

PATHFINDER SOCIETY

YEAR OF THE STOLEN STORM



REFUGEES OF THE WEARY SKY

By Jeffrey Swank



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GM RESOURCES

Refugees of the Weary Sky makes use of the following Pathfinder Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Pathfinder Unchained*, and *Pathfinder RPG Ultimate Equipment (UE)*. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at paizo.com/prd. The relevant rules from the Bestiary volumes are reprinted at the end of the scenario for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #8-17: Refugees of the Weary Sky is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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REFUGEES OF THE WEARY SKY

By Jeffrey Swank



The Jistka Imperium was one of the first civilizations in the Inner Sea region to rise following the Age of Darkness, claiming a vast territory in lands that now belong to Cheliox, Rahadoum, and Thuvia. Even today, 8,000 years after the empire's fall, what remains of Jistkan artificers' golem-craft is remarkable, yet the empire's armies of golems and bound outsiders were not enough to fend off its ascendant neighbor to the east, Osirion. Early in the Age of Destiny, Jistka fell into a decline marked by raids by the Tekritanin League and magical terrors sent by its Osirian enemies. Jistka fought back by creating architectural and technological marvels to bolster their forces, including a focus of elemental powers called the Jaizun Citadel. The overwhelming energies around the Jaizun Citadel—harnessed with an eye to power mighty magics—tore apart reality itself, creating an ongoing elemental storm and earning the structure a new name: the Citadel of the Weary Sky (featured in *Pathfinder Society Scenario #2–09 The Heresy of Man, Part III: Beneath Forgotten Sands*). This planar wound eventually attracted Ahriman, Lord of the Divs, who expanded the rift and crushed the citadel with an elemental cataclysm.

Many Jistkan artificers and elementalists abandoned the Citadel of the Weary Sky shortly before its destruction, leading an entourage of servants and golems to a nearby fortress in the Napsune Mountains. The secret refuge was named Deep Sky, as the magnificent structure was created within a massive cavern, its domed ceiling magically glamered to mirror the current sky outside of the mountain. This outpost was made by the joint efforts of four bound genies, one of each elemental type. Forced into their labor, the genies conspired with one another to bring doom upon their enslavers.

The genies built the outpost to their Jistkan masters' specifications, including a device they dubbed the *elemental gauge*, a massive timepiece that monitored the elemental storm raging around the Citadel of the Weary Sky to accurately predict the safest times to emerge from the outpost and return to the Citadel. Though the Jistkan elementalists took great pains to bend the genies to their will, the genies concocted a curse that threaded the loopholes in the contracts that bound them. They knew that the Jistkan golems were

WHERE ON GOLARION?

This adventure takes place in the ruined outpost of Deep Sky, a hideaway of Jistkan elementalists buried in the base of one of the tallest peaks in the Napsune Mountains, southwest of the Citadel of the Weary Sky in central Rahadoum. For more information regarding the Rahadoum and the Jistka Imperium, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Lost Kingdoms*, available at bookstores and game stores everywhere, and online at paizo.com.



animated by potent elemental spirits, and that the intense elemental storms over the Jaizun Citadel made these spirits restless within their bodies of metal and stone. They strengthened the connection between the storm and Deep Sky, subtly increasing the spirits' ability to rebel.

As the doors of the completed Deep Sky were sealed, the golems fell into a berserk rage, lashing out at their Jistkan masters and killing many elementalists in their initial surprise assault. As the golems rampaged throughout the complex, a number of the Jistkan elementalists teleported away, abandoning the site entirely.

Whereas most of the golems were blindly murderous, one of the elemental spirits intuited a way to tear its golem body apart without destroying itself in the process, emerging as an incorporeal entity called an ozimat. The ozimat tried to free

its “siblings” with minimal success. In the many millennia since, it never abandoned its golem charges, instead trying to recreate the process that liberated it so long ago.

The Pathfinder Society uncovered the buried Jaizun Citadel ruins 6 years ago. When the Pathfinder Society recently struck a tentative alliance with an extraplanar organization of elementals and geniekin called the Concordance of Elements, their new allies identified the elemental storm as a terrible imbalance that had not fully dissipated. Concordance agents sensed an elemental disturbance in the Napsune Mountains—where the ozimat still dwells—and sensed a connection to the elemental storm that blasted the Jaizun Citadel millennia ago. As a show of good faith in sealing their new alliance, Concordance leaders requested that Pathfinders investigate the facility in the Napsune Mountains and put any elemental imbalances there to rest.

ADVENTURE SUMMARY

The PCs meet with Venture-Captain Obo and the Sapphire Sage Amenopheus, a leading member of the Scarab Sages. Venture-Captain Obo informs the PCs of the whereabouts of a recently identified Jistkan ruin known as Deep Sky and tasks the PCs to investigate. More specifically, Obo and Amenopheus want the PCs to resolve an elemental disturbance in the ruin. The PCs reach the site without difficulty, but a strange puzzle blocks their entry. Once the PCs enter the refuge, they must contend with guardians that have lain dormant for millennia. The PCs explore the outpost and reactivate Deep Sky’s power network to travel deeper within the ruins and learn about the grim fate of the Jistkan elementalists that sought refuge here. Throughout the explorations, the PCs sense that they are being watched, and might notice parts of the ruin seem to come alive to peer at them.

Deep within the complex, the PCs come across the massive and complicated *elemental gauge* and meet a troubled genie who defends it. Understanding and dissipating the energy within the *elemental gauge* is the crux of the PCs’ mission. In a nearby room, the PCs meet the last refugee from the Citadel of the Weary Sky, an ozimat named Korj. Diplomatic PCs might strike an alliance with Korj to gain information and a petrified prisoner from the days of the Jistka Imperium.

GETTING STARTED

The PCs each receive a letter from Venture-Captain Obo, inviting them to a joint meeting with him and the Sapphire Sage, Amenopheus. The meeting occurs in a secluded area of the gardens outside the Swordmeet Lodge in Manaket, a port city in Rahadoum, where Venture-Captain Obo welcomes the PCs and offers refreshments. Read or paraphrase the following to get the adventure underway.

“Welcome Pathfinders, please sit and be comfortable.” Venture-Captain Obo motions to various benches. A gentle breeze of sea

air carries with it fragrances from the lush gardens surrounding Swordmeet Lodge. In the distance, the low rumble of the ocean surf echoes throughout the port city of Manaket on Rahadoum’s northern coast.

“Millennia ago, when Ahriman, the Lord of the Divs, attacked the famed Jaizun Citadel, a few of the resident artificers and elementalists of the Jistka Imperium made their escape. Their whereabouts, and the secrets they took with them, were lost to the desert sands and the ages. Soon after, the Citadel of the Weary Sky, as the Jaizun Citadel became known, was demolished by a fierce elemental storm.” Obo glances over to the thin man standing to his side, “The Sapphire Sage, Amenopheus, is lending a hand in the nascent partnership between the Pathfinder Society and the Concordance of Elements. This new alliance is already beginning to bear fruit. The Concordance was particularly interested in the information we had about the Citadel of the Weary Sky. Recently, they detected an unusual elemental energy to the south, in the Napsune Mountains, and asked us to investigate this disturbance.”

Amenopheus clasps his robes tightly about himself, “We have long suspected that the Jistkan refugees from the citadel may have made their way into the mountains and constructed a hidden stronghold there. There appears to be some connection between this refuge and the elemental storms that battered the Citadel of the Weary Sky. This connection made our new friends in the Concordance of Elements nervous; they do not wish a resurgence of violent elemental storms any more than we do. Now that we’ve identified this lingering elemental imbalance, it must be corrected.”

Obo steels his gaze, “If we’ve truly discovered the ancient elementalists’ retreat, then it may well pose a very real danger. Our alliance with the Concordance is tentative at best and I wish to show our goodwill, but I cannot in good conscience order you to investigate. Instead, I offer you the right of first refusal—more an invitation—to explore.”

Obo withdraws a map from a scroll tube. “The Concordance gave us this map to the location of the disturbance. An ancient Jistkan mechanism blocks the entrance. The Concordance was unable to gain passage, but described it as some kind of sealed portal. From my collection of Jistkan puzzle-boxes, I’d wager it will take keen minds, such as you possess, to unlock this portal and gain entry.”

Venture-Captain Obo holds out the map. “If you are all in agreement, then good luck, Pathfinders. May the gods look down upon you and grant you good fortune.”

The map provides detailed directions leading through the Rahadoumi landscape into the Napsune Mountains. The trail leads up a hidden mountain pass to a small plateau. The map explains that the entrance to the Jistkan outpost can be found here. Neither the Pathfinder Society nor the Concordance of Elements knows the secret to unlocking the entrance into the outpost, and no description of the sealed portal is provided on the map.

Amenopheus secures camels for the PCs if they do not have transportation. He marks on their map good places to stop and secure shelter and watering holes. Before the PCs leave, he provides them with a piece of advice, “I likely don’t have to remind explorers as experienced as yourselves that understanding the situation in Deep Sky and chronicling your discoveries appropriately will almost certainly require fluency in the Jistka language. If none of you speaks the language, I highly recommend acquiring appropriate magical assistance before you depart.”

Venture-Captain Obo and Amenopheus answer the PCs’ questions as best they can. Some common questions and answers are provided here.

What is the Concordance of Elements? “The Concordance of Elements is an extraplanar organization of elementals and genie-kin who seek to bring balance to elemental energies by any means necessary.”

What is the Jistka Imperium? “An ancient empire that collapsed 8,000 years ago. Jistka was home to powerful wizards who made pacts with outsiders, mainly genies, to guard the Imperium’s borders. They were also peerless artificers who crafted elaborate mechanisms and golem guardians, using summoning magic to call forth elementals and bind elemental spirits into their constructs.”

What can you tell us about the elemental storm? “At the grand Jaizun Citadel, Jistkan elementalists and conjurers summoned a multitude of genies and elementals to bolster their armies. The magic expended in drawing these creatures from the elemental planes fractured reality around the citadel. The sky above the Jaizun Citadel constantly roiled with unfettered elemental energy and eventually attracted the Lord of Divs, Ahriman. He added to the elemental energy and directed it into a massive storm to destroy the citadel. The storm abated thereafter, but our research indicates that it never fully dissipated.”

