17, **Cha** 16

Base Atk +10; **CMB** +18 (+20 bull rush, disarm and trip); **CMD** 29 (31 vs. bull rush, disarm and trip)

Feats Combat Expertise, Improved Bull Rush, Improved Disarm, Improved Trip, Power Attack

Skills Acrobatics +14, Climb +21, Intimidate +16, Knowledge (planes) +15, Perception +24, Sense Motive +16, Stealth +14, Use Magic Device +16; **Racial Modifiers** +8 Perception

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

SQ amalgamation, glabrezu arm, raelis arm, troll anatomy

Gear *hourglass of second chances*^{UE}, Thurl's notes on demonic essence manipulation

SPECIAL ABILITIES

Amalgamation (Ex) Laktharis's many alterations have cost him some of his former power. He has lost a kalavakus's customary horns, gore, powerful charge, and summon abilities. However, the experience of surviving the grafts granted him the ability to use vampiric touch once per day.

Enslave Soul (Su) A kalavakus can attempt to enslave the soul of any mortal creature within 60 feet as a swift action. The kalavakus must have line of sight to the target. The target can resist this special attack with a DC 18 Will save, but is staggered for 1 round even if the save is successful. If the save is successful, the creature is immune to this ability for 24 hours. If the save is a failure, the target's soul is enslaved. The target takes a -6 penalty on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus, the soul immediately infuses the demon's body, affecting it with a *heal* spell (CL 12th). A kalavakus can have only one mortal soul enslaved at a time— if it enslaves a second soul, the first is released. This is a mind-affecting death effect. The save DC is Charisma-based.

Glabrezu Arm (Ex) Laktharis obtained a giant glabrezu pincer from Thurl's lab before escaping. He used it to replace one of his own missing arms.

Raelis Arm (Ex) By replacing one of his arms with the arm of a raelis azata, Laktharis gained some of the azata's innate abilities. He can cast *invisibility* three times per day and *freedom of movement* once per day.

Troll Anatomy (Ex) By incorporating troll blood and anatomy into his body, Laktharis was able to use it as the glue that holds the rest of the parts together. He's absorbed the troll's immunity to cold and gained some of its regenerative

abilities in the form of fast healing.

VALAIS DURANT

CR 8

Variant unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)

LG Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)

hp 75 (10d10+20)

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

Immune electricity; **Resist** acid 5, cold 5, fire 5

Defensive Abilities evasion

OFFENSE

Speed 35 ft.

Melee 2 claws +14 (1d6+4 plus 1d6 acid), gore +14 (1d6+4 plus 1d6 acid), bite +14 (1d6+4 plus 1d6 acid)

TACTICS

Use Valais's tactics from Subtier 5–6.

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +10; **CMB** +14; **CMD** 27

Feats Fleet, Improved Initiative, Improved Natural Attack (claw), Iron Will, Lightning Reflexes

Skills Diplomacy +13, Knowledge (dungeoneering) +11, Knowledge (history) +6, Knowledge (nature) +6, Perception +8, Stealth +11

Languages Abyssal, Common

SQ evolution points (arms, bite, claws, energy attacks [acid], gore, immunity [electricity], improved natural armor [2], legs, resistance [acid, cold, fire]), stitched abomination

SPECIAL ABILITIES

Stitched Abomination (Ex) Valais is affected by spells as though she were an eidolon. In addition, spells or effects that have a special effect against humanoids or demons can also affect her, albeit with a +4 resistance bonus on any saving throws to resist the effect. For the purposes of the favored enemy class feature and similar abilities, she is only an outsider with the native subtype.

Treasure: What was once the *heartwood staff* stands at the center of the room, but it has been corrupted into a twisted *charwood staff* (see page 22). The PCs can purge the staff of its Abyssal foulness with Kitarlo's help. See the Development section below for more details.

Development: The moment Laktharis dies, his remnants rapidly decompose while colorful spirals of planar energy crackle and swirl around his corpse. A similar burst of violet energy rises from Valais's kalavakus parts and joins the planar maelstrom around Laktharis's body. The energy swirls into a small vortex before collapsing on itself and vanishing completely. Thurl's notes fly off of the demon's body and scatter about the room.

CHARWOOD STAFF

The *heartwood staff* and its corrupted version, the *charwood staff*, are new magic items created for this scenario. Statistics for both appear on this scenario's Chronicle sheet. This staff has 5 charges remaining when the PCs discover it.

