

# PATHFINDER SOCIETY®

YEAR OF THE  
STOLEN STORM



## GRAVES OF CRYSTALMAW PASS

By Kalervo Oikarinen



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## GM RESOURCES

This adventure makes use of the following Pathfinder RPG products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Ultimate Magic*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 2*. You can find these rules in the Pathfinder Reference Document online at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

## HOW TO PLAY

*Pathfinder Society Scenario #8-23: Graves of Crystalmaw Pass* is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). 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](http://paizo.com/pathfindersociety).

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# GRAVES OF CRYSTALMAW PASS

By Kalervo Oikarinen



**F**or centuries, genies from the greatest cities on the Planes of Earth and Fire have waged a bitter war. The shaitans churn out soldiers from their vast stone barracks in the Opaline Vault, while the efreet enact cunning plots in their fiery palaces in the City of Brass. The conflict has raged along the border between the planes, where rivers of molten stone flow into fields of lava and burning cinders rain down upon deserts of ash. Many of the roads that cross these dangerous regions have become the sites of tense standoffs that occasionally erupt into battles, making travel along the roads more perilous than braving the landscape. After one particularly deadly conflict at CrystalmaW Pass, both sides of the war were hesitant to return to the battlefield. With the soldiers gone, several local groups have moved in to fill the void: on the Plane of Earth, an enterprising bandit group called Sundered Stone claimed the space as their base of operations while earth creatures like xorns returned to the region.

The Pathfinder Society has taken an interest in the perilous border region between planes, as they believe that it holds the key to breaking apart the *Untouchable Opal*. This priceless gem serves as a prison for the demigod Ranginori, the good-aligned elemental lord of air. Ranginori was once one of two major powers on the Plane of Air, along with his evil counterpart Hshurha. Hshurha formed an alliance with the evil elemental lords of earth, fire, and water, and the four sealed their rivals within gem artifacts. After attempts to break the *Untouchable Opal* with samples of archetypical water and earth failed, the Society's leaders are certain that they must obtain a source of pure fire as well. They believe they have found an ideal source in the forge of Kandirion's Pyre, which lies on the border between the Planes of Earth and Fire. This furnace channels the essence of the Plane of Fire to craft materials that require unimaginably hot temperatures to work. But in order to reach the Pyre, the Society must first find a safe route through the embattled planar border.

Meanwhile, Master of Spells Sorrina Westyr has been searching for members of a Pathfinder team that accompanied her on an ill-fated mission to the Crystal

## WHERE ON THE PLANES?

*Graves of CrystalmaW Pass* takes place on the Plane of Earth, more specifically in the border region where the Plane of Fire intrudes into the eternal delve, and the military forces of the Opaline Vault and the City of Brass clash against each other. For more information about the Plane of Earth, see *Pathfinder Campaign Setting: Planes of Power*, available at bookstores and hobby stores everywhere and online at [paizo.com](http://paizo.com).

Womb, an Orvian Vault with close ties to the Plane of Earth. With the help of her genie ally Reyshal ik Jalman, she has discovered that one of these agents, a Shoanti woman named Grave Treader, still lives, and located her on the inter-planar road.

However, the situation is not as simple as it seems. Sundered Stone maintains a strong presence on the road, and Grave Treader is a member of the bandit group. She began working with them after she fell on hard times, in hopes that they could support her search for a rare and valuable magic item of historical significance. The leader of Sundered Stone agreed to help her in exchange for any other treasure they might find at the item's location. However, as the months with Sundered Stone have passed, Grave Treader has become increasingly suspicious of the group's leader. While Sundered Stone began as a ragtag bunch of oreads skimming money from laden genie caravans, the organization has grown, and with that growth, it has become increasingly violent in its tactics and indiscriminate about its targets. Grave Treader now fears that when she does take a team of bandits to claim the treasure she seeks, the leader may very well have her killed and take the treasure for himself.

## SUMMARY

The PCs begin in the outpost of Lodehollow, where they discuss the upcoming excursion with the genie Reyshal ik Jalman and Master of Spells Sorrina Westyr. After learning

what they can about the region, the PCs set out on the first leg of their journey under the pull of heavy gravity. When the Pathfinders draw near Crystalmaw Pass, they come upon a ruined caravan and some xorns. The PCs can either fight the xorns or ally with them. On the second leg of the journey, gravity returns to normal, but flowing rivers of lava cut through the landscape as the Plane of Fire encroaches into the region. After making it past the lava, the PCs arrive at the outskirts of the Sundered Stone bandits' camp. The PCs must enter the camp by force or guile to meet Grave Treader, who is troubled by the increasingly violent tactics of the bandits. Once the PCs have spoken with Grave Treader, she leads them to a temple of Brigh in pursuit of the artifact she has long sought. After the PCs face the challenges within the temple, they return with Grave Treader to defeat with the bandit's leader Jathune Voidstone. Jathune is in his private den accompanied by his closest allies, including the ifrit sorcerer Pamari. After the PCs deal with the bandits and secure the Pathfinder Society safe passage through Crystalmaw Pass, they have an opportunity to help Grave Treader decide her future plans.

## GETTING STARTED

Master of Spells Sorrina Westyr asks the PCs to meet her on the rooftop terrace of the estate of Reyshal ik Jalman, a genie who has proven himself a valuable ally to the Pathfinder Society. The Society arranges for the PCs to travel from Absalom to the Opaline Vault, the largest city on the Plane of Earth. From there, a wizard working for Reyshal ik Jalman's family teleports the PCs to the outskirts of the border outpost of Lodehollow.

For miles around Lodehollow as well as within the settlement itself, gravity is exceptionally high. Lodehollow resides in an immense cavern, where clusters of luminous crystals hang from the ceiling. The outpost consists of a central core of short, sturdy stone buildings encircled by temporary abodes towards the outskirts, where newer arrivals reside. Reyshal's five-story estate towers over nearby buildings, made of what appears to be a single block of polished, dark stone watched over by guards wearing red cloaks emblazoned with black fists. These are members of the Obsidian Fist mercenary company, which Reyshal ik Jalman hired for

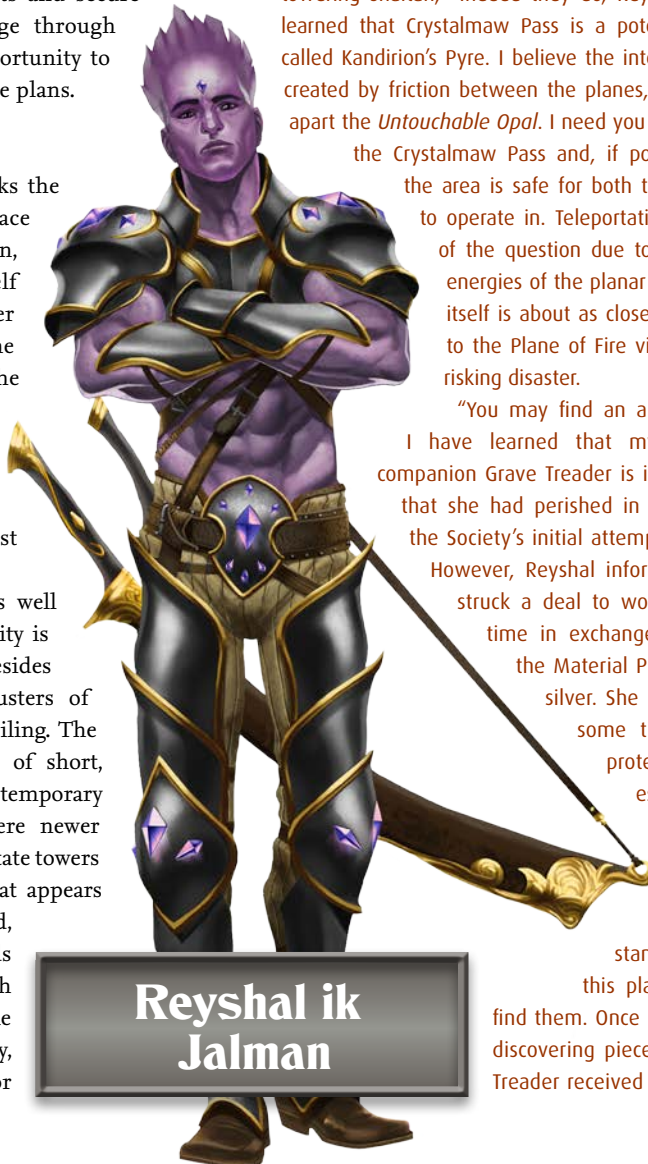
peacekeeping and protection as a part of his plans to spur this region's economic development.

Read or paraphrase the following to begin the adventure.

Luminous crystals shine like stars high above the building as the genie Reyshal ik Jalman spreads his hands to indicate the surroundings. "From these humble beginnings, we're going to spring toward future glory—provided we can tame the border region. The war between our beloved Opaline Vault and the treacherous efreet of the City of Brass has devastated this region and crippled its economic potential." The shaitan strikes his fist against the railing. "Just a few days' travel from here, on a road called Crystalmaw Pass, the forces of earth and fire collided in a battle so fierce that no military commander has been willing to return to the site. Now that this particular battlefield has been abandoned, bandits have taken advantage of the void to infest the area. This is where our interests align, Sorrina?"

The Master of Spells Sorrina Westyr steps up next to the towering shaitan, "Indeed they do, Reyshal. We have recently learned that Crystalmaw Pass is a potential route to a forge called Kandirion's Pyre. I believe the intense heat of this forge, created by friction between the planes, is the key to breaking apart the *Untouchable Opal*. I need you to scout a path through the Crystalmaw Pass and, if possible, make sure that the area is safe for both the Society and Reyshal to operate in. Teleportation is unfortunately out of the question due to the violent elemental energies of the planar confluence. Lodehollow itself is about as close as it is possible to get to the Plane of Fire via teleportation without risking disaster.

"You may find an ally along your journey. I have learned that my former adventuring companion Grave Treader is in the region. I thought that she had perished in the Plane of Earth, as the Society's initial attempts to locate her failed. However, Reyshal informed me that she had struck a deal to work for his family for a time in exchange for passage back to the Material Plane and her weight in silver. She left his family's service some time ago. Without the protections of the genie estate masking her location, I managed to sry on her, but learning that someone is standing in a cavern on this plane does little to help find them. Once Reyshal's agents began discovering pieces of the reward Grave Treader received for her service, a silver



**Reyshal ik Jalman**



statue made in her image, we narrowed down her location to somewhere along Crystalmaw Pass. I would ask that find her and bring her back with you—if she is willing.” The Master of Spells hands over a sketch of a Shoanti woman with intricate white tattoos on her face. “This is what she looks like. Do you have any questions about any aspects of your mission?”

Reyshal flashes a wide grin and cuts in, “I have magnanimously provided the finest gear and provisions for your journey, these will be waiting for you outside. I have other pressing business to attend to, so I must unfortunately take my leave. I wish fortune on your endeavor.” As Reyshal walks away, Sorrina smiles, shakes her head, and gestures towards the stairs. “Reyshal is quite generous, but I do not know if he understands the meaning of the word ‘humility.’ Let us speak more on the way out.”