What sorts of threats or defenses should we expect? Amenopheus answers. “If the outpost is truly secret, then it’s unlikely that you will encounter many people. I imagine there might be ancient Jistkan guardians, puzzles, or traps, so be careful and resourceful.”

How do we resolve the disturbance when we find it? “We are unsure of the answer to this, as we do not exactly know what the disturbance is. All we know is where it is, and that it is likely a remnant of the ancient elemental storm’s energy still bound in some manner.”

Knowledge (history) or Knowledge (planes)

Based on the result of a Knowledge (history) or Knowledge (planes) check, the PCs might know more about Jistkan history and its dealings with elemental energies. Each PC recalls all the information whose DC is less than or equal to the result of her check.

15+: There are several ruins in northern Garund left behind by long-lost human civilizations, most famously the Jistka Imperium. The Jistkans were famous for building golems and other mighty constructs.

20+: Turmoil led the Jistkan magistrates to build Jaizun Citadel to focus the power of their elementalists and extraplanar allies.

25+: The Jistkan elementalists bound the spirits of elementals into golems and constructs during their crafting. They used these golems as guards and soldiers.

30+: The ancient people of the emerging nation of Osirion made peaceful pacts with genies and similar outsiders. Many genies bound by the Jistka Imperium betrayed their masters. After the genies proved unreliable, Jistkan artificers powered their golems with the spirits of daemons, devils, and demons, and

they developed notorious behemoth golems that could stand against Osirion’s allied divs and elemental outsiders.



Venture-Captain
Obo

Grand Lodge Faction

If any PCs belong to the Grand Lodge faction, Venture-Captain Obo asks to speak with them in private after the meeting. The venture-captain indicates that the alliance with the Concordance of Elements is more tenuous than the Pathfinder Society likes to admit. He asks that the faction PCs pay particular attention to defusing the elemental energies in the least destructive manner possible so as to avoid another catastrophe, which could sour relations with the Concordance.

Scarab Sage Faction

If any PCs belong to the Scarab Sage faction, Amenopheus requests they remain in his company after Venture-Captain Obo dismisses the meeting. Amenopheus asks one of the faction PCs to carry his *sage jewel* with them into Deep Sky—a considerable honor. Amenopheus believes that the *sage jewels* have some deeper connection to elemental forces—potentially malign forces. He asks the PCs to carefully evaluate how the *sage jewel* reacts to the energies

within the Jistkan ruin. For information on the powers of the *sage jewel*, see **Player Handout #1: Sage Jewel** on page 19.

A. DEEP SKY

The journey through Rahadoum to the location provided on the Concordance's map is uneventful. The entrance to Deep Sky is high in the Napsune Mountains.

Features of Deep Sky

The following special features are present inside and around Deep Sky.

Light: Deep Sky is an enormous cavern with a high natural ceiling. Ancient enchantments on the ceiling provide light in the cave matching that of the current sky outside, including clouds. This effect is an illusion, and does not function as actual sunlight or moonlight. Some structures within the cavern have windows to admit this light, although the windows are not made of glass but are instead permanent *walls of force*. Rooms without any windows, such as area **A8**, have no light unless the PCs bring a light source or ignite the torches there by restoring power to the complex in the elemental stone sanctum (area **A3**).

Architecture: Interior walls within Deep Sky are made of 2-foot-thick stone and are decorated with crystal mosaics in complex patterns. Interior rooms are 20 feet high unless otherwise indicated. Doors within Deep Sky are made of solid stone, and none of them are locked or sealed other than the entry door at area **A1**.

Ozimat's Observations: The ozimat Korj (see area **A11**) possesses a strong connection with Deep Sky. Korj can see through stone or metal objects shaped like humanoid faces, such as the doors in area **A1**. The change between normal sculpted eyes and those Korj is spying through is subtle and requires a successful DC 22 Perception check to detect (DC 25 in Subtier 10–11), although creatures in the area gain an eerie sense of being watched. Korj is curious about intruders and wants to determine if they have brought magic or resources necessary to free its siblings. If the PCs attempt to interact with Korj, the ozimat retreats and moves to another observation point to gather more information. As Korj cannot communicate through sculpted forms other than to observe, and cannot affect or be affected by the PCs in these forms, this effect should give Deep Sky an eerie, haunted feel.

The ozimat's starting attitude is indifferent. Its attitude worsens by one step if it sees the PCs destroy the golems in area **A2** or the shaitan genie in area **A9**. Korj's attitude ultimately determines how it interacts with the PCs when they reach area **A11**.

A1. Deep Sky Entrance

When the PCs arrive at the entrance to Deep Sky in the mountains, read or paraphrase the following.

The narrow, stony mountain path broadens as it ascends to a narrow ledge. The rock face to the south towers hundreds of feet in height. Two massive doors made of green marble loom within. They lack any hinges or handles but are carved with enormous, stern, scowling faces. Next to the doors is a shallow indentation containing a tiny stone door with a weathered metal handle.

The marble doors are the entrance to Deep Sky. They are magically reinforced and prove difficult to open (hardness 9, hp 100, break DC 28).

The tiny stone door opens freely. Within, five thin metal strips are attached to the rock face, with large rivets set at the top and bottom. Above the metal strips, a phrase is carved into the wall in Jistka, "The spaces between notes are just as important as the notes themselves." Each metal strip bears faded images of hands with raised fingers (see the Jistkan Harmonic Key section below). The metal strips here can be played like a xylophone. A PC with a rank in Perform (percussion) recognizes the resemblance, as does any other PC who succeeds at a DC 15 Perform (percussion) check. A delicate wooden mallet hangs from a hook. The mallet is too fragile to strike the keys in its current state, though *mending* or similar magic can restore it to usable condition. When the PCs strike the strips in the proper sequence, the doors grind open. The PCs can use any other thin wood or metal object to strike the keys, though the sound such improvised tools produce is somewhat jarring. See the Jistkan Harmonic Key section below for a description of the strips and the proper sequence to play them.

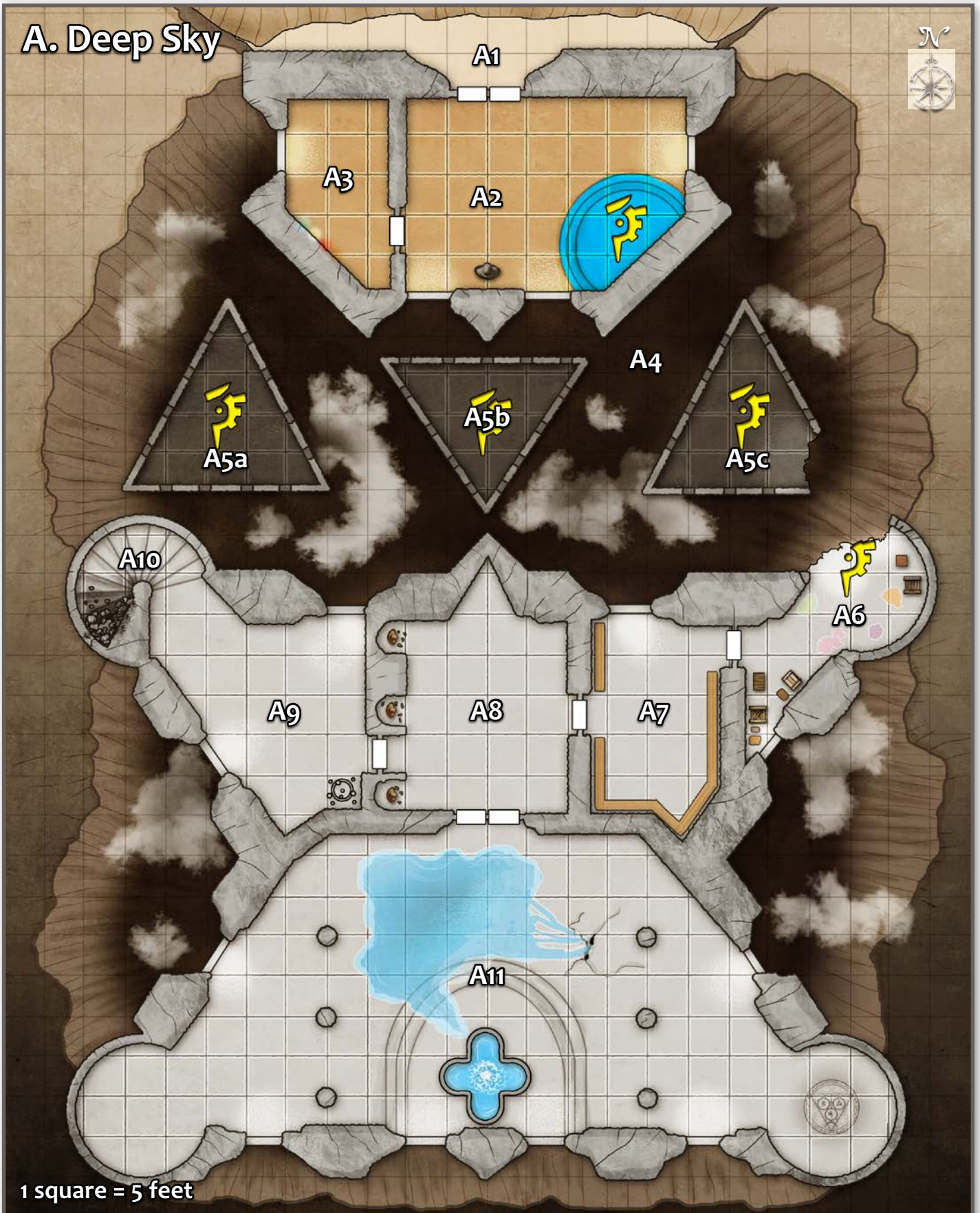
Hazard: If the PCs play the incorrect tune, the doors draw upon elemental energies to strike against them. All PCs within 20 feet of the doors take 4d6 points of damage, equally divided among acid, cold, electricity, and fire (DC 17 Reflex half). In Subtier 10–11, the DC of the Reflex save increases to 20. The door shoots out elemental energy the first three times the PCs play an incorrect tune. After the third failed attempt, the doors spark with electricity and swing open. This ward on the doors uses energy from the *elemental gauge* (area **A9**). With the *elemental gauge's* power source not functioning properly (area **A3**), it can only discharge its stored energy. If the PCs tear the doors down by force, the door discharges all remaining damage in a single burst.