CHARWOOD STAFF		PRICE 22,000 GP
SLOT none	CL 8th	WEIGHT 5 lbs.
AURA strong transmutation		

The staff always appears as fire-blackened wood with cracks exposing glowing embers and dripping blood red sap. If a non-evil creature carries the staff, she takes 2 permanent negative levels. These negative levels persist for as long as she holds the staff and cannot be removed by any means (including *restoration* spells), but they are immediately removed as soon as she sets the staff down. A *charwood staff* grows into a tree if its user plants it in the ground and speaking the proper command word. This process functions as permanent a *tree shape* spell that can only target the staff. By speaking the same command word, the tree turns back into a staff.

This staff allows use of the following spells: *produce flame* (1 charge), *warp wood* (1 charge), *diminish plants* (2 charges), *spike growth* (2 charges), and *wall of thorns* (5 charges).

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
Craft Staff, <i>blight</i> , <i>diminish plants</i> , <i>produce flame</i> , <i>wall of thorns</i> , <i>warp wood</i>	

Valais breathes heavily; if she is conscious, she thanks the PCs for their help.

"He's gone, I don't hear him whispering in my ear any longer. Perhaps that is the answer? Perhaps we must track down the other demon Thurl used to build my body and destroy it. Whatever happens next, thank you for keeping me alive. I hope Thurl's notes will help us."

If the PCs dealt lethal damage to Valais during the fight, a PC who succeeds at a DC 20 Sense Motive check notices that Valais is upset with them for doing so. If the PCs succeed at a DC 22 Diplomacy check and provide an explanation for attacking her, such as "it was the only way we could think of to help you", she forgives them completely. Increase the DC of this Diplomacy check to 26 in Subtier 8–9.

If the PCs revive Kitarlo, he excitedly listens to tales of the PCs' adventure, Thurl's experiments, and Valais's

transformation. He takes pity at her situation, and admires her strength for retaining her mind against the demonic onslaught. He speaks directly to Valais.

"Your story intrigues me. I can ease your mind, but I cannot help you this moment. There is one possibility I know of, but it requires access to a very special library. In Heaven, there is a place called the Great Library of Harmonious Scripture, which, among other things, contains a record of every sacred ceremony that has ever been performed. A contact of mine owes me a favor; perhaps with his help we can get you the information you need to restore yourself, body and soul. Of course, your way also seems to work, though it requires much more violence." He eyes the corpse of Laktharis. "What will you try first: hunt down and slay the other demon whose body is incorporated into yours or seek the help of archons, whose procedures can take many years to navigate?"

Valais's eyes flit between the celestial being and the demonic corpse, and then land on her fellow Pathfinders. "You've helped me face what has happened to me as no one has before. I trust your wisdom. What do you think I should do?"

The PCs have the opportunity to recommend a course of action for Valais. Both plans have their own complications and consequences. They can encourage her to free her mind of the babau's taint by hunting it down and slaying it, or they can endorse Kitarlo's plan of asking his angelic contacts for help. Once they've decided on a plan and presented their case to Valais, she says that she will consider their recommendation, but needs time to contemplate the problem.

If Kitarlo survives, he can guide the PCs through a ritual to remove the Abyssal taint from the *charwood staff*. The ritual requires the PCs to attempt a DC 25 Knowledge (religion) check, a DC 25 Spellcraft check, and a DC 25 Knowledge (history) check, and a DC 25 Diplomacy check (increase each of these DCs to 29 in Subtier 8–9). If the PCs succeed at 2 or more of these skill checks, they purify the staff. Otherwise, the staff's corruption intensifies, and the PCs can only purify it with a more costly ritual after the end of the scenario, as described in the Heartwood Corrupted boon on this scenario's Chronicle sheet.

Rewards: If the PCs fail to defeat Laktharis and retrieve the *charwood staff*, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 666 gp.

Out of Subtier: Reduce each PC's gold earned by 1,083 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,500 gp.

CONCLUSION

Once the PCs return to Starrise Spire, Venture-Captain Jorsal is eager to hear what progress they've made locating a suitable site for the crusade's new fortress. Ollysta Zadrian speaks with Valais before addressing the PCs.

"I'm happy to hear that Valais's mind is clearer; she seems happier than I've even seen her since we recovered her from Thurl's laboratory. You've given her real hope, something she has lacked recently. Thank you."

If they decided to encourage Valais to hunt down the babau demon, she says the following.