As they walk, Sorrina Westyr answers any questions the PCs might have.

**How do you know Grave Treader?** “She was part of a Pathfinder team that accompanied me to the Crystal Womb, an Orvian Vault with close ties to the Plane of Earth. Without going into detail, everyone except Graves and me perished while trying to find a way out. This also where I became acquainted with Reyshal ik Jalman.”

**What can you tell us about the bandits?** “They call themselves the Sundered Stone. Lately there have been reports that their tactics have become increasingly violent.”

**Why didn’t you try to contact Grave Treader magically?** “I did, but for some reason she left my communications unanswered.”

**What is the Untouchable Opal?** “It’s an artifact that serves as a prison for the demigod Ranginori, the good-aligned elemental lord of air. His evil counterpart Hshurha formed an alliance with the evil elemental lords of earth, fire, and water, and the four sealed their rivals within gem artifacts.”

**What dangers might we face along the way?** “The heavy gravity you are experiencing here should let up after a few day’s travel. I will provide you with a map that skirts around the worst of the dangers, but the inherent volatility of the border region makes charting routes that are entirely safe impossible. You may still have to contend with lava vents, poisonous gases, or rockslides. Keep your senses sharp and your spells at the ready.”

**What if we don’t have any spells?** “Physical weapons are often an acceptable substitute. They fall outside of my area of concern, however.”

After the PCs finish asking the Master of Spells questions, she hands them a *wand of stone shape* with four charges remaining. She comments that *stone shape* can be quite handy on the Plane of Earth, and informs the PCs that she does not expect them to return the wand even if it has charges left at the end of their journey.

The store of goods that Reyshal left outside contains high-quality versions of the basic equipment that the PCs need for the journey, like food, water, camping gear, and a general map of the region.

Before leaving Lodehollow, the PCs can attempt to gather information for the journey ahead. Lodehollow serves as a base for several mining operations and an occasional stop for traveling merchants. At any given time, half of Lodehollow’s miners are on duty in the various caverns near the settlement and the other half are on leave in the settlement, spending their hard-earned coin on the various businesses that have sprung up to meet demand.

## Diplomacy (Gather Information)

If the PCs ask around Lodehollow, they can learn more information about the dangers they might face in the border region. A PC can attempt a Diplomacy check to gather information, learning all information

with a DC equal to or less than the result of the check. It is possible to find this same information with Knowledge (local) or Knowledge (planes), but the DC is 10 higher to account for the remoteness of the region and its lack of contact with regions in which the PCs normally travel.

**15+:** A drunken dwarf miner explains to the PCs, “Fighting shouldn’t be your only choice when dealing with local inhabitants. Like the xorns: they look weird—okay, very weird—and they’re aggressive when protecting their precious gems, but many of our mining operations have dealings with them for their knowledge of valuable ores.”

**20+:** A stern Obsidian Fist mercenary draped in a red cloak with a black fist emblazoned on it warns the PCs, “The border region is especially dangerous where the Plane of Fire exerts its influence, you should be prepared for blistering heat and rivers of lava. I used to fight in that inferno, and I don’t plan on going back.” If a PC succeeds at this skill check, all PCs gain a +2 bonus on Survival checks to navigate through the Crystalmaw Pass.

**25+:** A sullen ore trader tells the PCs a story of her misfortune. “Our trade caravan was taken to Sundered Stone’s camp in the Crystalmaw Pass. Their leader had



Sorrina Westyr

## SCALING ENCOUNTER A

Make the following changes to this encounter to accommodate a group of four PCs.

**Subtier 3–4:** The xorn has the sickened condition from hunger.

**Subtier 6–7:** Remove one xorn.

a crystalline skin and armor covered in crystal spikes. He wielded a large sword that seemed to be of efreeti origin. Two women stood out from the rest of the oread bandits—one was an ifrit and the other a human with a tattooed face, and they both looked dangerous. They forced us to give up most of our goods as a toll, though I’ve heard that others have lost their lives to those scum, so I suppose we should consider ourselves lucky.”

### Knowledge (Planes)

The PCs may know more about the Plane of Earth. A PC can attempt a Knowledge (planes) check, recalling all information with a DC equal to or less than the result of the check.

**15+:** The perpetual war between the Opaline Vault and the City of Brass is a constant drain on resources that could be otherwise spent to develop new regions for mining and habitation. The ravages of war leave many denizens dislocated and without means to support themselves, especially if they are unable or unwilling to join the fighting. Some of these displaced people take up banditry in order to survive.

**20+:** The region of heavy gravity extends far beyond Lodehollow. This makes sudden drops and rockslides especially dangerous, not to mention the strain of traversing under its pull takes on the body. If a PC succeeds at this check, all PCs gain a +2 bonus on Survival checks to navigate through a region of heavy gravity.

## TOWARD THE BORDER REGION

During the first leg of the journey, the PCs travel toward the border between the planes. The path from Lodehollow to the border region snakes through the outskirts of gargantuan caverns. Luminous crystals and other strange lights twinkle in the distance, hinting at the actual mind-bending proportions of these caverns. The cavern ceilings climb upwards beyond sight and sheer drops disappear far, far below into darkness. Throughout the journey, the oppressive pull of gravity weighs down every step, taking its toll on the PCs.

The weight taxes the PCs’ carrying capacity, doubling the weight of their gear. PCs who are carrying a light load but would normally be carrying more than half of the threshold for a medium load are effectively carrying a medium load in

this area. PCs who would normally be carrying enough for a medium load are treated as carrying a heavy load, and PCs who would normally be carrying a heavy load cannot move.

Each PC must attempt a DC 16 Fortitude save (DC 20 in Subtier 6–7). PCs who fail this saving throw take 2d4 points of nonlethal damage (5d4 in Subtier 6–7), while those who succeed take half that amount. The PCs can attempt to find the optimal path to reduce the amount of heavy gravity they must endure with a DC 18 Survival check (DC 22 in Subtier 6–7). If one PC succeeds at this check, all members of the party each gain a +2 bonus on their Fortitude saves. Nonlethal damage from heavy gravity exposure can’t be healed until the PCs rest in normal gravity.

## A. DESTROYED CARAVAN

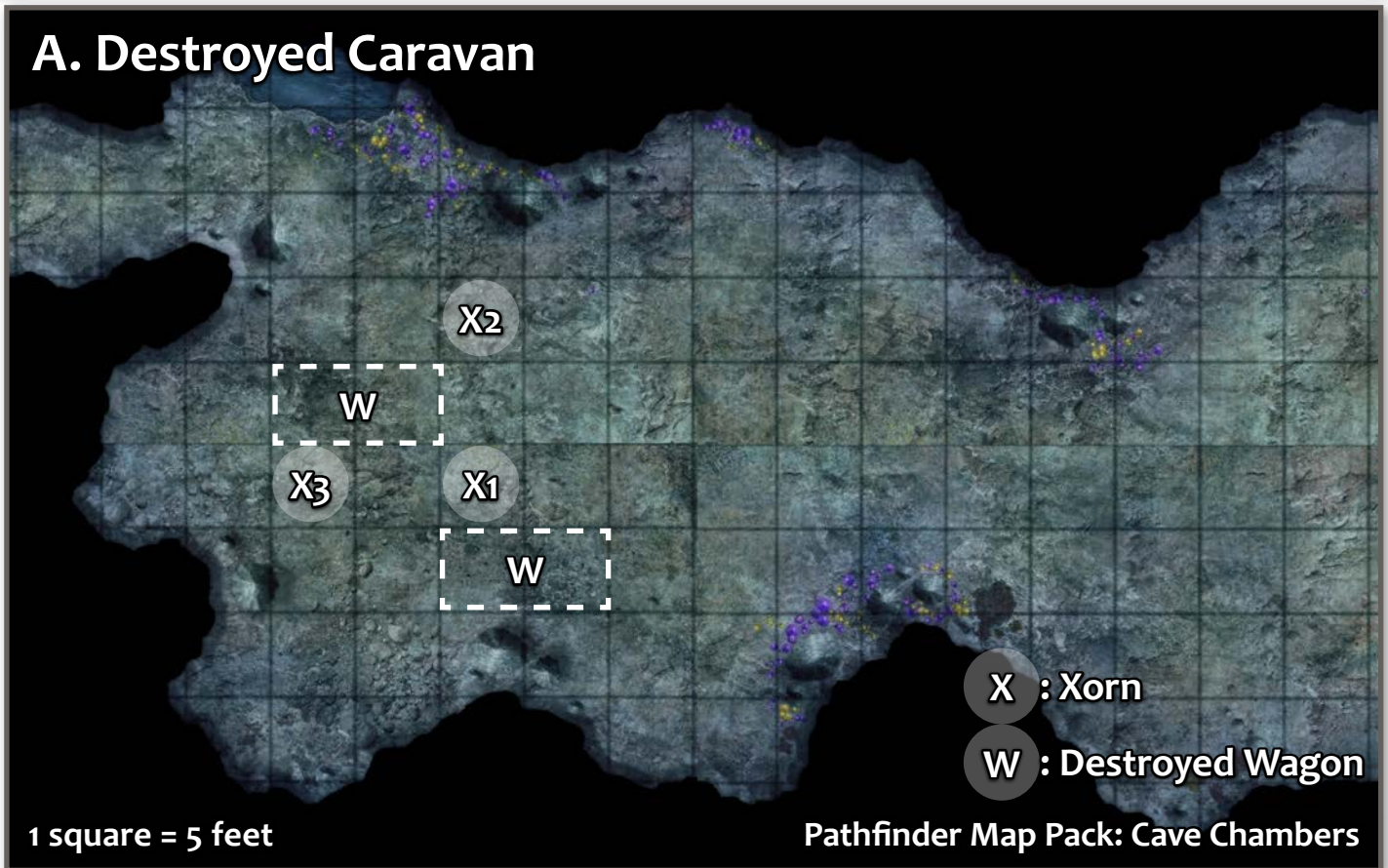
*A chokepoint in the path widens into a small cavern. The remnants of a pair of merchant wagons lie overturned on the ground beside the chokepoint, surrounded by several bodies. In the distance, plumes of smoke and a red glow color the landscape.*

Before they reach Crystalmau Pass, the PCs come upon the remains of a caravan, whose merchants fell prey to the Sundered Stone bandits. In order to investigate the caravan, the PCs must first appease the xorn that stands among its remains (see Creatures below). If a PC searches the caravan and succeeds at a DC 15 Perception check (DC 19 in Subtier 6–7), she discovers definitive signs that a group of humanoid bandits attacked the caravan and made off with many of its valuables. The PCs might also investigate the wounds on the bodies of the fallen. A PC who examines a body and succeeds at a DC 15 Heal check (DC 19 in Subtier 6–7) recognizes that many of the wounds were inflicted by an uncommonly large blade. A few of these large wounds are cauterized, as if the blade were extremely hot. The red glow comes from lava vents in the distance and provides dim light.