Development: When the PCs arrive at the landing, the ozimat Korj observes their arrival through the faces on the stone doors, as described in Features of Deep Sky. The faces on the doors subtly shift, following the PCs' movements.

Jistkan Harmonic Key

Give PCs **Player Handout #2: Jistkan Harmonic Key** (see page 19) when they examine the metal strips. There are 5 strips of metal that each depicts a set of hands holding up a number of fingers. From left to right they show:

A. Deep Sky



1 square = 5 feet

SCALING ENCOUNTER A2

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

Subtier 7-8: The lead golem has deteriorated; it has a -2 penalty to AC and on attack rolls and saving throws. Additionally, reduce the DC of its retributive miasma by 2.

Subtier 10-11: Remove the advanced template from the lead golems, using the statistics from page 19 instead.

Strip 1: 3 fingers, 3 fingers, 1 finger, 1 finger = 4

Strip 2: 1 finger, 2 fingers, 2 fingers, 1 finger = 2

Strip 3: 3 fingers, 1 finger, 1 finger, 2 fingers = ?

Strip 4: 1 finger, 2 fingers, 1 finger, 1 finger = ?

Strip 5: 5 fingers, 1 finger, 1 finger, 2 fingers = ?

The answer to each strip is the sum of the number of spaces between the upraised fingers (that is, the gaps between fingers). The answer to strip 3 is 3, strip 4 is 1, and strip 5 is 5. Once the PCs determine these answers, they can play the strips in order from 1 to 5 to create the activation tune.

A2. Transport Chamber (CR 10 or CR 13)

This chamber has a stone staircase leading to a platform of blue stone, polished to a mirror-like finish. At the platform's center is an inlaid gold rune five feet in diameter. The walls are covered in small, tight-fitting ceramic tiles creating an intricate mosaic. The wall around the platform is an exception, bearing three large, clear, triangular quartz tiles. Large, clear windows to the south and east provide a view of a large cavern that appears open to the sky.

This tiled room has a large platform that allows magical transportation to the sky lifts, but the transportation magic does not function until activated in area A3. The gold rune is the Jistkan symbol for "travel," identifiable by PCs who speak Jistka or succeed on a DC 25 Linguistics or Knowledge (history) check. The three triangular activation controls set into the wall each have a single descriptive rune. PCs who read Jistka or succeed at a DC 25 Linguistics check can identify that these tiles read "Left," "Middle," and "Right."

The windows are walls of force that look into area A4. The windows to the south look onto the underside of the floating platform at area A5b and the crenellated side of the platform at area A5c.

Transport Platform: Once the PCs take the necessary actions to activate the platforms in area A3, the floor rune and three triangular crystal tiles radiate moderate conjuration magic to spells such as *detect magic*. The clear quartz tiles glow briefly when touched. A PC who succeeds at a DC 22 Knowledge (arcana) check identifies the platform as a magical transportation system.

The rune on the platform functions as a permanent *dimension door* (CL 7th) to platforms A5a, A5b, or A5c. PCs standing on the rune can trigger the transportation effect by touching the desired tile (one representing the sky lift from left to right, area A5a, A5b, and A5c) and succeeding at a DC 15 Intelligence check. Alternatively, a PC who succeeds at a DC 20 Use Magic Device check while touching a tile triggers the transportation to the corresponding sky lift.

Creatures: A lead golem animated by one of Korj's siblings guards this chamber and immediately attacks intruders. In Subtier 10-11, the room contains two stronger lead golems instead. Any PC carrying Amenopheus' *sage jewel* experiences a subtle suggestion to incapacitate or bypass the lead golem(s) in this room rather than destroy them; this urge feels benign and helpful rather than malicious.

Subtier 7-8 (CR 10)

LEAD GOLEM CR 10

hp 107 (*Pathfinder RPG Bestiary* 5 127, see page 19)

TACTICS

During Combat The lead golem attempts to corner melee opponents, hoping to inflict its retributive miasma on as many foes as possible. It does not generally pursue foes that leave the room, unless attacked from outside the room.

Morale The lead golem fights until it is destroyed.

Subtier 10-11 (CR 13)

ADVANCED LEAD GOLEMS (2) CR 11

Advanced lead golems (*Pathfinder RPG Bestiary* 5 288, 127)

N Large construct

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 30, touch 9, flat-footed 30 (+21 natural, -1 size)

hp 107 each (14d10+30)

Fort +4, **Ref** +4, **Will** +6

DR 10/adamantine; **Immune** acid, construct traits, electricity, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +23 (2d10+10)

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

Special Attacks retributive miasma

TACTICS

Use the tactics for the lead golem from Subtier 7-8.

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** —, **Wis** 15, **Cha** 1

Base Atk +14; **CMB** +25; **CMD** 35 (43 vs. bull rush, reposition)

SQ divination screen, intractable density

SPECIAL ABILITIES

Divination Screen (Ex) Divination spells cast within 60 feet of a lead golem automatically fail.

Immunity to Magic (Ex) A lead golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against a lead golem, as noted here.

- A magical attack that deals acid damage instead coats the lead golem, granting its slam attacks an additional 1d6 acid damage for the following 1d4 rounds.
- A *gust of wind* or *neutralize poison* spell directed at the lead golem dissipates any clouds created by its retributive miasma ability and prevents it from using that ability for 1d6 rounds.

Intractable Density (Ex) The weight and sturdiness of its form grants the lead golem a +8 racial bonus on CMD versus bull rush and reposition combat maneuvers.

Retributive Miasma (Ex) Any attack that overcomes the damage reduction of the lead golem causes fine lead particles to fill the air within a 5-foot radius of the lead golem. This cloud of lead persists for 1 round; any creatures within the area or that pass through the cloud are exposed to the cloud's poisonous effects. Subsequent attacks damaging the golem increase the duration of the cloud by 1 round each.

Poison Cloud—inhaled; *save* Fort 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution and 1d3 Wisdom damage; *cure* 2 saves. The save DC is Constitution-based.

Development: Many of the wall tiles in the room are clustered together into stylized faces, allowing the ozimat Korj to observe activity in this area, as described in Features of Deep Sky (page 6).

Treasure: Twenty-five sapphires are embedded in the walls here, interspersed among the tiles. The gems can be easily pried out of their mountings and are each worth 100 gp. In the southwest corner lie a *ring of climbing* and a *periapt of health* that once belonged to a Jistkan elemental that died here. In Subtier 10–11, these treasures are instead an *improved ring of climbing* and a *medallion of thoughts*.

Rewards: If the PCs fail to recover the items, reduce each PC's gold earned by the following amount.

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

Out of Subtier: Reduce each PC's gold earned by 1,750 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,250 gp.

A3. Elemental Stone Sanctum

Inlaid in the dark granite wall on the west side of this room is a large square indentation. Beneath it lie four rectangular pieces engraved with runes, each radiating a soft light: brown stone, blue metal, red crystal, and white ivory.

This chamber serves as power source for the facility, and its interface is the indentation in the wall. The square indentation is 2 feet on a side, and each of the four rectangular pieces—each representing a different element—is 2 feet wide, 6 inches high, and an inch thick. When properly placed in the indentation from top to

bottom and activated with a spell or the corresponding element, the four rectangular pieces allow magical energies to flow through the outpost and activate its many magical and automatic systems. Without this, the facility's torches do not light and its transportation platforms do not function. Most importantly, the power source must be fully activated to restore power to the *elemental gauge* (area A9).

A PC who succeeds at a DC 18 Knowledge (arcana) or Knowledge (engineering) check identifies the indentation as a power source for the complex that is activated by the colored rectangles. Within the indentation is a philosophical allegory shared by the Jistkan elementalists. It reads “At the dawn of time, the fires burned until rain quenched their fury down into solid stone, which has always gazed upon the sky above in envy. Demonstrate obedience to the ancient elemental ordering.” PCs that speak Jistka can read this phrase, as can any PC succeeding at a DC 25 Linguistics check. A PC who succeeds at a DC 30 Knowledge (history) check also recalls the ancient Jistkan phrase. This aphorism provides instruction that the proper way to place the rectangles in the indentation, from top to bottom, is air-water-fire-earth.

Once the rectangles are in the proper order, the PCs must demonstrate obedience to each element, as follows.

- A PC casting a spell with a fire descriptor in this room or placing a flame from any source against the red crystal activates it; all the rooms in the complex, including this room, flare with *continual flame* effects.

- A PC casting a spell with a water descriptor in this room or touching water to the blue metal begins the fountain in the summoning chamber (area A11).

- A PC casting a spell with the air descriptor in this room or blowing air onto the white ivory activates the sky lifts and the transportation platforms throughout Deep Sky.

- A PC casting a spell with the earth descriptor in this room or pressing earth to the brown stone hears a deep grinding sound from far beneath Deep Sky. Previously, this would open the lower tunnel sections of the complex, but the tunnels are currently collapsed.

Once all four rectangles are placed properly and activated, the *elemental gauge* in area A9 activates, allowing the PCs the opportunity to dissipate the elemental energies contained within it. The complex remains activate until the rectangles are removed.

A4. Deep Sky Chasm

This massive chasm has a grand domed ceiling studded with stalactites, barely visible within the multitude of colors racing across the surface. The entire cavern mirrors both the outside weather, including clouds, and the skyline to the horizon. This skyline is interrupted in jagged pieces where chunks of rock have fallen from the ceiling. The bottom of the chasm is lost in darkness.

SCALING ENCOUNTER A5

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

Subtier 7–8: Remove one spectre from the encounter.

Subtier 10–11: Remove one bhuta from the encounter.

The floor of the cavern is 200 feet below the rest of the complex. Among the cracked and smashed stonework at the bottom of the cavern are the skeletal remains of the Jistkan elementalists slain in the golem revolt. The golems unceremoniously dumped these bodies in the chasm ages ago. The cavern walls are rough stone, requiring a successful DC 20 Climb check to scale.

