

PATHFINDER SOCIETY

YEAR OF THE SERPENT



ORDERS FROM THE GATE

By Cole Kronewitter



ORDERS FROM THE GATE

PATHFINDER SOCIETY SCENARIO #7–25

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Pathfinder Society Scenario #7–25: Orders from the Gate 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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ORDERS FROM THE GATE

BY COLE KRONWITTER



For ages, orcs have lived in the Menador Mountains, in the peaks that now run across the northern and western reaches of Cheliox. Over the course of numerous efforts, Cheliox has thwarted raids and attempted to drive out the orcs, but the Severed Hand tribe's members and their ancestors have always survived and rebuilt their strength. As the orcs expanded south, they came into conflict with strix who lived in the area. Chelish officials have watched this conflict from afar with amusement and care only that it doesn't threaten trade through the Menador Gap.

These orcs were no strangers to summoning the occasional demon, but one Severed Hand clan risked harnessing an even greater fiend: a shoggti qlipthoth. The being that answered the call, known as That Which Peels Flesh, is a loathsome beast with an affinity for worms and other crawling things. The shoggti chafed at serving such sinful mortals, but it ultimately acquiesced. The orcs won a few small but dramatic victories with its help before withdrawing to the mountains at the qlipthoth's behest. At this point, the shoggti felt no compunction to honor its deal with the orcs. Using a *wand of explosive runes* that it had recovered from a slain strix wizard, That Which Peels Flesh engraved the orcs' bodies with runes that described their sins. Since then, That Which Peels Flesh has set its sights on gathering more qlipthoths to its side. With enough outsider allies, the qlipthoth intends to sweep across the lowlands and wipe out mortal life.

Diviners from the Order of the Gate Hellknights have sensed a growing chaotic presence in the mountains northeast of their base at Citadel Enferac. Under normal circumstances, the order would contact Chelish authorities and lead Chelish soldiers to wipe out the problem. However, Cheliox has experienced ongoing unrest for months now, and both the Chelish military and many Hellknight orders are stretched fairly thin already. Unwilling to let this chaotic stain fester, the Order of the Gate has issued a call for mercenaries to help crush the menace in the mountains. Unexpectedly, the Pathfinder Society answered the call.

WHERE ON GOLARION?

Orders from the Gate takes place near the Menador Gap in Cheliox, northeast of the Hellknight fortress of Citadel Enferac. For more information about Cheliox and Citadel Enferac, see *Pathfinder Campaign Setting: Cheliox, the Infernal Empire* and *Pathfinder Campaign Setting: Path of the Hellknight*, available at bookstores and gaming stores everywhere and online at paizo.com.



Ever since the Chelish government shuttered the Delvehaven lodge in Westcrown decades ago, the Pathfinder Society has enjoyed few opportunities to explore Cheliox. One of the Society's few remaining agents, Olandil, secretly gathered the Society's notes about outstanding ruins in Cheliox, but an embargo on the town of Pezzack trapped him in the country. Recently, a Pathfinder expedition managed to infiltrate the port and smuggle him to safety. Among other locations, Olandil's notes speak of a historically valuable site called the Temple of the Sky near the chaotic influence that the Hellknights of the Gate detected. Seeing an ideal chance to investigate the temple while also reinforcing the organization's tenuous relationship with the Hellknights, the Society has sent a team of experienced agents to northern Cheliox to assist as best they can.

GM RESOURCES

This adventure uses the following Pathfinder RPG products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Monster Codex* (MC), *Pathfinder RPG Ultimate Magic* (UM), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), and *Pathfinder RPG Bestiary 3* (B3). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* volumes and the statistics from *Monster Codex* are reprinted in an appendix at the back of the adventure for the GM's convenience.

SUMMARY

After acquiring orders from Sheila Heidmarch at the Magnimar Lodge, the PCs venture to the foot of the Menador Mountains, where they meet their Hellknight allies. Signifer Karva, the Hellknight team's leader, quickly lays down her rules and expectations. After her briefing, the PCs and knights venture into the mountains.

Signs of a chaotic taint disturb the Hellknights. Shortly after these signs emerge, a cold rain sets in and quickly evolves into a thunderstorm. Signifer Karva orders the march to continue. Along the way, the expedition reaches a steep scree of shifting gravel and rocks. The slope proves hazardous, and if the PCs cannot devise a safe way to the top or convince Karva to halt the march, they risk triggering a landslide.

After handling this danger, the chaos's source reveals itself—a horde of qlipthos and maddened mountain beasts descends on the PCs and their allies. Later, the PCs battle a troop of sin-carved orcs that the qlipthoth known as That Which Peels Flesh sent to hunt the orcs' brethren. From the captives, the party learns that the qlipthoth has two nefarious plots in motion. First, it is nearly finished with a powerful ritual that will summon many more dangerous outsiders. Second, it dispatched a group of orcs to the nearby Temple of the Sky to destroy the ruins and wipe the taint of humanoid influence from the mountains. The PCs are faced with a difficult choice; they must either aid the Hellknights on their mission to slay the qlipthoth or save the ruins that the Pathfinder Society seeks to study.

GETTING STARTED

The PCs' adventure begins at the Magnimar Lodge. Read or paraphrase the following to get the adventure underway.

Rain patters outside the windows of Venture-Captain Sheila Heidmarch's study in Magnimar. Zarta Dralneen, leader of the Dark Archive, also waits nearby with a glass of red wine in her hand and a thoughtful look on her face.

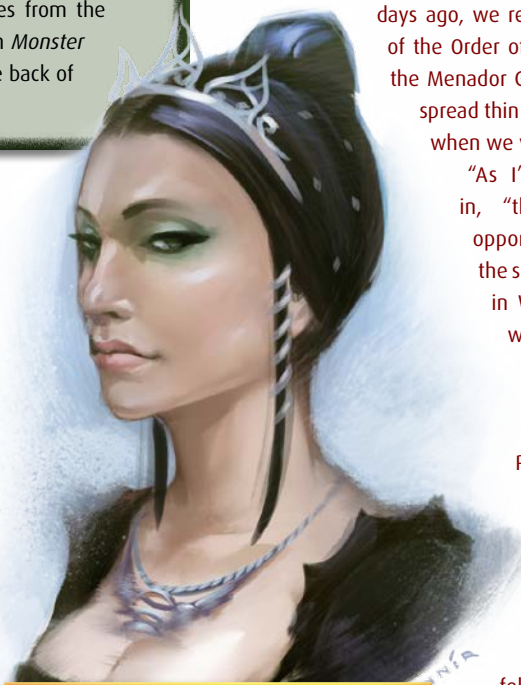
"Greetings, Pathfinders," the venture-captain begins. "We have an important mission for you inside Cheliah. Several days ago, we received word that the Hellknights of the Order of the Gate issued a call for aid at the Menador Gap. Apparently Chelish forces are spread thin these days. Imagine their surprise when we volunteered to help."

"As I'm sure you know," Zarta cuts in, "the Society has enjoyed few opportunities to explore Cheliah since the shuttering of the Delvehaven lodge in Westcrown decades ago. Luckily, we still had a Pathfinder agent in the country, an eccentric man by the name of Olandil. He has been gathering and protecting Pathfinder Society records and creating a journal of historically valuable sites within Cheliah that remain unexplored. For years, an embargo trapped Olandil in the port town of Pezzack, but a group of your fellow agents recently arranged for his escape. As it happens, one of the sites in Olandil's journal lies close to the Menador Gap. Called The Temple of the Sky, this site supposedly contains a host of magical pillars that hold ancient

knowledge. I'm sure you'll agree that such knowledge is best kept safe within the Dark Archives, which is why we would like you to obtain a transcription of each pillar.

"Equally important to recovering these tablets," Zarta continues, "is your mission to aid the Hellknights in securing the Menador Mountains. The details are vague, but we are told that the diviners of their order determined that a chaotic catastrophe is brewing somewhere in the peaks, and we suspect orcs are involved. Pathfinders, myself included, have come into conflict with Hellknights in the past, but they are still useful allies who share a number of our goals. Helping eliminate the threat will strengthen our alliance and ensure Hellknight aid in the future."

The venture-captain adds, "I have arranged for a *teleport* spell to take you directly to the Hellknight expedition. Hellknights are not known for their patience. Please make your necessary preparations and return here as soon as possible."



**VENTURE-CAPTAIN
SHEILA HEIDMARCH**

Allow the PCs some time to buy provisions and prepare. They can ask more questions about the expedition, but the Hellknights' request for aid and Olandil's notes were both limited, so Sheila and Zarta have no additional information about the expedition. When the PCs are ready, a Pathfinder wizard casts *greater teleport* to transport them to the foothills of the Menador Mountains.

On the whole, this scenario is darker in theme and tone—and has potential for graphic descriptions—than most Pathfinder Society adventures. As the GM, be mindful of your players' comfort levels when deciding factors such as the gruesomeness of your descriptions.

KNOWLEDGE (LOCAL)

Based on the results of a Knowledge (local) check, the PCs might know more about Hellknights. Each PC recalls all of the information whose DC is less than or equal to the result of her check. PCs who are members of a Hellknight order automatically know the results listed at DC 20 and below, and members of the Order of the Gate automatically know all of this information.

10+: Hellknights are members of knightly orders that value law above all else. Many of their citadels are in Chelixa.

15+: While Hellknights look to Hell as an example of perfect order, Hellknight orders are not inherently evil organizations. Within an order, there is a strict hierarchy, with the lictor at the top and the trainees, known as armigers, at the bottom. Most Hellknights simply use the title Hellknight, though spellcasters instead use the title signifer.

20+: Each order of Hellknights has its own focus, but they all follow a strict set of laws called the Measure and a philosophy of merciless self-discipline called the Chain, which teaches the three virtues of order, discipline, and mercilessness. Hellknights must undergo many painful trials and defeat a devil in combat to earn a place within their order.

25+: The Order of the Gate is the smallest of the major Hellknight orders, with only a few hundred members. They are the most magically inclined of all orders, and are best known for their incisive divinations and hidden libraries of esoteric knowledge. They believe that true order can only be achieved when criminal impulses are detected and punished before they become criminal

action, because few mortals have the strength to resist their own impulses.

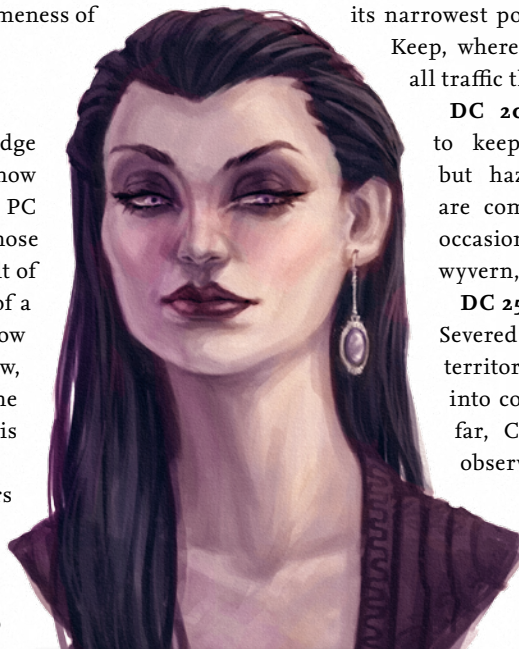
KNOWLEDGE (GEOGRAPHY) OR KNOWLEDGE (LOCAL)

Based on the results of a Knowledge (geography) or Knowledge (local) check, the PCs might know more about the Menador Gap and the surrounding mountains. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

DC 15+: The Menador Gap is the only passage between the Menador Mountains and the Ravounel Forest. At its narrowest point is a fortress called Menador Keep, where Chelish authorities heavily tax all traffic through the mountains.

DC 20+: Chelish patrols work hard to keep the mountain passage safe, but hazards still abound. Landslides are common and dangerous monsters occasionally prey on travelers. Manticore, wyvern, or chimera attacks are frequent.

DC 25+: In recent years, orcs from the Severed Hand tribe have expanded their territory south, which brought them into conflict with some native strix. So far, Chelish authorities have merely observed this conflict, since it has yet to interfere with trade.



ZARTA
DRALNEEN

MEETING THE HELLKNIGHTS

After the PCs teleport to the mountains, read or paraphrase the following.

This area is a small clearing in the midst of a field of boulders and hoary trees. To the north, the ground slants sharply upward and leads into mountainous peaks of jagged rocks. Roiling black clouds are gathered behind the peaks and the region is filled with a hushed quiet.

The Hellknight expedition waits in the clearing, oiling swords and reviewing spellbooks. There are 10 Hellknights in total—three fighters, three clerics, three wizards, and the expedition leader **Signifer Karva** (LN female human wizard 7). They all wear red robes and identical steel masks engraved with a swirling vortex pattern.

Signifer Karva approaches the PCs when they enter the clearing. If they spent more than one hour preparing before teleportation, she tersely informs them that they are late. Karva is slightly shorter than the rest of the Hellknights, and a hint of dark hair is visible behind her steel mask. A stern and commanding woman, she was

appointed to lead this expedition because she is also an expert in planar lore. To set the tone, read or paraphrase the following.

A Hellknight's commanding voice pierces the quiet. "Pathfinders. My name is Signifer Karva and I am in charge of this expedition. The Order of the Gate doesn't often work with your organization. Under different circumstances, we could have even been enemies. But today that is not so—we share the common purpose of restoring order to this region. Know that at my command, my Hellknights will sacrifice their lives to accomplish this mission, and I expect no less from you. If you truly wish to return home safely, obey my commands and heed your duties."

If any PCs chafe at her orders, Signifer Karva expresses her displeasure but avoids pushing the issue further. If the PCs ask her questions, she conveys the following information in a matter-of-fact tone.

What danger lies in the mountains?

"The source of the chaos is unknown, but we suspect it's an incursion of planar beasts or undead working in league with a tribe of orcs called the Severed Hand. Our diviners received troubling visions of scarred orcs covered with strange runes, piles of heaped skulls, and swarms of wriggling worms. Worse still, the diviners sense that the chaotic taint is growing stronger. They sent us to investigate."

Where are we headed? "The Severed Hand tribe lives deep in the mountains, roughly a two-day march from here. Our patrols seldom come out this far, so we will be in untamed wilderness for most of the expedition. There is a small peak called Gozreh's Fork near the edge of the tribe's territory that offers a good view of the region. We will head there first to get a grasp of where things stand in the mountains."

What is the Order of the Gate? "We are a Hellknight order focused on the pursuit of knowledge, both infernal and arcane. Our signifers outnumber our rank-and-file knights—an anomaly among the Hellknight orders—and we operate from nearby Citadel Enferac. Other Hellknight orders fear and respect our power, and you should as well."