"I'm concerned about the aggressive path you are recommending for her. While I'm fully behind hunting down and slaying every last demon, encouraging that sort of behavior in Valais excites her demonic aspects. I'm afraid that it might take a toll on her already fragile soul. Nonetheless, it is her decision to make."

If they decide to encourage Valais to seek help from Kitarlo, she instead says the following.

"Congratulations on making contact with such a powerful celestial ally. Kitarlo's plan to gain Heaven's aid could work, but archons often have larger concerns than a single mortal soul. Azatas have good intentions, but they always not reliable. I would hate to get Valais's hopes up."

Regardless of which plan the PCs encourage, Zadrian makes this concluding statement.

"Ah, but now is not the time to fret about the risks in Valais's future. Now is the time to celebrate the fact that she has a way forward, and that the Worldwound has lost a powerful demon that was tricking and exploiting innocent Sarkorians. Thank you, Pathfinders. May the Dawnflower's light illuminate your path."

In the coming months, Valais's condition continues to improve. With only one demonic essence to counter, she enjoys the relative quiet within her mind. Though her dreams are still sometimes nightmarish and violent, she is hopeful, and she believes that she will one day fully recover.

If the PCs retrieved the *charwood staff* and did not purify it, each PC receives the Heartwood Corrupted boon on her Chronicle sheet. If the PCs successfully purified the staff, each PC instead receives the Heartwood Restored boon. As long as the PCs brought Valais with them to area **B6** and did not deal any lethal damage to her during the fight, or if they did and they successfully explained themselves afterwards, each PC receives the Valais's Wisdom boon on her Chronicle sheet.

Reporting Notes

If the PCs encouraged Valais to hunt down the babau, check box A. If they encouraged her to work with Kitarlo and the forces of Heaven, check box B. If they convinced the Sarkorian cultists to turn away from worship of Laktharis, check box C.

Primary Success Conditions

The PCs successfully complete their mission if they slay Laktharis, recover Thurl's notes, and ensure that Valais survives to the end of the scenario.