**Creatures:** A xorn stands near a wagon chewing on the lock of an iron lockbox the bandits missed beneath one of the carts. In Subtier 6–7, two other xorns are picking through the wagons in hopes of finding something else the bandits missed. Based on the rattling sound the chest made when shaken, the xorn is certain that the box contains gems. The xorn hopes to crack open the lock, eat the brass mechanism within, and then open the chest, but the lock is proving particularly tough to crack open. When the xorn first notices the PCs, it calls out for them to stay away. It does not allow the PCs to approach within 10 feet of a wagon or linger nearby unless one of the PCs convinces it of their benign intentions with a successful DC 16 Diplomacy check (DC 20 in Subtier 6–7). If thus persuaded, the xorn allows the PCs to inspect the ruined caravan, but it refuses to part with the gems in the lockbox. If the PCs offer to open the lockbox (and succeed at doing so; see Treasure below), it volunteers to



## A. Destroyed Caravan



act as their guide out of gratitude. While the xorn is guiding the PCs, they automatically succeed at Survival checks to navigate in this region.

### Subtier 3-4 (CR 7)

#### XORN

CR 6

Xorn (*Pathfinder RPG Bestiary* 284; see page 22)

hp 66

#### TACTICS

**During Combat** The xorn attacks anyone who attacks it first or who comes within 5 feet of one of the overturned wagons.

**Morale** When the xorn is reduced to 15 hit points or fewer, it flees.

### Subtier 6-7 (CR 10)

#### XORNS (3)

CR 6

Xorn (*Pathfinder RPG Bestiary* 284; see page 22)

hp 66 each

#### TACTICS

**During Combat** The xorns attack anyone who attacks them first or who comes within 5 feet of one of the overturned wagons.

**Morale** A xorn reduced to 15 hit points or fewer flees.



Xorn

## SCALING ENCOUNTER B

Make the following changes to this encounter to accommodate a group of four PCs.

**Both Subtiers:** Remove one of the bandits from the encounter.

**Hazards:** This encounter takes place in area of heavy gravity, which increases the encounter's CR by 1. The PCs take a -2 penalty on their attack rolls, and the range increment of all ranged weapons is halved. A PC who failed the Fortitude save against the effects of heavy gravity instead takes a -4 penalty on her attack rolls. The carrying capacity alterations mentioned in the *Toward the Border Region* section on page 6 apply during this encounter.

**Treasure:** The lockbox that the xorn is trying to open is damaged (hardness 10, hp 25, break DC 25) and requires only a successful DC 20 Disable Device check (DC 25 in Subtier 6-7) to open. It contains an assortment of gems worth 700 gp (or 2,000 gp in Subtier 6-7). If the PCs take the xorn as a guide, it takes a short detour along the path to snack on a gold vein, where the PCs can collect loose gold nuggets worth the same amount as the gems.

**Rewards:** If the PCs don't defeat the xorns or secure their assistance as guides, reduce each PC's gold earned as follows.

*Subtier 3-4:* Reduce each PC's gold earned by 116 gp.

*Out of Subtier:* Reduce each PC's gold earned by 224 gp.

*Subtier 6-7:* Reduce each PC's gold earned by 333 gp.

## CRYSTALMAW PASS

Before the PCs reach the Sundered Stone camp, they must travel for a few days along the CrystalmaW Pass. Rivers of molten rock cut through the landscape here as if raked by giant fiery claws. Blackened weapons jut out from the ground and ashen skeletons lie scattered in hollows left by past explosions as lone crystals still glow meekly among the destruction. The CrystalmaW Pass snakes through the war-torn vista. As gravity returns to normal, the PCs can take a rest to recover from previous hardships.

As the PCs draw closer to the planar border, they reach a place where encroachments from the Plane of Fire are impossible to avoid entirely. The air becomes blisteringly hot, and clouds of poisonous gas vent from rivers of molten rock. Each PC must attempt a Reflex save to dodge the most dangerous effects. A PC who first succeeds at a DC 17 Survival check (DC 21 in Subtier 6-7) gains a +2 bonus on this Reflex save. PCs under the effects of *endure elements* also gain a +2 bonus on their saving throws. See the list below for the effects the PCs experience, depending on the result of their check. In Subtier 6-7, increase all numbers in the thresholds below by 3, and double the amount of fire damage dealt.

**9 or Lower:** 1d6 points of Con damage, 2d6 points of fire damage, fatigued

**10-14:** 1d3 points of Con damage, 2d6 points of nonlethal fire damage, fatigued

**15-19:** 1d6 points of nonlethal fire damage

**20 or Higher:** No negative effects

The PCs cannot recover from these effects until they rest in a more temperate area.

## B. CAMP OUTSKIRTS

As the PCs traverse the hot, narrow tunnels, they hear a conversation ahead echoing through a large cavern. Any PC who understands Terran catches a snippet of the conversation. A woman's voice curses, "These guard duties are damned boring, and this accursed heat. Why don't they send that ifrit down here? She'd probably find this pleasant!" A man's voice cautions, "I know, but you need to be careful about speaking like that. The boss won't like it one bit." When the PCs step forward into the cavern, their xorn guide burrows away, explaining that this area is too dangerous. Read or paraphrase the following.

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*The tunnel opens up ahead into a broad cavern. A stone bridge spans a 30-foot-deep rift in the ground. Clusters of stalagmites sprout from the ground, some of them soaring fifty feet into the air. Luminous crystals embedded in the stalagmites fill the chamber with a soft green glow.*

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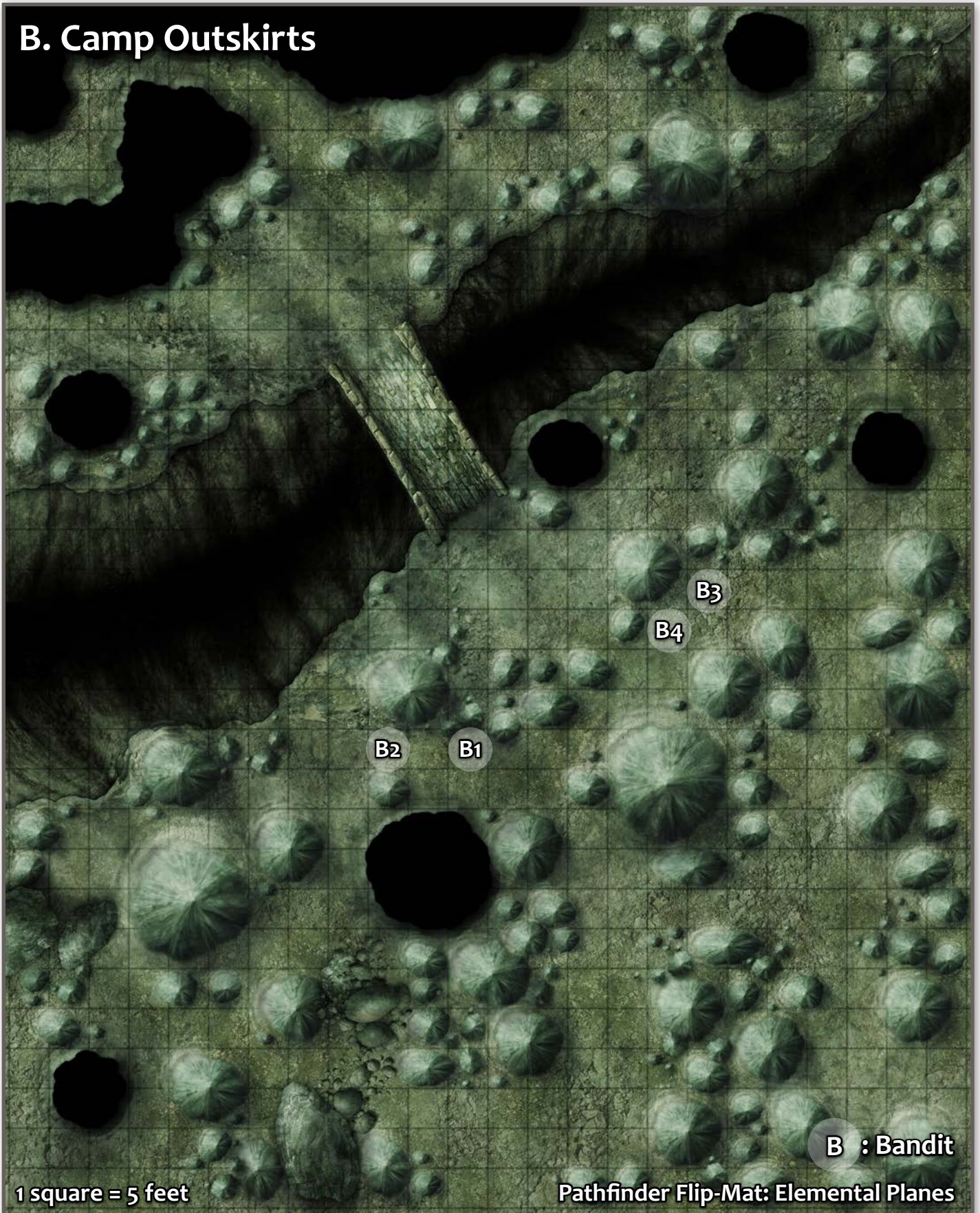
The cavern is 200 feet high and extends for hundreds of feet off the edges of the map. All squares with stalagmites count as difficult terrain. The dark circles on the map mark particularly massive stalagmites, too steep to traverse by walking, though a PC who succeeds at a DC 15 Climb check (DC 20 in Subtier 6-7) can climb up one of these stalagmites. The high ceiling of this cavern allows heat from the stifling tunnels to rise—the caverns are still uncomfortably warm, but not nearly as unpleasant as the tunnels the PCs have just traversed. The luminous crystals provide dim light throughout the tunnels.

The PCs can take a variety of approaches to the bandits ahead. They can, obviously, confront the guards in combat. The PCs might instead attempt to sneak past the bandits; if half or more of the PCs succeed at DC 16 Stealth checks (DC 20 in Subtier 6-7), they slip past the bandits without being noticed. Alternatively, a PC could attempt to convince the guards that they have business in the camp with a successful DC 18 Bluff check (DC 22 in Subtier 6-7). If the PC mentions Grave Treader, she gains up to a +4 circumstance bonus on this Bluff check depending upon the context, and she can attempt a DC 18 Diplomacy or Intimidate check instead of a Bluff check (DC 22 in Subtier 6-7).

**Creatures:** The bandits question the PCs if they notice them, but if they catch the PCs sneaking around or lying,



## B. Camp Outskirts



1 square = 5 feet

Pathfinder Flip-Mat: Elemental Planes



or if they feel that the PCs are not visiting with legitimate business, the bandits attack.