What is a signifer? "A signifer is a Hellknight who specializes in the use of arcane or divine magic."

What do you know about the Temple of the Sky? "I was told the Society is interested in those ruins. The order

sent signifers to catalogue them many years ago, but strange guardians that hurled bolts of lightning drove them away. None have ventured there since. The temple is near Gozreh's Fork. After we deal with the orcs, you are free to seek out the temple, if you wish."

Why not teleport or use magic to get there? "It is best not to jump into the middle of a chaos-tainted area with limited knowledge of what lies ahead. We will be better served by entering the region cautiously."



SIGNIFER KARVA

INTO THE MOUNTAINS

After the discussion is over, Signifer Karva orders the march to begin. PCs interested in the black clouds on the horizon can attempt a DC 15 Survival check to determine that a large storm will likely hit within the next 24 hours. Signifer Karva expresses concern over this, but orders the expedition forward nonetheless. She tells the PCs to make whatever preparations they wish. PCs can attempt a DC 15 Survival check (DC 20 in Subtier 8–9) to fortify themselves against the coming storm. On a success, they receive a +2 bonus on saving throws and skill checks to maintain their footing and resist the storm's winds.

The terrain quickly grows rugged as the expedition gets underway. The Hellknights form an orderly column through the mountains, but Signifer Karva is content to let the PCs march in whatever configuration they see fit. She calls for brief breaks in the

march exactly once every hour to allow people to adjust their packs or sit down for a moment.

THE TWISTED WOOD

The first signs of qliphoth corruption appear roughly four hours into the journey. That Which Peels Flesh recently summoned a horde of cythnigot qliphoths (*Pathfinder RPG Bestiary 2* 221), which ventured into this region. Using *soften earth and stone* and *warp wood* spells, these beasts are turning the mountainside into a vision of their own Abyssal realm.

This area is marked by strange deformations. Large boulders and rocky outcroppings droop and sag on the side of the mountain, as if they were made of putty instead of stone. Moreover, the trees are twisted and warped into loathsome shapes. Each tree is covered with wooden growths shaped like writhing tentacles, grasping claws, and toothy mouths. The ground squishes underfoot and thousands of earthworms wriggle atop the soil.

Signifer Karva is greatly disturbed by the change in terrain and sees this as a sign of chaos. A PC who succeeds at a DC 22 Knowledge (arcana) check discerns that these deformations were caused by *soften earth and stone* and *warp wood* spells. Similarly, a PC who succeeds at a DC 15 Knowledge (nature) check notices that the worms covering the ground are behaving unnaturally. Vermin and insects are sometimes drawn to the surface at the call of unwholesome magic, or perhaps because they fear something even worse below ground.

As the expedition explores the warped terrain, clumps of earthworms wriggle up from the ground and crawl all over anyone who stands still for long.

A. STORM AND SCREE (CR 4 OR CR 7)

The expedition continues forward through the twisted terrain for one more hour before the wind begins to pick up. Shortly afterward, a howling rainstorm sweeps down on the party. This storm reduces visibility by three-quarters, and the howling winds make hearing equally difficult; together, these features impose a –8 penalty on all Perception checks. The severe winds and rain also automatically extinguish unprotected fires and impose a –4 penalty on ranged attack rolls and Fly checks. Small creatures must succeed at a DC 10 Strength check to move of their own volition, or a DC 20 Fly check if airborne, and Tiny creatures are blown away (see page 439 of the *Pathfinder RPG Core Rulebook* if the PCs bring a Tiny creature who is not secured in a bag or otherwise protected). Signifer Karva orders her Hellknights to use the *mount* spell to create horses for any small characters in the party so that they do not slow the expedition. The expedition continues onward for another hour before reaching a hazardous scree. The dotted region on the map represents the area of the scree.

A steep scree of gravel and shifting rocks covers the only path up the mountain here. The stones are slick with rain and a howling wind rips through the mountain pass, drowning out all other noise. At the bottom of the scree is a morass of mud and wet earth, while at the top is a flat rock shelf.

Yelling through the storm, Signifer Karva calls for a halt to examine the slope. A PC who succeeds at a DC 20 Knowledge (nature) or Survival check quickly identifies that attempting to climb the scree would likely trigger a rockslide. In Subtier 8–9, the collapse is harder to detect, increasing the DC to 25. Left to her own counsel, Karva orders the expedition to continue up the slope through the storm. The chaotic taint filling the region has her on edge and there are no defensible camping sites at the bottom of the scree. Karva is a headstrong leader, yet the PCs can convince her to camp at the

ROLEPLAYING THE HELLKNIGHTS

By and large the Hellknights are a taciturn bunch, but there is enough downtime in this adventure that PCs might still have time for a few roleplaying encounters with them. If the players seem interested, consider describing a few vignettes to portray the flavor and personalities of the Hellknights. Some ideas are provided below.

Give Them Names: The 10 Hellknights are named Asplexia, Rulla, Petronicus, Manius, Solangus, Boudra, Pavrodus, Stranglus, Rutilia, and Signifer Karva. Names humanize the Hellknights and could make any deaths later in the adventure more impactful.

The Word of Law: Memorizing the laws and codes of the Order of the Gate is important to the Hellknights. During breaks in the march, the Hellknights often recite these codes or have esoteric discussions about the finer points of the law. PCs can attempt a DC 20 Knowledge (local) or Knowledge (nobility) check or a DC 15 Profession (barrister) check to remember enough Chelish laws to impress the Hellknights. If a PC impresses a particular Hellknight, consider having the Hellknight loan them a *potion of cure serious wounds* for use during the adventure.

Inscribing Armor: The Order of the Gate specializes in magic and extraplanar knowledge. During a break in the march, one Hellknight might occupy herself by engraving her armor with names of significant demons the Order of the Gate has slain.

Campfire Predictions: Diviners from the Order of the Gate frequently predict future calamities, and even lesser members of the order take divinations very seriously. When the expedition makes camp, one or more Hellknights might use an *augury* spell to learn the future (perhaps foretelling the imminent cythnigot attack at area **A3**). Add a hellish bent when describing their casting of the spell. They could, for example, cast their incense into a puddle of mud to summon a squelching imp that answers their inquiry before transforming back into a pile of goo.

Boon or Bane: The PCs should feel that the Hellknights are allies, even if they are somewhat cold-hearted allies. During breaks, the Hellknights should cast spells to aid the PCs (*cure light wounds*, *protection from chaos*, or *bull's strength* are all good candidates). The Hellknights cast up to 1 spell per PC, and they cast only 1st- or 2nd-level spells. Some of the manifestations of their spells should have a Hellish aspect.

bottom of the slope with a successful DC 20 Diplomacy check. In Subtier 8–9, she is even more certain that camping in an indefensible region is a greater risk than the chance of a rockslide, and convincing her requires a DC 25 Diplomacy check instead.

A. Storm and Scree



1 square = 5 feet

Pathfinder Flip-Mat: Hill Country

C : Chimera

For the expedition to safely reach the top of the scree, the group must attempt 20 separate DC 20 Climb checks and succeed at more than 10 of them. Go around the table and let the players roll once for each of the 10 Hellknights using a Climb bonus of +4. Allow the PCs to divide the remaining 10 Climb checks between their characters however they see fit so long as each PC attempts at least one check. Keep a tally of the successes and failures as you go around the table, and be sure to narrate the slippery ascent as the players roll. If the expedition fails 10 or more Climb checks, it triggers a rockslide.

Clever PCs can make the climb much safer with preparation. Securing a rope—they need about 60 feet of rope—to the top of scree gives climbers a +5 bonus on Climb checks while using the rope. Additionally, waiting for the storm to end makes the climb less treacherous and reduces the Climb DC by 5. If the PCs decide to wait, skip to encounter **A3** first. Finally, a PC who succeeds at a DC 20 Survival check (DC 25 in Subtier 8–9) can pick out the safest route to the top, which reduces the Climb DC by another 5. Alternatively, PCs may be able to bypass the hazard using magic or some other method, at GM discretion.

The scree is too small to create a full-scale avalanche, but triggering a rockslide here would still be dangerous. In Subtier 5–6, creatures on the scree must succeed at a DC 15 Reflex saving throw or take 4d6 points of damage and become buried near the bottom of the slope. In Subtier 8–9, the storm is fiercer and the scree is steeper. In this case, creatures on the scree take 8d6 points of damage and are buried in the rockslide. A successful DC 20 Reflex saving throw reduces this damage by half and avoids burial.

In the event of a rockslide, assume half the Hellknights are buried and that one Hellknight suffocates in the rockslide, unless the PCs have an extraordinarily effective method to rescue the Hellknights quickly. For details on the effects of being buried for purposes of digging out buried comrades, see the last two paragraphs of the rules for cave-ins and collapses (*Pathfinder RPG Core Rulebook* 415).

The Cythnigot Horde (CR 8 or CR 11)

If the PCs successfully navigate the scree during the storm, this encounter occurs at the top of the slope. Otherwise, it takes place at the bottom of the

slope. If the party members triggered a landslide, give them time to heal and dig out buried comrades before beginning the encounter. Unfavorable weather conditions and special monster abilities increase this encounter’s CR by 1.

Hideous animals twisted with fungal growths, extra appendages, and strange mutations skitter forward through the thunderous rainstorm. A menagerie of mountain beasts gathers round—goats, hawks, mountain lions, and giant rats, each covered with a sickly infestation. Crashes of lightning reveal that behind these smaller beasts, larger horrors approach through the rainy haze.

Signifer Karva wastes no time, “Hellknights! Form ranks!” she calls through the storm. “Pathfinders, stay behind the line and reinforce us. I’m counting on you to deal with anything that breaks through the front line!”

As combat begins, the cythnigots immediately use their *soften earth and stone* spell-like abilities on the entire battlefield. If the fight is occurring at the top of the scree, the stone there is turned into a sheet of clay, which has no effect on combat. If the fight is occurring at the bottom of the scree, however, the wet earth beneath the PCs is transformed into thick mud. The PCs must succeed a DC 10 Reflex saving throw or be caught in the mud for 1d2 rounds and be unable to move, attack, or cast spells.

Creatures: The hideous horde that besets the expedition is composed of cythnigots. Normal cythnigots comprise the bulk of the horde and are of little concern to the PCs; the Hellknights deal with these threats at the front line. Statistics for these creatures are provided on page 27 only to model the effects of any attacks the PCs may choose to make against them. However, one round after combat begins, a more dangerous threat flies over the Hellknight ranks and attacks the PCs. In Subtier 5–6, this threat is a single infested chimera with a green dragon’s

head, while in Subtier 8–9 the threat is three infested chimeras. The beasts are infested with cythnigot colonies that are driving them to madness and death. Though their transformations are not complete, the chimeras have twisted flesh, extra limbs, and a spore-infested bite. Signifer Karva calls to the PCs to handle this new threat while she and her Hellknight team fend off the horrible, rampaging horde of cythnigots.



CYTHNIGOT

SCALING THE CYTHNIGOT HORDE

Make the following changes to accommodate a party of four PCs.

Subtier 5–6: The infestation of cythnigot spores in the chimera’s body has started to weaken it. The mouth of its lion head is completely filled with fungal growth and cannot close—remove the bite that deals 1d8+4 damage. Additionally, the chimera’s reserves of acid have been compromised, reducing the damage of its breath weapon to 6d6.

Subtier 8–9: Remove one infested chimera.

SUBTIER 5–6 (CR 8)

INFESTED CHIMERA CR 7

Variant chimera (*Pathfinder RPG Bestiary 44*)

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4 plus spores), bite +12 (1d8+4 plus spores), gore +12 (1d8+4), 2 claws +12 (1d6+4)

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

Special Attacks breath weapon (usable once every 1d4 rounds), horrific appearance (10 feet, Will DC 12)

TACTICS

During Combat The chimera opens combat with its breath weapon and then closes to melee, making as many full attacks as possible.

Morale The chimera’s misery and the hateful malice of the spores drive the creature to fight to the death.

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (33 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SPECIAL ABILITIES

Breath Weapon (Su) The chimera’s breath weapon produces a 20-foot cone of acid that deals 6d8 points of damage (DC 17 Reflex half). The save DC is Constitution-based. It can use its breath weapon once every 1d4 rounds.

Horrific Appearance (Su) Creatures that succumb to an

infested chimera’s horrific appearance become sickened for 1 round—an infested chimera’s horrific appearance only functions to a range of 10 feet. Once a creature makes a Will saving throw against a particular infested chimera’s horrific appearance, that creature is immune to the horrific appearance of all infested chimeras for 24 hours.

Spores (Su) Any creature bitten by an infested chimera must succeed at a DC 15 Fortitude saving throw or become infested by the creature’s otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target’s limbs. A creature suffering from these spores is entangled, and can attempt a new DC 15 Fortitude saving throw in later rounds as a standard action to rip the tendrils free and escape the entangled condition. The effects of multiple infested mantichore bites on a creature do not stack. Plant creatures take a –4 penalty on saves against this effect. This is a disease effect. The save DC is Constitution-based.

SUBTIER 8–9 (CR 11)

INFESTED CHIMERAS (3) CR 7

CE variant chimera (*Pathfinder RPG Bestiary 44*, see Subtier 5–6)

hp 85 each

TACTICS

See the tactics from Subtier 5–6.

Development: Killing the infested chimeras terrifies the smaller cythnigots. When the last chimera dies, the remainder of the horde either scatters or falls to the Hellknights’ blades. If the PCs killed the chimeras in five or fewer rounds, all the Hellknights survive the battle. If it took longer to slay the beasts, one Hellknight perishes during the battle from dozens of cythnigot wounds.

The cythnigot attack deeply troubles Signifer Karva, who states matter-of-factly that the presence of so many clippoths is a sign that the corruption of this region runs deep. Karva orders the expedition to make camp to rest and prepare for the battles ahead.

Rewards: A small shrine to Gozreh rests at the top of the slope here. The eruption of cythnigots from the mountainside disturbed the unstable ground, revealing a hidden cache beneath the shrine. The cache contains a collection of ancient jugs filled with 25 pale moonstones worth 100 gp each. Among the moonstones is a single air *elemental gem*. In Subtier 8–9, the cache also contains a *clear spindle ioun stone*.

If the PCs don’t defeat the infested chimeras, reduce each PC’s gold earned as follows.

Subtier 5–6: Reduce each PC’s gold earned by 604 gp.

Out of Subtier: Reduce each PC’s gold earned by 770 gp.