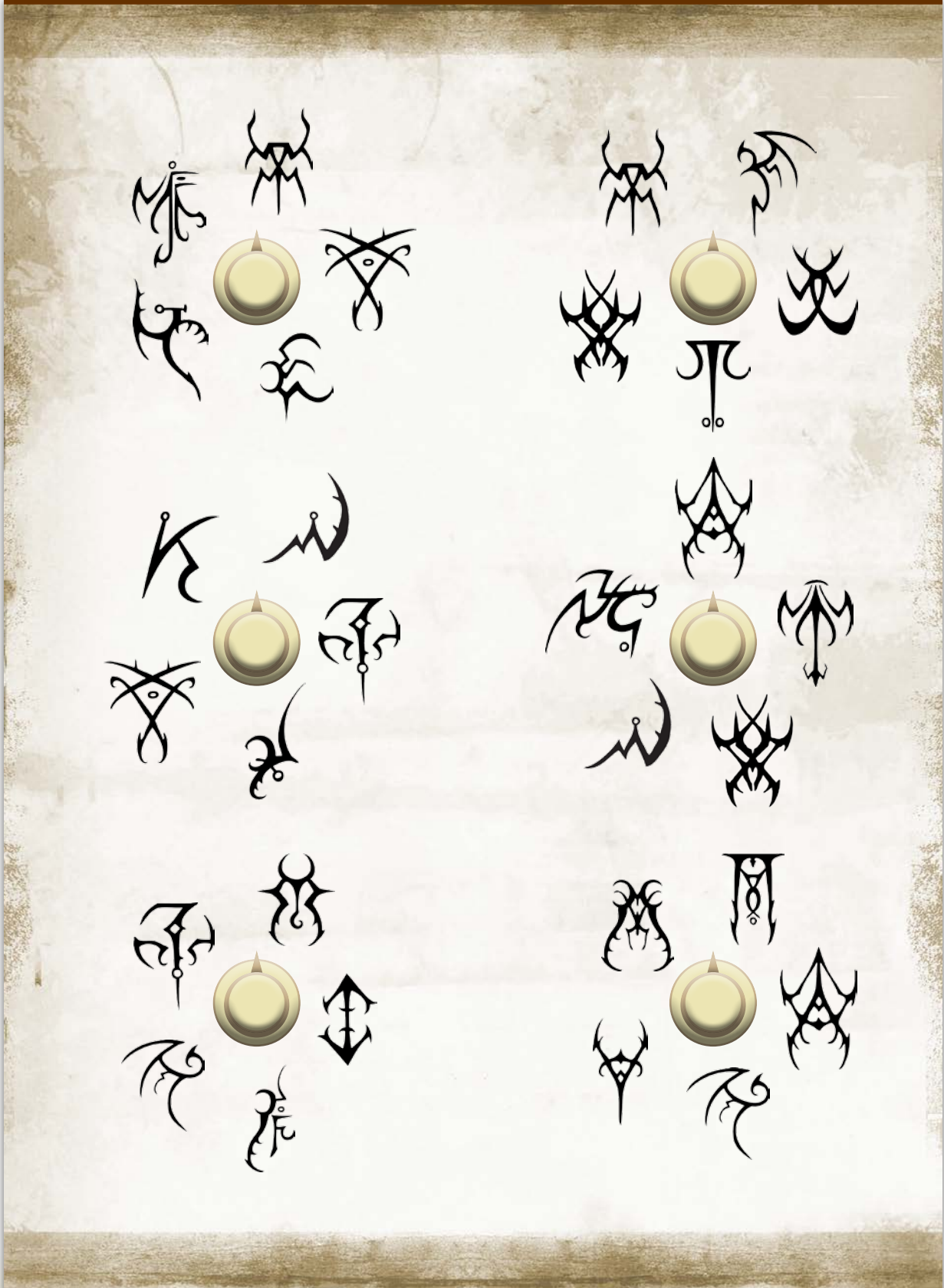
Secondary Success Conditions

The PCs successfully complete their secondary mission if they fulfill the primary mission success conditions and succeed at four of the following: ally with Shyael, correctly assess the damage to the cathedral in area **B2**, remove the Abyssal taint in areas **B2** and **B6**, topple or destroy Laktharis's statue (disabling the traps), disable or destroy the black stone hazard in area **B5**, ensure Kitarlo survives, and purge the *heartwood staff* of its corruption.

Faction Notes

If the PCs convince the Sarkorian cultists to renounce Laktharis, members of the Silver Crusade faction receive the Victory of Souls boon on their Chronicle sheets.

PLAYER HANDOUT #1



APPENDIX: STAT BLOCK

The following stat block appears in this scenario.

HOLY ARCHER

CR 5

Pathfinder RPG NPC Codex 114

Elf paladin 6

LG Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +9

Aura courage (10 ft.)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 43 (6d10+6)

Fort +7, **Ref** +8, **Will** +8; +2 vs. enchantments

Immune disease, fear, sleep

OFFENSE

Speed 30 ft.

Melee longsword +6/+1 (1d8/19–20)

Ranged +1 longbow +11/+6 (1d8+1/x3)

Special Attacks channel positive energy (DC 15, 3d6),

smite evil 2/day (+2 attack and AC, +6 damage)

Paladin Spell-Like Abilities (CL 6th; concentration +8)

At will—*detect evil*

Paladin Spells Prepared (CL 3rd; concentration +5)

1st—*bless weapon, cure light wounds*

STATISTICS

Str 10, **Dex** 18, **Con** 11, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +6; **CMB** +6; **CMD** 20

Feats Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +2, Perception +9, Sense Motive +5, Stealth +5

Languages Common, Elven, Orc

SQ aura, code of conduct, divine bond (weapon +1, 1/day), elven magic, lay on hands (3d6, 5/day), mercies (fatigued, staggered), weapon familiarity

Combat Gear +1 demon-bane arrows (5), +1 undead-bane arrows (5), *potion of pass without trace, potion of shield of faith, alchemist's fire* (2); **Other Gear** masterwork chain shirt, +1 longbow with 20 arrows, longsword, silver holy symbol, 184 gp



**Pathfinder Society Scenario #7-17:
Thralls of the Shattered God**

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

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 _____

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- Scarab Sages Silver Crusade Sovereign Court

Character # _____ _____
Prestige Points

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Character # _____ _____
Prestige Points

Character Name _____

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- 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 #7-17: Thralls of the Shattered God

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Heartwood Corrupted: You recovered the *heartwood staff* but did not purify it. You can purchase the *charwood staff*, and you can purify it into the *heartwood staff* with a ritual costing 5,000 gold pieces and 4 Prestige Points.

Heartwood Restored: You recovered and purified the *heartwood staff* and can purchase it.