Several additional levels of the Deep Sky complex are carved from the walls below the entry level, but most have collapsed. Exploring these levels is outside the scope of this adventure.

Treasure: The gear belonging to the dead wizard Kalvanon, currently haunting area A5, lies at the bottom of the cavern. Her gear includes *bracers of armor +1*, a *cloak of resistance +1*, and 203 gp. In Subtier 10–11, the bracers are instead *bracers of armor +2* and her gear includes a *headband of vast intelligence +2*.

Rewards: If the PCs do not find Kalvanon's gear or defeat the ghost and her allies, in area A5, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 200 gp.

Out of Subtier: Reduce each PC's gold earned by 492 gp.

Subtier 10–11: Reduce each PC's gold earned by 783 gp.

A5. Sky Lifts (CR 11 or CR 14)

Three triangular black crystal platforms with 3-foot-high crenellations hover in the air suspended 200 feet above the cavern's floor, at the same elevation as the rest of the complex. Each platform bears an inlaid gold rune, copies of the "travel" rune found in area A2. Each platform also contains two triangular controls, one situated above the other. Long ago, when these sky lifts were fully functional, these controls governed the lifts' horizontal and vertical movement as well as teleportation around the complex. With these controls, the ancient Jistkans could access the southern rooms in Deep Sky as well as the collapsed lower chambers. Today, even when power is restored to the facility (see area A3), the sky lifts have only limited functionality and pose a hazard to those who would use them (see **Hazard**, below). In addition, part of the wall and floor of the easternmost lift (area A5c) are cracked and broken.

The upper triangular control on each lift once controlled horizontal and vertical movement. Today, these controls in area A5a and A5b only cause their respective platforms to wildly shake. The top control in area A5c instead causes that platform to glide over to the opening to the Hall of Sentience (area A6).

The lower triangular control used to permit teleportation around the facility. The lower controls in areas A5a and A5b merely returns anyone pressing them to the platform in the Transport Chamber (area A2)—though activating even these broken controls requires a successful DC 15 Intelligence check (as with the platform in area A2, a PC who succeeds at a DC 20 Use Magic Device check also activates this return trip). The lower control in area A5c instead transports users to the platform in the Hall of Sentience (area A6).

The PCs might also cross this area by leaping from one sky lift to another or by using magic to fly.

Hazard: If a PC touches the upper triangular control button on platform A5a or A5b, the platform shakes wildly. All PCs on the platform must succeed at a DC 18 Reflex saving throw or be knocked prone. If a PC fails and is adjacent to an edge, she is instead thrown clear of the sky lift and plummets to the ground 200 feet below (taking 20d6 points of falling damage), unless she succeeds at another DC 15 Reflex saving throw to catch herself on the sky lift's edge. A PC who catches herself on the edge can scramble over the crenellation and back onto the platform with a DC 15 Climb check.

Creatures: When a PC first arrives at one of the sky lifts, the restless spirits of slain Jistkan elementalists sense life and attack. All of them have lost their knowledge and personality except the ghost wizard Kalvanon. Kalvanon was one of the senior elementalists at the Jaizun Citadel. The retreat to Deep Sky frustrated her, as she felt her comrades were simply hiding out while invading Osirian armies marched upon their home. She believed it was still possible to harness the elemental storm over Jaizun Citadel even as the rebellious golems arose to overthrow their Jistkan masters. Even after her corpse was dumped into the cavern, her obsessive spirit would not rest. The leader of the other spirits, Kalvanon has a tortured, lonely existence in the Deep Sky chasm, as her undead brethren are too primal in nature to offer any significant companionship.

Any PC carrying Amenopheus's *sage jewel* feels a psychic projection reaching toward the undead, commanding them to stay away from the bearer and do as the bearer commands. A PC who succeeds at a DC 12 Sense Motive check (DC 15 in Subtier 10–11) notes that this projection has a distinctly darker feeling than the urge she experienced in area A2. Although the *sage jewel* lacks the power to command the undead, the undead here take a –4 penalty on attack rolls against the bearer of the *sage jewel*.

Subtier 7–8 (CR 11)

SPECTRES (3)

CR 7

hp 52 each (*Pathfinder RPG Bestiary* 256, see page 20)

TACTICS

During Combat The spectres lurk in the shadows behind the sky lifts, attacking as soon as any creature appears on a lift or enters the area. They focus their attacks on the same foe,

REFUGEES OF THE WEARY SKY

flanking if possible. They pursue foes that flee into other areas of Deep Sky, passing through walls to pursue foes as necessary.

Morale The spectres retreat if Kalvanon is defeated or flees, but they otherwise fight until destroyed.

KALVANON CR 7

Female human ghost water elemental 6 (*Pathfinder RPG Bestiary* 144, *Pathfinder RPG Advanced Player's Guide* 142)

CE Medium undead (augmented humanoid, incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 15, touch 15, flat-footed 13 (+3 deflection, +2 Dex)

hp 47 (6d6+24)

Fort +5, **Ref** +4, **Will** +6

Defensive Abilities channel resistance +4, incorporeal, rejuvenation;

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +5 (7d6)

Special Attacks cold blast (6/day, 1d6+3 plus staggered, DC 16), corrupting gaze (DC 16)

Wizard Spells Prepared (CL 6th;

concentration +9)

3rd—*dispel magic*, *elemental aura*^{APG} (DC 16), *hydraulic torrent*^{APG}, *protection from energy*

2nd—*acid arrow*, *blindness/deafness*

(DC 15), *elemental touch*^{APG} (DC 15), *fog cloud*, *shatter* (DC 15)

1st—*chill touch* (DC 14), *grease*, *hydraulic push*^{APG}, *mage armor*, *obscuring mist*

0 (at will)—*dancing lights*, *daze* (DC 13), *mage hand*, *read magic*

Opposition School Fire

TACTICS

During Combat Kalvanon positions herself above the sky lifts and attempts to disorient and damage her foes with spells.

She pursues foes that flee, passing through walls if necessary.

Morale Kalvanon fights until reduced to 10 or fewer hit points, at which point she flees to the bottom of the cavern in area A4.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 17, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 18

Feats Combat Casting, Elemental Focus (cold)^{APG}, Eschew Materials, Flyby Attack, Scribe Scroll, Widen Spell

Skills Appraise +12, Fly +22, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +18, Spellcraft +12, Stealth +10, Swim +3;

Racial Modifiers +8 Perception, +8 Stealth

Languages Aquan, Jistka, Terran

SQ arcane bond (familiar), water supremacy

Gear none, as her gear is at the bottom of the cavern (area A4)

Subtier 10–11 (CR 14)

BHUTAS (2) CR 11

hp 147 each (*Pathfinder RPG Bestiary* 3 41, see page 19)

TACTICS

Use the spectres' tactics from Subtier 7–8.

KALVANON CR 1

Female human ghost water elemental 10 (*Pathfinder RPG Bestiary* 144, *Pathfinder RPG Advanced Player's Guide* 142)

CE Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 15, touch 15, flat-footed 13 (+3 deflection, +2 Dex)

hp 77 (10d6+40)

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +7 (11d6)

Special Attacks cold blast

(7/day, 1d6+5 plus staggered, DC 19), corrupting gaze (DC 18), draining touch, wave

Wizard Spells Prepared (CL 10th; concentration +14)

5th—*cone of cold* (DC 21), *geyser*^{APG} (DC 19)

4th—*bestow curse* (DC 18), *crushing despair* (DC 18),

enervation, *ice storm*, elemental spell *lightning bolt* [cold] (DC 17)

3rd—*dispel magic*, *elemental aura*^{APG} (DC 17), *hydraulic torrent*^{APG}, *protection from energy*, *wind wall*

2nd—*acid arrow* (2), *blindness/deafness* (DC 16), *elemental touch*^{APG} (DC 16), *fog cloud*, *shatter* (DC 16)

1st—*chill touch*, *grease*, *hydraulic push*^{APG}, *mage armor*, *obscuring mist*, *protection from good*

0 (at will)—*dancing lights*, *daze* (DC 14), *mage hand*, *read magic*

Opposition School Fire

TACTICS

Use the tactics for Kalvanon from Subtier 7–8, except that Kalvanon makes use of draining touch if forced into melee.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 18, **Wis** 12, **Cha** 16

Base Atk +5; **CMB** +7; **CMD** 20

Feats Combat Casting, Elemental Focus (cold)^{APG}, Elemental Spell



Kalvanon

SCALING ENCOUNTER A9

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

Subtier 7–8: Illaton's body has been somewhat weakened from millenia of captivity. Reduce his starting hit points by 30. He does not have the presence of mind to cast *stoneskin*.

Subtier 10–11: As in Subtier 7–8, but reduce Illaton's starting hit points by 50 instead.

(cold)^{APG}, Eschew Materials, Flyby Attack, Greater Elemental Focus (cold)^{APG}, Improved Initiative, Scribe Scroll, Widen Spell
Skills Appraise +17, Fly +23, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (planes) +17, Perception +22, Spellcraft +17, Stealth +10, Swim +6; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Aquan, Auran, Jistka, Terran

SQ arcane bond (familiar), water supremacy

Gear none, as Kalvanon's physical gear is at the bottom of the Deep Sky cavern (area A4)

A6. Hall of Sentience

The northwest wall of this long room has crumbled with age, exposing the outside cavern. The stone floor is cracked straight across a gold rune. Large chunks of stone, iron, and lead lie about the chamber in piles. Small tubes of iron filings, broken glass globes, and crystal tables lay cracked and toppled throughout the room. Pieces of sculpture lie haphazardly situated atop gilded benches.

This workshop is where Jistkan artificers once constructed golems. For the first few hundred years after the revolt against the Jistkans, the ozimat Korj tried to master the skills of golem construction, hoping to reverse engineer the techniques to free its siblings from their golem bodies. The ozimat eventually realized that golem creation was entirely beyond its abilities. The experiments scattered throughout this room are the result of Korj's abandoned efforts.

The rune on the floor is part of the complex's transport system; it can now only receive travelers from area A5c, but not send travelers back. The PCs must devise an alternate way to navigate the sky lifts if they hope to exit Deep Sky.

Development: Korj uses the stone heads in this room to watch the PCs, as described in Features of Deep Sky (see page 6).