Subtier: 8–9: Reduce each PC’s gold earned by 937 gp.

THE SEVERED HAND

The following morning, the march resumes with even greater urgency. The party is now entering Severed Hand territory, so Signifer Karva orders the Hellknights to be especially vigilant. For the most part, the remainder of the second day's journey is uneventful. Near dusk, the group reaches Gozreh's Fork, where Signifer Karva hopes to learn more about the region.

BATTLES AND BINDINGS

Gozreh's Fork is a rocky plateau that affords a commanding view of the surrounding terrain. It acquired its name from its trident-like shape. Read the following to the PCs when they reach the top of the peak.

The top of this flat peak shows signs of magic and combat. The smell of rotting flesh is thick in the air and roughly a dozen corpses litter the area. In the center of the plateau, a circle of runes is scratched into the earth, and staked to the ground nearby are the corpses of two humanoid creatures with great black wings. Patches of wriggling worms and centipedes swarm over the rocky ground.

Ten days ago, the Severed Hand tribe won a battle against strix warriors on this peak. Strix are bird-winged humanoids native to this region of Cheliaz (*Pathfinder RPG Advanced Race Guide* 200). The orcs' new qliploth leader personally slew the strix leader, a wizard who owned a *wand of explosive runes*. Following the conflict, the orcs sacrificed their captives to That Which Peels Flesh and created a binding circle to summon cythnigots into the world. Signifer Karva pauses the expedition and orders her Hellknights to begin investigating, and strongly suggests that the Pathfinder assist in the investigation. The PCs can gain some valuable clues by examining the areas outlined below.

Search for Tracks: A PC who succeeds at a DC 25 Survival check discovers that roughly 30 humanoids fought here over a week ago and that several huge beasts with three-toed footprints accompanied them. In Subtier 8–9, the rains have washed away the tracks more thoroughly, increasing the DC to 20. With a successful DC 20 Knowledge (nature) check, the PCs identify that these tracks are from mountain gortheks, wooly bison-like creatures that orcs train.

The Binding Circle: A circle of runes is carved into the dirt at the center of the plateau and inside the circle are the remains of dozens of sacrificed goats, birds, and other mountain animals. A PC who succeeds at a DC 26 Knowledge (arcana) check discovers that multiple *planar binding* spells were cast at this circle. Likewise, a character who examines the runes can attempt a DC 20 Knowledge (planes) check to realize that this circle was

designed to bind creatures from the deepest layers of the Abyss—where qlippoths reside. The dead animals in the center of the circle were likely used as host corpses for summoned cythnigots.

The Orc Bodies: Ten dead orcs litter the battlefield, either crushed under rocks or pierced with strix javelins. PCs who examine the orc bodies discover that they are all horribly scarred with runes in Orc and Abyssal carved into their flesh (these are not *explosive runes*). These words tell sinful stories, chronicling each orc's entire life of evil deeds. The bodies are badly rotted, but a PC who succeeds at a DC 15 Heal check discovers that the words were likely carved into the orcs before their death, rather than after.

The Orc Warlord's Body: A single orc warlord lies slain near the center of the field of battle, wearing a strange mask. The orc was injured during the fight and gradually bled to death while his comrades looted the fallen. At this time, That Which Peels Flesh discovered the strix's wand and tested it on the fallen orc. Thus, this particular corpse is trapped with an *explosive runes* spell. A DC 28 Perception check is required to detect the presence of the spell, otherwise the spell triggers as soon as someone reads the words carved into the orc. Only a creature with the trapfinding class feature can disable the spell with a successful DC 28 Disable Device check.

Note that in Subtier 5–6, the flesh of the orcs makes a poor transfer for the spell, resulting in the spell dealing 4d6 points of force damage instead of 6d6. The mask that the orc wears was a gift from the qliploth, granted to the orc out of appreciation for his bloodlust in battle. In Subtier 5–6, this item is a *visage of the broodlord*. In subtier 8–9, it is a *greater visage of the broodlord*. See the Visage of the Broodlord sidebar for more information.

The Winged Corpses: The winged corpses are dead strix that the orcs captured after the battle ended. Their bodies are branded with religious runes and a successful DC 15 Knowledge (religion) check reveals that they were ritualistically sacrificed. In subtier 8–9, the runes are cut more sloppily, and the PCs must succeed at a DC 20 Knowledge (religion) check to decipher them.

Additionally, a PC who succeeds at a DC 24 Survival check uncovers strange serpentine tracks that seem to belong to a giant snake or a beast with tentacles. Large groups of worms seem to gather near these tracks.

The Worms: The worms in this area bear signs of minor mutation. Most are covered with small stingers, grasping claws, or terrible pincers. A PC who succeeds at a DC 20 Knowledge (planes) check notes that mutations like these sometimes appear as the result of the taint of powerful evil outsiders summoned into the world.

Rewards: If the PCs do not succeed on at least two skill checks to investigate the battlefield, Signifer Karva notes their lack of insight into the situation and confiscates the

B. Sigils of Sin



1 square = 5 feet

- L : Orc Lieutenant
- S : Sin-Carved Orc
- W : Orc Sergeant or Warlord

Pathfinder Flip-Mat: Hill Country

visage of the broodlord for further study. Reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 800 gp.

Out of Subtier: Reduce each PC's gold earned by 1,094 gp.

Subtier: 8–9: Reduce each PC's gold earned by 1,389 gp.

B. SIGILS OF SIN (CR 7 OR CR 10)

Signifer Karva orders the expedition to make camp while she uses the remaining daylight to examine the surrounding region with a spyglass. This process is interrupted when a group of orcs fleeing their sin-carved brethren sprints to the top of the plateau.

Guttural shouts and screams of fear echo up from the slopes below. Seconds later, six bedraggled orcs run onto the plateau. Hot on their heels is another band of orcs, each marked with runes carved into their flesh. With terror in their eyes, the first six orcs cry out in Common, "Help! Save us! We be good!"

Behind them, the rune-covered orcs laugh cruelly and fill the air with harsh howls. They plant a banner depicting a severed hand into the ground, then rush forward. At the same time, another, larger group of orcs emerges from behind, adding their screams to the terrible chorus.

Signifer Karva calls out, "Hellknights form ranks to the rear! Pathfinders, deal with the orcs attacking from the front!"

Creatures: The six fleeing orcs are terrified members of the Severed Hand tribe. They have seen the destruction the shoggti has wrought and chose to scatter into the wilderness. For this betrayal, That Which Peels Flesh ordered their deaths and sent a band of loyal sin-carved orcs to hunt them down. The sin-carved orcs divided into two groups to prevent their prey from fleeing, and the PCs and Hellknights are caught in the middle of the trap. The largest group of orcs attacks the Hellknights at the rear of the expedition, while a smaller group attacks the front of the expedition. The six defectors merely cower in the center of the plateau, too exhausted to help.

In Subtier 5–6, the PCs must defeat one orc lieutenant, one orc sergeant, and four sin-carved orcs. In Subtier 8–9, the PCs must defeat two orc warlords, one orc lieutenant, and 10 sin-carved orcs. The CR of this encounter is one higher than normal to account for the dangerous *explosive runes* engraved on the orcs. See the Sin-Carving Rules sidebar on page 15 for details.

Saving Hellknights: The Hellknights are hard pressed during this battle and without aid they will certainly sustain casualties. Be sure to narrate the fierce combat occurring on the Hellknight side of the battlefield as the PCs battle their own foes. If the PCs are able to defeat the orcs attacking the front in two rounds or fewer, they can turn to aid the Hellknight forces and quickly end the battle. If this occurs, all the Hellknights survive. If the

VISAGE OF THE BROODLORD

The *visage of the broodlord* is a horrifying mask that grants the wearer a deeper connection to insects. It first appeared in *Pathfinder Campaign Setting: Lost Kingdoms* and is reprinted below with slight modifications to the physical appearance. In Subtier 8–9, the PCs instead find a *greater visage of the broodlord*.

VISAGE OF THE BROODLORD		PRICE varies
Normal		9,600 GP
Greater		16,670 GP
SLOT head	CL 6th	WEIGHT 1 lbs.
AURA strong conjuration		

Made of interwoven wicker strands and insect-excreted resin, these horrific masks have the appearance of mutated, spore-infested insects. The mask's wearer is rendered immune to swarms' distraction special attack. Additionally, once per day the wearer can transform into an insect as per the spell *vermin shape I*, or *vermin shape II* for a *greater visage of the broodlord* (*Pathfinder RPG Ultimate Magic* 246).

A *greater visage of the broodlord* also grants its wearer DR 5/— against the melee attacks of swarms.

CONSTRUCTION REQUIREMENTS	COST varies
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Craft Wondrous item, *vermin shape I* (normal) or *vermin shape II* (greater)

battle takes three, four, or five rounds, one Hellknight perishes under the orcish onslaught. If the battle takes six or more rounds, two Hellknights perish.

The PCs may chose to help the Hellknights by slinging their own attacks at the rear orcs rather than trying to defeat their encounter as quickly as possible. In general, the PCs' aid should be the difference between life and death for the Hellknights. If two or three PCs spend at least a standard action helping the Hellknights, no casualties occur. The Hellknights' encounter takes place off the south edge of the map. It contains a combination of the same orcs fighting the PCs, but in greater numbers.

SUBTIER 5–6 (CR 7)

SIN-CARVED ORCS (4)	CR 1/3
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CE orcs (*Pathfinder RPG Bestiary* 222, see page 27)

hp 6 each

OFFENSE

Special Attacks open sin-carving (see page 15)

TACTICS

During Combat The orcs charge into melee with great fury.

SCALING THE SIGILS OF SIN

Make the following changes to accommodate a party of four PCs.

Subtier 5–6: Remove the orc sergeant.

Subtier 8–9: Remove one orc warlord.

Morale If they are injured, if the battle seems lost, or if multiple enemies surround them, the sin-carved orcs hold their hands aloft and proclaim their sins aloud, triggering the *explosive runes* spell.

ORC LIEUTENANT CR 4

hp 42 (*Pathfinder RPG Monster Codex* 166, see page 28)

OFFENSE

Special Attacks hidden sin-carving, weapon training (bows +1)

During Combat The lieutenant attack with his longbow. He targets dwarven PCs first, if there are any.

Morale The lieutenant fights to the death.

ORC SERGEANT CR 2

hp 30 (*Pathfinder RPG Monster Codex* 166, see page 29)

OFFENSE

Special Attacks hidden sin-carving (see page 15)

TACTICS

Before Combat The orc sergeant drinks a *potion of bull's strength*.

During Combat The sergeant attacks with her longbow. She targets dwarven PCs first, if there are any.

Morale The sergeants fight to the death.

Base Statistics Without *bull's strength*, the orc sergeant's statistics are **Melee** mwk spear +8 (1d8+6/×3) or falchion +7 (2d4+6/18–20); **Str** 19; **CMB** +7; **CMD** 16; **Skills** Intimidate +10.

SUBTIER 8–9 (CR 10)

SIN-CARVED ORCS (10) CR 1/3

CE orcs (*Pathfinder RPG Bestiary* 222, see page 27)

hp 6 each

OFFENSE

Special Attacks open sin-carving (see page 15)

TACTICS

During Combat The orcs charge into melee with great fury.

Morale If they are injured, if the battle seems lost, or if

multiple enemies surround them, the sin-carved orcs hold their hands aloft and read their sins aloud, triggering the *explosive runes* spell.

ORC LIEUTENANT CR 5

Orc scout (*Pathfinder RPG Monster Codex* 169, see page 29)

hp 49

OFFENSE

Special Attacks combat style (archery), favored enemy (dwarves +4, humans +2), hidden sin-carving (see page 15)

TACTICS

During Combat The lieutenant attacks with his longbow, targeting his favored enemies first.

Morale The lieutenant fights to the death.

ORC WARLORDS (2) CR 6

hp 86 each (*Pathfinder RPG Monster Codex* 170, see page 29)

OFFENSE

Special Attacks hidden sin-carving (see page 15), rage (18 rounds/day), rage powers (animal fury, intimidating glare, strength surge +7)

Rewards: If the PCs fail to defeat the horde of orcs, reduce each PC's gold earned as follows.

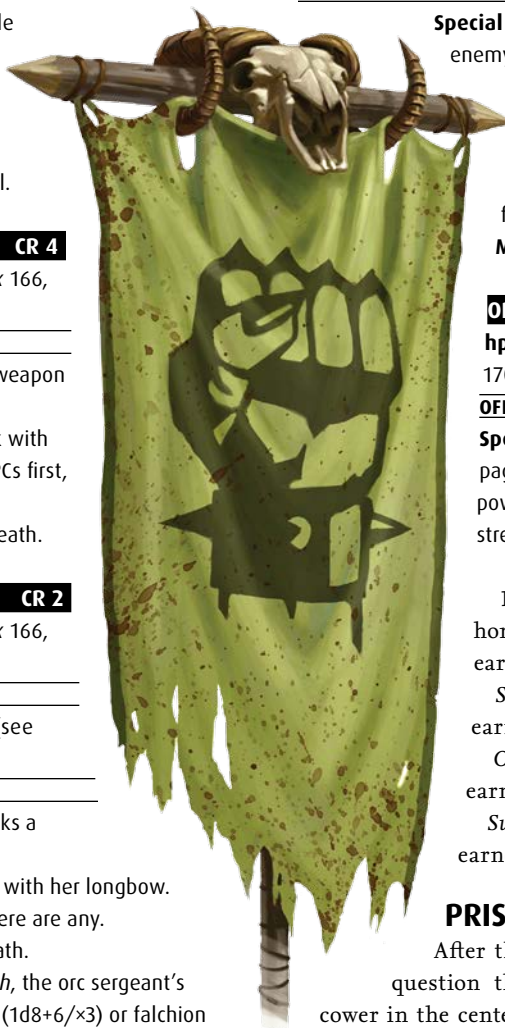
Subtier 5–6: Reduce each PC's gold earned by 373 gp.

Out of Subtier: Reduce each PC's gold earned by 873 gp.

Subtier: 8–9: Reduce each PC's gold earned by 1,373 gp.

PRISONERS' DILEMMA

After the battle, the PCs have a chance to question the rescued orc captives, who still cower in the center of the plateau. Most of these orcs have no runes on their flesh, though one of them has runes that continue to evolve throughout the encounter. The captured orcs plead and grovel desperately on the ground, their usually proud demeanors utterly shattered by the horrors of the qliphoth That Which Peels Flesh. The orcs gladly offer to "be good" and tell the PCs everything they know in exchange for a promise of mercy. The sin-carved orc's runes evolve excruciatingly throughout this encounter—for example, the word "cowardice" writes itself so deeply across his face that it carves out one of his eyes, then the word "groveler" writes itself across his hands. Unless restrained, that orc eventually makes a last, desperate attack against the PCs



with his falchion. He has the same statistics as the sin-carved orcs in encounter **B2**.