## Subtier 3–4 (CR 6)

### OREAD BANDITS (4) CR 2

Oread rogue 3 (*Pathfinder RPG Bestiary 2* 205)  
N Medium outsider (native)

**Init** +1; **Senses** darkvision 60 ft.; Perception +6

#### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)  
**hp** 26 each (3d8+9)

**Fort** +3, **Ref** +4, **Will** +1

**Defensive Abilities** evasion, trap sense +1

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy mace +6 (1d8+4)

**Ranged** light crossbow +3 (1d8/19–20)

**Special Attacks** sneak attack +2d6

**Spell-Like Abilities** (CL 3rd; concentration +2)  
1/day—*magic stone*

#### TACTICS

**During Combat** The bandits fight in pairs, attempting to flank an opponent. They use Cleave whenever the opportunity presents itself.

**Morale** When only one bandit remains, that bandit attempts to flee.

#### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Cleave, Power Attack, Stony Step<sup>ARG</sup>

**Skills** Acrobatics +6 (+2 when jumping), Appraise +7, Bluff +5, Climb +8, Disable Device +7, Escape Artist +6, Perception +6, Sense Motive +6, Stealth +6

**Languages** Common, Ignan, Terran

**SQ** granite skin<sup>ARG</sup>, rogue talent (combat trick), trapfinding +1

**Combat Gear** *potion of cure light wounds*; **Other Gear** mwk chain shirt, mwk heavy mace, light crossbow with 20 bolts, thieves' tools, traveler's outfit

## Subtier 6–7 (CR 9)

### ELITE OREAD BANDITS (4) CR 5

Oread rogue 6 (*Pathfinder RPG Bestiary 2* 205)  
N Medium outsider (native)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)  
**hp** 48 each (6d8+18)

**Fort** +4, **Ref** +7, **Will** +2

**Defensive Abilities** evasion, trap sense +2, uncanny dodge

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy mace +9 (1d8+4)

**Ranged** light crossbow +6 (1d8/19–20)

**Special Attacks** sneak attack +3d6

**Spell-Like Abilities** (CL 6th; concentration +5)  
1/day—*magic stone*

#### TACTICS

Use the tactics from Subtier 3–4.

#### STATISTICS

**Str** 17, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +7; **CMD** 19

**Feats** Cleave, Stony Step<sup>ARG</sup>, Power Attack, Weapon Focus (heavy mace)

**Skills** Acrobatics +9 (+5 when jumping), Appraise +10, Bluff +8, Climb +10, Disable Device +12, Perception +9, Sense Motive +9, Stealth +9

**Languages** Common, Ignan, Terran

**SQ** granite skin<sup>ARG</sup>, rogue talents (assault leader<sup>APG</sup>, combat trick, slow reactions), trapfinding +3

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** mwk chain shirt, light crossbow with 20 bolts, mwk heavy mace, thieves' tools, traveler's outfit

**Treasure:** In addition to their listed gear, the bandits have with them a small satchel containing assorted coins that's worth 100 gp. In Subtier 6–7, the satchel also contains a *hat of disguise* and a single flawless emerald that's worth 1,100 gp.

**Rewards:** If the PC are defeated or surrender, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 319 gp.

*Out of Subtier:* Reduce each PC's gold earned by 502 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 685 gp.

**Development:** If the PCs fight the bandits, Grave Treader hears the commotion from a distance and comes to investigate. She recognizes the PCs as Pathfinders, either because she spots a PC's *wayfinder* or as a result of some other feature of their appearances or behavior. As she approaches, she surreptitiously flashes her own *wayfinder* and asks the PCs to join her for a private conversation in her tent.

If the PCs resolved the encounter peacefully, they are free to enter the bandit camp. In this case, Grave Treader is sitting outside her tent on the outskirts of the camp repairing damaged armor. When the PCs approach, she invites them to come inside.

The bandit camp stands in a large, easily defensible cavern adjacent to the Crystalmau Pass, illuminated by clusters of sharp, violet crystals. A tall bluff looms over the middle of the camp, surrounded by a collection of colorful tents. Several dozen oreads move around the area. The cavern is free from the worst influences of the Plane of Fire, so a rest in this location allows the PCs to recover from previous hardships of travel.



## GRAVE TREADER'S TENT

**Grave Treader** (N female human investigator<sup>4CG</sup>) leads the PCs into her tent, which contains a small cot and neatly organized equipment tied into portable bundles. A cluster of sharp, glowing crystals encased in a protective glass bathes the room in a violet light. A makeshift table made from several crates pushed together takes up the center of the room, its surface covered in a chaotic collection of papers and maps.

Grave Treader takes a deep breath and speaks, "As you may know, my name is Grave Treader, and I used to be a Pathfinder. After being part of an unfortunate mission to the Crystal Womb, I worked for a while in the Opaline Vault. During my time there, I learned that some miners had discovered a gate with clockwork motifs carved into its surface. As I researched these symbols, I began to suspect that this gate could lead to an artifact known as the clockwork cipher. When I had finished my contract in the Opaline Vault, I set out learn more. That's when I ran into the Sundered Stone. I couldn't operate in this region without their blessing, and my resources were beginning to run thin, so I struck a deal with their leader, Jathune Voidstone. I'd get the artifact and he'd gain any other treasure that was found beyond the gate." Grave Treader pauses for a while to collect her thoughts.

"I've finally pinpointed the location of the gate and I've found the means to open it, but I've grown uneasy with the deal I made with Jathune. He has become increasingly cruel and violent in the recent months, as well as ruthless about selecting his targets." Grave Treader frowns. "I pride myself on being a woman of my word. I made a deal with him, and I am loath to go back on my agreements, but his actions of late concern me greatly. I no longer trust that he doesn't intend to kill me and take the artifact for himself. Fortunately, I have not told him the location of the gate. I doubt it is safe to investigate such a place alone, but with you by my side, we could uncover the gate's nature. You can keep anything we find behind the gate other than the clockwork cipher itself, and you are welcome to analyze the artifact for your reports back to the Grand Lodge.

"I take it by your presence here that the Society has interest in this region, and someone like Jathune would endanger any plans you might have. Here again we can work together. His cruelty has made him increasingly unworthy of leadership. The Sundered Stone would be better off without him. If you defeat him, I believe I can get the rest of the bandits in line, hopefully with the help of Jathune's second in command, Pamari." She looks around

## SCALING ENCOUNTER C

Make the following changes to this encounter to accommodate a group of four PCs.

**Both Subtiers:** Remove one xorn clockwork guardian. Reduce the number of rounds it takes Grave Treader to remove the *clockwork cipher* from the altar unassisted to 4.

the tent, her eyes filled with determination. "What say you. Will you help me?"

Grave Treader answers the PCs' questions to the best of her ability.

**Why didn't you answer Sorrina's communications?** "After all that has happened, I didn't know what to say. It was easier to concentrate on my research than face my past."

**Why didn't you return to the Pathfinder Society?** "I wasn't sure if the Society was something I wanted to be part of again, or if it would be better for me to continue my research on my own. I'm not quite sure what I will do next, but such decisions can wait until we've located the artifact and dealt with Jathune."

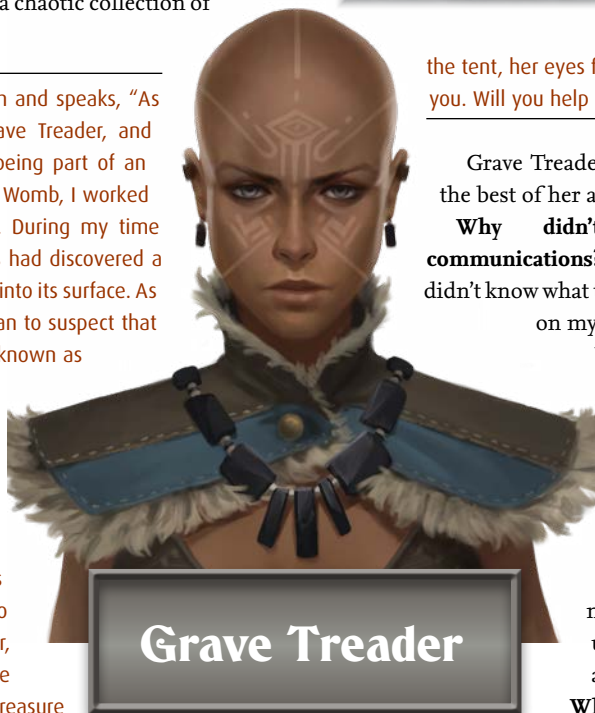
**What can you tell us about Jathune?** "Jathune was a mercenary

in the war between the Opaline Vault and City of Brass until his mercenary company was devastated. Pamari, the ifrit sorcerer, faced a similar fate, though she was on the opposite side of the conflict. Together, they decided that it wasn't worth it to die in that pointless war, and they joined forces. They established the Sundered Stone from former mercenaries and other wanderers displaced by the war. I've gotten to know Pamari and she's a good person. Jathune's brutality disturbs her as well, but her loyalty to him runs deep."

**Treasure:** If the PCs used words or stealth to bypass the guards instead of fighting them, Grave Treader gives them an assortment of gear from her tent to thank them for finding a nonviolent way past her compatriots. This assortment includes the same items the PCs would have gotten had they defeated the bandits in combat.

## C. TEMPLE OF BRIGH

Grave Treader leads the PCs to the abandoned temple of Brigh, avoiding the dangerous paths where the Plane of Fire most exerts its influence. The temple is about a day's travel from the Sundered Stone camp, but its entrance is



## C. Temple of Brigh



cleverly hidden behind a locked secret door in a nondescript passageway. In addition to locating the door in her research, Grave Treader also tracked down a key to the door.

The temple has been abandoned for centuries. Its creator, a xorn priest of Brigh, led a small flock of fellow xorn researchers. The priest took what was supposed to be a short errand to gather a rare metal used in construct crafting, but when the priest didn't return, the xorn faithful who had once gathered here eventually abandoned the temple.

Within the temple, luminous crystals are set into the ceiling. Over the years, their light has diminished, and they now provide only dim light throughout the temple. The ceiling of each room is 60 feet tall. The stairs are steep, rising at 45° angles.

### C1. First Chamber

Intricate bronze-and-silver etchings of three-armed and three-legged creatures glimmer on the dark stone walls as faint light shines down from crystals in the ceiling. A line of alternating gold and silver triangular floor plates leads to a wide staircase opposite the temple's main entrance. In the left end of the room, a large clockwork contraption looms over a dark pit, while at the right end, strange machinery and parts lie strewn across tables.

Etchings in precious metals decorate the temple's dark stone walls. These etchings depict servants, worshipers, and a god. The servants, depicted in bronze, are the most numerous. The silver worshipers are placed above the servants, but subservient to a golden figure on the ceiling. Both the bronze servants and silver worshipers have squat bodies, three hands, and three legs. The PCs recognize from their encounter at the broken caravan (area A) that these creatures seem similar to xorns. A knowledgeable PC can discern that the servants represent some sort of clockwork constructs with a successful DC 16 Knowledge (engineering) or Knowledge (arcana) check. The golden figure is a construct roughly humanoid in shape with three arms and three legs. A PC can guess that the figure is an uncommon representation of the goddess Brigh with a successful DC 20 Knowledge (religion) check. For more information on Brigh, see the Brigh sidebar on page 13.