Valais's Wisdom: You helped Valais overcome Laktharis's control. In return, she taught you some of her tricks for resisting demonic influence. When you fail a saving throw against a demon's compulsion or possession effect, you can cross this boon off your Chronicle sheet to reroll the saving throw.

Victory of Souls (Silver Crusade faction): You convinced a group of Sarkorian cultists to turn away from the worship of a demon. You gain a +2 bonus on Diplomacy checks to convince non-evil NPCs not to perform evil actions. You can cross this boon off your Chronicle sheet to cast *atonement* or *dispel evil*, using your character level as your caster level. You must still provide any material component the spell normally requires.

CHARWOOD STAFF		PRICE
SLOT none	CL 8th	22,000 GP
WEIGHT 5 lbs.		
AURA strong transmutation [evil]		

The staff is made of fire blackened wood with cracks exposing glowing embers and dripping blood red sap. If a non-evil creature carries the staff, she takes 2 permanent negative levels. These negative levels persist for as long as she holds the staff and cannot be removed by any means (including *restoration* spells), but they are immediately removed as soon as she sets the staff down. A *charwood staff* grows into a tree if its user plants it in the ground and speaks the proper command word. This process functions as a permanent *tree shape* spell that can only target the staff. By speaking the same command word, the tree turns back into a staff.

This staff allows use of the following spells: *produce flame* (1 charge), *warp wood* (1 charge), *diminish plants* (2 charges), *spike growth* (2 charges), and *wall of thorns* (5 charges).

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
---------------------------	----------------

Craft Staff, *blight*, *diminish plants*, *produce flame*, *wall of thorns*, *warp wood*

HEARTWOOD STAFF		PRICE
SLOT none	CL 9th	27,000 GP
WEIGHT 5 lbs.		
AURA strong divination and transmutation		

This wood of this staff quietly thrums with life energy. A *heartwood staff* turns into a tree if its user plants it in the ground and speaks the proper command word. This process functions as a permanent *tree shape* spell that can only target the staff. By speaking the same command word, the tree turns back into a staff.

This staff allows use of the following spells: *entangle* (1 charge), *wood shape* (1 charge), *speak with plants* (2 charges), *plant growth* (2 charges), and *commune with nature* (5 charges).

Additionally, while the staff is in tree form, it assists creatures that rest within 20 feet of it for at least 8 hours. Such creatures heal twice as many hit points from resting and gain a +2 bonus on their saving throws to end long-term effects such as diseases and negative levels.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
---------------------------	----------------

Craft Staff, *commune with nature*, *entangle*, *plant growth*, *speak with plants*, *wood shape*

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,273	2,546
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,004	4,008
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,735	5,469
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

EXPERIENCE	Starting XP
+	XP Gained (GM ONLY)
=	Final XP Total

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

GOLD	Starting GP
+	GP Gained (GM ONLY)
+	Day Job (GM ONLY)
-	Gold Spent
=	Total

All Subtiers	Subtier 8-9
<ul style="list-style-type: none"> +1 <i>demon bane ammunition</i> (166 gp, limit 2; may be any kind of ammunition) +1 <i>undead bane ammunition</i> (166 gp, limit 2; may be any kind of ammunition) <i>charwood staff</i> (22,000 gp) <i>clear spindle ioun stone</i> (4,000 gp) <i>cloak of resistance +1</i> (1,000 gp) <i>dusty rose prism ioun stone</i> (5,000 gp) <i>heartwood staff</i> (27,000 gp) <i>manacles of cooperation</i> (2,000 gp, <i>Pathfinder RPG Ultimate Equipment</i> 274) <i>wand of shadow conjuration</i> (3 charges; 1,260 gp, limit 1) 	<ul style="list-style-type: none"> +1 <i>cruel flail</i> (<i>Pathfinder RPG Ultimate Equipment</i> 138) +2 <i>light steel shield</i> (4,159 gp) <i>cloak of resistance +2</i> (4,000 gp) <i>headband of alluring charisma +2</i> (4,000 gp) <i>hourglass of last chances</i> (10,000 gp; <i>Ultimate Equipment</i> 304) <i>incandescent blue sphere ioun stone</i> (8,000 gp) <i>scroll of break enchantment</i> (CL 11th, 1,375 gp, limit 1) <i>scroll of remove fear</i> (CL 8th, 200 gp, limit 1) <i>summon-slave crystal</i> (10,000 gp; <i>Ultimate Equipment</i> 322)

For GM Only

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