If possible, Signifer Karva remains quiet at this juncture and lets the PCs promise whatever they wish. Once the questioning is through, Karva plans to execute the orcs. In her view, they have served their usefulness and are certain to cause future disorder if left to roam the wilderness. Some PCs might object to this ruthless stance, but ultimately there is no right answer. The orcs are evil and are likely to cause trouble if set free. They are also helpless captives who have willingly surrendered. If the PCs side with Karva, she commends them for their clear-sightedness and consoles them—doing the dutiful thing is not always easy.

If the PCs side against Karva, they have an opportunity to sway her point of view. If the PCs provide a well-reasoned argument and succeed at a DC 25 Diplomacy check (DC 30 in Subtier 8–9), Signifer Karva grudgingly agrees to release the orcs, provided they swear an oath. If the PCs fail at this Diplomacy check by 10 or less, she proposes the alternative solution of collecting a vial of blood from each orc, which could then be used to magically “check up” on the orcs for good behavior in the future. The orcs are fearful of blood magic, but the PCs can convince them to go along with this plan with a successful DC 15 Diplomacy or Intimidate check. Ultimately, if no solution is reached, Karva is willing to back down before things escalate to violence. The mission to slay the qliphoth is paramount at this point, even if that means setting a few untrustworthy orcs free.

Regardless of how the fate of the captives is settled, they can answer the questions provided below. If no orcs are alive to be questioned, the Hellknights can extract these answers from their corpses using divination spells, such as *Speak with Dead*. Alternatively, the information below could be outlined in documents recovered from the fallen orcs. Whatever the method, GMs should make sure that the PCs understand That Which Peels Flesh’s two plans and the decision that stands before them.

Why were those orcs chasing you? “They wanted to carve us up and write our sins into our skin. We are afraid of the Wormcaller. It has destroyed our tribe. So we fled.”

What is That Which Peels Flesh? “It is a terrible beast, summoned from other places—dark places. Our shaman summoned it to help us with the war, but then it ate him. Now the shaman’s apprentice Olgrahk serves the creature and commands us all to carve our sins. That Which—” The orc stammers, “I can’t say its name. It hates mortal sin and wants to end all signs of mortal life.”

What do you know about the powers of That Which Peels Flesh? “We are not shamans and we do not know the truth of dark beasts. It is a great creature, with tentacles and slime. Worms and bugs come when it beckons. It can

SIN-CARVING RULES

That Which Peels Flesh inscribed many of its orc servants using a *wand of explosive runes*. The inscribed runes took on a life of their own, writing a multitude of sins into each orc’s flesh that grant them either the open sin-carving or hidden sin-carving special attacks, which are summarized below. The runes that the PCs read proclaim sins of a variety of natures and degrees of severity. Some examples include “lied about slaying a dragon,” “betrayed tribe,” and “stole trophy heads,” as well as orc cultural taboos such as “mercy,” “weaking,” “pity,” and “sunwalker.”

Open Sin-Carving (Sp): These orcs are openly marked with an *explosive runes* spell. Anyone who sees the orc can trigger the spell, except that creatures that bear a sin carving can only trigger runes on their own bodies. In Subtier 5–6, the *explosive runes* spell only deals 4d6 points of force damage due to the imperfect translation of magic to flesh.

Hidden Sin-Carving (Sp): That Which Peels Flesh recognizes the value of experienced minions and made sure to engrave them with *explosive runes* that are hidden beneath their gear. Unless looters are careful to avoid looking at this orc’s corpse, the runes trigger when the body is looted. In Subtier 5–6, the *explosive runes* spell only deals 4d6 points of force damage due to the imperfect translation of magic to flesh.

Triggering the Runes: During the course of the adventure, clever PCs might try to trigger the *explosive runes* inscribed on the orcs from a safe distance. This is difficult, since the runes are small and the orcs certainly don’t hold still. As a standard action, a PC can attempt DC 20 Perception check to read all of the runes on an orc. If successful, the runes are triggered and the orc explodes. Remember to add +1 to the DC of the Perception check for every 10 feet of distance between the orc and the PC.

In Subtier 8–9, the *explosive runes* spell is more perfectly translated onto the orcs’ flesh, making it more difficult to read. Because of this, the base Perception DC is 25 in the higher subtier.

talk inside our heads and make us do things. It carries a magic wand, which it uses to enchant the sins of our flesh.”

What is That Which Peels Flesh’s plan? “It has two plans. It hates signs of mortal life. So first it ordered Olgrahk and his orcs into the mountains to destroy all ruins left behind by men. They are on their way to the Temple of the Sky now. Second, now that it has finished reminding the Severed Hand orcs of their sinfulness, it wants to spread out and kill other humanoids in the mountains. It has started a ritual to summon more of its kind here, and then they will attack. Preparations started when we left, so the ritual should begin soon.”

What do you know about the Temple of the Sky?
 “Olgrahk is on his way to destroy the temple now. We seldom go there because ancient men, who worshiped the sky, cursed the temple. They say the ancient men summoned spirits of the air to write down wisdom onto pillars there. In the past, some of our shamans read the pillars and gained strange powers.”

CHOICES

After questioning the orcs, it should be clear to the PCs that two plots are afoot. First, a deadly summoning ritual is currently underway at the tribal home of the Severed Hand. Second, a team of orcs is on its way to destroy the Temple of the Sky. It is after dusk by this time and Signifer Karva had planned to rest overnight before confronting the orcs. However, given the urgency of the situation, she insists on leaving immediately. The Temple of the Sky and the Severed Hand tribal home are both roughly one hour away from Gozreh’s Fork at a 30-foot speed, but in opposite directions.

Since there isn’t enough time to travel to both locations, the PCs must decide which of That Which Peels Flesh’s plots they wish to thwart. Signifer Karva insists

that the PCs aid the Hellknights. After all, the PCs agreed to help deal with the threat in the mountains. On the other hand, the primary reason the Pathfinder Society agreed to help the Hellknights was to gain a chance to examine the Temple of the Sky, and the PCs may trust that the Hellknights can handle the threat while they prevent a significant historical site from being destroyed forever. As with the orc dilemma, there is no right answer here. Allow the PCs to decide as they wish.

If the PCs declare that they are going to the Sky Temple, Signifer Karva shakes her head in disgust and orders her Hellknights to leave for the ritual site at once. She does not attempt to persuade the PCs. (In this case, skip to encounter **D**, which starts on page 21.) On the other hand, if the PCs declare that they are going to the ritual site, Signifer Karva nods approvingly and declares that there is no time to waste. The Hellknights summon *phantom steeds* with a 60-foot movement speed for themselves, as well as for the PCs if they chose to visit the ritual site.

The PCs may propose plans that involve traveling to both locations, either simultaneously or sequentially. If the PCs propose splitting the party, Signifer Karva’s reaction is sharply negative and swift.

“A unit of battle is one body. Any division in the unit is a rift into chaos, a cancer that proliferates until the unit dies. If you are not capable of acting as a unit, I will not subject my Hellknights to your disorderly behavior. You gave your word that you would assist us. If you plan to betray that word, lay your true nature bare and betray it, but do not play at loyalty and attempt to weasel your way into our good graces with poisonous offers. If you are ready to act together and with honor, join us.”

If the PCs propose heading to the Sky Temple first before the ritual site, Signifer Karva remarks that there isn’t time, and that a ritual of such power is likely to seal off the area around it, making entry impossible if they do not travel to the ritual site as quickly as possible. A PC who succeeds at a DC 25 Knowledge (arcana) or (planes) check to analyze the chaotic auras suffusing the region determines that such a seal is already beginning to form. If the PCs propose heading to the Sky Temple after the ritual site, Signifer Karva commends the PCs for deciding to do what is necessary, and being willing to risk sacrificing the Sky Temple to the shockwaves that are likely to accompany the destruction of a chaotic ritual of this magnitude. A PC who succeeds at a DC 20 Knowledge (arcana) or (planes) check knows that the risk of such shockwaves is significant.



C. LAIR OF WRITHING WORMS (CR 9 OR CR 12)

If the PCs decide to aid the Hellknights, Signifer Karva thanks them for their stalwart behavior and leaves for the Severed Hand tribal home immediately. Signs of chaotic taint fill the landscape on the march to the orc lair. The terrain is twisted into hellish forms and pits of writhing worms dot the mountainside. Orc totems, including piles of skulls and pillars of bones, line the path to the orc warrens.

Read or paraphrase the following when the PCs arrive at the orc village.

The mountain path dead-ends here inside of a box canyon. Crude carvings and ancient paintings cover the canyon's walls, marking this as the ancestral home of an orc tribe. Scattered across the canyon floor are large piles of stacked skulls. Four sets of carved stairs lead to yawning caves in the sides of the canyon.

In the center of the canyon is a sprawling pit of worms and writhing insects. A narrow stone path leads to a small island in the pit of worms, where an altar made of bone rests surrounded by a circle of glowing runes.

The piles of skulls that litter the canyon floor were collected for generations by the Severed Hand orcs. The piles are primarily made of orc bones, but many other humanoid bones harvested from slain enemies are here, too. Larger bones and rocks make up the center of the piles, while skulls are stacked on the outside. Each "small" pile stands roughly 8 feet tall at its peak, while the large pile of skulls at the back of the canyon stands 30 feet high. The top skull in largest pile is massive—a PC who succeeds at a DC 15 Knowledge (arcana) check identifies that it is a dragon skull. The piles are carefully stacked, but they are not all stable. Medium creatures that attempt to climb small piles automatically cause them collapse. This collapse destroys the skull pile and fills the 10 feet surrounding the pile with loose skulls, creating difficult terrain. Small creatures can climb any of the skull piles with a successful DC 15 Climb check, and Medium and Large creatures can climb the large pile with a successful DC 20 Climb check.

Each of these four caves off of the room leads into a deep network of orc tunnels where hundreds of Severed Hand orcs lurk.

Hazard: Over the last 10 days, That Which Peels Flesh ordered the orcs to dig a pit in the center of the canyon where the shoggti's pet worms could gather. The worm pit is approximately 10 feet deep and it is filled to the brim with mutated worms, centipedes, and other crawling bugs. Any creature that falls into the pit takes 1d6 points of damage per round and must succeed at a Fortitude saving throw or become poisoned (corrupted worm poison: bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save). In Subtier 8–9, the worms's mutations

are more severe. The worm pit deals 2d6 points of damage per round and the DC to resist the poison increases to 18.

Creatures: The orcs of the Severed Hand tribe are in a sorry state. Countless sacrifices to That Which Peels Flesh have dramatically reduced their numbers, and many of the most recently added skulls stacked in this canyon once belonged to Severed Hand orcs. Although no guards wait at the entrance to the box canyon, the presence of the Hellknights makes it unlikely that the PCs will be able to sneak up on the orcs here.

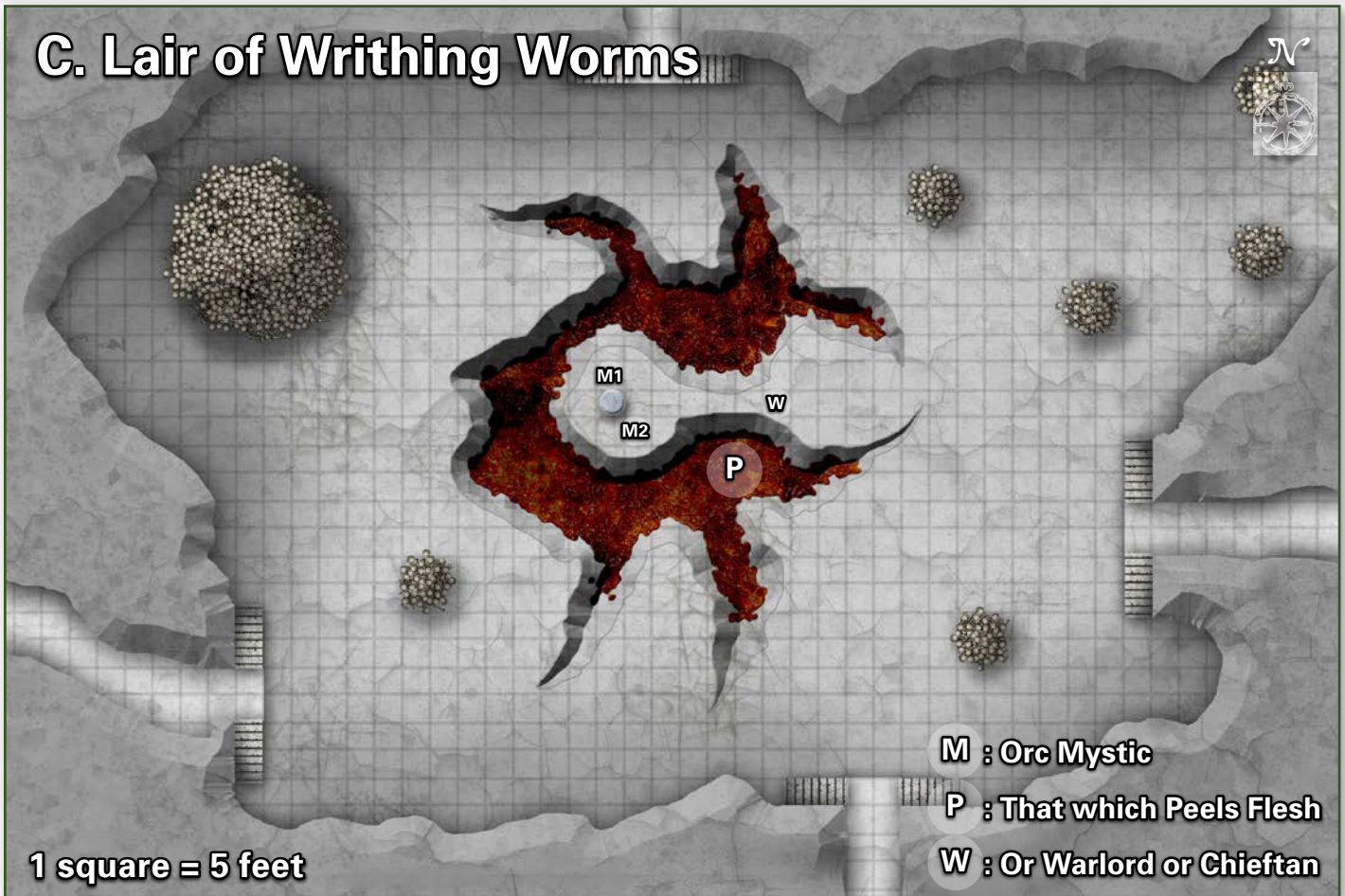
When the party arrives, the shoggti and its minions are nearly finished with a ritual designed to usher more qliphoths into the world. Dozens of orcs lurk inside the cave entrances in the canyon walls, watching the ritual in hushed silence. In Subtier 5–6, one orc warlord and two orc mystics wait on the island in the worm pit. The mystics are deeply focused on a complex chant to complete the ritual, while the orc warlord keeps a watchful eye on the area. That Which Peels Flesh converted the mystics from the worship of orc gods to the worship of the qliphoth lord Ispth-Aun-Vuln. The mystics believe that the shoggti is an emissary from their dark master and follow its orders without question. In Subtier 8–9, two greater orc mystics chant on the island while one orc chieftain stands alert. In both subtiers, the shoggti begins the encounter lurking below the surface of the worm pool.