The large clockwork contraption contains a winch that lowers into the mine tunnels below the temple. A PCs can operate the winch with a successful DC 20 Knowledge (engineering) check or a relevant DC 15 Craft check, or PCs can climb down the winch rope. The winch is connected to a platform by a strong chain. The platform currently rests 60 feet down in the mine tunnels below. There is nothing



else of interest in the mine tunnels other than a cache of old equipment near the entrance.

The area opposite the winch is a workshop where the priest of Brigh and fellow researchers constructed the clockwork creatures that guard the temple. A PC who succeeds at a DC 14 Knowledge (engineering) check or a DC 20 Perception check notices that the workshop tables hold parts for a three-armed and three-legged construct, similar to those depicted on the temple walls. In Subtier 6–7, the parts are in worse shape, increasing the check DCs by 4.

The triangular floor plates are part of the puzzle required to open the door from area C2 to area C3.

## C2. Second Chamber

The line of gold and silver floor plates continues across this chamber to where a pair of raised stone platforms flanks an enormous metal gate. The gate is adorned with an etching of gold and silver gears around a large bronze gear. A small silver panel is built into the wall to the left of the door. Staircases lead up to the raised platforms, but one of these staircases has collapsed, leaving rubble strewn about on the floor below. A silvery glint rises from the top of the one platform, while a golden shine emanates from the other.

The chamber holds a 45-foot-high gate that leads to area C3. The markings on the door (see **Player Handout** on page 21) are a part of a clockwork puzzle whose solution opens the gate. On the 20-foot-high platforms, the gold and silver dials each control a gear hidden in the inner workings of the temple: specifically, the gears marked with dial symbols in the diagram on the door.

The silver dial is broken. The PCs can repair it with a successful DC 14 Knowledge (engineering) check (DC 18 in Subtier 6–7) or force the dial to rotate despite its missing handle with a successful DC 15 Strength check. In the other side of the chamber, the stairs to the platform holding the gold dial are broken. A PC can ascend the platform with a successful DC 20 Climb check, attempt an Acrobatics check to leap over the collapsed portion, or use pieces from the workshop to construct a makeshift bridge.

The silver panel to the left of the door opens easily to reveal another set of gears. This mechanism is complicated, but Grave Treader provides some insights from her research that make the task of activating it easier. A PC who succeeds at a DC 15 Knowledge (engineering) check or a DC 20 Disable Device check discovers that this mechanism will turn on a light and understands how to activate it. In Subtier 6–7, these DCs increase by 4. Activating this mechanism causes a bright light to appear near the top of the image of a bronze gear on the door. If the PCs cannot figure out the mechanism, Grave Treader improvises a solution using gears from the workshop. She explains that her fix is temporary and has

## BRIGH

Brigh, the Whisper in the Bronze, is a puzzling goddess of unknown origin, the patron of complex technologies. She is the goddess of invention, particularly of devices that seem to possess life of their own, such as clockwork constructs and golems. She promotes curiosity, experimentation, and the sharing of knowledge. As a result, she is popular among gnomes, and many designers and inventors pray for her blessing. Outside of these few worshipers, however, Brigh remains a relatively obscure deity in the Inner Sea region. For more information about Brigh, see *Pathfinder Campaign: Setting Inner Sea Faiths*.

a chance of damaging the site, but that it should hold for a little while.

The bronze gear on the center of the diagram represents the door's internal locking machinery. If the PCs turn either the gold or the silver dial, they can hear a faint sound of gears rotating within the door. Each time the PCs turn a dial through one full rotation, it makes a clicking sound. If they let go of a dial before turning it one full rotation, or if they make a mistake in entering the code, both dials rotate backward to their original positions and the mechanism "resets," requiring the PCs to start over and enter the code from the beginning. If the PCs used the silver panel by the door to turn on a light, the light traces along the inside of the bronze gear, rotating at the same speed that the PCs turn the dial to represent how the PCs are turning a corresponding gear within the door. It moves in the same direction that the PCs turn the silver dial (that is, clockwise when they turn it clockwise) and in the opposite direction that they turn the gold dial.

The triangular gold and silver plates in areas C1 and C2 indicate the order and direction the solid gold and silver dials should be turned to open the locking mechanism, starting with the first plate at the temple entrance. Arrows pointing toward the bottom of the map represent turning the bronze gear clockwise, while arrows pointing up represent turning the bronze gear counterclockwise. To open the door, the PCs must turn the dials in the following sequence: gold counterclockwise, silver counterclockwise, silver clockwise, gold counterclockwise, silver counterclockwise, gold clockwise, gold counterclockwise, and silver clockwise. When the PCs enter the right combination, the mechanism emits a louder click, and the room shakes as the heavy gate lowers into the floor.

If your players do not notice all of the following facts, allow each PC to attempt a skill check to uncover them (increase the DCs by 4 in Subtier 6–7).

- **Perception (DC 16, or DC 20 in Subtier 6–7):** The lowest gears on the gate have markings that look like the handles on the dials.

## CLOCKWORK CIPHER

The following stat block describes the current functions of the clockwork cipher. Its true potential remains locked away, requiring extensive study to uncover. A PC who succeeds at a DC 20 Spellcraft check uncovers the properties listed below. The PCs can also discern the means for controlling a construct using the cipher with a successful DC 20 Knowledge (arcana) or Knowledge (engineering) check (DC 24 in Subtier 6–7).

### CLOCKWORK CIPHER

|                  |                   |                      |
|------------------|-------------------|----------------------|
| <b>SLOT</b> none | <b>CL</b> unknown | <b>WEIGHT</b> 3 lbs. |
|------------------|-------------------|----------------------|

**AURA** strong transmutation

This bronze winding key has spinning gears and wheels within its intricate structure. A collection of mysterious runes runs across the handle that ends in a gear.

Three times per day, a wielder of the clockwork cipher can cast *disable construct*<sup>ACG</sup> (DC 15, current effective CL 5th). Additionally, the wielder can wind a dormant clockwork construct with the clockwork cipher to take control of it. This takes 10 minutes, and the key transforms to fit the winding mechanism of that particular construct. The construct remains functional for 8 hours per wind but it cannot be wound up again until it winds down entirely. Only one construct can be controlled at a time in this manner. As a standard action, the wielder can give one of the following mental commands to the construct controlled in this way: attack, follow, guard, and stay. The construct follows the order until another order is given or it winds down.

- **Appraise or Perception (DC 16, or DC 20 in Subtier 6–7):** The gold and silver triangles on the floor in C1 and C2 are arrayed in a sequence from the entry to this gate, and are made of the same metal the gears on the gate and the dials.
- **Knowledge (engineering) DC 15, or no check required if the PCs turned on the light:** When gears touch and one gear turns one way, any gears it is touching turn in the opposite direction.

If the PCs can't figure out the puzzle, Grave Treader expresses confidence that she will be able to figure it out eventually. After half an hour of trial and error, Grave Treader solves the puzzle, opening the door. If the PCs decide to bash through the door with brute force, it is possible to do so, though this approach is also quite time-consuming, and causes irrevocable damage to the temple. The door has 10 hardness, 300 hit points, and a break DC of 50.

**Treasure:** A PC who searches the room notices a crushed chest of greenish stone under the collapsed stairs with a successful DC 15 Appraise or DC 20 Perception check (DC 19 Appraise or DC 24 Perception in Subtier 6–7). If the PCs

do not notice the chest, Grave Treader spots it after several minutes in the room. Anyone shifting through the shards notices a shining *ring of protection +1*. In Subtier 6–7, a *lantern of auras* (*Pathfinder RPG Advanced Class Guide* 232) is also hidden in the rubble.

**Rewards:** If the PCs fail to solve the puzzle on the door and also fail to defeat the guardians in C3, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 166 gp.

*Out of Subtier:* Reduce each PC's gold earned by 249 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 333 gp.

### C3. Inner Sanctum

Wide stairs lead up to a high chamber, where a forty-foot-tall statue depicting a woman with three hands, three legs, and a three-eyed mask of bronze towers overhead. Before the statue is a clockwork altar, and five circular bronze floor plates are arrayed in a curve around the staircase. Narrow strips of bronze connect the plates, altar, and statue. Mechanical clicking and whirring sounds echo from the chamber's walls.

The *clockwork cipher* Grave Treader is looking for rests within the altar. When the PCs enter the room, Grave Treader rushes to the altar to examine it and notices the artifact within. When she or anyone else touches the altar, a harmless jolt of electricity spreads from the altar through the bronze strips into the circular plates, which are winding stations for the xorn clockwork guardians of the temple. The room begins to shake as the winding stations, each containing a construct guardian (see Creatures below), rise from the floor to a height of 10 feet. Grave Treader tells the PCs that based on her research, the artifact should allow them to control the constructs. She begins the delicate process of extracting the artifact from the altar. Without assistance, it takes her 6 rounds to free the artifact. Up to two PCs can attempt to assist her each round by attempting a DC 15 Knowledge (engineering) check or DC 20 Disable device check (DC 19 Knowledge [engineering] or DC 25 Disable Device in Subtier 6–7). Each successful check reduces the time it takes to extract the artifact by 1 round. Once the *clockwork cipher* is free, Grave Treader activates it blindly, casting *disable construct* (*Pathfinder RPG Advanced Class Guide* 179) on one of the guardians. See the *clockwork cipher* sidebar above for details on the cipher's function.

**Creatures:** Several xorn clockwork guardians protect area C3, revealed as the winding stations rise from the floor. These clockwork constructs have a structure similar to that of a xorn, with three eyes, three feet, and three hands each fitted with an integrated weapon. The guardians attack any intruders on sight. One of the guardians (or two, in Subtier 6–7) does not activate to participate in this combat, though the PCs can secure its aid with the *clockwork cipher*.



## Subtier 3–4 (CR 6)

### XORN CLOCKWORK GUARDIANS (4) CR 2

N Medium construct (clockwork)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

**hp** 31 each (2d10+20)

**Fort** +0, **Ref** +4, **Will** +0

**Immune** construct traits

**Weaknesses** vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** 3 integrated hammers +4 (1d3+2)

#### STATISTICS

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +2; **CMB** +4; **CMD** 18 (20 vs. trip)

**Feats** Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>

**SQ** integrated hammers, spring jump, swift reactions, winding

#### TACTICS

**During Combat** The xorn clockwork guardians choose targets randomly, preferring to target creatures that aren't fighting another guardian.

**Morale** The xorn clockwork guardians fight until they are destroyed.

#### SPECIAL ABILITIES

**Integrated Hammers (Ex)** A xorn clockwork guardian's integrated hammers are primary natural attacks that deal bludgeoning damage and can't be disarmed.

**Spring Jump (Ex)** As a move action, a xorn clockwork guardian can jump up to 30 feet into the air. The guardian can convert up to 20 feet of the height into horizontal movement in 5-foot increments. A xorn clockwork guardian takes damage from falls as if they were 30 feet shorter than they actually are, preventing it from taking damage until it falls 40 or more feet.