A7. The Assembly Archive

This chamber's walls rise to a domed ceiling riddled with cracks. Forty-foot-high stone shelves fill the room, all lined with books

and papyrus scrolls. A ladder leans against the south corner shelf leading to a small walkway that wraps around the room.

This repository of literature chronicles numerous facets of the Jistka Imperium and the Citadel of the Weary Sky. Its tomes are protected from the passage of time by lingering magic. The majority of the books and scrolls here are written in Jistka, with a few in Ancient Osiriani or Terran. This lore here grants anyone who spends an hour reading the collection a +2 competence bonus on Knowledge (history) checks related to the Jistka Imperium and on Knowledge (planes) checks relating to elementals for 24 hours. If the PCs spend several minutes searching the room and succeed at a DC 20 Perception check (DC 25 In Subtier 10–11), they find a heavy tome that is out of place. A marked page in this book details the Jistkan elementalists's first contact with a shaitan genie named Illaton who showed a particular interest in building constructs and underground structures.

Any ancient writing removed from the magical protections of this room quickly fades and crumbles to dust as the weight of centuries catches up to it.

A8. Corridor of History

This long room has an arched ceiling. The floor, walls, and ceiling are covered with detailed mosaic tiles depicting fabulous buildings and colorful magic used by stylized humanoid figures. Three alcoves contain limbless iron statues covered in flecks of shattered tile.

This corridor gives a visual description of the entire Jistka Imperium's history in a series of mosaics that cover the room's walls, ceiling, and floors. Some of these mosaics depict an elemental spirit bound within a golem, who appears as a ghostly overlay atop a stern-faced stone golem. These mosaics prominently feature a group of four genies that constructed Deep Sky, with a particularly emphasis on a shaitan genie (this depiction is a very good likeness of Illaton in area A9). A PC who succeeds at a DC 20 Perception or Sense Motive check discovers a subtext of how the elemental spirit and the shaitan gradually and hesitantly became friends but then experienced a falling out. Korj created the mosaics that depict the history of Deep Sky.

The three limbless iron statues were once iron golems that Korj attempted to disassemble in order to free the elemental spirits trapped within. Korj was unsuccessful, instead enshrining its siblings here until another possibility presented itself. The creatures cannot attack, and the elemental spirits within the iron bodies cannot be roused to action.

Development: Korj can observe the PCs through the faces in the mosaics and even the heads of the limbless iron golems, as described in Features of Deep Sky (see page 6).

A9. Elemental Gauge (CR 10 or CR 13)

The rich scent of palm wine, pipe smoke, and cinnamon fills this chamber. An enormous clockwork device with a spherical base, dials, and metal gears takes up the southeast corner of the room.

The clockwork device is the *elemental gauge*. This timepiece looks like an oversized astrolabe. The genies that helped the Jistkan refugees construct Deep Sky also aided in the design of the *elemental gauge*, so the refugees could measure the elemental storm raging over the Citadel of the Weary Sky and identify when it was safe to return. To provide the appropriate connection, the genies used a bit of the elemental storm's own energy in the construction of the *elemental gauge*. This allowed the gauge to serve as a power source, as well as giving it the ability to monitor how strong the storm raged. Although the genies that constructed the *elemental gauge* were subtle and powerful—they used the elemental energy to loosen the spirits within the Jistkans' golems—the Jistkans were experienced genie-binders. The Jistkan elementalists used several genie *wishes* in the construction of the *elemental gauge*, and specified that it could only be operated “upon the touch of a living mortal.” Among the hundreds of other details included in the construction of Deep Sky, none of the genies thought this request odd, nor even specifically committed it to memory, but the result was that the *elemental gauge* could not be fully utilized after all the elementalists were dead.

Korj has come to realize that the energy contained within the *elemental gauge* could free the elemental spirits from the golems in Deep Sky. However, even with Illaton's help, Korj has been unable to reactivate the device. The ozimat knows the workings of the device intimately but cannot use the contained energy to free its golem siblings.

The *elemental gauge* is wholly inert unless the power has been restored in area A3. If so, when touched by a living mortal, the *elemental gauge's* gears begin to whirl and its dials spin. These displays register the low strength of the storm around the Jaizun Citadel and indicate the accumulated elemental power stored within the device. The PCs are unlikely to understand exactly what the dials are measuring, but a PC who succeeds at a DC 25 Knowledge (arcana) or Knowledge (engineering) check (DC 28 in Subtier 10–11) recognizes that the dials indicate an energy build-up within the device.

Dissipating the elemental energy stored within the *elemental gauge* requires a successful DC 30 Disable Device or Knowledge (engineering) check, or specific instruction from the ozimat, Korj. Dissipating this energy frees the animating forces from all golems currently within Deep Sky, including the spirits in area A8. If the lead golems still remain in area A2, they turn into inanimate hulks. If the stone golems remain in area A11, they instead become ozimats loyal to Korj (use Korj's statistics for these ozimats).

The PCs might take a more drastic method of dissipating the elemental energy by destroying the *elemental gauge* (hardness 5, hp 80, Break DC 28). Releasing the energy this way is dangerous; when the *elemental gauge* is destroyed, all creatures in Deep Sky take 12d6 points of damage (this damage is equal parts acid, cold, electricity, and fire damage) and are stunned for 1d4 rounds. A successful DC 22 Fortitude saving throw halves this damage and negates the stun effect. In Subtier 10–11, the damage increases to 16d6, and the Reflex save DC to 25.

In either case, dissipating the elemental energy remaining in the *elemental gauge* fulfills the PCs' primary mission and satisfies the Concordance of Elements. Dissipating the elemental energy also begins to release the petrification effect on the Jistkan elementalists Ocosten (see area A11).

Creatures: The shaitan genie Illaton, one of the four genies that originally helped to create Deep Sky and the *elemental gauge*, resides here now, bound by a connection to his summoner, the Jistkan elementalists Ocosten. After he and his fellow genies engineered the golem revolt, almost all of the elementalists perished. With their masters slain, the other genies were free to leave Deep Sky. But since Ocosten remained (and is still petrified in area A11), Illaton was still bound to remain. Illaton spent countless years trying to come up with a way to destroy Ocosten without running afoul of his contractual obligation to protect the Jistkan, but to no avail. At first, he held out hope that one of the other genies would return for him, or that one of his friends or allies from the Plane of Earth would seek him out, but as the years passed, it became increasingly clear that he had been forgotten. In the first few centuries after the revolt, Illaton formed a tentative friendship with the ozimat Korj and they worked together reactivate the *elemental gauge*, but because full activation required a living mortal, the pair was ultimately stymied. As the prospect of an eternity of captivity loomed, Illaton and Korj came to see each other as reminders of their own failures to escape, and they withdrew into isolation and despair. In the intervening 8,000 years, Illaton lost touch with reality and now believes that his existence is linked to the *elemental gauge* he helped create.

When the PCs arrive, Illaton is unsure of what to make of them. He vacillates between a half-remembered hope that mortals may be the key to him finally becoming free of this place, a deep terror that the PCs' meddling with the *elemental gauge* may kill him, a strong suspicion that the PCs are nefarious Jistkans, and a state of confusion. His speech mixes lucid and relevant points with jumbled expressions of his tormented and disoriented mind. If the PCs approach the *elemental gauge* without first assuaging his fears, he attacks.

Illaton's attitude toward the PCs starts off as unfriendly. The PCs can take several different approaches to calm Illaton. They can demonstrate enough understanding of the *elemental gauge* to jog the shaitan's memory of its

true function by succeeding at the DC 25 Knowledge (engineering) or Knowledge (arcana) check (DC 28 in Subtier 10–11). Alternatively, they can convince him that they mean no harm by improving his attitude to friendly. The DC of the Diplomacy check is 28, or 33 in Subtier 10–11; the increased difficulty of this check represents Illaton's fears, concerns, and confusion.

If any PC carries the *sage jewel* into this chamber, portions of the inscriptions on the *elemental gauge* flare with a ghostly light. This draws Illaton's attention, and he speaks to the bearer of the *sage jewel* (even when in combat) in cryptic phrases such as "I have seen that jewel you carry. Oh yes, I have seen the destruction it can wreak," "Oh, the jewel, I've seen its smooth surface, heard the voice that compels obedience." If the bearer of the *sage jewel* succeeds at a DC 15 Sense Motive check (DC 19 in Subtier 10–11), she detects a malevolent presence in the jewel reaching out to the shaitan. If Illaton is restored, he cannot remember much about the *sage jewel*, other than to say he expected its bearer to be issuing cruel and imperious commands.

Subtier 7–8 (CR 10)

ILLATON CR 10

Male shaitan barbarian (unchained) 3 (*Pathfinder RPG Bestiary*

143, *Pathfinder RPG Pathfinder Unchained* 8)

CN Large outsider (earth, extraplanar)

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +16

DEFENSE

AC 27, touch 10, flat-footed 24 (+7 armor, +3 Dex, +10 natural, –1 size, –2 rage)

hp 143 (12 HD; 9d10+3d12+75)

Fort +15, **Ref** +9, **Will** +12

Defensive Abilities danger sense +1, uncanny dodge;

Immune electricity

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.; stone glide

Melee +1 *earth breaker* +21/+16/+11 (3d6+13/×3) or 2 slams +15 (2d6+5)

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

Special Attacks earth mastery, metalmorph, rage (12 rounds/day), rage power (knockback), stone curse

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

At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)

3/day—*quicken glitterdust* (DC 15), *rusting grasp*, *stone tell*, *stoneskin*, *wall of stone*

1/day—*transmute mud to rock*, *transmute rock to mud*

TACTICS

Before Combat If Illaton is aware of the PCs, he uses *meld into stone* to hide and observe the PCs and casts *stoneskin*.

During Combat Illaton casts *wall of stone* on the first round of combat to separate the PCs, and then rushes into melee.

Morale By the time combat breaks out, Illaton is convinced that the PCs are untrustworthy and dangerous. Knowing that he cannot leave Deep Sky, he fights to the death.

Base Statistics When not raging, Illaton's statistics are: **AC** 29, touch 12, flat-footed 26; **hp** 119; **Will** +10; **Melee** +1 *earth breaker* +19/+14/+9 (3d6+11/×3) or 2 slams +13 (2d6+3); **CMD** 34 (36 vs. bull rush).