When combat begins, the Hellknights split up and fight the orcs back at each of the entrances, Signifer Karva directs several of the Hellknights to fight by the PCs' side at their command while she coordinates the Hellknights who are stopping more orcs from spilling forth into the room. If uninterrupted, the orc mystics continue chanting for another 10 rounds, during which a hazy portal slowly begins to open above the altar. The orcs and That Which Peels Flesh can pause their ritual for a total of 10 rounds without causing the ritual to fail. Because of this, when the PCs attack, the orcs immediately focus their attention on the party and leave the nearly open portal hovering above the altar ominously.

Without the PCs' assistance, the Hellknights eventually disrupt the ritual, but they are unable to slay the qliphoth, and forced to flee with heavy casualties. Barring extremely unusual circumstances, the ritual is unable to complete. If it does, a gateway briefly opens into one of the deepest layers of the Abyss. A torrent of poisonous worms spews forth from the portal, filling the entire canyon, and nearly a dozen shoggti follow with them. If this dire event occurs, the Hellknights fail in their mission and Karva orders a retreat to Citadel Enferac. Those who do not retreat face almost certain death.

Hellknights During Combat: The Severed Hand tribe was severely weakened by sacrifices to That Which Peels Flesh, but many orcs still remain in their warrens. When

C. Lair of Writhing Worms



SCALING THE LAIR OF WRITHING WORMS

Make the following changes to accommodate a party of four PCs.

Subtier 5–6: Replace the orc warlord with an orc sergeant.

Subtier 8–9: Remove one greater orc mystic. Replace the orc chieftain with an orc warlord.

the battle begins, they pour forth from the caves and attempt to mob the PCs. Signifer Karva rallies most her Hellknights to fend off the orc hordes while the PCs deal with the shoggti. Knowing that the qliphoth That Which Peels Flesh is the greatest threat, she orders her troops to aid the PCs in any way they can during the fight, and not to hesitate in sacrificing their lives should it prove necessary.

Each round, the Hellknights aid the PCs by performing one action from the tables in the Assistance from Hellknights sidebar.

SUBTIER 5–6 (CR 9)

THAT WHICH PEELS FLESH CR 7

Shoggti (*Pathfinder RPG Bestiary 2* 225, see page 30)

hp 80

TACTICS

During Combat The shoggti stays submerged in worms and casts *protection from law* at the beginning of combat. When the PCs draw close to the pit, it emerges to make tentacle attacks and drag PCs into the pit. It uses *charm monster* and *command* on targets weakened by its braincloud ability. If need be, it uses *dimension door* to appear behind ranged foes.

Morale That Which Peels Flesh's hatred for all life drives it to fight to the death.

STATISTICS

Gear *wand of explosive runes* (2 charges remaining)

ORC MYSTICS (2)

CR 2

Orc cleric of Isph-Auh-Vuln 3

hp 20 each (*Pathfinder RPG Monster Codex* 167, see page 28)

OFFENSE

Special Attacks channel negative energy 4/day (DC 12, 2d6), hidden sin-carving (see page 15)

TACTICS

Before Combat The orcs cast *bull's strength* and *protection from good* on the orc warlord before combat begins.

During Combat The orcs attack close foes with their battleaxes and ranged foes with *murderous command* spells. If the

PCs refuse to come to the altar, the mystics cast *invisibility* on themselves and resume chanting to continue the ritual. The shoggti's influence and the unspeakable deeds they committed to formalize their conversion to a qliphoth lord have broken their spirits. During combat, they weep blood from their eyes, and a foul vortex of wind stirs around them, carrying with it the scent of death. These manifestations have no mechanical effect.

Morale The mystics' devotion to their new religion is absolute. They fight to the death.

ORC WARLORD **CR 6**

hp 86 (*Pathfinder RPG Monster Codex* 170, see page 29)

OFFENSE

Special Attacks hidden sin-carving (see page 15), rage (18 rounds/day), rage powers (animal fury, intimidating glare, strength surge +7)

TACTICS

During Combat The orc warlord defends the island if possible, but if the PCs keep their distance the orc grows impatient and charges forward.

Morale The orc warlord fights to the death.

SUBTIER 8–9 (CR 12)

THAT WHICH PEELS FLESH **CR 9**

Advanced shoggti (*Pathfinder RPG Bestiary* 2 292, 225)

CE Large outsider (qliphoth)

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

hp 112 (9d10+63)

Fort +12, **Ref** +6, **Will** +10

Defensive Abilities uncanny dodge, **DR** 10/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +16 (1d8+8), 6 tentacles +11 (1d4+4 plus grab)

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

Special Attacks braincloud, horrific appearance (DC 16), constrict (1d4+8)

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

Constant—*tongues*

At will—*command* (DC 13)

3/day—*charm person* (DC 14), *protection from law*

1/day—*charm monster* (DC 17), *dimension door*, *fleshworm infestation*^{UM} (DC 16)

TACTICS

During Combat The shoggti stays submerged and casts *protection from law* at the beginning of combat. When the PCs draw close to the pit, it emerges and casts *fleshworm infestation* on a weak-looking foe if possible. Thereafter,

ASSISTANCE FROM HELLKNIGHTS

The Hellknights perform one action from the following table each round on initiative count 10. Allow the PCs to select an action from the list and roll any relevant dice. Each time the Hellknights aid the PCs, there is a cumulative 10% chance that the action distracts the Hellknight providing aid. An orc uses this distraction to strike, killing the Hellknight. If the PCs befriended any Hellknights over the course of the adventure, this might be good opportunity to work a heroic sacrifice into the story. Either way, Signifer Karva urges the PCs to ignore any Hellknight deaths—they must each perform their duty.

SUBTIER 5–6 HELLKNIGHTS

Action	Result
1	A Hellknight hurls a <i>magic missile</i> at a foe, dealing 2d4+2 points of damage.
2	A Hellknight casts <i>cure moderate wounds</i> and heals a PC for 2d8+3 points of damage.
3	A Hellknight cast <i>shield other</i> on a PC. After taking 20 points of damage from the spell, the Hellknight dies.
4	A Hellknight casts <i>scorching ray</i> at a foe (+6 ranged touch attack, one ray).

SUBTIER 8–9 HELLKNIGHTS

Action	Result
1	A Hellknight hurls a <i>magic missile</i> at a foe, dealing 3d4+3 points of damage.
2	A Hellknight casts <i>cure serious wounds</i> and heals a PC for 3d8+5 points of damage.
3	A Hellknight cast <i>shield other</i> on a PC. After taking 30 points of damage from the spell, the Hellknight dies.
4	A Hellknight casts <i>scorching ray</i> at a foe (+8 ranged touch attack, two rays).

the shoggti makes tentacle attacks and attempts to drag PCs into the pit. It uses *charm monster* and *command* on targets weakened by its braincloud ability. If need be, it uses *dimension door* to appear behind ranged foes.

Morale That Which Peels Flesh's hatred for all life drives it to fight to the death.

STATISTICS

Str 26, **Dex** 16, **Con** 23, **Int** 12, **Wis** 19, **Cha** 15

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 31 (35 vs. trip)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Use Magic Device), Spell Focus (enchantment), Toughness

Skills Diplomacy +14, Intimidate +18, Knowledge (planes) +13, Perception +20, Sense Motive +16, Stealth +11, Use Magic Device +21; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Use Magic Device

Languages Abyssal; telepathy 100 ft.

Gear wand of explosive runes (2 charges remaining)

SPECIAL ABILITIES

Braincloud (Su) Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them.

Horrific Appearance (Su) Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of removing the fascinated condition).

GREATER ORC MYSTICS (2) CR 7

Male and female orc clerics of Isph-Aun-Vuln 8
CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)

hp 63 each (8d8+24)

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

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +9/+4 (1d8+3/×3)

Ranged javelin +6/+1 (1d6+3)

Special Attacks channel negative energy 4/day (DC 15, 4d6), hidden sin-carving (see page 15), scythe of evil (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +11)

At will—master's illusion (8 rounds/day)

6/day—copycat (8 rounds), touch of evil (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +11)

4th—*chaos hammer* (DC 17), *confusion*^o (DC 17),
cure critical wounds

3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *cure serious wounds*, *magic circle against good*^o, *wind wall*

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*^o,
shard of chaos^{um}

1st—*bane* (DC 14), *command* (DC 14), *divine favor*, *magic weapon*,
murderous command^{um} (DC 14),
protection from good^o

0 (at will)—*bleed* (DC 13), *detect magic*,
guidance, *read magic*

D domain spell; **Domains** Evil, Trickery

TACTICS

Before Combat If possible, the orcs cast *bull's strength*, *divine favor*, and *invisibility* on themselves before combat begins. The bonuses granted by these spells are not included in their statistics here.

During Combat The orcs immediately unleash their *confusion*, *chaos hammer*, and *blindness/deafness* spells upon the PCs. When their strongest ranged spells are exhausted, they cast *shield other* on That Which Peels Flesh and wade into melee.

Morale The mystics' devotion to their new religion is absolute. They fight to the death.

STATISTICS

Str 17, **Dex** 10, **Con** 12, **Int** 6, **Wis** 17, **Cha** 12

Base Atk +6; **CMB** +9; **CMD** 19

Feats Combat Casting, Lightning Reflexes, Skill Focus (Stealth), Toughness

Skills Knowledge (religion) +4, Perception +5, Stealth +4

Languages Common, Orc

Gear battleaxe, +1 *breastplate*, *cloak of resistance* +1, *headband of inspired wisdom* +2, heavy steel shield, javelins (4), platinum rings worth 50 gp, wooden holy symbol, 35 gp

ORC CHIEFTAIN CR 9

hp 99 (*Pathfinder RPG Monster Codex* 170, see page 28)

OFFENSE

Special Attacks hidden sin-carving (see page 15), weapon training (axes +2, bows +1)

TACTICS

Before Combat If possible, the orc chieftain drinks his *potion of heroism* before combat begins. The bonuses for this potion are not included in his statistics.

During Combat The orc chieftain defends the island at first, but if the PCs keep their distance, the orc grows impatient and charges forward.



THAT WHICH PEELS FLESH

Morale The orc chieftain fights to the death.

STATISTICS

Feats Replace the chieftain's Cleaving Finish feat (*Pathfinder RPG Ultimate Combat* 92) with Great Cleave.

Development: If the PCs kill either orc mystic or That Which Peels Flesh, the ritual fails and the portal immediately closes, sending a shockwave through the region for miles around. This shockwave makes it simple work for the orcs in area **D** to topple all twenty pillars. If the shoggti survives, it eventually attempts to open another portal. As a result, the PCs must slay the qliphoth in order to permanently end the threat to the Menador Mountains.

Rewards: The PCs gain access to the items from the Lair of Worms on their Chronicle Sheets. Note that they do not gain access to *wand of enervation* with 3 charges (or the *belt of incredible dexterity* +2 in Subtier 8–9), which can only be acquired in the Temple of the Sky. If the PCs chose this path but failed to defeat That Which Peels Flesh, reduce each PC's gold earned as follows.

- Subtier 5–6:* Reduce each PC's gold earned by 800 gp.
- Out of Subtier:* Reduce each PC's gold earned by 1,300 gp.
- Subtier: 8–9:* Reduce each PC's gold earned by 1,800 gp.

D. THE TEMPLE OF THE SKY (CR 9 OR CR 12)

If the PCs decide to save the temple ruins, Signifer Karva curses the Pathfinders for going back on their word and leads her Hellknights away immediately. The temple rests at the top of a nearby spire of rock. A single winding trail leads up the cliffs and eventually becomes lost in the low-hanging clouds that obscure the top of the peak.

When the PCs reach the top of the spire, read or paraphrase the following.

A temple carved from white stone hangs off the side of this rocky spire. A pillow-like layer of clouds rests just below the temple and stretches outward for miles. Chill winds gust around the temple and, from time to time, they seem to carry airy whispers with them. Twenty engraved pillars are arrayed across the temple and a circular hole opens up in the center of the ruins. Perched atop each pillar is a crude statue of a bearded man wearing flowing robes and brandishing a lightning bolt in his hand. A white marble altar rests on the northern wing of the temple. The temple is shaped like a cross and has no walls or handrails—a fall from the edge leads to a long drop to the ravine below.

Agas ago, a tribe of Gozreh worshipers collected secret lore from spirits of the air and transcribed them onto 20 columns called the *Pillars of the Sky*. These pillars not only contain great knowledge, but also grant minor powers over wind and lightning to those who read them.

READING THE PILLARS

Use the following table to resolve the effects of a PC deciphering a pillar (as described on page 22), rolling randomly among the 6 choices. If a PC exceeds the DC by 5 or more, allow the PC to choose an effect from the table instead of rolling randomly. If a PC exceeds the DC by 10 or more, the PC may choose the following effect instead of rolling. Air spirits swirl around the orcs and coalesce over their sin runes. For 1 minute, the sin runes cannot be activated. The caster level of all spell effects is 5 (or 8 in Subtier 8–9).