## Subtier 6–7 (CR 9)

### GREATER XORN CLOCKWORK GUARDIANS (3) CR 6

N Medium construct (clockwork)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)

**hp** 64 each (8d10+20)

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

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

**Weaknesses** vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** 3 integrated hammers +17 (1d6+9)

#### STATISTICS

**Str** 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +8; **CMB** +17; **CMD** 31 (33 vs. trip)

**Feats** Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>

**SQ** integrated hammers, spring jump, swift reactions, winding

#### TACTICS

Use the tactics from Subtier 3–4.

#### SPECIAL ABILITIES

See Subtier 3–4.

**Treasure:** In addition to the *clockwork cipher*, the altar has a compartment that contains a mithral light hammer, a *potion of cure light wounds*, and a *scroll of breath of life*. In Subtier 6–7, the hammer is a +1 *mithral light hammer*, the potion is a *potion of cure serious wounds*, and the compartment also contains a *brass spider* (*Pathfinder RPG Advanced Class Guide* 228).

**Rewards:** If the PCs fail to defeat the guardians, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 181 gp.

*Out of Subtier:* Reduce each PC's gold earned by 387 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 614 gp.

**Development:** With the artifact recovered, the PCs return to the camp, perhaps with a clockwork ally in tow. The PCs can rest at the temple before they return.



**Xorn Clockwork Guardian**

## SCALING ENCOUNTER D

Make the following changes to this encounter to accommodate a group of four PCs.

**Subtier 3-4:** Remove one of the bandits. Even if he is expecting the PCs, Jathune is overconfident and does not drink his mutagen until the first round of combat.

**Subtier 6-7:** Use the oread bandits from Subtier 3-4. Replace Pamari's Elemental Focus feat with Skill Focus (Knowledge [planes]), lowering the DCs of all of her fire spells by 1. Even if he is expecting the PCs, Jathune is overconfident and does not drink his mutagen until the first round of combat.

## RETURN TO THE CAMP

The party's journey back to the camp is uneventful. Grave Treader enters the camp first to create a diversion, calling most of the bandits to a nearby cavern for a training exercise. Before she parts ways with the PCs, she asks the PCs for a favor.

Grave Treader steps in front of the stairs to block the way. "I have one request. I ask that you let Pamari live. I know that you will almost certainly be crossing swords, but please do what you can to spare her life. She's been a good friend to me during my time here, and she's not nearly as bloodthirsty as Jathune. I'm sure her expertise would come in handy to the Society for any future expeditions into the Plane of Fire. I wish you luck. I'll make sure no one disturbs your meeting."

## D. BANDIT'S BLUFF (CR 7 OR 10)

The bandit's den is situated on a bluff above the rest of the camp. The only way up to the bluff is a staircase that winds around a pillar of stone, which is connected to the bluff by a natural bridge. The bluff is divided into two tiers. The lower area is a place for Jathune's most trusted guards to meet and enjoy the spoils of their raids. Only Jathune and Pamari are allowed into the upper area 20 feet above. This upper area includes the bandit's treasure storage room, where Jathune sleeps, as well as Pamari's tent. The drop from the lower portion of the bluff to the ground is 30 feet in Subtier 3-4, or 50 feet in Subtier 6-7. The bandits avoid standing next to the edges of the cliff.

Read or paraphrase the following to begin the encounter.

A stocky, armor-clad man stands on a cliff overlooking the campfire. The firelight dances in the glittering crystals that stud his armor. He bellows, "What have we here? Why don't you come and join us, have a seat, I'd love to hear what brings such strange visitors to our camp. Let it not be said that the Sundered Stone is discourteous to its guests!" He indicates the stone seats

around the campfire. To the left of the glimmering oread stands a woman with fiery horns, short black hair, and tattooed, dark red skin. She adds, "What are you waiting for? Don't be shy." She points at the bandits below, "You two, don't just sit there, hand out some drinks for our guests!" The oread cuts in, "I am Jathune Voidstone, the leader of this merry band of misfits. This is Pamari, my second-in-command."

If the PCs join the bandits at the fire, Jathune and Pamari inquire about the Pathfinders and their mission as the rest of the bandits remain standing around the campfire. The PCs can observe that Jathune's true intentions are to maneuver the PCs into a vulnerable position before he attacks (DC 17 Sense Motive, DC 20 in Subtier 6-7). If the PCs don't succeed at the Sense Motive check, the bandits get a surprise round when they attack.

**Creatures:** Jathune and Pamari are in the higher area of the den and two bandits are in the lower area. In Subtier 6-7, Jathune's pet cheetah Stonepaw is hiding in his nest, waiting for a signal to attack.

## Subtier 3-4 (CR 7)

### OREAD BANDITS (2)

CR 2

Oread rogue 3 (*Pathfinder RPG Bestiary 2* 205; see page 10)  
hp 23 each

#### TACTICS

**During Combat** The bandits maneuver to stop the PCs from enemies climbing to the higher portion of the bluff. They fight as a pair, attempting to flank an enemy while looking for an opportunity to use their Cleave feat.

**Morale** The bandits surrender when Jathune and Pamari both stop fighting.

### PAMARI

CR 3

Female ifrit sorcerer 4 (*Pathfinder RPG Bestiary 2* 160)  
CN Medium outsider (native)  
Init +7; Senses darkvision 60 ft.; Perception +0

#### DEFENSE

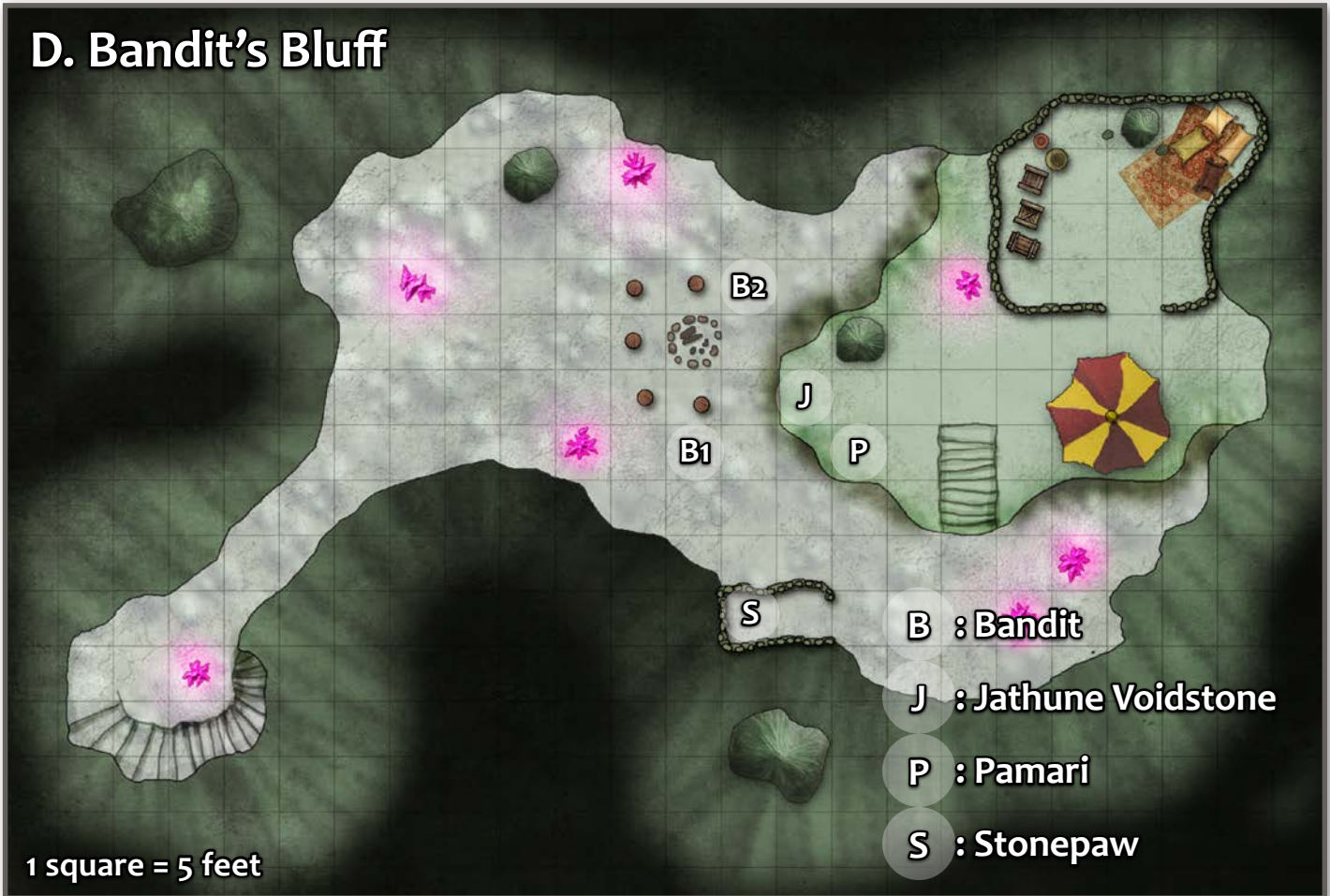
AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)  
hp 28 (4d6+12)  
Fort +2, Ref +4, Will +4  
Resist fire 10

#### OFFENSE

Speed 30 ft.  
Melee dagger +1 (1d4-1/19-20)  
Special Attacks fire ray (1d6+2 fire, 7/day)  
Spell-Like Abilities (CL 4th; concentration +8)  
1/day—burning hands (DC 15)  
Sorcerer Spells Known (CL 4th; concentration +8)  
2nd (4/day)—scorching ray  
1st (7/day)—burning hands (DC 15), enlarge person (DC 15), magic missile, ray of enfeeblement (DC 15)



## D. Bandit's Bluff



0 (at will)—*acid splash*, *daze* (DC 14), *flare* (DC 14), *read magic*, *resistance*, *touch of fatigue* (DC 14)

**Bloodline** efreeti<sup>UM</sup>

### TACTICS

**Before Combat** Pamari casts *mage armor* on herself. The effects of this spell are included in her statistics.

**During Combat** Pamari tries to keep her distance, attacking enemies with ranged spells. If she is reduced to 10 hit points or fewer, she uses her *scroll of mirror image* and tries to heal herself with her *potion of cure moderate wounds*.

**Morale** If Jathune falls unconscious and Pamari is reduced to 8 hit points or fewer, she attempts to flee, surrendering if fleeing seems unlikely to succeed.

**Base Statistics** Without *mage armor*, Pamari's statistics are **AC** 13, flat-footed 10.

### STATISTICS

**Str** 8, **Dex** 16, **Con** 13, **Int** 10, **Wis** 10, **Cha** 18

**Base Atk** +2; **CMB** +1; **CMD** 14

**Feats** Eschew Materials, Improved Initiative, Toughness

**Skills** Diplomacy +8, Knowledge (planes) +4, Spellcraft +6

**Languages** Common, Ignan

**Combat Gear** *potion of cure moderate wounds*, *scroll of create pit*<sup>APG</sup>, *scroll of mirror image*, *scroll of see invisibility*, *wand of mage armor* (CL 3rd, 10 charges); **Other Gear** dagger, courtier's outfit, 20 gp

### JATHUNE VOIDSTONE

CR 4

Male oread fighter (mutation warrior) 5 (*Pathfinder RPG Bestiary* 2 205, *Pathfinder RPG Advanced Class Guide* 93)

NE Medium outsider (native)

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

### DEFENSE

**AC** 19, touch 10, flat-footed 19 (+6 armor, +3 natural)

**hp** 47 (5d10+15)

**Fort** +6, **Ref** +2, **Will** +4 (+1 vs. fear)

### OFFENSE

**Speed** 15 ft.

**Melee** Large mwk bastard sword +12 (2d8+10/19–20) or armor spikes +11 (1d6+6)

**Ranged** mwk composite longbow +6 (1d8+4/×3)

**Special Attacks** weapon training (heavy blades +1)

**Spell-Like Abilities** (CL 5th; concentration +6)

1/day—*magic stone*

### TACTICS

**Before Combat** Jathune consumes his mutagen unless the PCs take him completely off guard.

**During Combat** If Jathune hasn't taken his mutagen, he does so at the beginning of combat. He positions himself to keep enemies away from Pamari, charging when necessary to catch up to faster foes.

**Morale** Jathune is too enraged and stubborn to surrender. He keeps fighting until the PCs knock him out.

**Base Statistics** Without his mutagen, Jathune's statistics are **AC** 17, touch 10, flat-footed 17; **Melee** Large mwk bastard sword +10 (2d8+7/19–20) or armor spikes +9 (1d6+4); **Str** 18, **Int** 12; **CMB** +9; **CMD** 19.

---

#### STATISTICS

**Str** 22, **Dex** 10, **Con** 13, **Int** 10, **Wis** 10, **Cha** 12

**Base Atk** +5; **CMB** +11; **CMD** 21

**Feats** Exotic Weapon Proficiency (bastard sword), Iron Will, Power Attack, Step Up, Toughness, Weapon Focus (bastard sword)

**Skills** Acrobatics –3 (–11 when jumping), Bluff +6, Climb +10, Intimidate +9, Survival +4

**Languages** Common, Ignan, Terran

**SQ** crystalline form<sup>ARG</sup>, granite skin<sup>ARG</sup>, mutagen (+4/–2, +2 natural armor, 50 minutes)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** mwk breastplate with crystalline armor spikes, Large mwk bastard sword, mwk composite longbow (+4 Str) with 20 arrows, *cloak of resistance* +1, 31 gp

## Subtier 6–7 (CR 10)

### ELITE OREAD BANDITS (2)

CR 5

Oread rogue 6 (*Pathfinder RPG Bestiary 2* 205; see page 10)

**hp** 42 each

---

#### TACTICS

Use the tactics from Subtier 3–4.

### PAMARI

CR 6

Female ifrit sorcerer 7 (*Pathfinder RPG Bestiary 2* 160)

CN Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft.; Perception +0

---

#### DEFENSE

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

**hp** 48 (7d6+21)

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

**Resist** fire 10

---

#### OFFENSE

**Speed** 30 ft.

**Melee** dagger +2 (1d4–1/19–20)

**Special Attacks** fire ray (1d6+3 fire, 7/day)

**Spell-Like Abilities** (CL 7th; concentration +11)

1/day—*burning hands* (DC 16)

**Sorcerer Spells Known** (CL 7th; concentration +11)

3rd (5/day)—*dispel magic*, *fireball* (DC 18), *fly*

2nd (7/day)—*create pit*<sup>APG</sup> (DC 16), *glitterdust* (DC 16),

*scorching ray*, *summon monster II*

1st (7/day)—*burning hands* (DC 16), *enlarge person* (DC 15),

*feather fall*, *magic missile*, *ray of enfeeblement* (DC 15),

*vanish*<sup>APG</sup> (DC 14)

0 (at will)—*acid splash*, *daze* (DC 14), *flare* (DC 14), *prestidigitation*, *read magic*, *resistance*, *touch of fatigue* (DC 14)

**Bloodline** efreeti<sup>UM</sup>

---

#### TACTICS

**Before Combat** Pamari casts *mage armor* on herself. The effects of this spell are included in her statistics.

**During Combat** Pamari casts her spells from afar. She begins with a *fireball* if she can catch multiple enemies within the blast. If someone attempts to close the distance, she either casts *fly* or *mirror image* or blocks them with a spell like *create pit*. If the PCs hit Jathune with a debilitating spell effect, Pamari casts *dispel magic* to try and get rid of it.

**Morale** If Jathune falls unconscious and Pamari is reduced to 12 hit points or fewer, she attempts to flee, surrendering if fleeing seems unlikely to succeed.

**Base Statistics** Without *mage armor*, Pamari's statistics are **AC** 14, flat-footed 10.

---

#### STATISTICS

**Str** 8, **Dex** 16, **Con** 13, **Int** 10, **Wis** 10, **Cha** 18

**Base Atk** +3; **CMB** +2; **CMD** 16

**Feats** Combat Casting, Dodge, Elemental Focus<sup>APG</sup>, Eschew Materials, Improved Initiative, Toughness

**Skills** Diplomacy +7, Fly +7, Knowledge (planes) +8, Spellcraft +8

**Languages** Common, Ignan

**Combat Gear** *potion of cure serious wounds*, *scroll of see invisibility*, *wand of mage armor* (CL 3rd, 10 charges), *wand of mirror image* (7 charges); **Other Gear** dagger, *cloak of resistance* +1, courtier's outfit, 30 gp

### JATHUNE VOIDSTONE

CR 7

Male oread fighter (mutation warrior) 8 (*Pathfinder RPG*

*Bestiary 2* 205, *Pathfinder RPG Advanced Class Guide* 93)

NE Medium outsider (native)

**Init** +4; **Senses** darkvision 60 ft.; Perception +0

---

#### DEFENSE

**AC** 21, touch 10, flat-footed 21 (+8 armor, +3 natural)

**hp** 80 (8d10+32)

**Fort** +10, **Ref** +4, **Will** +6 (+2 vs. fear)

**Defensive Abilities** fortification 25%

---

#### OFFENSE

**Speed** 15 ft.

**Melee** *Large +1 flaming bastard sword* +16/+11 (2d8+11/19–20 plus 1d6 fire) or armor spikes +14/+9 (1d6+6)

**Ranged** mwk composite longbow +9/+4 (1d8+4/x3)

**Special Attacks** weapon training (heavy blades +1)

**Spell-Like Abilities** (CL 8th; concentration +9)

1/day—*magic stone*

---

#### TACTICS

**Before Combat** Jathune consumes his mutagen unless the PCs take him completely off guard.

**During Combat** If Jathune hasn't taken his mutagen, he does so at the beginning of combat. He positions himself to keep enemies away from Pamari, charging when necessary to catch up to faster foes.



# GRAVES OF CRYSTALMAW PASS

**Morale** Jathune is too enraged and stubborn to surrender. He keeps fighting until the PCs knock him out.

**Base Statistics** Without his mutagen, Jathune's statistics are **AC** 17, touch 10, flat-footed 17; **Melee** *Large +1 flaming bastard sword* +14/+9 (2d8+8/19–20 plus 1d6 fire) or armor spikes +12/+7 (1d6+4); **Str** 18, **Int** 12; **CMB** +12; **CMD** 22.

---

## STATISTICS

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**Str** 22, **Dex** 10, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

**Base Atk** +8; **CMB** +14; **CMD** 24

**Feats** Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Initiative, Iron Will, Power Attack, Step Up, Toughness, Vital Strike, Weapon Focus (bastard sword)

**Skills** Acrobatics –6 (–14 when jumping), Bluff +9, Climb +10, Intimidate +12, Survival +4

**Languages** Common, Ignan, Terran

**SQ** crystalline form<sup>ARG</sup>, granite skin<sup>ARG</sup>, mutagen (+4/–2, +2 natural armor, 80 minutes), mutagen discovery (preserve organs<sup>UM</sup>)

**Combat Gear** *potion of cure serious wounds*; **Other Gear** mwk half-plate with crystalline armor spikes, *Large +1 flaming bastard sword*, mwk composite longbow (+4 Str) with 20 arrows, *cloak of resistance* +2, 51 gp

---

## STONEPAW

CR 3

Element-infused cheetah (*Pathfinder Campaign Setting: Planes of Power* 56, *Pathfinder RPG Bestiary* 40)

N Medium outsider (earth, native)

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

---

## DEFENSE

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**AC** 17, touch 16, flat-footed 11 (+6 Dex, +1 natural)

**hp** 19 (3d8+6)

**Fort** +5, **Ref** +9, **Will** +2

**DR** 2/–

---

## OFFENSE

---

**Speed** 50 ft., burrow 25 ft.; sprint

**Melee** bite +8 (1d6+5 plus 1d6 acid), 2 claws +8 (1d3+5)

---

## TACTICS

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**During Combat** Stonepaw rushes around the battlefield, burrowing when necessary to avoid provoking attacks of opportunity. She prefers to target ranged PCs, such as archers and spellcasters.

**Morale** If Jathune falls unconscious and the PCs reduce Stonepaw to fewer than 5 hit points, she flees. Otherwise, she fights to the death.

---

## STATISTICS

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**Str** 21, **Dex** 23, **Con** 15, **Int** 4, **Wis** 12, **Cha** 4

**Base Atk** +2; **CMB** +7; **CMD** 23 (27 vs. trip)

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +12 (+20 when jumping), Perception +7, Stealth +12 (+16 in rocky areas); **Racial Modifiers** +4 Stealth in rocky areas

**Languages** Terran (can't speak any language)

**Hazard:** The clusters of brightly colored crystals throughout the platform are sharp. A creature who enters a square with crystals must succeed at a DC 15 Reflex save or take 1d6 points of slashing damage. In Subtier 6–7, the save DC increases to 18 and the damage increases to 2d6.

In addition, lava flows from the Plane of Fire lurk just beyond the walls of this chamber. Whenever any character uses a spell, spell-like ability, or supernatural ability that deals fire damage, a small pocket of this lava bursts forth from the rock to augment the effect. Each time a target fails her save against such an effect—or takes damage from effects that do not allow a save, such as the damage an alchemist's bomb deals to its primary target—she must succeed at a DC 13 Reflex save (DC 16 in Subtier 6–7) or be entangled for 1 round.

Resonance with this trapped lava can also augment weapons with a connection to the Plane of Fire. Jathune's bastard sword and any *flaming* weapons that the PCs carry deal an additional 1d4 points of fire damage on a critical hit. The GM is encouraged to allow other fiery weapons to count at her discretion. After dealing additional fire damage, a weapon must spend 1 minute gathering heat before it can deal this additional damage again.

**Rewards:** If the PCs fail to defeat the bandits, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 492 gp.

*Out of Subtier:* Reduce each PC's gold earned by 877 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 1,262 gp.