STATISTICS

Str 24, **Dex** 17, **Con** 19, **Int** 16, **Wis** 12, **Cha** 17

Base Atk +12; **CMB** +22 (+26 bull rush); **CMD** 32 (34 vs. bull rush)

Feats Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Critical (earth breaker), Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*glitterdust*)

Skills Acrobatics +0, Appraise +17, Bluff +17, Climb +26, Craft (gemcutting) +15, Knowledge (engineering) +18, Knowledge (planes) +18, Perception +16, Sense Motive +14, Spellcraft +18

Languages Aquan, Auran, Ignan, Jistka, Terran; telepathy 100 ft.

SQ fast movement

Other Gear +1 *breastplate*, +1 *earth breaker*^{UE}, *cloak of resistance* +2, *golembane scarab*, 20 gp

Subtier 10–11 (CR 13)

ILLATON CR 13

Male shaitan barbarian (unchained) 6 (*Pathfinder RPG Bestiary*

143, *Pathfinder RPG Pathfinder Unchained* 8)

CN Large outsider (earth, extraplanar)

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +19

DEFENSE

AC 29, touch 12, flat-footed 26 (+7 armor, +2 deflection, +3 Dex, +10 natural, –1 size, –2 rage)

hp 199 (15 HD; 9d10+6d12+111)

Fort +18, **Ref** +10, **Will** +13

Defensive Abilities danger sense +2, improved uncanny dodge;

Immune electricity

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.; stone glide

Melee +1 *earth breaker* +25/+20/+15 (3d6+13/19–20/×3) or 2 slams +18 (2d6+5)

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

Special Attacks rage (19 rounds/day), earth mastery, metalmorph, rage powers (guarded stance, knockback, no escape), stone curse

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

At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)

3/day—*quicken glitterdust* (DC 15), *rusting grasp*, *stone tell*, *stoneskin*, *wall of stone*

1/day—*transmute mud to rock*, *transmute rock to mud*

TACTICS

Use Illaton's tactics from Subtier 7–8.

Base Statistics When not raging, Illaton's statistics are: **AC** 31, touch 14, flat-footed 28; **hp** 169; **Will** +11; **Melee** +1 *earth breaker* +23/+18/+13 (3d6+11/19–20/×3) or 2 slams +16 (2d6+3); **CMD** 38 (40 vs. bull rush).

STATISTICS

Str 24, **Dex** 17, **Con** 20, **Int** 16, **Wis** 12, **Cha** 17

Base Atk +15; **CMB** +25 (+29 bull rush); **CMD** 36 (38 vs. bull rush)

Feats Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Critical (earth breaker), Improved Initiative[®], Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (glitterdust), Weapon Focus (earth breaker)

Skills Acrobatics +0, Appraise +21, Bluff +17, Climb +26, Craft (gemcutting) +15, Knowledge (engineering) +21, Knowledge (planes) +21, Perception +19, Sense Motive +19, Spellcraft +21

Languages Aquan, Auran, Ignan, Jistka, Terran; telepathy 100 ft.
SQ fast movement

Other Gear +1 *breastplate*, +1 *earth breaker*^{UE}, *cloak of resistance* +2, *golembane scarab*, *ring of protection* +2, 572 gp

Development: Resourceful PCs might cure Illaton's troubled mind with *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*. Doing so allows Illaton to reflect upon the cause of his imprisonment; he then pleads with the PCs to find a way to restore the wizard and convince him to release the binding. As it turns out, activating the *elemental gauge* and releasing its stored energy is the key to freeing the shaitan (See Restoring Ocosten in area A11).

Treasure: If the PCs free Illaton, he provides his gear to the PCs out of gratitude before departing.

Rewards: If the PCs do not defeat or free Illaton, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 872 gp.

Out of Subtier: Reduce each PC's gold earned by 1,252 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,631 gp.

SCALING ENCOUNTER A11

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

Subtier 7–8: Reduce the damage of ozimat's calcifying touch to 1d6 points of Dexterity damage and reduce its starting hit points by 30.

Subtier 10–11: Reduce the damage of ozimat's calcifying touch to 1d6 points of Dexterity damage and remove one stone golem from the encounter.

A10. Chasm Stairway

This curling stairway ends abruptly at a wall of rubble made of jagged stonework and crystalline fragments.

The stairway once led to the lower levels of the complex, but nearly all of the stairs have collapsed into the cavern, leaving only a precarious rubble-choked passage.

Hazard: The crumbled stairway is unstable. If the PC move the debris—such as to recover the chain shirt buried in the rubble (see Treasure below)—the floor collapses. PCs on the stairway must succeed at a DC 18 Reflex saving throw (DC 22 in Subtier 10–11) to avoid falling 200 feet and taking 20d6 points of falling damage.

Treasure: A +1 *light fortification chain shirt* is buried in the rubble. Fragile fragments of the bones of the artificer who once wore the chain shirt still cling to the chain links inside of the armor.

Rewards: If the PCs do not take the chain shirt, reduce each PC's gold earned by the following amount.

Both Subtiers: Reduce each PC's gold earned by 354 gp.

A11. Summoning Chamber (CR 11 or CR 14)

A silvery glow filters through a fine mist in this chamber. A silvery metal rune pulsates with an



iridescent light in the chamber's southeast alcove. To the south stands an impressive crystalline fountain. In an alcove to the southwest is a statue of a man in robes, his face contorted in a surprised sneer.

The Jistkan wizards used the circle in the southwest chamber to summon and bind genies, elemental spirits, and fiends. The binding circle is particularly intricate and is still intact after 8,000 years.

The large fountain was originally used for bathing, relaxation, and laundry. The elementalists created a link between the fountain and the elemental Plane of Water that is continually refreshed as long as power flows through the complex. If the blue metal rectangle in area **A3** has not been activated, the fountain is dry. If the device has been activated, the fountain sprays a jet of water high into the air. A crack in the fountain's base releases a steady stream of water across the gray stone floor. The large puddle is only a few inches deep but increases the DC of Acrobatics checks through the puddle by 5.

To the southwest stands the petrified remains of Ocosten, the first Jistkan elementalist slain by Korj after it gained freedom. Korj's assault against Ocosten was amplified by wild elemental energies, making the petrification from his calcifying touch permanent; now, however, Korj has the standard calcifying touch of all ozimats. The ozimat sees Ocosten's body as a trophy and karmic repayment for trapping its friends in lifeless stone bodies. Ocosten's continued existence is what keeps the genie Illaton bound to Deep Sky.

Creatures: The golem that led the charge against the elementalists was destroyed, but its elemental spirit came free as an ozimat named Korj. Korj was thrilled to escape its stone body and longed to release its siblings' spirits within the other remaining golems in Deep Sky. This desire formed a new sort of prison for the ozimat. It refused to abandon its brethren, and over the last few thousand years, its fervent drive to free its kin has held it here.

Korj eventually befriended the genie Illaton, but over time, the strain of their respective imprisonments turned them against each other. The ozimat and genie began seeing each other as reminders of their own failures. Illaton became less coherent as the centuries of captivity took their toll upon his mind, and Korj finally resigned itself to seclusion here in this summoning chamber. For thousands of years, the ozimat has existed in a trancelike state. It awoke when the Concordance of Elements approached and examined the doors to Deep Sky several days ago.

Korj is wary of the PCs but hopeful that they may be able to free its siblings. Its initial attitude toward the PCs is indifferent, but this attitude worsens by one step if the PCs destroy the lead golem(s) in area **A2** and by an additional step if the PCs kill Illaton—although the ozimat is no longer a friend to the genie, it does not believe that Illaton

deserves to die. If the ozimat is hostile to the PCs, it attacks immediately, shouting threats in Jistka. If its attitude is unfriendly or better, Korj waits to hear what the PCs have to say. Proceed to the Development section on the following page if the PCs speak to the ozimat.

If Korj succeeds in defeating the PCs, its anger cools. It patiently waits for petrified PCs to recover and hopes they are open to reasonable discussion when given a second chance. Proceed to the Development.

Subtier 7–8 (CR 11)

KORJ	CR 11
Ozimat (<i>Pathfinder Campaign Setting: Planes of Power</i> 62)	
N Medium outsider (earth, elemental, extraplanar, incorporeal)	
Init +5; Senses blindsight 30 ft., darkvision 60 ft.; Perception +23	
DEFENSE	
AC 22, touch 22 flat-footed 16 (+6 deflection, +5 Dex, +1 dodge)	
hp 168 (16d10+80)	
Fort +16, Ref +17, Will +9	
Defensive Abilities incorporeal; Immune elemental traits	
OFFENSE	
Speed 30 ft., fly 30 ft. (good)	
Melee calcifying touch +21 (1d8 Dex)	
TACTICS	
Before Combat Korj does not attack unless its attitude is hostile or the PCs attack it.	
During Combat Korj uses Flyby Attack to move into and out of walls each turn. It uses Vital Strike with its calcific touch ability to eliminate the most dangerous threats first, focusing on the PCs that it knows to be most dangerous from its observations of them throughout Deep Sky.	
Morale When reduced below 40 hit points, or when it otherwise believes the fight is lost, Korj attempts to parley with the PCs. See Development below.	
STATISTICS	
Str —, Dex 20, Con 19, Int 14, Wis 19, Cha 23	
Base Atk +16; CMB +21; CMD 38	
Feats Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Hover, Lightning Reflexes, Toughness, Vital Strike	
Skills Acrobatics +21, Appraise +18, Fly +28, Intimidate +22, Knowledge (dungeoneering) +18, Knowledge (planes) +21, Perception +23, Stealth +24	
Languages Jistka, Terran	
SQ earthen host	
SPECIAL ABILITIES	
Calcifying Touch (Su) An incorporeal ozimat's touch can partially petrify a living creature's body, dealing 1d8 points of Dexterity damage. When reduced to 0 Dexterity in this way, an affected creature is petrified for 24 hours. A petrified Medium creature can serve as a stone receptacle for the ozimat's earthen host ability; if used in this manner, it doubles the length of time the ozimat can remain in that form.	

Earthen Host (Su) As a full-round action, an ozimat can merge with a body of inert earth or stone, shedding its incorporeality. The form must be roughly the size of a Medium creature. A merged ozimat loses its incorporeal subtype (plus all incorporeal special qualities, including its deflection bonus to AC) and its fly speed, but gains a Strength score of 24, a +8 natural armor bonus (AC 24, touch 16, flat-footed 18), DR 5/—, and Improved Bull Rush and Power Attack as bonus feats. In earthen form, an ozimat gains 2 slam attacks with a +23 bonus to hit, each dealing 3d6+7 points of damage, but cannot use its calcifying touch. Its hit points do not change. An ozimat can maintain its earthen form for a number of rounds per day equal to its Hit Dice (typically 16).

Subtier 10–11 (CR 14)

KORJ CR 11

hp 168 (see statistics from Subtier 7–8 on page 16)

STONE GOLEMS (2) CR 11

hp 107 each (*Pathfinder RPG Bestiary* 163, see page 19)

TACTICS

During Combat The stone golems attack the nearest opponent that attacked Korj, flanking if possible. If one of these stone golems is defeated, Korj can inhabit its remains with its earthen host ability.

Morale The stone golems fight until destroyed, or until commanded to stand down by Korj.

Development: So long as the PCs are not hostile, they can communicate freely with Korj. The ozimat typically speaks in a calm and methodical manner with a voice like gravel under a boot. The PCs receive a +5 circumstance bonus on Diplomacy checks to influence Korj for each of the following:

- If they announce they have come to resolve an elemental disturbance in Deep Sky.
- If they interpreted Korj's history in area A8.
- If they have already used powerful magic like *heal* or *limited wish* to soothe Illaton's troubled mind.

If the PCs improve Korj's attitude to friendly or helpful, the ozimat describes its history: how it was freed in the revolt against the Jistkan elementalists, its relationship with the genie Illaton, the possibility that the *elemental gauge* could free its siblings, the layout of Deep Sky, and any other information from its past. Korj answers other questions the PCs have, which might include the following.

Who are you? "I am Korj. I am a spirit of elemental earth that once inhabited a construct vessel, as my siblings still do."

Why are you here? "The elementalists of Jistka brought us here in shackles to power their works while we suffered in endless servitude. But they were hungry with power and made a mistake by activating the *elemental gauge* when the doors to Deep Sky were sealed. The reverberating energy

RESTORING OCOSTEN

The Jistkan elementalist Ocosten has been petrified for more than 8,000 years. When the PCs discharge the energy from the elemental gauge in area A9, his body gradually begins to return to its original state over the course of the next 10 minutes. Ocosten is unarmed, disoriented, and has lost all of his prepared spells. He remembers his name and title as "Ocosten, sixth artificer to the grand master of the Jistka Imperium." He immediately surrenders if threatened. The wizard answers the PCs' questions as best he can, although he is plainly disoriented and can recall very little about his former life. The last thing Ocosten remembers is protecting himself from golems that went berserk. He saw an elemental spirit called an ozimat tear itself free from a destroyed golem and reach toward him. Ocosten has several questions for the PCs, however.

Who are you? Do you serve Ahriman? Ocosten wants to know the PCs' allegiances, although he's fairly certain they wouldn't have restored him if they were enemies. If the PCs describe the Pathfinder Society, Ocosten takes an immediate interest in an organization dedicated to recovering ancient lore. Ocosten asks for an introduction to the PCs' superiors.

Who rules Jistka today? Ocosten is surprised to hear that 8,000 years have passed. He is greatly saddened to hear about the fall of the once-mighty empire, having hoped it might recover despite pressure from fledgling nations such as Osirion.

Did any of my fellow elementalists from Deep Sky survive the attack? Ocosten is angered that the constructs dispatched his fellow elementalists and saddened that he appears to be the only survivor.

What happened to the Citadel of the Weary Sky? PCs that played through *Pathfinder Society Scenario #2–09 The Heresy of Man, Part III: Beneath Forgotten Sands* may divulge any relevant information they wish.

The PCs might be most interested in having Ocosten free Illaton, the shaitan genie unable to leave Deep Sky while Ocosten survives. Out of gratitude for being restored, Ocosten releases Illaton from his bonds.

allowed us to take control of our own fates long enough to rise up against our captors. I have been here since, working to liberate my siblings."

How did you free yourself? "I am not exactly sure how I survived shedding my physical form, but I believe it has to do with the elemental energies brought about by the storm over the Jaizun Citadel. I can only guess that the energy diverted from the storm weakened my magical prison. The activation of the focused energy within the *elemental gauge* helped me finally break free. Ever since that fateful day, I have worked

to help my siblings to free their own spirits, but without the energy bound within the *elemental gauge*, I cannot save them.”

Did you kill your masters? “Not all. Some of the masters perished at our hands, some teleported away, some even came back and fought us. I did only what was necessary to survive—not for my sake, but for the survival of my siblings. The first one I attacked yet stands in stone over there.”

Who built this place? “Our masters not only bound elemental spirits, but enslaved genies as well. One made of fire was forced to use its ability to grant wishes to bring this complex into existence. A genie of each element was then tasked to create other objects and structures within Deep Sky.”

Who is the shaitan? “That is Illaton. He helped to create Deep Sky and the *elemental gauge*. We were once friends. But no longer. He slipped into madness and I into my solitude.”

What is the *elemental gauge*? “It is a powerful device that the masters used to monitor the storm over Jaizun Citadel, to see when it would be safe to return. It did this by keeping a fraction of the storm’s power within it. I cannot reactivate the *elemental gauge* to release this bound energy, but if the energy were released, I could use it to free my siblings from their physical husks.”

Korj’s goal and the Concordance’s mission are the same: the PCs must release the remaining energy within the *elemental gauge*. Korj asks the PCs to do so, and provides assistance to direct and dissipate the energy as described in area **A9**.

Treasure: Near Ocosten’s petrified body are several smaller granite sculptures created by Korj throughout the centuries. Among the sculptures is an adamantine chisel worth 150 gp and a rare *Jistkan stone golem manual*. In Subtier 10–11, one of these sculptures is a *stone horse (courser)* (*Pathfinder RPG Ultimate Equipment* 320). If the PCs have dealt peaceably with the ozimat, he offers them these treasures.

Rewards: If the PCs do not recover these items, reduce each PC’s gold earned by the following amount.

Subtier 7–8: Reduce each PC’s gold earned by 1,845 gp.

Out of Subtier: Reduce each PC’s gold earned by 2,262 gp.

Subtier 10–11: Reduce each PC’s gold earned by 2,679 gp.

CONCLUSION

Once the PCs have dealt with Korj and addressed the elemental energies stored with the *elemental gauge*, they are free to explore the Deep Sky complex further. If they communicated peacefully with Korj, the ozimat leaves Deep Sky along with any newly created ozimats.

PRIMARY SUCCESS CONDITIONS

The PCs complete their main mission by exploring the outpost and dissipating the elemental energies in the *elemental gauge*. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs successfully complete their secondary mission if they accomplish at least two of the following conditions: parleying with the ozimat Korj; curing the genie Illaton of his madness; freeing Illaton from his binding to Deep Sky by convincing the unpetrified Ocosten to release him; or bringing Ocosten back to the Pathfinder Society. Completing two of these tasks earns each PC 1 additional Prestige Point.

FACTION NOTES

Members of the Grand Lodge and Scarab Sages factions can earn additional rewards depending on their actions during the adventure.

Grand Lodge: If the PCs dissipated the energies within the *elemental gauge* in any manner other than by destroying the device, Grand Lodge faction PCs earn the Deep Sky Explorer boon. Venture-Captain Obo thanks the PCs for the care taken in their approach, emphasizing the trust that such care has earned the Pathfinder Society with the Concordance of Elements.

Scarab Sages: If any Scarab Sage faction PC succeeded at the Sense Motive check in area **A5** or **A9** to sense the malicious presence in Amenopheus’ jewel, Scarab Sage faction PCs earn the Gemstone Speaker boon. Amenopheus meets with faction PCs to express his concern that something hostile lurks within the jewels, and he hopes that with his agents’ ongoing assistance he can determine what it is and how to eliminate it before it brings harm to the faction.

PLAYER HANDOUT 1: SAGE JEWEL

Amenopheus presented you with the sapphire *sage jewel* and asked you to observe its reaction to energies within a Jistkan ruin. While you possess the jewel, you gain a +3 insight bonus on Knowledge (history) and Linguistics checks. Additionally, you gain a +5 insight bonus on Knowledge (planes) checks to identify creatures with the air, earth, fire, or water subtype. You may attempt Knowledge (history), Knowledge (planes), and Linguistics checks untrained. While you carry this jewel, you are fluent in Jistka and Ancient Osiriani.

Additionally, as the bearer of the jewel, you may cast each of the following spells as a spell-like ability once per day, using the listed DC and with a caster level equal to your character level: *comprehend languages*, *lightning bolt* (DC 18), *heroism*, and *enervation*.

You may pass the gem to another character. If you do, that character gains the bonuses on skill checks and may use any of the spell-like abilities that you have not already cast in the last 24 hours.

PLAYER HANDOUT 2: JISTKAN HARMONIC KEY

There are 5 strips of metal that each depicts a set of hands holding up a number of fingers. From left to right they show:

Strip 1: 3 fingers, 3 fingers, 1 finger, 1 finger = 4

Strip 2: 1 finger, 2 fingers, 2 fingers, 1 finger = 2

Strip 3: 3 fingers, 1 finger, 1 finger, 2 fingers = ?

Strip 4: 1 finger, 2 fingers, 1 finger, 1 finger = ?

Strip 5: 5 fingers, 1 finger, 1 finger, 2 fingers = ?

APPENDIX: STAT BLOCKS

The following stat blocks are used in this adventure.

Bhuta

This ghostly apparition floats in the air on backward-facing feet. Its hands end in sharp talons, and its eyes glow with blue fire.

BHUTA **CR 11**

Pathfinder RPG Bestiary 3 41

NE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 24, touch 24, flat-footed 16 (+6 deflection, +7 Dex, +1 dodge)

hp 147 (14d8+84)

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

Defensive Abilities incorporeal, channel resistance +4; Immune undead traits

Weaknesses cold iron

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 incorporeal claws +17 (5d8 plus bleed)

Special Attacks bleed (1d8), blood drain (1d6 Constitution)

Spell-Like Abilities (CL 11th; concentration +17)

At will—*animal trance* (DC 18), *speak with animals*, *veil* (self only, as animal with backward feet; DC 22)

3/day—*charm animal* (DC 17)

1/day—*magic jar* (animals only, DC 21)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 11, **Wis** 8, **Cha** 22

Base Atk +10; **CMB** +17; **CMD** 34

Feats Animal Affinity, Dodge, Flyby Attack, Iron Will, Lunge, Mobility, Stealthy

Skills Bluff +16, Escape Artist +9, Fly +15, Handle Animal +14, Knowledge (nature) +8, Perception +13, Ride +9, Sense Motive +13, Stealth +24

Languages Common

SPECIAL ABILITIES

Blood Drain (Su) As a standard action, a bhuta can suck blood from an adjacent opponent that is taking bleed damage. The target takes 1d6 points of Constitution damage (Fort DC 23 for half). The bhuta heals 5 hit points when it drains blood.

Cold Iron Weakness (Su) A cold iron weapon is considered to be magical when used against a bhuta. A magic cold iron weapon always functions as a ghost touch weapon when used against a bhuta.

Golem, Lead

Resembling an unearthed vein of dull gray minerals, this crude, hunchbacked humanoid figure uses its arms to support itself.

LEAD GOLEM **CR 10**

N Large construct

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 7, flat-footed 26 (-2 Dex, +19 natural, -1 size)

hp 107 (14d10+30)

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

DR 10/adamantine; **Immune** acid, construct traits, electricity, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +21 (2d10+8)

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

Special Attacks retributive miasma

STATISTICS

Str 26, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +23; **CMD** 31 (39 vs. bull rush, reposition)

SQ divination screen, intractable density

SPECIAL ABILITIES

Divination Screen (Ex) Divination spells cast within 60 feet of a lead golem automatically fail.

Immunity to Magic (Ex) A lead golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against a lead golem, as noted below.

- A magical attack that deals acid damage instead coats the lead golem, granting its slam attacks an additional 1d6 acid damage for the following 1d4 rounds.
- A *gust of wind* or *neutralize poison* spell directed at the lead golem dissipates any clouds created by the golem's retributive miasma ability and prevents it from using that ability for 1d6 rounds.

Intractable Density (Ex) The weight and sturdiness of its form grants the lead golem a +8 racial bonus on CMD versus bull rush and reposition combat maneuvers.

Retributive Miasma (Ex) Any attack that overcomes the damage reduction of the lead golem causes fine lead particles to fill the air within a 5-foot radius of the lead golem. This cloud of lead persists for 1 round; any creatures within the area or that pass through the cloud are exposed to the cloud's poisonous effects. Subsequent attacks damaging the golem increase the duration of the cloud by 1 round each.

Poison Cloud—inhaled; *save* Fort 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution and 1d3 Wisdom damage; *cure* 2 saves. The save DC is Constitution-based.

Golem, Stone

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

STONE GOLEM **CR 11**

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 107 (14d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

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

Special Attacks slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Spectre

This translucent, ghostly figure fades into view from the damp mist, its face distorted by wrath into a hideous mask.

SPECTRE

CR 7

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

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

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, channel resistance +2; **Immune**

undead traits

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

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

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

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

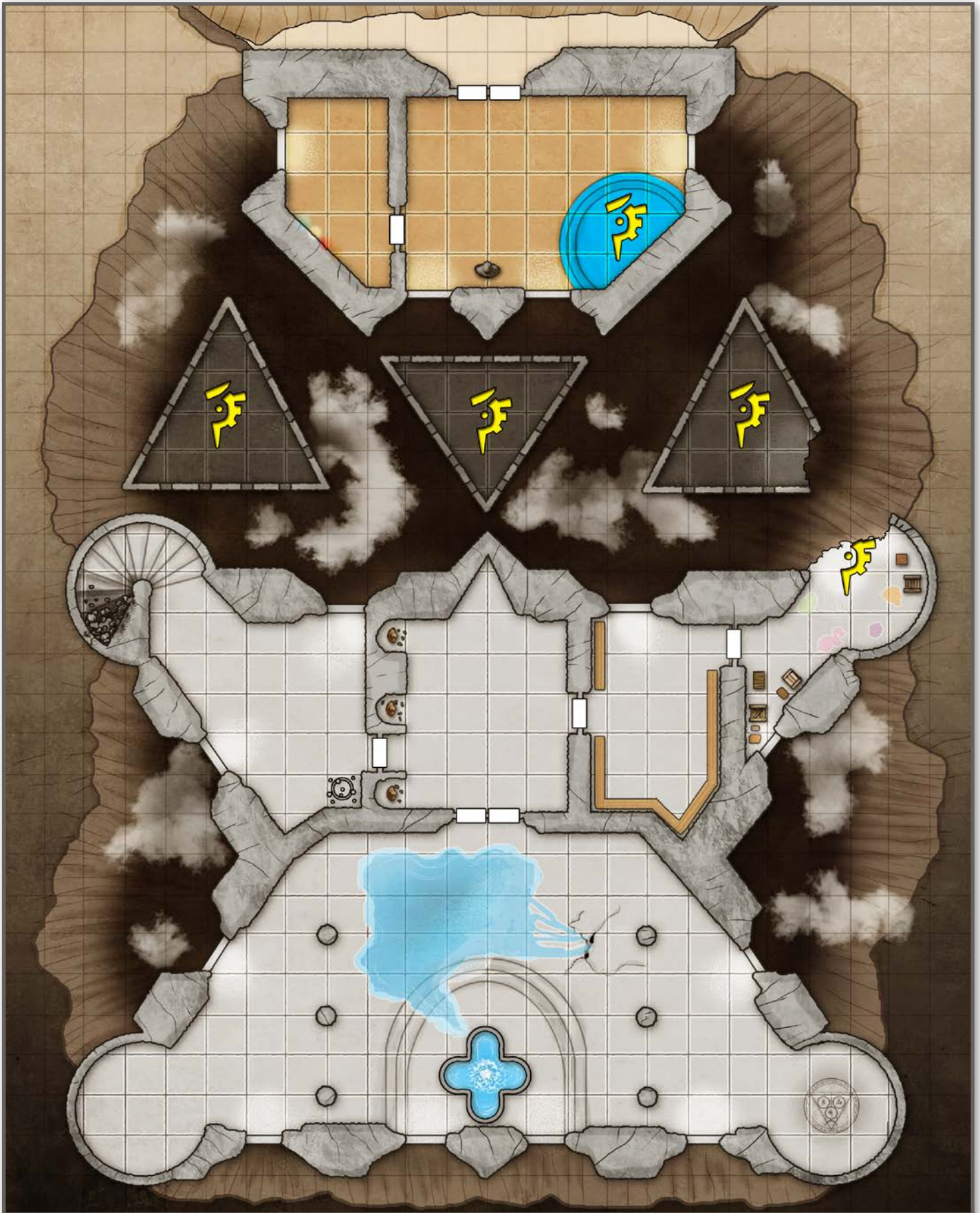
SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.



REFUGEES OF THE WEARY SKY

Pathfinder Society Scenario #8-17: Refugees of the Weary Sky

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ Prestige Points

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

Character # _____ Prestige Points

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

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

Character # _____ Prestige Points

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

Character # _____ Prestige Points

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

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Pathfinder Society Scenario #8-17: Refugees of the Weary Sky

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Earth Affinity: Your connection to elemental earth has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the elemental planes.

Deep Sky Explorer (Grand Lodge): You have learned something about how the artificers of the lost Jistka Imperium bound elemental energies into stone. You can recall a bit of lore as a swift action to gain Elemental Spell^{APG} as a bonus feat or to gain energy resistance 10 to acid, cold, electricity, or fire. The chosen benefit lasts for 1 minute for each Earth Affinity boon you have earned with this PC. When you have used either benefit, cross this boon off your Chronicle sheet.

Gemstone Secrets (Scarab Sages): Your experience in working closely with magical gems has given you insight into how to efficiently utilize their magic. When you would expend a use from a magic gem, such as a *pearl of power*, *elemental gem*, or a gem from a *helm of brilliance*, you may immediately cross this boon off your Chronicle sheet to recover the expended use: for example, you could use a *pearl of power* a second time during the day, or summon another creature later with the *elemental gem*. This boon does not affect any magic item effect that replicates a spell of 7th-level or higher.

JISTKAN STONE GOLEM MANUAL		PRICE 22,000 GP
SLOT none	CL 14th	WEIGHT 5 lbs.
AURA strong abjuration, conjuration, and enchantment		

CONSTRUCTION REQUIREMENTS	COST 11,000 GP
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Craft Construct, *antimagic field*, *geas/quest*, *limited wish*, *summon monster IX*, *symbol of stunning*, creator must be caster level 14th.

This ancient rune-carved book functions as an ordinary *stone golem manual*, but contains additional instructions to call elemental spirits into lifeless stone. When you are adjacent to at least 2,000 pounds of natural, unworked rock, you can take a full-round action to summon a stone golem (*Pathfinder RPG Bestiary* 163) that emerges from the rock. The golem follows your commands perfectly for 1 round for each Hit Die you possess before vanishing along with the *Jistkan stone golem manual*.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,261	4,521
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	3,055	6,109
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,849	7,697
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

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

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

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

All Subtiers	Subtier 10-11
+1 earth breaker (2,380 gp; <i>Pathfinder RPG Ultimate Equipment</i> 18) +1 light fortification chain shirt (4,250 gp) bracers of armor +1 (1,000 gp) cloak of resistance +2 (4,000 gp) golembane scarab (2,500 gp) Jistkan stone golem manual (22,000 gp, limit 1) periapt of health (2,500 gp) ring of climbing (2,500 gp)	bracers of armor +2 (4,000 gp) headband of vast intelligence +2 (4,000 gp) improved ring of climbing (10,000 gp) medallion of thoughts (12,000 gp) ring of protection +2 (8,000 gp) stone horse (courser; 10,000 gp; <i>Ultimate Equipment</i> 320)

For GM Only

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