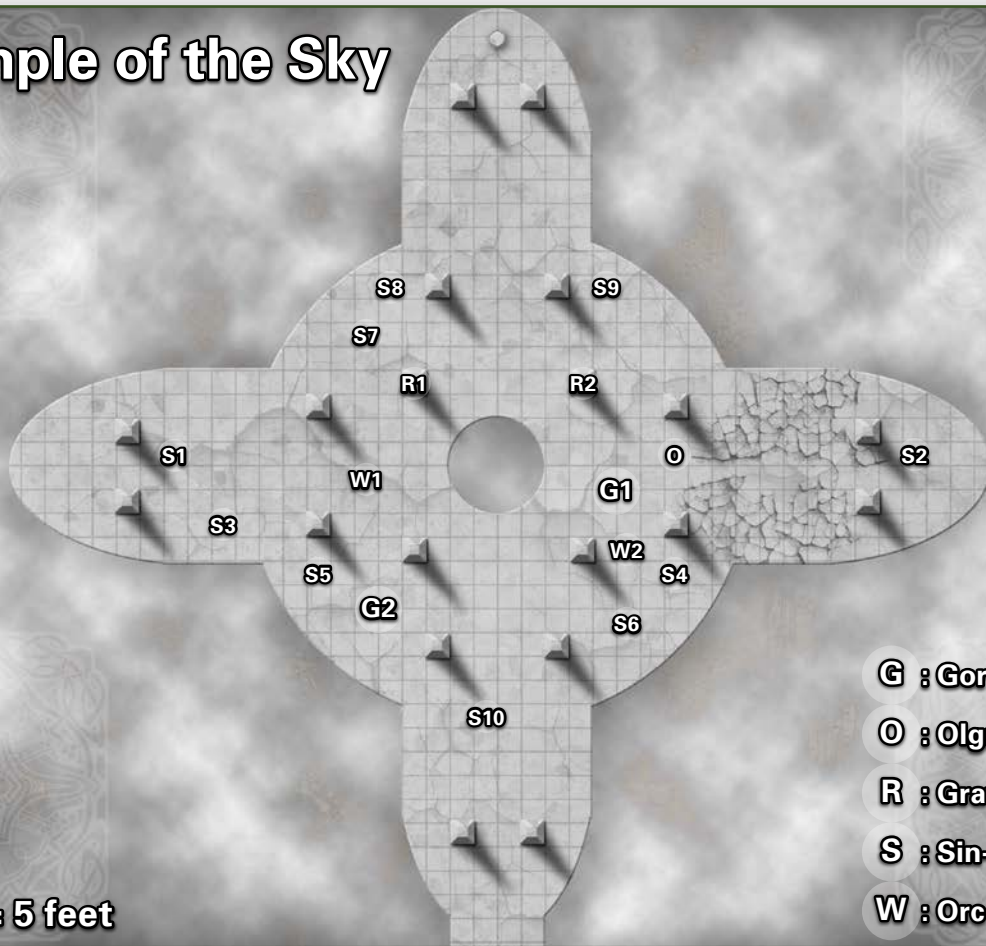
d6	Result
1	A lightning bolt fires from the pillar in a direction of the PC's choice.
2	A gust of wind fires from the pillar in direction of the PC's choice.
3	The PC gains the benefits of a fly spell.
4	One of the PC's weapons gains the shock magic weapon property for one minute. If the weapon already has the shock property, it upgrades to shocking burst for 1 minute.
5	The PC gains the ability to cast feather fall as a spell-like ability for one minute.
6	A wind wall appears at a specific location of the PC's choice.

The devout Gozrens built this temple in the clouds to house the artifacts and set guardians atop the pillars to safeguard them. Falling over the edge of the temple, or through the hole in the center of the temple, leads to a 100-foot drop.

Pillar Powers. The *Pillars of the Sky* are each 10 feet tall, fashioned from rough stone, and engraved with coded runes. Although fully translating all the runes would take many hours, PCs can attempt to glean brief magical insights from them. A PC who succeeds at a DC 15 Linguistics or a DC 20 Knowledge (arcana) check recognizes that that the pillars can be activated to produce beneficial magical effects. As a standard action, a PC can decipher runes on a pillar by succeeding at a DC 15 Intelligence or Linguistics check. In Subtier 8–9, the DC of the Linguistics check increases to 20. See the Reading the Pillars sidebar on page 21 for the effects of deciphering a pillar. The first PC to successfully decipher a rune discovers that each pillar can only be activated once during the combat—after activation, the pillars require 1 hour to recharge.

Unstable Pillars: The *Pillars of the Sky* are ancient and crumbling. Moreover, their unusual connection to

D. Temple of the Sky



1 square = 5 feet

- G** : Gorthek
- O** : Olgrahk
- R** : Graven Guardian
- S** : Sin-Carved Orc
- W** : Orc Warlord

spirits of the air makes them very light and easy to topple. Many actions could potentially destroy pillars. A PC who succeeds at a DC 20 Knowledge (engineering) check notices immediately that the pillars are unstable, even before any of them topple, and can predict what actions can destabilize the pillars. A pillar becomes unstable if a sin-carved orc explodes within 5 feet of it, a gorthek charges or tramples within 5 feet of it, or if a similarly forceful events occurs near it. Unstable pillars crack and wobble for several seconds, alerting PCs that they are in danger of falling. At initiative count 0 every round, all unstable pillars fall to the ground and shatter. As combat progresses, use dice, markers, or scraps of paper to mark which pillars are unstable every round.

PCs can stabilize wobbling pillars with a move action by succeeding at a DC 12 Strength check or a DC 20 Acrobatics check. In Subtier 8–9, the pillars are heavier, requiring a successful DC 14 Strength check or a successful DC 24 Acrobatics check to stabilize. Alternatively, casting feather fall on a pillar allows it to fall to the ground harmlessly. Wind wall and gust of wind spells automatically stabilize pillars in their area of effect and could potentially save many pillars at once. In general, be flexible in allowing the PCs to think of creative ways to prevent unstable pillars from shattering.

Altar: This altar is built from white marble and carved into the shape of clouds. Coded runes are also engraved into this altar, which can be used to activate the temple guardians. As a standard action, a PC can decipher the runes on the pillar by succeeding at a DC 15 Intelligence or Linguistics check (DC 15 Intelligence or DC 20 Linguistics in Subtier 8–9). A PC who deciphers these runes can read them as a standard action to activate the temple’s guardians. In Subtier 5–6, one stone statue atop a pillar in the center of the temple transforms into a graven guardian. In subtier 8–9, two statues transform into graven guardians. If the guardians are already active, reading the altar instead deactivates them, which immediately turns the graven guardians back to stone (potentially causing them to fall and shatter if currently in flight). Regardless of who activates the guardians, they attack both the PCs and the orcs. See their tactics for more information.

Creatures: As a qliploth, That Which Peels Flesh loathes all forms of humanoid achievement and desires to see these ruins wiped from the face of Golarion. As an added insult, he plans to bring the mystics from area C here after completing the ritual to dedicate the ruins of the site to the qliploth lord Ispn-Auh-Vuln, whose

SCALING THE TEMPLE OF THE SKY

Make the following changes to accommodate a party of four PCs.

Subtier 5–6: Have the graven guardian attack and kill all orcs before targeting the PCs.

Subtier 8–9: Have the graven guardians attack and kill all orcs before targeting the PCs. Remove one gorthek.

portfolio includes poisonous wind. The shoggti appointed Olgrahk, its favorite minion, to accomplish this task. This orc was merely an apprentice to the tribal spellcaster that first summoned the horrifying being. The shoggti quickly killed the overconfident spellcaster and promoted Olgrahk to its personal servant. Olgrahk has served as the tribe's chief spellcaster ever since. In Subtier 5–6, the demolition crew consists of Olgrahk, six sin-carved orcs, and one gorthek. In Subtier 8–9, the demolition crew consists of Olgrahk, two gortheks, two orc warlords, and ten sin-carved orcs. When the PCs reach the temple, the orcs are evenly scattered about the temple, cautiously examining the ruins. Olgrahk stands on the north wing of the temple and is reading the runes on a small altar there. Just as the PCs arrive, the orc accidentally activates the guardians and combat begins.

SUBTIER 5–6 (CR 9)

GORTHEK CR 7

hp 85 (*Pathfinder RPG Monster Codex 172*, see page 27)

TACTICS

During Combat The orcs unleash the gorthek at the start of the fight and the beast charges and tramples all PCs in its path.

Morale Unlike the orcs themselves, the gorthek maintains a sense of self-preservation. If reduced below 10 hit points, it attempts to flee. However, orcs in its way take attacks of opportunity against it in an attempt to prevent it from surviving this betrayal.

GRAVEN GUARDIAN CR 5

N Medium construct
(*Pathfinder RPG Bestiary 3 140*)

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

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 53 (6d10+20); fast healing 2

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

DR 5/adamantine; **Immune** construct traits; **SR** 16

Weaknesses altar bound, faith bound

OFFENSE

Speed 40 ft.; fly 40 ft.

Melee +1 *keen shock trident* +10/+5 (1d8+5/19–20 plus 1d6 electricity) or slam +9 (1d6+4)

Ranged +1 *returning shock trident* +10/+5 (1d8+5 plus 1d6 electricity)

Special Attacks bleed 2, magic weapon, rest eternal

Spell-Like Abilities (CL 6th; concentration +0)

1/day—*haste* (self only)

TACTICS

During Combat The graven guardian casts *haste* and then hurls its trident at ranged foes. If possible, it stays above the combatants and randomly attacks targets, alternating between the orcs and the PCs.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 21

Skills Fly +6 **Racial Modifiers** +4 Fly

SQ guardian domains (Air, Weather)

SPECIAL ABILITIES

Altar Bound (Ex) The graven guardian is bound to the altar at this temple and cannot travel more than 100 feet from it.

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of Gozreh unless that creature first attacks the graven guardian.



GORTHEK

Guardian Domains (Su) The guardian's domains grant it a fly speed and give its trident the *shock* weapon property as long as it is using the weapon.

Magic Weapon (Su) The graven guardian's trident functions as a +1 *keen trident* as long as it's using the weapon as a melee weapon and as a +1 *returning trident* when using it as a thrown weapon. In the hands of any other creature, it functions as a masterwork trident.

OLGRAHK **CR 4**

Male orc witch (scarred witch doctor) 5 (*Pathfinder RPG Bestiary* 222, *Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Advanced Race Guide* 140)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 50 (5d6+30)

Fort +4, **Ref** +3, **Will** +7

Defensive Abilities ferocity, scarshield

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4+1/19–20)

Ranged sling +3 (1d4+1)

Special Attacks hexes (cackle, misfortune, slumber)

Witch Spells Prepared (CL 5th; concentration +8)

3rd—*fly*, *pain strike*^{APG} (DC 16)

2nd—*burning gaze*^{APG} (DC 15), *false life*, *hold person* (DC 15)

1st—*burning hands* (DC 14), *chill touch* (DC 14), *enlarge person* (DC 14), *mage armor*

0 (at will)—*arcane mark*, *bleed* (DC 13), *detect magic*, *touch of fatigue* (DC 13)

Patron vengeance^{UM}

TACTICS

Before Combat Olgrahk casts *mage armor* and *false life*. The effects of these spells are included in his statistics.

During Combat Olgrahk casts *fly* and then attacks the PCs with a combination of spells and hexes. He tries to avoid hitting his allies, but is willing to deal some collateral damage to harm more PCs.

Morale Olgrahk witnessed the horrifying fate that befell his mentor, and is unwilling to contemplate facing the wrath of That Which Peels Flesh. He fights to the death.

Base Statistics Without *mage armor* and *false life*, Olgrahk's statistics are **AC** 11, touch 11, flat-footed 10; **hp** 40.

STATISTICS

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

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

Feats Extra Hex^{APG}, Iron Will, Toughness

Skills Heal +8, Intimidate +7, Perception +5, Spellcraft +10

Languages Common, Orc

SQ fetish mask, fierce intelligence, hex scar

Combat Gear *potion of cure moderate wounds*, *wand of enervation* (3 charges); **Other Gear** mwk dagger, sling with 20 bullets, *cloak of resistance* +1, 168 gp

SIN-CARVED ORCS (6) **CR 1/3**

CE Orcs (*Pathfinder RPG Bestiary* 222, see page 27)

hp 6 each

OFFENSE

Special Attacks open sin-carving (see page 15)

TACTICS

During Combat The orcs charge into melee with great fury.

Morale If they are injured, if the battle seems lost, or if multiple enemies surround them, the sin-carved orcs hold their hands aloft and read their sins aloud, triggering the *explosive runes* on their bodies.

SUBTIER 8–9 (CR 12)

GORTHEKS (2) **CR 7**

hp 85 each (*Pathfinder RPG Monster Codex* 172, see page 27)

TACTICS

During Combat The orcs unleash the gortheks at the start of the fight and the beasts charge and trample all PCs in their path.

Morale Unlike the orcs themselves, the gortheks maintains a sense of self-preservation. If reduced below 10 hit points, a gorthek attempts to flee. However, orcs in its way take attacks of opportunity against it in an attempt to prevent it from surviving this betrayal.

GRAVEN GUARDIANS (2) **CR 5**

hp 53 each (*Pathfinder RPG Bestiary* 3 140, see Subtier 5–6)

TACTICS

Use the graven guardian tactics from Subtier 5–6.

ORC WARLORDS (2) **CR 6**

hp 86 each (*Pathfinder RPG Monster Codex* 170, see page 29)

OFFENSE

Special Attacks hidden sin-carving (see page 15), rage (18 rounds/day), rage powers (animal fury, intimidating glare, strength surge +7)

During Combat The orcs warlords rage and rush into melee.

Morale The orc warlords fight to the death.

OLGRAHK **CR 8**

Male orc witch (scarred witch doctor) 9 (*Pathfinder RPG Bestiary* 222, *Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Advanced Race Guide* 140)

CE Medium humanoid (orc)

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

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 85 (9d6+51)

Fort +6, **Ref** +6, **Will** +10; +2 vs. pain

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+1/19–20)

Ranged sling +6 (1d4+1)

Special Attacks hexes (blight [90 feet], cackle, evil eye [-4, 4 rounds], misfortune [2 rounds], slumber [9 rounds])

Witch Spells Prepared (CL 9th; concentration +11)

5th—*cloudkill* (DC 18)

4th—*enervation*, *shout* (DC 17)

3rd—*fly*, *lightning bolt* (DC 16), *pain strike*^{APG} (DC 16), *screech*^{APG} (DC 16)

2nd—*blindness/deafness* (DC 15), *blood blaze*^{ARG}, *false life*, *sentry skull*^{ARG}, *touch of idiocy*

1st—*burning hands* (DC 14), *chill touch* (DC 14), *enlarge person* (DC 14), *mage armor*, *ray of enfeeblement* (DC 14)

0 (at will)—*arcane mark*, *detect magic*, *read magic*, *spark*^{APG}

Patron Vengeance^{UM}

TACTICS

Before Combat Olgrahk casts *false life* and *mage armor* on himself before combat. The benefits of these spells are included in his statistics.