## CONCLUSION

If the PCs defeat Jathune, Grave Treader thanks them for their aid. Over a simple meal in her tent, she tells the PCs that they have proven themselves to her, and that she wishes to listen to their thoughts about what she should do next. She's considering staying with Sundered Stone, working with Pamari (assuming the ifrit survived) to transform it into a legitimate mercenary group, perhaps with Reyshal's aid. She is also pondering disbanding the group and going her own way. If she leaves, she could either go out to research on her own or rejoin the Pathfinder Society. Whatever decision she comes to, she doesn't want anything bad to happen to the bandits, since, in her view, many of them were just trying to survive in the war-ravaged area. The PCs can attempt a DC 18 Diplomacy check (DC 22 in Subtier 6–7) to convince Grave Treader to rejoin the Pathfinder Society. Otherwise, she decides to stick around and reform Sundered Stone. Regardless of her decision, Grave Treader thanks the PCs for their input and promises to meet with Sorrina Westyr to talk things out.

If the PCs and Grave Treader obtained the *clockwork cipher*, each PC earns the Clockwork Insight boon on her Chronicle sheet. If the PCs defeat Voidstone, they each earn the Earth Affinity boon. If the PCs convince Grave Treader to rejoin the Pathfinder Society, they each earn the Grave Treader's Inspiration boon.

If the PCs surrender to Jathune, the bandit leader captures them alive, planning to ransom them back to the Pathfinder Society. Grave Treader breaks the PCs out of captivity, but in so doing, she is forced to abandon Sundered Stone, and with it her hopes to reform the group. The PCs' failure dissuades her from the possibility of rejoining the Pathfinder Society.

## REPORTING CONDITIONS

If Grave Treader stays with Sundered Stone, check box A. If the PCs convince her to rejoin the Pathfinder Society, check box B. If Pamari survived the adventure, check box C.

## PRIMARY SUCCESS CONDITIONS

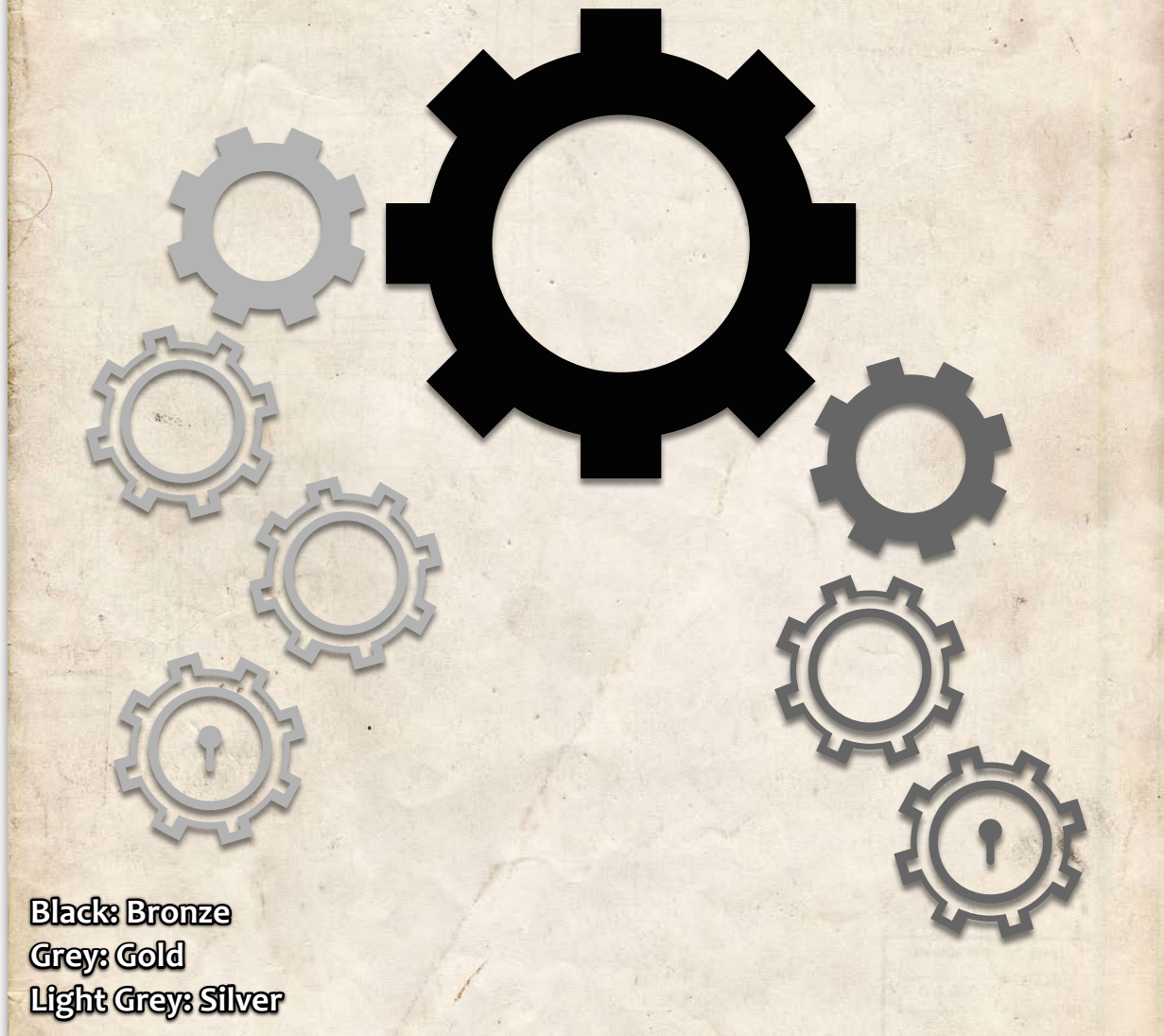
The PCs complete their primary mission if they retrieve the *clockwork cipher* from the temple of Brigh and defeat Jathune Voidstone. This earns the PCs 1 Prestige Point.

## SECONDARY SUCCESS CONDITIONS

The PCs achieve their secondary success condition if they achieve two or more of the following: secure a xorn as a guide in area A, avoid combat with bandit guards in area B, solve the puzzle in the temple, ensure Pamari remains alive at the end of the adventure, or convince Grave Treader to rejoin the Pathfinder Society. This earns the PCs 1 additional Prestige point.



PLAYER HANDOUT: SANCTUM GATE (BLACK AND WHITE)



**Black: Bronze**  
**Grey: Gold**  
**Light Grey: Silver**

PLAYER HANDOUT: SANCTUM GATE (BLACK AND WHITE)





## APPENDIX: STAT BLOCK

The following statistics appear in this scenario.

**Xorn**

*This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.*

**XORN** **CR 6**

N Medium outsider (earth, extraplanar)

**Init** +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +14

**DEFENSE**

**AC** 21, touch 10, flat-footed 21 (+11 natural)

**hp** 66 (7d10+28)

**Fort** +8, **Ref** +2, **Will** +5

**DR** 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

**OFFENSE**

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** bite +10 (4d6+3), 3 claws +10 (1d4+3)

**STATISTICS**

**Str** 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +7; **CMB** +10; **CMD** 20 (22 vs. trip)

**Feats** Cleave, Improved Bull Rush, Power Attack, Toughness

**Skills** Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial**

**Modifiers** +4 Perception

**Languages** Common, Terran

**SPECIAL ABILITIES**

**All-Around Vision (Ex)** A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

**Earth Glide (Ex)** A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.





## Pathfinder Society Scenario #8-23: Graves of Crystalmau Pass

Event \_\_\_\_\_

Date \_\_\_\_\_

GM # \_\_\_\_\_

GM Character # \_\_\_\_\_

GM Name \_\_\_\_\_

GM Prestige Earned \_\_\_\_\_

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     |   |
| <input type="checkbox"/> A            | <input type="checkbox"/> B              | <input type="checkbox"/> C               | <input type="checkbox"/> D              |

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court |   |

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court |   |

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

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|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court |   |

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
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Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

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Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court |   |

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court |   |

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# Pathfinder Society Scenario #8-23: Graves of Crystalmaw Pass

Character Chronicle #

Core Campaign

A.K.A. \_\_\_\_\_

Player Name \_\_\_\_\_ Character Name \_\_\_\_\_ Organized Play # \_\_\_\_\_ Character # \_\_\_\_\_ Faction \_\_\_\_\_

**This Chronicle sheet grants access to the following:**

**Clockwork Insight:** Your time in the temple of Brigh has given you insight into complicated mechanisms. You can check a box that precedes this boon as a part of attempting a Disable Device check to disarm a trap to roll 1d6 and add the result to the result of your Disable Device check. You can instead check a box to grant yourself the ability to attempt a single Disable Device check against a magical trap, even if you would not normally be able to do so. Alternatively, you can check a box when a trap triggers to add 1d6 to your AC or on your saving throw against the trap. When you check the last box, cross this boon off your Chronicle sheet.

**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.

**Grave Treader's Inspiration:** Grave Treader shared some of her wisdom and knowledge with you, which you can apply at opportune moments. You can check a box that precedes this boon to use inspiration, as per the investigator ability (*Pathfinder RPG Advanced Class Guide* 31). If you already have inspiration, you can check a box to increase your inspiration die by one step (from 1d6 to 1d8, or 1d8 to 1d10) for one roll.

|          |                |                               |                                 |
|----------|----------------|-------------------------------|---------------------------------|
| MAX GOLD | SUBTIER        | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
|          | 3-4            | 637                           | 1,274                           |
|          | SUBTIER        | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| MAX GOLD | Out of Subtier | 1,126                         | 2,251                           |
|          | SUBTIER        | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
|          | 6-7            | 1,614                         | 3,227                           |
| MAX GOLD | SUBTIER        | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
|          | —              | —                             | —                               |
|          | SUBTIER        | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |

|            |                     |
|------------|---------------------|
| EXPERIENCE | Starting XP         |
|            | XP Gained (GM ONLY) |
|            | Final XP Total      |
|            | Initial Prestige    |

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

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

| All Subtiers  | Subtier 6-7  |
|---|--|
| <i>cloak of resistance +1</i> (1,000 gp)<br><i>potion of cure moderate wounds</i> (300 gp)<br><i>ring of protection +1</i> (2,000 gp)<br><i>scroll of breath of life</i> (1,125 gp)<br><i>scroll of create pit</i> (150 gp; <i>Pathfinder RPG Advanced Player's Guide</i> 213)<br><i>scroll of mirror image</i> (150 gp)<br><i>scroll of see invisibility</i> (150 gp)<br><i>wand of mage armor</i> (Cl. 3rd, 10 charges; 450 gp, limit 1)<br><i>wand of stone shape</i> (4 charges; 900 gp, limit 1) | <i>+1 flaming bastard sword</i> (8,335 gp)<br><i>brass spider</i> (2,500 gp; <i>Pathfinder RPG Advanced Class Guide</i> 228)<br><i>cloak of resistance +2</i> (4,000 gp)<br><i>hat of disguise</i> (1,800 gp)<br><i>lantern of auras</i> (2,000 gp; <i>Pathfinder RPG Advanced Class Guide</i> 232)<br><i>potion of cure serious wounds</i> (750 gp)<br><i>wand of mirror image</i> (7 charges; 630 gp, limit 1) |

**For GM Only**

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