During Combat Olgrahk cast *cloudkill* on the PCs, then casts *fly*. He attacks the PCs with a combination of spells and hexes. He tries to avoid hitting his allies, but is willing to deal some collateral damage to harm more PCs.

Morale Olgrahk witnessed the horrifying fate that befell his mentor, and is unwilling to contemplate facing the wrath of That Which Peels Flesh. He fights to the death.

Base Statistics Without *mage armor* and *false life*, Olgrahk's statistics are **AC** 13, **touch** 13, **flat-footed** 11; **hp** 71.

STATISTICS

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

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

Feats Accursed Hex^{APG}, Combat Casting, Extra Hex^{APG}, Iron Will, Toughness

Skills Heal +7, Intimidate +12, Perception +10, Spellcraft +13

Languages Common, Orc

SQ fierce intelligence, fetish mask, hex scar, scarshield (+4, 9 min./day), weapon familiarity

Combat Gear *potion of cure serious wounds*, *wand of enervation* (3 charges); **Other Gear** mwk dagger, sling with 20 stones, *belt of incredible dexterity* +2, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, 98 gp

SIN-CARVED ORCS (10)

CR 1/3

Orcs (*Pathfinder RPG Bestiary* 222, see page 27)

hp 6 each

OFFENSE

Special Attacks open sin-carving (see page 15)

TACTICS

During Combat The orcs charge into melee with great fury.

Morale If the orcs are injured, if the battle seems lost, or if multiple enemies surround them, the sin-carved orcs hold their hands aloft and read their sins aloud, triggering the *explosive runes* spell.

Development: Once the battle has ended, the PCs have a chance to survey the ruins and see how many pillars survived. If at least 10 pillars survived, the spirits of air are pleased with the PCs for saving the temple, and they grant the PCs their blessing, giving each PC the Air Spirit's Blessing boon on their Chronicle sheet. If between 6 and 9 pillar survive, the temple is damaged severely enough that the Pathfinder Society will not consider the mission successful, but the air spirits allow the PCs to leave peacefully. If 5 or fewer pillars survived, the spirits are furious about their temple's destruction. Winds urge the PCs to leave, and if the PCs do not withdraw quickly, they aggressively shove the PCs closer and closer to the edge of the tower each round, potentially knocking the PCs off the tower altogether, though they give each PC one round at the edge as a warning before throwing him off the tower. This push functions as a bull rush combat maneuver (CMB +15, or +20 in Subtier 8–9).

Shortly after the battle concludes, a shockwave passes over the ground. This trembling is the result of the Hellknights in area C closing off the portal. The pillars shake, but they do not fall—with the orcs gone, the spirits of air can focus their efforts on stabilizing them—and the PCs have ample time to study their secrets—as long as the spirits of air allow it.

Rewards: The PCs gain access to the items from the Temple of the Sky on their Chronicle sheets. Note that they do not gain access to the following items, which can only be acquired in the Lair of Writhing Worms. They do not gain the *wand of explosive runes* (2 charges) in either subtier, or the *+2 full plate* and *headband of inspired wisdom* +2 in the higher subtier. If the PCs chose this path but failed to defeat Olgrahk, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 800 gp.

Out of Subtier: Reduce each PC's gold earned by 1,300 gp.

Subtier: 8–9: Reduce each PC's gold earned by 1,800 gp.

CONCLUSION

The results of the mission depend entirely on the PCs' actions and choices. If they chose to rescue the Temple of the Sky, the Society is grateful to them for seizing the chance to acquire useful knowledge and prioritizing their Pathfinder mission, but the Hellknights are incensed. If fewer than three Hellknights perished during the adventure, Signifer Karva and the Hellknights meet up with the PCs on their return journey, having clearly suffered many wounds and several casualties. Alternatively, if three or more Hellknights perished in areas A2, A3, or B2, the Hellknight expedition is so

weakened that they fail to stop That Which Peels Flesh's ritual and all perish. Regardless of the outcome, Zarta Dralneen thanks the PCs for making a tough choice and promises to smooth things over with Cheliax as much as she can. The PCs gain the Teetering Alliance boon to represent the Hellknights' distaste for their decision. If they saved at least 10 pillars, they also gain the Air Spirit's Blessing boon on their Chronicle sheets.

If the PCs chose to kill the qliphoth, the Society is grateful that a great evil was cleansed from the world. They earn the respect of Signifer Karva, and she promises to write a favorable report to her superiors regarding the Pathfinder Society. Zarta Dralneen is disappointed about losing the knowledge from the *Pillars of the Sky*, but commends the PCs for making a tough choice. The PCs earn the Reinforced Alliance boon on their Chronicle sheets. If they slew That Which Peels Flesh, they also earn the Hellknights' Respect boon.

As long as the PCs succeeded on at least two skill checks to inspect the scene in area **B2**, they gain access to the *visage of the broodlord* on their chronicle sheets.

REPORTING NOTES

If the PCs spared the orcs in the Prisoner's Dilemma section on page 15, check box A. If they killed these orcs instead, check box B. If the PCs chose to attack That Which Peels Flesh, check box C. If they instead went to explore the Temple of the Sky, check box D.

PRIMARY SUCCESS CONDITION

The PCs successfully complete their mission if they kill That Which Peels Flesh or if they save at least 10 pillars at the Temple of the Sky. Doing either of these tasks earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITION

If no Hellknights died at areas **A2**, **A3**, or **B2**, the PCs successfully complete their secondary mission. They each earn 1 additional Prestige Point.

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario. Their statistics are reprinted here for the GM's convenience.

CYTHNIGOT QLIPPOTH **CR 2**

Pathfinder RPG Bestiary 2 221

CE Tiny outsider (chaotic, evil, extraplanar, qliploth)

Init +1; **Senses** darkvision 60 ft., detect law, detect magic; Perception +5

DEFENSE

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

hp 16 (3d10)

Fort +1, **Ref** +6, **Will** +2

DR 5/cold iron or lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +6 (1d6+1 plus spores)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks horrific appearance (10 feet, DC 9)

Spell-Like Abilities (CL 6th, concentration +4)

Constant—*detect law, detect magic, fly*

1/day—*soften earth and stone, warp wood*

1/week—*commune* (six questions)

STATISTICS

Str 12, **Dex** 12, **Con** 11, **Int** 11, **Wis** 8, **Cha** 7

Base Atk +3; **CMB** +2; **CMD** 13 (21 vs. trip)

Feats Lightning Reflexes, Weapon Finesse

Skills Acrobatics +7 (+11 jump), Fly +15, Knowledge (nature) +6, Knowledge (planes) +6, Perception +5, Stealth +15

Languages Abyssal; telepathy (touch)

DESCRIPTION

This six-legged horror has a spider's face and a fibrous stalk growing out of its back—a stalk ending in a snapping mouth.

SPECIAL ABILITIES

Horrific Appearance (Su) Creatures that succumb to a cythnigot's horrific appearance become sickened for 1 round—a cythnigot's horrific appearance only functions to a range of 10 feet. Once a creature makes a saving throw against a particular cythnigot's horrific appearance, that creature is immune to the horrific appearance of all cythnigots for 24 hours. A spellcaster that has a cythnigot as a familiar is immune to the horrific appearance of all cythnigots, and also gains a +4 bonus on saving throws made against any qliploth's horrific appearance.

Spores (Su) Any creature bitten by a cythnigot must make a DC 11 Fortitude save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs. A creature suffering from these spores is entangled, and can attempt a new DC 11 Fortitude save in later rounds as a standard action to rip the tendrils free and escape the

entangled condition. The effects of multiple cythnigot bites on a creature do not stack. Plant creatures take a -4 penalty on saves against this effect. This is a disease effect. The save DC is Constitution-based.

GORTHEK **CR 7**

Pathfinder RPG Monster Codex 172

N Large animal

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

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

hp 85 (9d8+45)

Fort +13, **Ref** +5, **Will** +3

DR 5/-

OFFENSE

Speed 40 ft.

Melee gore +16 (2d6+16)

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

Special Attacks powerful charge (gore, 4d6+22), trample (2d6+16, DC 25)

STATISTICS

Str 32, **Dex** 9, **Con** 21, **Int** 2, **Wis** 10, **Cha** 5

Base Atk +6; **CMB** +18 (+20 bull rush or sunder); **CMD** 27 (29 vs. bull rush or sunder, 31 vs. trip)

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack

Skills Perception +12

DESCRIPTION

This massive quadruped has a thick, wrinkled hide, curving horns, and shaggy hair that frames its leonine face.

ORC **CR 1/3**

Pathfinder RPG Bestiary 222

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee falchion +5 (2d4+4/18-20)

Ranged javelin +1 (1d6+3)

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

SQ weapon familiarity

DESCRIPTION

This savage creature looks like a bestial version of a savage human, with green-gray skin and greasy black hair.

ORC CHIEFTAIN

CR 9

Pathfinder RPG Monster Codex 170

Orc fighter 10

CE Medium humanoid (orc)

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

DEFENSE

AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex)

hp 99 (10d10+40)

Fort +9, **Ref** +6, **Will** +1 (+3 vs. fear)

Defensive Abilities bravery +3, ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 orc double axe +18/+13 (1d8+9/19–20/×3) or +1 orc double axe +16/+11 (1d8+9/19–20/×3), +1 orc double axe +16 (1d8+5/19–20/×3)

Ranged mwk composite shortbow +15/+10 (1d6+5/×3)

Special Attacks weapon training (axes +2, bows +1)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 6, **Cha** 10

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

Feats Cleave, Cleaving Finish^{UC}, Grudge Fighter^{ARG}, Improved Critical (orc double axe), Improved Initiative, Intimidating Prowess, Orc Weapon Expertise^{ARG} (killer), Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (orc double axe)

Skills Intimidate +12, Perception +3

Languages Common, Orc

SQ armor training 2, weapon familiarity

Combat Gear +1 flaming arrow, potions of cure moderate wounds (2), potion of heroism; **Other Gear** +2 full plate, +1/+1 orc double axe, mwk composite shortbow (+4 Str) with 20 arrows, 88 gp

ORC LIEUTENANT

CR 4

Pathfinder RPG Monster Codex 166

Orc fighter 5

CE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft.; Perception –2

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 42 (5d10+10)

Fort +8, **Ref** +5, **Will** +0 (+1 vs. fear)

Defensive Abilities bravery +1, ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee falchion +8 (2d4+4/18–20)

Ranged composite longbow +9/+9 (1d8+4/×3)

Special Attacks weapon training (bows +1)

STATISTICS

Str 17, **Dex** 16, **Con** 12, **Int** 8, **Wis** 6, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 21

Feats Deadly Aim, Great Fortitude, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Intimidate +9

Languages Common, Orc

SQ armor training 1, weapon familiarity

Combat Gear +1 dwarf-bane arrows (2), potion of cure moderate wounds; **Other Gear** mwk hide armor, composite longbow (+3 Str) with 20 arrows, falchion, cloak of resistance +1, 127 gp

ORC MYSTIC

CR 2

Pathfinder RPG Monster Codex 167

Orc cleric 3

CE Medium humanoid (orc)

Init –1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

hp 20 (3d8+3)

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

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee battleaxe +5 (1d8+3/×3)

Ranged javelin +1 (1d6+3)

Special Attacks channel negative energy 4/day (DC 12, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +4) 4/day—*copycat* (3 rounds), *touch of evil* (1 rounds)

Cleric Spells Prepared (CL 3rd; concentration +4)

2nd—*bull's strength*, *invisibility*^P

1st—*bane* (DC 12), *magic weapon*, *murderous command*^{UM} (DC 12), *protection from good*^P

0 (at will)—*bleed* (DC 11), *detect magic*, *guidance*, *read magic*

D domain spell; **Domains** Evil, Trickery

TACTICS

Before Combat The mystic casts *bull's strength* on one ally and *magic weapon* on one ally's weapon.

During Combat After casting *invisibility* on himself, the mystic gets into an advantageous position while his allies battle the enemy. He typically casts *bane* first, followed by *murderous command*, targeting whichever opponent looks the strongest.

STATISTICS

Str 17, **Dex** 8, **Con** 12, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 14

Feats Combat Casting, Skill Focus (Stealth)

Skills Knowledge (religion) +4, Perception +2, Stealth +4

Languages Common, Orc

SQ weapon familiarity

Combat Gear *scroll of sound burst, scroll of summon monster II*; **Other Gear** breastplate, battleaxe, javelins (4), *cloak of resistance* +1, wooden holy symbol, 135 gp

ORC SCOUT

CR 5

Pathfinder RPG Monster Codex 169

Orc ranger 6

CE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 49 (6d10+12)

Fort +6, **Ref** +8, **Will** +3

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +10/+5 (1d8+3/×3)

Ranged +1 composite shortbow +10/+5 (1d6+4/×3)

Special Attacks combat style (archery), favored enemy (dwarves +4, humans +2)

Ranger Spells Prepared (CL 3rd; concentration +4)
1st—*longstrider, pass without trace*

STATISTICS

Str 17, **Dex** 16, **Con** 12, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +9; **CMD** 23

Feats Dodge, Endurance, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run

Skills Handle Animal +7, Intimidate +7, Perception +10, Stealth +12, Survival +10

Languages Common, Orc

SQ favored terrain (mountain +2), hunter's bond (companions), track +3, weapon familiarity, wild empathy +4

Combat Gear +1 *flaming arrows* (2), *potion of cure moderate wounds*, tanglefoot bags (2); **Other Gear** +1 *studded leather*, +1 *composite shortbow* with 40 arrows, mwk battleaxe, 56 gp

ORC SERGEANT

CR 2

Pathfinder RPG Monster Codex 166

Orc fighter 3

CE Medium humanoid (orc)

Init -1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 30 (3d10+9)

Fort +5, **Ref** +0, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1, ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk spear +10 (1d8+9/×3) or

falchion +9 (2d4+9/18-20)

Ranged javelin +2 (1d6+6)

TACTICS

Before Combat The orc drinks its *potion of bull's strength*.

Base Statistics Without *bull's strength*, the sergeant's statistics are **Melee** mwk spear +8 (1d8+6/×3), or falchion +7 (2d4+6/18-20); **Ranged** javelin +2 (1d6+4); **Str** 19; **CMB** +7; **CMD** 16; **Skills** Intimidate +10.

STATISTICS

Str 23, **Dex** 8, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +9; **CMD** 18

Feats Bullying Blow^{ARG}, Intimidating Prowess, Power Attack, Scarred Legion^{MC}

Skills Intimidate +12

Languages Common, Orc

SQ armor training 1, weapon familiarity

Combat Gear *potion of bull's strength, potion of cure moderate wounds*; **Other Gear** mwk hide armor, falchion, javelins (5), mwk spear, 203 gp

ORC WARLORD

CR 6

Pathfinder RPG Monster Codex 170

Orc barbarian 7

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, -2 rage)

hp 86 (7d12+35)

Fort +9, **Ref** +4, **Will** +2

Defensive Abilities ferocity, improved uncanny dodge, trap sense +2; **DR** 1/—

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *falchion* +14/+9 (2d4+10/18-20), bite +8 (1d4+3) or mwk shortspear +14/+9 (1d6+9)

Ranged javelin +9/+4 (1d6+6)

Special Attacks rage (18 rounds/day), rage powers (animal fury, intimidating glare, strength surge +7)

TACTICS

Before Combat The warlord rages before combat.

STATISTICS

Str 23, **Dex** 14, **Con** 18, **Int** 8, **Wis** 6, **Cha** 10

Base Atk +7; **CMB** +13; **CMD** 24

Feats Ferocious Action^{ARG}, Intimidating Prowess, Quick Draw, Resolute Rager^{ARG}

Skills Intimidate +16, Perception +8, Sense Motive +5

Languages Common, Orc

SQ fast movement, weapon familiarity

Combat Gear *potion of bull's strength, potion of cure serious wounds*; **Other Gear** mwk hide armor, +1 *falchion*, javelins (10), mwk shortspear, *ring of protection* +1, 99 gp

SHOGGTI QLIPPOTH

CR 7

Pathfinder RPG Bestiary 2 225

CE Large outsider (chaotic, evil, extraplanar, qlippoth)

Init +7; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 80 (7d10+42)

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

Defensive Abilities uncanny dodge; **DR** 10/cold iron or lawful;

Immune cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+6), 4 tentacles +8 (1d4+3 plus grab)

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

Special Attacks braincloud, horrific appearance (DC 15), constrict (1d4+6)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*tongues*

At will—*command* (DC 13)

3/day—*charm person* (DC 13), *protection from law*

1/day—*charm monster* (DC 16), *dimension door*

STATISTICS

Str 22, **Dex** 16, **Con** 23, **Int** 12, **Wis** 19, **Cha** 15

Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Use Magic Device), Weapon Focus (tentacles)

Skills Escape Artist +13, Intimidate +16, Knowledge (planes) +11, Perception +18, Sense Motive +14, Stealth +9, Use Magic Device +19; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Use Magic Device

Languages Abyssal; telepathy 100 ft.

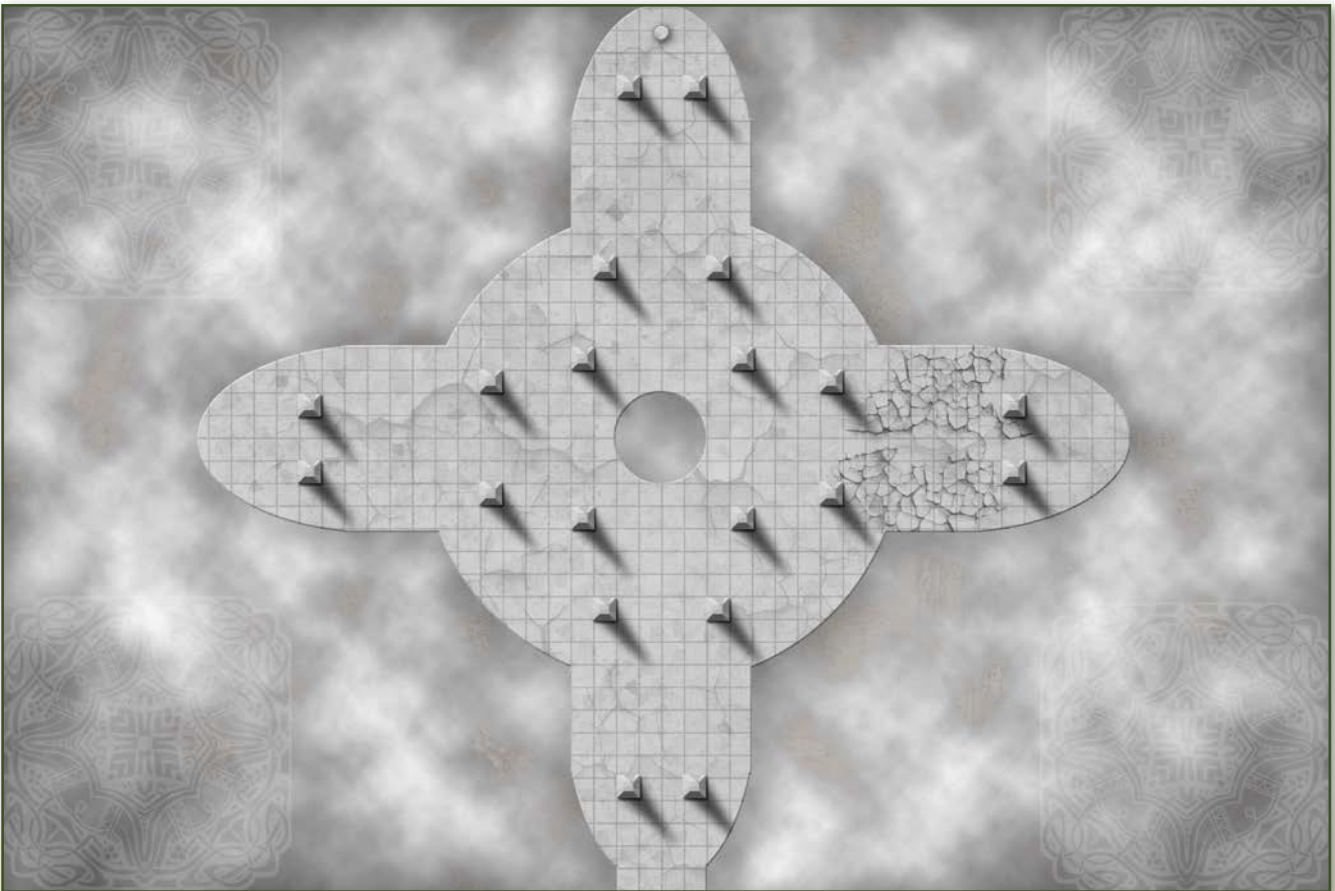
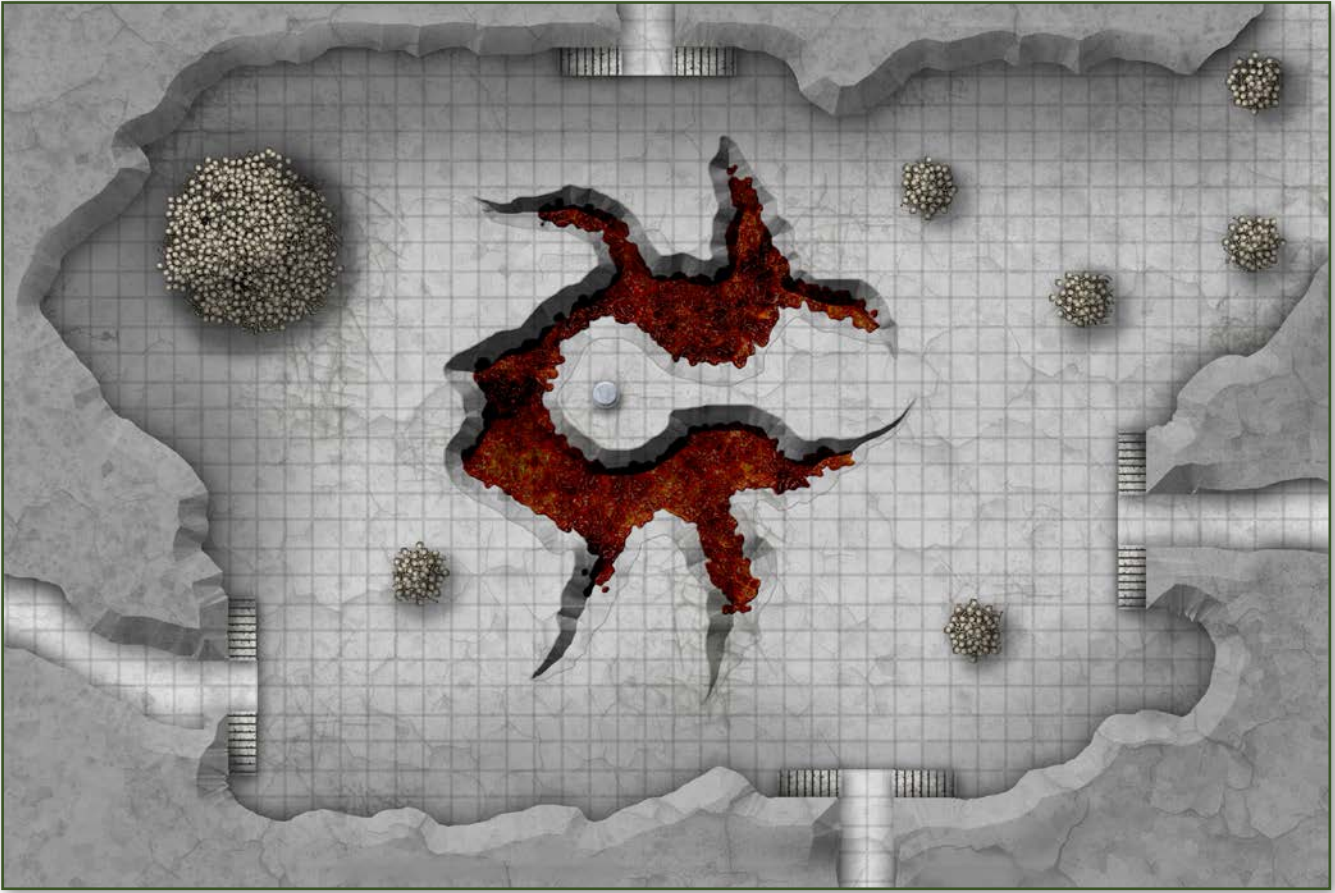
DESCRIPTION

This pale creature has four suckered arms that end in pincers. A gnashing maw gapes in its head between two staring eyes.

SPECIAL ABILITIES

Braincloud (Su) Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them.

Horrific Appearance (Su) Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).



**Pathfinder Society Scenario #7-25:
Orders from the Gate**

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
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Pathfinder Society Scenario #7-25: Orders from the Gate

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Air Spirit's Blessing: You saved the Temple of the Sky from almost certain destruction, and the air spirits that reside there have granted you their blessing. You may activate one of the following spells as a spell-like ability using your character level as your caster level and the highest of your Intelligence, Wisdom, and Charisma as your key ability score.

Subtier 5-6: feather fall, fly, gust of wind, lightning bolt, or wind wall.

Subtier 8-9: Any of the spells listed under Subtier 5-6, as well as air walk or chain lightning.

When you use this boon, cross it off your Chronicle sheet.

Hellknights' Respect: You set aside your initial Pathfinder mission to help the Hellknights of the Order of the Gate defeat a great force of chaos and evil. In recognition of your deeds, the Hellknights assist you in joining their ranks, or in refocusing your training if you are already a member of a Hellknight order. You may cross this boon off your Chronicle sheet to retrain levels into the Hellknight prestige class (*Pathfinder Campaign Setting: The Inner Sea World Guide* 278) or the Hellknight signifer prestige class (*Pathfinder Campaign Setting: Paths of Prestige* 28), for free so long as you would qualify for the prestige classes with the levels that you have taken in other classes. Specifically, the levels you take before the prestige class must qualify you for the prestige class, so you could not retrain a character into a Hellknight 8 with no other class levels. You may also freely retrain as many feats and skill ranks as is necessary in order to qualify for the prestige class. If you already have one or more levels in the Hellknight or Hellknight signifer prestige class, you may cross the boon off your Chronicle sheet to freely retrain your feats, disciplines, cavalier order, and spells, but only into legal options presented in *Pathfinder Campaign Setting: Path of the Hellknight*.

Reinforced Alliance: You sided with the Order of the Gate Hellknights. Word of your deeds spreads among Hellknights, granting you a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against members of a Hellknight order.

Teetering Alliance: By deciding to continue with your mission instead of helping the Hellknights fight against the qliphoth forces, you have weakened the ties between the Hellknights and the Pathfinder Society. You take a -2 penalty on all Diplomacy, Bluff, and Intimidate checks against members of a Hellknight order.

Visage of the Broodlord: You found a twisted mask on one of the followers of the shoggti qliphoth That Which Peels Flesh. In Subtier 5-6, it is a *visage of the broodlord*, while in Subtier 8-9, it is a *greater visage of the broodlord*. You may purchase the item for the discounted price of 8,000 gp (or 14,000 gp for the greater version).

VISAGE OF THE BROODLORD		PRICE varies
Normal		9,600 GP
Greater		16,670 GP
SLOT head	CL 6th	WEIGHT 1 lbs.
AURA strong conjuration		

Made of interwoven wicker strands and insect-excreted resin, these horrific masks have the appearance of mutated, spore-infested insects. Insects occasionally fall off the mask

and burrow away through the ground. The mask's wearer is rendered immune to swarms' distraction special attack. Additionally, once per day the wearer can transform into an insect as per the spell *vermin shape I*, or *vermin shape II* for a *greater visage of the broodlord* (*Pathfinder RPG Ultimate Magic* 246).

CONSTRUCTION REQUIREMENTS	COST varies
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Craft Wondrous item, *vermin shape I* (normal) or *vermin shape II* (greater)

All Subtiers

+1 dwarf-bane ammunition (166 gp, limit 2; may be any type of ammunition)
cloak of resistance +1 (1,000 gp)
elemental gem (air, 2,250 gp)
visage of the broodlord (8,000 gp; limit 1)
wand of explosive runes (2 charges; 450 gp, limit 1)
wand of enervation (3 charges; 900 gp, limit 1)

Subtier 8-9

+1 flaming ammunition (166 gp, limit 3; may be any type of ammunition)
+2 full plate (5,650 gp)
belt of incredible dexterity +2 (4,000 gp)
bracers of armor +1 (1,000 gp)
greater visage of the broodlord (14,000 gp; limit 1)
headband of inspired wisdom +2 (4,000 gp)
ring of protection +1 (2,000 gp)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,289	2,577

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,019	4,038

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,750	5,499

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD
Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

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

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

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #