

Pathfinder Society Scenario #4-02



PATHFINDER SOCIETY



IN WRATH'S SHADOW

By Mike Shel



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PATHFINDER SOCIETY SCENARIO #4-02

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Pathfinder Society Scenario #4-02: In Wrath's Shadow is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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IN WRATH'S SHADOW

BY MIKE SHEL



Due to her affinity for the worship of fiends, Runelord of Wrath Alaznist is known to have dedicated many temples across her Thassilonian domain of Bakrakhan to various fiends, though her favored patron was Yamasoth. This practice was especially evident in her capital city of Xin-Bakrakhan, which sat in the brooding shadow of Hollow Mountain. In that city a number of greater and minor temples filled the streets, some repurposed from other faiths and previous patrons. It was in one of the smaller temples that she found a severe fanatic of a man called Tholrist. Alaznist showered the prelate with her brutal affection, perhaps because of the wanton fervor with which he conducted his lord's twisted rituals. Among her many gifts was a magical mask she created called the *acrimony veil*, a device capable of magnifying malice and fury—a suitable device for one so committed to Yamasoth. Once he donned this extravagant prize Tholrist never removed it, and he was soon known across the metropolis as “Alaznist’s masked blood glutton.” Worship of fiends, especially Yamasoth, grew in Xin-Bakrakhan, aided in no small part by Tholrist’s increasingly decadent, spectacular, and gory rites.

When grim auguries regarding the impending fate of Thassilon became impossible to ignore, Tholrist was possessed by a wild conviction: Yamasoth, nascent qliphoth lord of cursed kingdoms and vile experiments, would spare the faithful from the coming apocalypse if their sacrifice was of sufficient magnitude. As the first alarming tremors struck Xin-Bakrakhan, the cleric, with the help of his wrathspawn servants, summoned panicky cultists and willing citizens from across the city to the torch-lit halls beneath the temple. There he delivered his final sermon, punctuating his words with the piercing gestures of a keen stiletto: “My people, as doom threatens, Yamasoth offers his faithful new salvation! But that salvation doesn’t come without cost. No, as always, the price is our devotion. The price is our blood. The price is our *flesh!*”

The cleric spoke for nearly two hours as further tremors shook the foundations of the city. Terrified by the imminent destruction and enraptured by Tholrist’s

WHERE ON GOLARION?

In Wrath’s Shadow begins on a fast sloop, sailing swiftly across the Varisian Gulf to Rivenrake Island and the ruin-covered slopes of Hollow Mountain. Once the thriving capital of Bakrakhan, the Thassilonian realm of wrath, the ruins of Xin-Bakrakhan are now a desolate wasteland of ancient horrors and residual magic from the powerful runelord who called the island home. To learn more about these locations, check out *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Player Companion: Varisia*, *Birthplace of Legends*, and *Pathfinder Campaign Setting: Dungeons of Golarion*, available at your local bookstore or hobby store and online at paizo.com.



mad charisma, they paid no heed as acolytes overhead bricked up the temple’s exits and employed powerful sorceries to preserve the great shrine’s structural integrity. Following the ceremony’s grisly bloodletting, Tholrist disassembled the *acrimony veil* and placed its separate components in various locations within the temple complex. Finally, he had his surviving acolytes brick up the exit from the undertemple’s most sacred shrine. There he remained, strips of flesh flayed from his own body and dripping with the gore from his frightened and faithful flock, as he awaited Yamasoth’s miraculous deliverance. He waited in vain.

Now, millennia later, the temple is uncovered once again, its structure kept intact by those ancient magics

GM MATERIALS

In Wrath's Shadow makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Ultimate Magic*. The adventure assumes the GM has access to these sourcebooks and elements from each are not reprinted in the scenario. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

while nearly all of the rest of the city is ancient rubble. What mysteries await liberation after a hundred centuries?

SUMMARY

The Magnimar Venture-Captain Sheila Heidmarch charges the PCs with exploring an ancient temple (believed to honor the Thassilonian goddess Lissala) newly uncovered on Rivenrake Island. They are swiftly transported by sea to the ancient site, only to discover that the excavation party was recently attacked by unknown assailants and that several members of the crew who weren't killed were abducted. Those at the seaside camp when the assault occurred, including archaeologist Halla Beusophis, greet the PCs and inform them of the tragedy. After the PCs make their inquiries, Halla escorts them to the excavated temple, where they find the mutilated bodies of most of the dig crew. However, the body of Riemme Batelle, a Pathfinder ranger with whom the PCs were to explore the interior of the temple, is nowhere to be found. Other workers' bodies are also missing from the scene. When attention turns to the temple, the party finds that the ancient structure has been breached.

Entering the temple, the PCs are first assaulted by harpies who have recently wandered into the newly revealed structure. After dispatching them, the party comes upon a demonic statue, revealing this temple is in fact not dedicated to Lissala, but instead was built to revere the nascent qliptho lord Yamasoth. Strapped to a tentacle on the statue is the first piece of a magic item known as an *acrimony veil*, a device of some power hidden here ten millennia ago. Careful examination reveals that the veil is incomplete, and that perhaps its other components can be found elsewhere in the temple. In a sealed chamber nearby is a trapped statue that holds an iron replica of the complete *veil*, allowing PCs to determine which pieces they need next. In another room to the north, which appears to have been breached only recently, a shaft opens—one which descends deeper into the temple structure.

The undertemple holds the remaining pieces of the *veil* in its ceremonial chambers once employed for Yamasoth's depraved worship. Recovering two more of the mask's remaining components requires the PCs to traverse a cave plagued by a haunt and treacherous ledge, and a hall freshly inhabited by a brutal group of wrathspawn. The final encounter lies in a ceremonial room where the most degenerate bloodletting served as offerings to this nascent qliptho lord. Here is Tholrist, undead cleric of Yamasoth, bound to this place and driven mad over the endless stretch of centuries. He possesses the last piece of the veil.

GETTING STARTED

Read the following to get the adventure underway:

Roused from sleep and herded aboard the *Winking Wyvern*, the party sails urgently for Rivenrake Island and the ruins of Xin-Bakrakhan, ancient capital of the Thassilonian Runelord of Wrath. A note from Venture-Captain Sheila Heidmarch informs the group that a Society-funded dig team has uncovered a totally intact temple that appears to be associated with the goddess Lissala, buried for 10,000 years. Given the fresh revelations that this long-thought-dead cult is thriving and allied with the Aspis Consortium, it's a truly wonderful find, providing an unprecedented opportunity to gain knowledge of this forgotten faith. Even if the site turns out to not be dedicated to Lissala, learning more about the faiths and practices of ancient Thassilon always provides an abundance of knowledge. Often the items they use in their rituals lead to clues about the cults.

By now the work crew has finished clearing the site—the time to explore its secrets is at hand. The Society has no exclusive contract to the site, and Aspis Consortium agents scour the countryside seeking such ripe targets, so time is of the essence. Archaeologists Halla Beusophis and Kovo Murse can answer questions when the group arrives, and a fellow Pathfinder ranger, Riemme Batelle, is already on the island, ready to join in this exciting endeavor. Sheila Heidmarch has given the party a charge: eliminate the ancient temple's dangers so that Society scholars can study the ruins safely, and bring back whatever knowledge lies within.

Assume that the PCs resupplied for their next mission prior to the unceremonious urgency that dragged them aboard the sloop. Early in the voyage an anonymous sailor surreptitiously hands over a leather pouch containing missives addressed to the individual PCs—their faction missions. The sea journey is uneventful, and the sloop's crew gives the Pathfinders a wide berth, partially out of respect, partially out of superstitious dread at the destination. Only the captain, Haerla Skolet, is open to speaking with them.

Faction Notes: While aboard the *Winking Wyvern*, Qadira faction PCs may present **Captain Haerla Skolet** (LN female dwarf expert 3/rogue 1) with the sextant and attempt to convince her to provide the names of family members or contacts ripe for blackmail or bribes in Janderhoff with a DC 20 Diplomacy check; the names she offers to successful PCs are Tall Kezzek and Roso Goldteeth. PCs can attempt this check prior to arriving or during the return journey. Qadira faction PCs who obtain the names earn 1 Prestige Point.

Knowledge (History)

Those who have made a study of history may possess useful information about their destination.

15+ Thassilon was the ancient empire that encompassed all of modern Varisia and beyond. It fell into ruin at the advent of Earthfall 10,000 years ago. It was ruled over by seven runelords, extremely powerful wizards who employed Thassilonian sin magic. Bakrakhan was the province of Alaznist, Runelord of Wrath, and Xin-Bakrakhan was her capital city.

20+ Hollow Mountain, which broods over the ruins of Xin-Bakrakhan, is thought to hide endless subterranean spaces filled with wealth and danger. Some believe Alaznist herself is hidden within its unplumbed depths.

25+ Alaznist was known to have favorites whom she gifted with powerful magic items of her own creation. Many of these minions are known to have been in Xin-Bakrakhan when disaster struck.

Knowledge (Religion)

Those who have made a study of religion may also possess useful information.

15+ Lissala was the goddess of fate, runes, and reward of service, and was especially prominent in Thassilon. While a much more disciplined faith in the early days of the empire, her worship grew more reckless and decadent in Thassilon's waning years. Veneration of the deity was thought to have died with Thassilon itself.

20+ Alaznist didn't treat well with the worship of Lissala, instead preferring to pay homage to a number of fiendish patrons. Earlier in Bakrakhan's history, Lissala was widely worshipped, but as Alaznist came to power, the popularity of the faith waned in the nation. During this time, many of the temples were repurposed to venerate various demon lords.

25+ One prominent fiend worshipped in the late days of Bakrakhan was Yamasoth, a nascent qlipthoth lord of cursed kingdoms and vile experiments. Rites to Yamasoth included mortification of the flesh and experimental transformations. Alaznist was a dedicated follower of Yamasoth, and sought to learn his ways in order to harness that power for her own armies.

THOLRIST'S ACRIMONY VEIL

A part of Tholrist's sacrifice to Yamasoth was his gift from Alaznist—the *acrimony veil*. He broke it into four separate components, hiding three around the temple complex and keeping the fourth close. Recovering the components of the *acrimony veil* scattered about the temple complex is central to the scenario. The parts and their locations are as follows.

Brow & Nose Guard: area A2.

Right Cheek Guard: area B5.

Left Cheek Guard: area B6.

Jawbone: area B8.

ACRIMONY VEIL

Aura moderate evocation; **CL** 9th

Slot head; **Weight** 1 lb.; **Price** 13,500 gp

DESCRIPTION

Acrimony veils are rare ancient magic devices created by Alaznist, the Runelord of Wrath. They are normally composed of several types of interconnected metal and human bones, each etched with complex designs. The device covers the wearer's entire face (forehead, cheeks, and jaw), but provides no benefit to AC. This mask functions as a *lesser empower metamagic rod*, but only affecting spells of the evocation school. Additionally, the wearer of an *acrimony veil* may cast *rage* on himself once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, Empower Spell, *rage*; **Cost** 6,750 gp

ARRIVAL AT RIVENRAKE ISLAND

The harbor closest to the Xin-Bakrakhan dig silted over hundreds of years ago, so the *Winking Wyvern* drops anchor and sends the party ashore in a pair of launches. Greeting them are a half-dozen bedraggled souls living in rugged tents sufficient for four times their number. They're led by a grim-looking woman in work clothes, with signs of emotional strain and fatigue lining her face. She introduces herself as **Halla Beusophis** (LN female human expert 6), lead archaeologist on the temple dig.

"Thank goodness you've arrived," begins the careworn Pathfinder. "Two days ago workers at the dig site were attacked, by what or whom I don't know. I was here at camp when it happened. Only a single worker escaped—Shadaq, who crawled back here, bleeding from a dozen terrible injuries. The wounds were mortal and none of us here possessed the skill to aid him. Before he died we got little information. He told us of



the attack, said everyone had been, 'gutted like game birds.' His last words—as his eyes violently rolled back in his head—were 'Lissala is angry, but so am I.'

"The six of us are all that's left—myself and these five hired excavators. They've refused to go back to the site and I didn't dare go alone. We've been huddled in these damned tents since Wealday, waiting for your arrival. I'll take you to the dig myself, but I don't know what we'll find. If Shadaq's words are true, it won't be pretty. Only the gods know whether those same attackers lie in wait."

If the PCs wish to see Shadaq's body, it must be exhumed from a nearby shallow grave. A DC 10 Heal check reveals the wounds were inflicted by bladed weapons, claws, and teeth, the latter definitely not human. Should the PCs employ *Speak with Dead*, Shadaq doesn't know it was sinspawn that attacked them, and his description is unhelpfully vague ("hairless humanoids, with grasping mouths"). Gaining this information provides a +2 circumstance bonus on a DC 22 Knowledge (dungeoneering) check to determine the assailants were sinspawn. The party may also wish to query Halla before proceeding. She has some expertise in ancient Thassilon.

What can you say about the temple? "It's an impressive free-standing domed structure, made of fitted tan stone, remarkably well preserved—*unnaturally* well preserved. There are two possible entrances on a pillared portico, both of them bricked over with stone and hardened clay. There's also a circular opening at the peak of the dome, an oculus about 5 feet wide, but we stayed clear of that after discovering it during the excavation. Our work has consisted almost exclusively of moving away debris so the temple can be explored."

What do you know about Lissala and her religion? "Our understanding until recently was that her worship died with the collapse of Thassilon, though her worship was not appreciated by all of the Runelords. In the days of the empire she was a god who demanded discipline and obedience, harsh and exacting. Toward the end of the empire, worship became corrupted into a more brutal affair. Uncovered evidence shows that there was also a fair amount of demon worship taking place in Bakrakhan. Some of the carvings on the temple suggest human sacrifice and otherworldly creatures, though I need more time to study those carvings for real certainty. That's why you're here—to make it safe for us to study."

Where's Riemme Batelle? Your archaeologist peer, Kovo Murse? "Both were at the dig site when the attack occurred. According to Shadaq they must be dead, or holed up somewhere in the ruins."

What do you know of Riemme Batelle? "He's an accomplished ranger, gifted with bow and blade. He's affable enough, but has an air of mystery about him. His

head is shaved, and tattooed on his pate is an elaborate rose. I asked him about it once, but he only smiled and shook his head. I understand his nickname in some circles is 'the Bloom.'"

What was Xin-Bakrakhan? "It was Alaznist's capital city of the Thassilonian nation of Bakrakhan. We've only scratched the surface of these ruins and expect to find much more before our work is done."

What about Hollow Mountain? "Legend has it that there are treasures buried deep within the mountain, along with deadly horrors of the ancient empire. That stern carving you see there on the mountainside is said to be the face of Alaznist, unlamented Runelord of Wrath. I'm sure that once the Society has finished with Xin-Bakrakhan we move on to Hollow Mountain and its secrets."

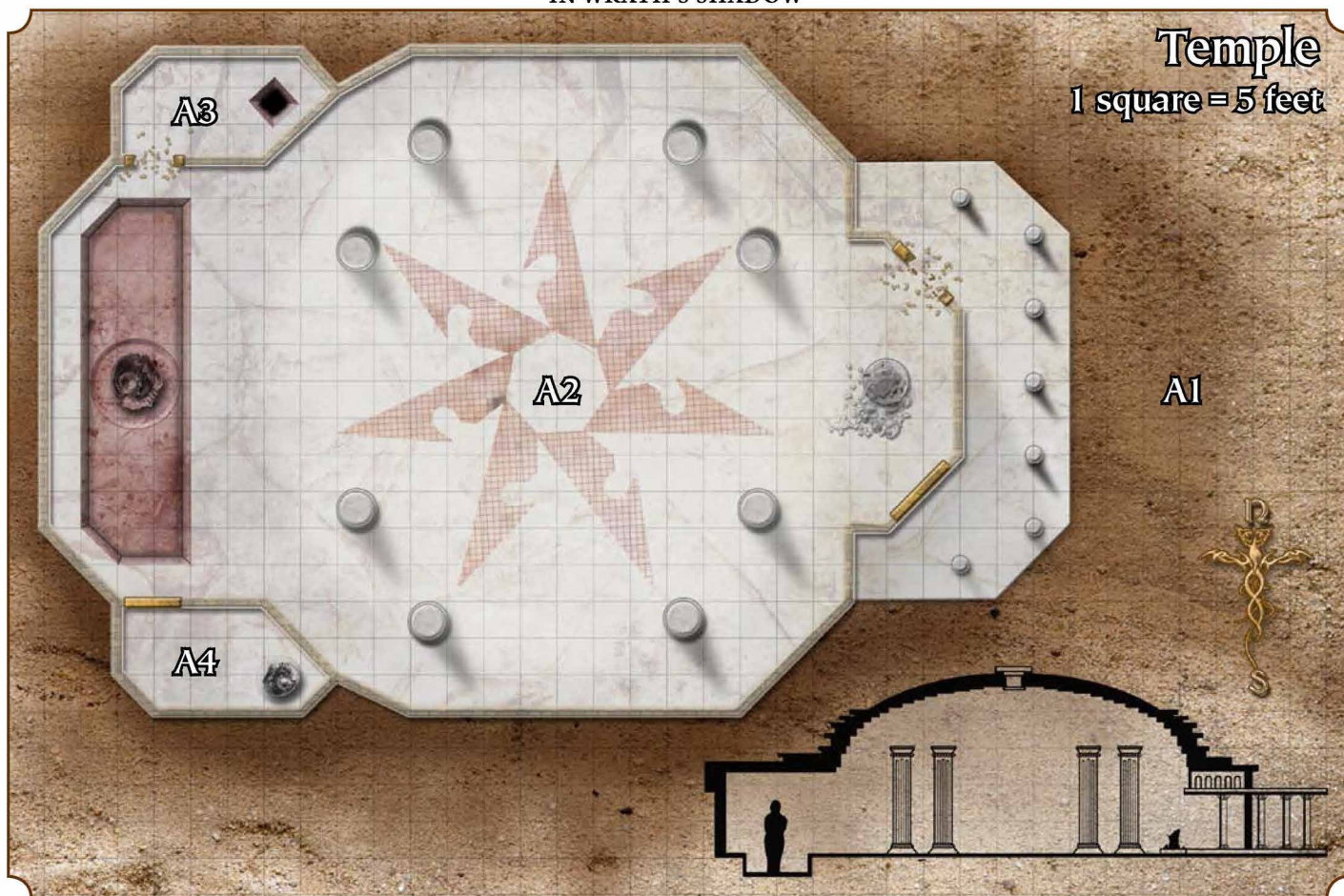
Halla can provide for the party from the expedition's stores, including rations, excavation equipment such as picks and shovels, candles and torches, 100-foot lengths of sturdy rope—the GM should offer anything within reason that the party might need or request.

The extensive ruins of the ancient city begin a mere stone's throw from the shore, but the dig site itself is a 2-mile trek. Halla accompanies the group to the temple site, and it's an uneventful trip. Hulking mounds of the long-dead city are all around and the presence of Hollow Mountain and Alaznist's hateful visage glower high above.

Faction Notes: Andoran faction PCs who attempt to engage any of the dig workers at the seaside camp prior to returning successfully from the temple find them absolutely unwilling to discuss labor matters. They may attempt to broach the subject with these laborers after completing the primary mission. Cheliox faction PCs may attempt to persuade Halla to honor her mysterious contract with Paracountess Zarta Draldeen at any time before or after entering the temple. Successfully swaying the archaeologist with a DC 20 Diplomacy or Intimidate check earns Cheliox faction PCs 1 Prestige Point.

A. TEMPLE OF YAMASOTH

The area surrounding the temple, littered with rocks, loose soil, and bits of excavation debris, make reaching the site slow and tricky. The walls of the temple are 2 feet thick unless otherwise noted, and imbued with protective abjuration magic—a clue to the building's unnatural preservation. Because of this, spells that affect normal stone (such as *soften earth and stone*) are ineffective; others, such as *stone shape*, require a DC 24 caster level check to overcome the power of the original caster in order to function. Also, whenever the PCs use *detect magic* while



on the outskirts or within the temple, a moderate aura of abjuration magic is detected along with whatever other auras might be present. Pitons and the like can still be hammered into such surfaces, though the process takes three times as long as normal.

Light that pierces the dome at its oculus provides dim illumination. Those with darkvision see a single great chamber. Nothing of striking detail is discernible from the exterior, except the fat pillars at the center of the grand hall. Those without darkvision require a light source in the side rooms (areas **A3** and **A4**), which are dark. The barricaded doorways have hardness 8 and 40 hp.

A1. A Scene of Carnage

This breathtaking edifice is constructed of tightly fitted blocks of brown stone covered with intricate engravings depicting humans engaged in acts of terrible self-mutilation. A pillared portico girds the eastern front of the great temple, the carved columns resemble fat, coiled serpents. The structure stands about 20 feet tall, though a great dome rises out of the center another 20 feet. How this place could be more than 10,000 years old defies logic—some sorcery must have preserved the stone.

The stench of blood is the only greeting upon arrival at the excavated temple. Before an imposing stone structure lie a few stripped and eviscerated bodies bearing terrible wounds that go far beyond the marks of battle in their viciousness, and furrows in the fresh dirt indicating that others have been dragged inside. Halla covers her mouth to stifle a cry, then rushes to the side of one of the bodies, falling to her knees.

“Kovo! Oh, Kovo, look how they butchered you!”

The wounds on these bodies are similar to those found on Shadaq’s corpse, with the addition of more vicious mutilation that a DC 10 Heal check identifies as post-mortem (exceeding the check by 5 or more suggests that some of the bodies have been feasted upon—the depredations of the harpies at **A2**). After a few moments of mourning over her colleague’s battered and bloody body, Halla rallies and aids in examining the gruesome scene. She reports that others are missing: Pathfinder Riemme Batelle, two dig workers named Pel and Saala, and four laborers. A check of the surrounding area doesn’t turn them up, though PCs find a masterwork longsword coated with dried blood, a half-full quiver of arrows, and a broken longbow—Halla identifies them as belonging to Riemme. Employing *Speak with Dead* on the other workers’ corpses elicits information no more useful than that

ALTERNATE ENTRANCES

Though it may prove ill advised, some parties may choose to investigate the interior via the oculus at the dome's peak. Remember that Halla vociferously forbade use of pitons on the exterior wall sculptures out of concern that this harms what information might be gleaned from study of the carvings. Climbing the walls then requires a DC 20 Climb check. Looking in through the oculus, one spies the sihedron mosaic below, but due to the angle, the roosting harpies are not visible. Should someone stick his head inside for a better look, the harpies within attack immediately, flying out to assault anyone atop the dome, returning to their pillars after dealing with such intruders. Due to the slope of the dome, any and all actions taken by PCs on its surface aside from maintaining one's balance (such as employing a weapon in combat) requires a successful DC 15 Acrobatics check (add +5 to this DC for characters moving at full speed). Failure results in the character slipping on the dome and sliding to the edge. The PC can attempt a DC 15 Reflex save as they near the edge to grab hold and stop their fall to the ground. Those failing this save fall to the ground, taking 2d6 points of damage.

supplied by Shadaq, but if used on Kovo, his description is more vivid and offers a +4 circumstance bonus on a DC 22 Knowledge (dungeoneering) check to identify the assailants as sinspawn. Further investigation reveals no information of value.

Approaching the portico, it's visible that the northeastern wall has been breached. Halla was here just yesterday and claims all exterior surfaces were still intact—this demolition must have been recent. Halla insists that under no circumstances would Kovo or Riemme have allowed this to happen, especially without her presence. They agreed that the excavation team would wait for the party's arrival before removing the barrier.

An intact version of the broken wall is on the portico's southeastern face—irregularly shaped stones, much paler than the other stones of which the structure was built, mortared in place with dried clay. Careful examination of the debris (DC 26 Knowledge [dungeoneering or engineering] check) reveals that someone or something had to have broken out of the temple. The wrathspawn that attacked the excavation party are the culprits, breaking out in search of food after being trapped inside for thousands of years, subsisting on small vermin that made their way into the temple over the ages.

Faction Notes: A careful search of Kovo Murse's body (DC 20 Perception check) reveals a small jade figurine of a two-headed lion. Taldor faction members who manage to locate this item and return it to their faction leader

gain 1 Prestige Point. Note that Halla objects angrily and makes quite a scene if she witnesses a PC removing Kovo's possessions. A search is made easier when she is distracted, after she has left the dig site, or with a Sleight of Hand check against her Perception.

THE UNCOVERED TEMPLE

Halla doesn't accompany the party into the temple under any circumstances. She argues passionately for the party to refrain from marring any carvings or the like, as everything found is a potentially priceless archaeological treasure. When the party decides to begin their exploration, Halla states that she'll make her way back to the seaside camp, anxiously awaiting their report.

A2. Atrium (CR 6 or CR 9)

As the PCs make their way into the temple, read or paraphrase the following:

Eight great pillars, larger versions of the serpentine columns found at the pillared portico, encircle an enormous mosaic on the floor. The tiles of fading greens, reds, and yellows form a seven-pointed star. The dome peaks about forty feet overhead, its center pierced by an oculus five feet across. Near the front of the temple are the remains of a marble statue, smashed to bits. What it once was is unclear, as the vandal did a rather thorough job destroying the ancient work of art.

Toward the back of the wide open space, a long, five-foot-deep pool lies in this western alcove, empty now, though the irregular red-brown stains on its surfaces leave little doubt as to what once filled the basin. Standing at the center of the pool is an eighteen-foot-tall marble statue of a strange being. Its body is a tangle of tentacles and eyes surrounding a circular maw filled with jagged teeth and barbed stinging tongues. Each of the thing's tentacles ends in a claw, pincer, hook, or some other implement of pain. Ancient paint flakes from the grand effigy, but glittering in the light are dozens of onyx gemstones adorning the statue where the being's eyes are carved. It appears that something is strapped to one of the writhing appendages with red silk ribbons. On the floor of the pool itself are dozens of small stone figurines.

The smashed statue near the entrance of the temple is the work of bored and brutal wrathspawn over the years. Those inspecting the rubble more closely, however (DC 12 Perception), find a filthy black feather amid the dust and broken marble. A DC 15 Knowledge (nature) check reveals it to be a harpy feather, shed by one of the beasts recently roosting here. The pillars here do not support the dome. Rather, each is about 25 feet tall, and the tentacle-like carvings encircling them provide handholds for climbing (DC 15 Climb).

The basin in the rear of the temple is 5 feet deep and looks as if it were filled with blood at one time, but now the only evidence of that remaining are the flakes of rust-red dried blood forming piles of dust in the basin. A successful DC 25 Knowledge (religion or planes) check reveals the subject of the statue to be nascent qliphoth lord Yamasoth.

Near the back of the temple on either side of the statue and basin are two bricked-up doorways similar to the one the PCs entered through. The one to the north has been broken away. The remaining barrier can be broken (hardness 8, 40 hp), revealing a hidden chamber beyond (A4).

Creatures: Perched atop some of the pillars are harpies, recently come down in the night from within Hollow Mountain. They entered through the oculus the night before the wrathspawn assault and remained on those perches while the violent sinspawn struck and later made their way back into the grand chamber to the undertemple below. The harpies supped a bit on the corpses of the excavation team the sinspawn left behind and are now thinking about lairing in this place.

Subtier 3–4 (CR 6)

HOLLOW MOUNTAIN HARPY (2) CR 4

Harpy

hp 38 each (*Pathfinder RPG Bestiary* 172)

TACTICS

Before Combat The harpies use their captivating song ability as soon as they are aware of the presence of the party in the temple. They also employ this tactic on any PC who peers in through the oculus before attacking. Just one harpy uses her captivating song first, with the others following suit in order to captivate as many targets as possible.

During Combat The harpies function as a team when possible, assaulting targets as a group and making use of their Flyby Attack feat before returning to the top of a column at the end of an attack round.

Morale If a harpy is reduced to 10 or fewer hit points, she realizes this new lair is more dangerous than desired and attempts to flee through the oculus to return to her original roost in Hollow Mountain.

Subtier 6–7 (CR 9)

HOLLOW MOUNTAIN HARPY (4) CR 5

Fiendish harpy (*Pathfinder RPG Bestiary* 172, 294)

hp 38 each

DR 5/good; Resist cold 10, fire 10; SR 10

Special Attacks captivating song, smite good (1/day)

TACTICS

See tactics in Subtier 3–4.

SCALING ENCOUNTER A2

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 3–4: Remove one harpy.

Subtier 6–7: Remove one fiendish harpy.

Treasure: Climbing the marble idol is a relatively easy task (DC 10 Climb). The object strapped to a tentacle of the statue is the first piece of the *acrimony veil* (see sidebar on page 5)—it's made of hammered and etched gold. Threaded through either end are ribbons of red silk. The item is the brow and nose guard which covers the wearer's forehead to just above the eyebrows and extends down to the nose. One could employ the silk ribbons to secure the thing to one's head, but it doesn't possess any power in this state. Careful examination (DC 12 Perception) reveals that the device is incomplete—catches and grooves suggest other pieces must fit onto it. A DC 20 Knowledge (arcana) check identifies it as a component of an *acrimony veil*, a magical device of unknown potency associated with Alaznist herself. Any attempts to glean the powers of the veil are unsuccessful until it is fully assembled, but the device radiates an aura of faint evocation even when incomplete.

In addition to the magic item, 24 onyx gemstones worth 25 gp each adorn the strange statue and can be easily pried off.

Faction Notes: At the bottom of the pool are dozens of tiny stone idols, 4-inch-tall statuettes of various forms ranging from humanoid figures to bizarre demonic forms, firmly affixed to the blood-stained floor. Careful examination of these items (DC 20 Perception) reveals a clever catch that allows an idol to be removed. Sczarni faction PCs who take one of these idols and deliver it to Gueril Karela gain 1 Prestige Point.

Rewards: If the PCs defeat the harpies, reward each subtier thusly:

Subtier 3–4:

Give each PC 103 gp.

Subtier 6–7:

Give each PC 104 gp.

A3. The Descending Shaft

This small, irregularly-shaped room contains little more than debris from the smashed barrier, ages-old dust, and a shaft descending into the darkness.

The stones and dried clay that made up this wall have been smashed out, much like the one encountered at the portico (A1). At the eastern end of this room is a 5-foot-square shaft that descends 30 feet to the undertemple

below. On the southwest wall of the shaft, iron rungs form a ladder providing an easy means of descending deeper into the temple complex (DC 5 Climb check). The shaft emerges in room **B1**.

A4. Trapped Statue (CR 5 or CR 8)

At the southeastern corner of this room is a gruesome statue of a man. He is bare chested; scars, brands, and seeping wounds cover his exposed flesh. He stands with arms crossed, hands gripped tightly like a penitent. Blood oozes from his lacerations and he grits his teeth as though in excruciating pain, though the corners of his mouth turn up slightly, suggesting he derives some wicked pleasure from this perversion of his flesh. A strange mask made of iron covers the statue's face, the metal etched with complicated sigils. A broad belt made of leather and adorned with copper disks girds the statue's waist.

Trap: The iron mask is a mundane replica of the *acrimony veil* and casual examination (DC 10 Perception) reveals the obvious similarity with the brow and nose guard and what parts are missing. It's easily removed from the statue, but doing so without caution triggers a trap: the teeth of the statue shatter and from within the sculpture's interior a cloud of superheated air blasts forth, burning all standing within the boundaries of the room.

Subtier 3–4 (CR 5)

HEAT VAPOR TRAP CR 5

Type Mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger touch (tampering with either item on the statue);
Reset none
Effect blast of superheated air (3d8 heat damage); never miss; onset delay (1 round); multiple targets (all targets in area **A4**)

Subtier 6–7 (CR 8)

HEAT VAPOR TRAP CR 8

Type Mechanical; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger touch (tampering with either item on the statue);
Reset none
Effect blast of superheated air (5d8 heat damage); never miss; onset delay (1 round); multiple targets (all targets in area **A4**)

Treasure: The belt around the statue's waist is a *belt of giant strength +2*.

Rewards: If the party removes and takes the statue's belt, give each PC 333 gp.

B. UNDERTEMPLE

There are no natural light sources on this level. Any PCs lacking darkvision require appropriate illumination. These chambers' walls within are made of hardy fitted granite, all radiating a moderate abjuration aura like the structures above.

B1. Flagellation Frescoes

The ceiling of this chamber is ten feet above, and its walls are covered with fading frescoes depicting a parade of cultists engaged in grisly acts of self-mutilation involving knives, scourges, and more bizarre implements. The depiction of the ground beneath the repugnant pageant seems to be composed of thick, snake-like tentacles whose appendages and tooth-filled orifices lick greedily at the blood cascading down from the cult figures. To the east, debris from a smashed wall is scattered, spilling into the hall.

The wrathspawn broke through this barrier first on their way upstairs to investigate and kidnap the diggers outside.

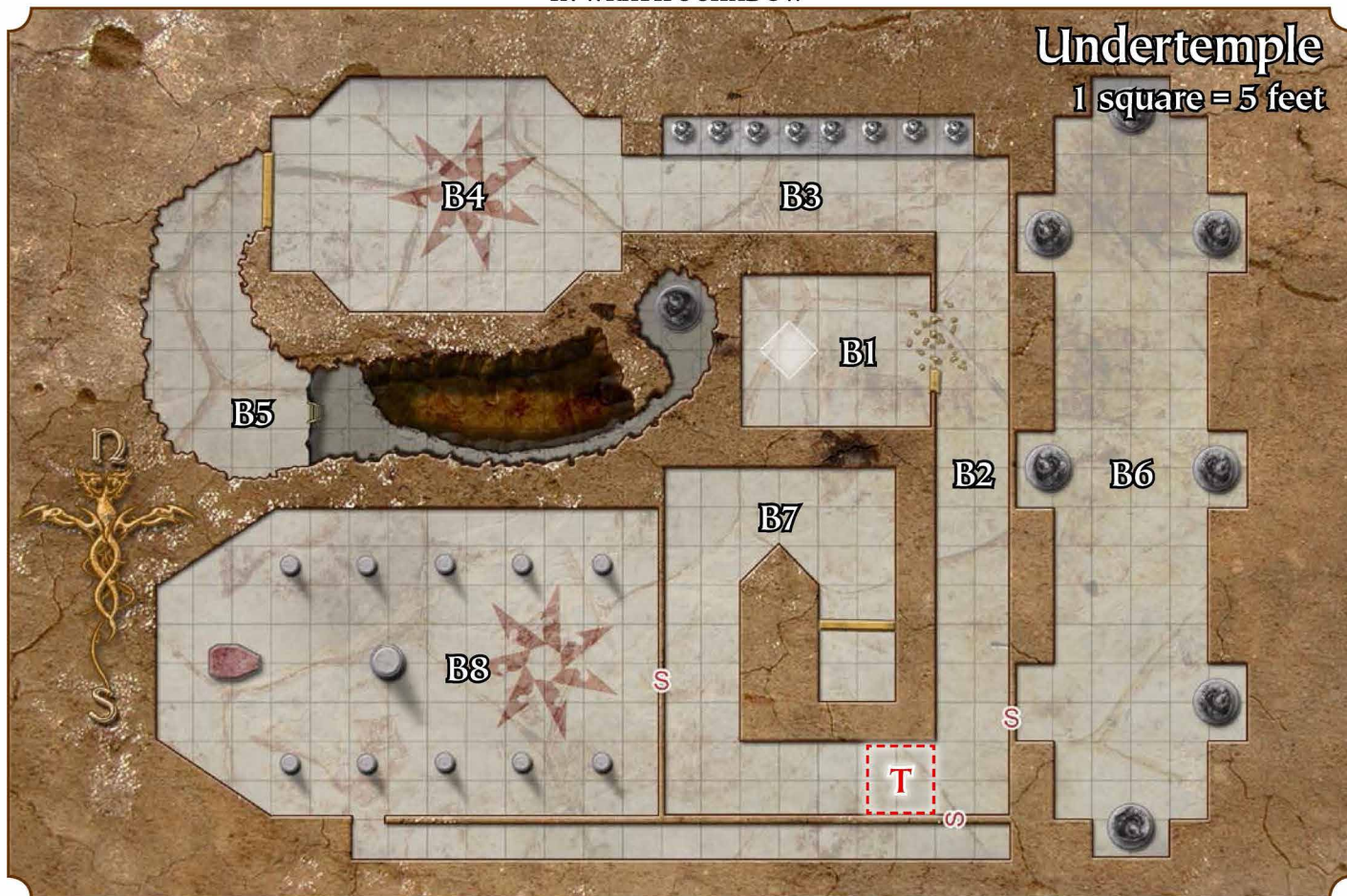
B2. Hallway and Secret Doors

This secret door leading to area **B6** can be detected with a successful DC 15 Perception check. Once discovered it can be pivoted inward. Another barricaded section of wall sits at the southern end of this hallway, but it is much more difficult to locate than others like it, requiring a DC 20 Perception check to notice. Like the other barricades, it can be broken through (hardness 8, 40 hp).

B3. The Hall of Petrified Mummies

To the north, on a raised platform, stand leathery brown statues of withered and emaciated humans poised as though attentively observing passersby. The statues have a grim, realistic appearance, and each one is flayed and modified in a unique way.

Closer examination of these gruesome "statues" (DC 15 Heal or Perception check) reveals that they are actually the petrified corpses of sacrificial victims. The figures have their throats and wrists slit and most of their mouths are sewn shut. Some of them have their forearms separated between the ulna and radius, splitting even the fingers of the hands to create additional appendages. Others have portions of their skulls removed and replaced with a different, leathery material. Some have modifications to their torsos, in which the ribs have been split, pried out, and sharpened to points. One figure in the middle of this display sits with its arms raised, palms out. Its teeth have been pulled out, filed to points, and then embedded



into its hands. The uniform color of the corpses and distortion of features from their death agonies make details difficult to discern, so it takes some time to discover some of the finer details.

Faction Notes: Members of the Silver Crusade faction who anoint the long-dead corpses of these unfortunates with the holy oil provided by their faction leader gain 1 Prestige Point.

B4. The Chamber of the Flayed

The wall decorations of cultists engaged in horrific rituals continue into this large chamber. Ages-old blood stains the floor and walls in dusty flakes. A mosaic similar to the one in the temple above covers the floor, partially obscured by dozens of naked corpses scattered across the floor.

These unnaturally preserved bodies are the remains of Tholrist's bloody ritual, and closer examination of the corpses (DC 12 Heal check), which are leathery as though mummified, reveals that many broad strips of skin were cut from each of them. Obscured underneath the bodies and stained with blood is another mosaic of a seven-pointed star, this one much smaller than the version in A2. Because of the copious blood stains splashed on the

walls, a DC 12 Perception check is necessary to discern that the center 10 foot portion of the western wall is a doorway barricade of irregular stone held in place with dried clay. The wall (hardness 8, 40 hp) can be broken down, revealing the cave (B5) beyond.

B5. The Haunted Cave (CR 5 or CR 8)

Behind the broken-down wall, a cave is revealed. Suspended upside down from above—thin, spiked wire cruelly wrapped around them from ankle to neck—are many brutalized corpses similar to those in the previous chambers. As air eddies out from the cave, carrying with it an unsettling odor of ancient decay, the dangling mummified faces, three feet off the floor, stare back.

These strange figures, 30 in all, comprise the remaining participants in Tholrist's bloody sacrificial rites. The wire-bound corpses hang by chains suspended on hooks fixed in the cave ceiling 40 feet overhead. In order to penetrate deeper into the cave, a character must crouch beneath or push aside these veritable curtains of dusty cadavers. The corpses twist and swing when disturbed—the wire and preservation magic keeping their brittle body parts from coming loose. When they reach the

southeast wall of the cave, the PCs find a ladder made up of iron runs affixed to the rocky face. It descends 15 feet to the platform and ledge below.

Further east, the platform narrows to a rocky ledge, and the floor drops off and is replaced by a 30-foot-deep pit with a floor covered in sharp and jagged rocks. Winding around the lip of the pit, the precarious ledge requires a DC 15 Acrobatics check to traverse safely. A PC who fails this check falls into the pit, taking 3d6 damage. This peril is further complicated by a haunt that inhabits the cave.

Haunt: A haunt hovers in the area surrounding the ledge and pit of jagged rocks, the quasi-sentient psychic malice of those long-dead Thassilonians sacrificed in the undertemple. Characters attempting to traverse the narrow ledge described above trigger the malignant manifestation of the haunt.

Subtier 3–4 (CR 5)

HATEFUL PRESENCE CR 5

CE haunt (area of cave ledge and pit, approximately 35 ft. long and 15 ft. wide)

Caster Level 5th

Notice Perception DC 20 (to hear a faint, angrily muttering mob)

hp 10; **Trigger** proximity (a character makes a skill check or uses magic near the pit or on the narrow ledge); **Weakness** For each hanging corpse anointed with holy water (or the holy oil provided to Silver Crusade faction members), the haunt suffers 1 hp of damage (the contents of a flask of holy water are sufficient to anoint 4 corpses); **Reset** 10 minutes

Effect When this haunt is triggered, there is a cacophonous eruption of angry voices shouting hateful curses in Thassilonian, calling for the blood of the living. Anyone engaged in a skill check is affected by *bestow curse* (DC 14), suffering a –4 penalty on attack rolls, saving throws, ability checks, and skill checks. If instead the individual is employing any magic to overcome the obstacle (such as *fly* or *spider climb*, or using a magic item duplicating a spell), he is affected by *dispel magic*.

Destruction The right cheek guard strapped to the demon statue must be removed from the cave.

Subtier 6–7 (CR 8)

HATEFUL PRESENCE CR 8

CE haunt (area of cave ledge and pit, approximately 35 ft. long and 15 ft. wide)

Caster Level 8th

Notice Perception DC 20 (to hear a faint, angrily muttering mob)

hp 16; **Trigger** proximity (a character makes a skill check or uses magic near the pit or on the narrow ledge); **Weakness** For each hanging corpse anointed with holy water (or the holy oil provided to Silver Crusade faction members), the haunt suffers 1 hp of damage (the contents of a flask of holy water are sufficient to anoint 4 corpses); **Reset** 1 minute

Effect When this haunt is triggered, there is a cacophonous eruption of angry voices shouting hateful curses in Thassilonian, calling for the blood of the living. Anyone engaged in a skill check is affected by *bestow curse*, suffering a –4 penalty on attack rolls, saving throws, ability checks, and skill checks. If instead the individual is employing any magic to overcome the obstacle (such as *fly* or *spider climb*, or using a magic item duplicating a spell), the area within 10 ft. of the pit is affected by *greater dispel magic*.

Destruction The right cheek guard strapped to the demon statue must be removed from the cave.

Entry the small room at the eastern extreme of the cave requires a tight squeeze through a rocky gap about 2 feet wide. Read the following when the PCs reach this terminal point.

Set in this cavernous grotto is a statue carved from dark stone depicting a frightening demonic creature tearing a human apart. Tentacles wrap around the figure and others wriggle outward. Each tentacle terminates in a claw, talon, pincer, or other wicked appendage meant to inflict pain. Its circular maw contains rings of jagged teeth which grip an oddly shaped piece of black metal, its surface etched with symbols.

Treasure: The etched black metal is yet another component of the *acrimony veil*, the right cheek guard, secured to the statue by a strip of leather. It radiates faint evocation magic and snaps easily into place on the brow and nose guard. Removing this item from the statue teleports all standing within 10 feet of it to an area in chamber **B4** near the cave entrance. When the cheek guard is taken out of the cave, the malignant haunt is destroyed.

B6. The Hall of Torture (CR 6 or CR 9)

This long and narrow chamber contains niches in the walls that hold a number of statues, some of which are humanoid and some of which are clearly demonic. Murals cover the walls depicting human cultists being abused and reshaped by demonic figures. The ceiling of this black stone chamber is barrel-vaulted fifteen feet above.

This is the chamber where the wrathspawn brought back some of the captives to torture, kill, and eventually eat. Two of the victims are still alive, though the remaining one is certainly dead.

The two surviving captives, both of them prone and brutalized, are **Pel Morigo** and **Saala Bry** (N human male commoners 3). Both are at 1 hit point, in dire need of medical attention, and grateful for such aid. They confirm that it was the wrathspawn who attacked and killed most of the dig crew—and who tortured poor Riemme to death.

The corpse is that of Riemme Batelle, left after the vicious wrathspawn tortured him to death. An elaborate rose tattoo covers his shaved pate. He wears a torn and bloody tunic, and the leather armor lying next to his corpse is damaged beyond repair. The Pathfinder Society will want the body retrieved and brought back to Heidmarch Manor in Magnimar.

Creatures: When the PCs arrive, the wrathspawn that assaulted the excavation party are torturing one of the prisoners and cruelly toying with the other while they do so. If any PC on this level is in a wrathful state (barbarians employing their rage ability or those affected by the spell *rage*, for instance), the wrathspawn's sin-scent ability can help alert them to the PCs' presence. The malevolent creatures then wait for intruders, flanking the secret door when the party opens it.

If unaware of the party's presence in the undertemple, the wrathspawn are engrossed in their cruel games in the north end of the chamber, gloating over the corpse and their two prone captives.

Subtier 3–4 (CR 6)

WRATH SINSPAWN (4) CR 2
hp 19 each (*Pathfinder RPG Bestiary 2* 246)

Subtier 6–7 (CR 9)

WRATH SINSPAWN BARBARIAN (4) CR 5
Wrathspawn Barbarian 3 (*Pathfinder RPG Bestiary 2* 246)

NE Medium aberration

Init +7; **Senses** darkvision 60 ft., sin-scent; Perception +9

DEFENSE

AC 19, touch 12, flat-footed 15 (+5 armor, +3

Dex, +1 dodge, +2 natural, –2 rage)

hp 65 (6 HD; 3d8+3d12+33)

Fort +9, **Ref** +5, **Will** +6

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 *ranseur* +11 (2d4+8/x3), bite +5 (1d6+2 plus sinful bite) or bite +10 (1d6+5 plus sinful bite), 2 claws +10 (1d4+5)

SCALING ENCOUNTER B6

To accommodate parties of only four PCs, remove one wrathspawn from the encounter in each subtier.

Special Attacks rage (11 rounds/day), rage powers (powerful blow +1)

TACTICS

During Combat Once they're aware of the PCs' presence, the wrathspawn lash out. Having been interrupted during their sadistic cruelty, the creatures let out howls of rage before charging toward the PCs. The wrathspawn use their *ranseurs* to attack with reach and set up flanking positions. If this becomes difficult, two of the wrathspawn drop their weapons and instead fight with claws and bites in closer quarters.

Morale Unable to fight anything worthwhile in millennia, the wrathspawn fight viciously to the death.



Base Statistics When not raging, the barbarian's statistics are AC 21, touch 14, flat-footed 17; **hp** 53; **Fort** +7, **Will** +4; +1 *ranseur* +11 (2d4+8/x3), bite +10 (1d6+5 plus sinful bite), 2 claws +10 (1d4+5); **Str** 17, **Con** 16; **CMB** 8, **CMD** 22; **Skills** Climb +8.

STATISTICS

Str 21, **Dex** 17, **Con** 20, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +5; **CMB** +10; **CMD** 22

Feats Dodge, Improved Initiative, Power Attack

Skills Climb +10, Intimidate +11, Perception +9, Stealth +11, Survival +6

Languages Aklo

SQ fast movement

Gear +1 *chain shirt*, +1 *ranseur*

Treasure: Each of the statues has two black pearls worth 150 gp each (worth 300 gp each in Subtier 6–7) embedded in it that can easily be pried out. The northernmost statue resembles Alaznist, who is depicted holding her signature *ranseur*; in her other hand rests the left cheek guard of the *acrimony veil*. It radiates faint evocation magic and snaps easily into place on the brow and nose guard.

Faction Notes: Andoran faction PCs who successfully persuade Pel or Saala to carry their message to One-Leg Betram (with a DC 20 Diplomacy check) gain 1 Prestige Point.

Grand Lodge faction PCs who see to it that Pel and Saala are healed and escorted safely out of the undertemple gain 1 Prestige Point.

Lantern Lodge PCs who discern the cleverly hidden phrase in Riemme's tattoo with a DC 20 Perception check—"The Kirin will bloom when seeds are sown on Lingshen's fields"—gain 1 Prestige Point.

Shadow Lodge faction PCs who locate the scroll hidden on Riemme's body with a DC 20 Perception check and return it to Grandmaster Torch gain 1 Prestige Point.

Rewards: For killing the wrathspawn and removing all 14 pearls, reward the PCs thusly:

Subtier 3–4:

Give each player 353 gp.

Subtier 6–7:

Give each player 1,886 gp.

B7. Descending Block and Imprisoned Ooze (CR 5 or CR 8)

PCs can locate the secret door to the mutilation shrine (area B8) with a DC 20 Perception check, and the door pivots inward (like the door into area B6). If the party proceeds down the hall further, however, they discover a dead-end wall made of irregular stone and dried clay identical to those previously encountered at A1, A2, and B4 (hardness 8, 40 hp). However, after the PCs strike their first blow to bring it down, read the following.

The distinctive sound of stone grinding on stone reverberates down the hall and the barricade falls away with ease.

A great stone block around the corner descends to obstruct the hall when the PCs attempt to breach the breakable wall. The distance from the breakable wall to the block is about 70 feet, and the block takes less than a single round to reach the floor. A PC bolting around the corner using normal means of locomotion arrives just in time to hear the resounding boom that comes at the end of the block's descent, but PCs using magic such as *haste* or *dimension door* have no trouble racing past the block. There are other ways to circumvent this barrier once it is in place. The simplest is to take the narrow corridor from the mutilation shrine (B8). Opening up the blocked passageway is possible through magical means (such as *dimension door*, *stone shape*, or the like), as this stone was not treated with the protective spells affecting the rest of the structure. There is enough space around the stone block that a person in *gaseous form* can pass through.

Creature: Years ago, Tholrist and his minions sealed up an ooze that had become a nuisance. When PCs have dealt 10 or more hit points of damage to the stone and clay wall, the ooze imprisoned behind for millennia bursts forth from its cramped oubliette, breaking away the remaining masonry. Having escaped its captivity, the ooze hungrily attacks all living creatures nearby. Depending on which tier is being played, the PCs encounter a different creature. In Subtier 3–4, the PCs encounter a young undead ooze—a large, undulating mass of black goo from which rotted and broken bones protrude. In Subtier 6–7, the PCs encounter a vampiric ooze—a thick, bubbling blob of mustard-yellow muck.

Subtier 3–4 (CR 5)

YOUNG UNDEAD OOZE **CR 5**

Tome of Horrors Complete 462, *Pathfinder RPG Bestiary* 295

NE Large undead

Init –3; **Senses** blindsight 60 ft.; Perception +1

DEFENSE

AC 6, touch 6, flat-footed 6 (–3 Dex, –1 size)

hp 27 (6d8)

Fort +2, **Ref** –1, **Will** +6

Immune cold, ooze traits, undead traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +2 (1d6–1 plus 1d4 cold)

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

Special Attacks cold, engulf (DC 13, 1d6 cold), skeletons

STATISTICS

Str 8, **Dex** 5, **Con** —, **Int** —, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 11 (can't be tripped)

Skills Climb +7

SPECIAL ABILITIES

Engulf (Ex) The save DC is Strength-based and includes a +1 racial bonus.

Skeletons (Su) As a full-round action, an undead ooze can expel 1d4 skeletons from its mass. Skeletons can act in the round they are expelled, and each skeleton conforms to the basic statistics for its size (see pages 250–251 of the *Pathfinder RPG Bestiary*). Slain skeletons are engulfed by the undead ooze and can be reanimated and expelled again in 1d2 hours. An undead ooze's form holds up to 7 skeletons. These skeletons are included in the determination of the undead ooze's CR.

Subtier 6–7 (CR 8)

VAMPIRIC OOZE CR 8

Tome of Horrors Complete 463

CE Large undead

Init –1; **Senses** blindsight 60 ft.; Perception +3

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 54 (12d8)

Fort +3, **Ref** –1, **Will** +3

Defensive Abilities split (cold and electricity, 10 hp); **Immune** cold, electricity, ooze traits, undead traits

Weaknesses sunlight vulnerability

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +10 (2d4+3 plus energy drain and grab)

Space 10 ft.; Reach 5 ft.

Special Attacks constrict (2d4+3), create spawn, energy drain (1 level, DC 15)

STATISTICS

Str 15, **Dex** 1, **Con** —, **Int** —, **Wis** 1, **Cha** 8

Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped)

Feats Improved Initiative^B, Toughness^B

Skills Climb +10, Perception +3; **Racial Modifiers** +8 Perception

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid slain by a vampiric ooze becomes a zombie in 1d4 rounds. Spawn are under the command of the vampiric ooze that created them and remain enslaved until death. They do not possess any of the abilities they had in life.

Sunlight Vulnerability (Ex) Exposing a vampiric ooze to direct sunlight staggers it on the first round and it is destroyed utterly in the next round if it cannot escape.

B8. The Shrine of Mortification (CR 7 or CR 10)

The stench of death is strong in this ornate shrine. Another mosaic like that found in the grand temple above lies on the

OPTIONAL ENCOUNTER

If less than 90 minutes remain to complete this scenario, consider omitting the encounter in **B7**. If the encounter is skipped, the party instead finds an empty space behind the wall after breaking it down, though the stone block still descends and cuts off the corridor. If particularly pressed for time, eliminate the stone block as well in order to move the story along.

floor immediately west of the entryway. Two rows of slender columns carved with dizzying designs support the ceiling twenty feet overhead and every inch of the chamber's walls is covered with intricate sigils and pictograms. A fat pillar stands in the center of the chamber. Six corpses lie on the floor near the base of this central pillar. An altar of red marble stands near the western wall, and it has iron manacles attached to its surface. The air is charged with palpable malevolence.

This foreboding room is the Shrine of Mortification, where Yamasoth's most sacred ceremonies took place, and where Tholrist had himself imprisoned. As destruction came to Thassilon, Tholrist preserved himself by using an elixir to infect himself with ghoul fever and transform him and a few trusted minions into ghosts (or ghouls in Subtier 3–4), maintaining his powers as a cleric of Yamasoth. He lurks behind the mutilation altar, a kite-shaped slab of dark red marble 2-1/2 feet tall to the west of the fat pillar. Once used to secure the arms and legs of sacrificial victims and those subjected to brutal and vile experiments, this altar has black iron manacles built into its surface.

Even a cursory examination of the complex writing on the shrine's walls (DC 10 Knowledge [religion] check) suggests that they are a treasure trove of ancient knowledge that the Society's experts must examine at length.

The narrow hall that exits the shrine to the south leads to what appears to be a dead end. However, merely touching the northern surface at the eastern end of this corridor causes a section to descend into the floor, allowing egress.

Hazard: As the PCs approach the mosaic in the floor, allow a DC 25 Perception check (provided the PC has sufficient light to see; Perception checks made by PCs charging forward into melee suffer a –4 penalty). Success indicates that the PC notices the difference in this particular mosaic—it is a mortification device, comprised of sharp-toothed shards of glass that penitent cultists once made their way across on bloodied knees. Treat this area as though it were covered with caltrops (see *Pathfinder RPG Core Rulebook* 155).

Creatures: Tholrist and his undead minions (2 ghouls in Subtier 3–4 or 4 ghosts in Subtier 6–7) have been

feeding for the first time in thousands of years, savoring the diggers' corpses brought to him by his wrathspawn minions. As the PCs make their way into his chamber, he slinks and crouches behind the altar, hiding and waiting for the best moment to confront the intruders. By this time Tholrist has already taken preparatory action described in the stat block below (see Tactics below). Tholrist is cursed and cannot leave the confines of the mutilation shrine—players who retreat from area B8 aren't pursued by the undead priest.

Subtier 3–4 (CR 7)

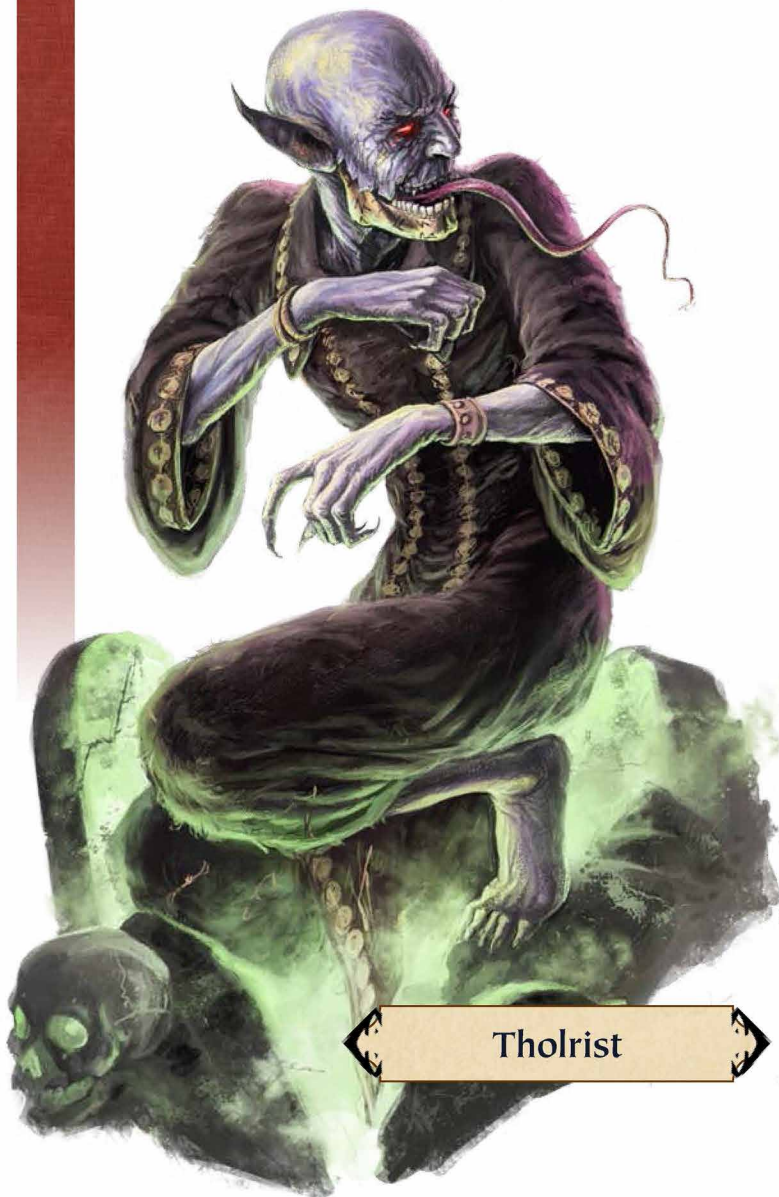
THOLRIST

CR 6

Male ghast cleric of Yamasoth 5 (*Pathfinder RPG Bestiary* 146, 294)

CE Medium undead

Init +9; Senses darkvision 60 ft.; Perception +16



Tholrist

Aura stench (10 ft. radius, DC 15, sickened for 1d6+4 minutes)

DEFENSE

AC 25, touch 16, flat-footed 20 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +4 natural)

hp 64 (7d8+33)

Fort +8, Ref +8, Will +13

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +10 (1d6+6 plus disease and paralysis), 2 claws +10 (1d4+6 plus paralysis)

Special Attacks channel negative energy 7/day (DC 16, 3d6), paralysis (1d4+1 rounds, DC 15)

Domain Spell-Like Abilities (CL 5th; concentration +11)

9/day—fury of the Abyss^{APG}

9/day—touch of evil (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +11)

3rd—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *rage*^D

2nd—*aid*, *align weapon*^D (evil only), *hold person* (DC 18), *resist energy* (DC 18), *silence* (DC 18)

1st—*cause fear* (DC 17), *command* (DC 17), *divine favor*, *doom* (DC 17), *protection from good*^D, *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *read magic*

D Domain spell; **Domains** Demon^{APG}, Evil

TACTICS

Before Combat As if he hears the PCs outside of his chamber, Tholrist prepares for battle by casting *divine favor* and *resist energy* on himself, and casts *aid*, *rage*, and *shield of faith* on one of his ghoul minions before hiding behind the altar.

During Combat Once combat begins, Tholrist uses *cause fear* on the most obvious martial character, and targets any obvious casters with *blindness/deafness*, following up by casting *command* or *hold person* to hinder the PCs' approach. If PCs get close enough for melee, he attacks with his claws and bite, augmented by his fury of the Abyss domain ability. He uses spells when appropriate—such as to hinder a strong PC with *bestow curse* or to target casters with *silence*. Tholrist uses his channel energy ability, augmented with Quick Channel, to quickly heal himself and his minions rather than attacking the party unless he is surrounded by three or more PCs. Tholrist ignores any creatures he successfully paralyzes until the battle is over.

Morale Knowing he is cursed to remain in this chamber forever and clearly insane after all the intervening years, Tholrist fights until destroyed.

STATISTICS

Str 22, Dex 20, Con —, Int 14, Wis 22, Cha 18

Base Atk +4; CMB +10; CMD 27

Feats Dodge, Improved Initiative, Lightning Reflexes, Quick Channel^{UM}

Skills Acrobatics +11, Diplomacy +9, Knowledge (planes) +9, Knowledge (religion) +10, Perception +16, Stealth +14

Languages Abyssal, Aklo, Thassilonian

SQ aura

Other Gear +1 mithral chain shirt, ring of protection +1

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*. Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr.

^{APG} See the *Pathfinder RPG Advanced Player's Guide*.

^{UM} See *Pathfinder RPG Ultimate Magic*.

GHOULISH MINIONS (2) CR 1

Ghouls (*Pathfinder RPG Bestiary* 146)

hp 13 each

Subtier 6–7 (CR 10)

THOLRIST CR 9

Male ghastr cleric of Yamasoth 8 (*Pathfinder RPG Bestiary* 146, 294)

CE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +18

Aura stench (10 ft. radius, DC 17, 1d6+4 minutes, sickened)

DEFENSE

AC 27, touch 16, flat-footed 22 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +5 natural)

hp 93 (10d8+48)

Fort +10, **Ref** +9, **Will** +15

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +13 (1d6+6 plus disease and paralysis), 2 claws +13 (1d4+6 plus paralysis)

Special Attacks channel negative energy 7/day (DC 18, 4d6), chaos blade (4 rounds, 1/day), paralysis (1d4+1 rounds, DC 15), scythe of evil (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +14)

9/day—fury of the Abyss

9/day—touch of evil (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +14)

4th—*chaos hammer* (DC 20), *dismissal* (DC 20), *freedom of movement*, *unholy blight*^P (DC 20)

3rd—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *dispel magic*, *invisibility purge*, *rage*^P

2nd—*aid*, *align weapon*^P (evil only), *hold person* (DC 18), *owl's wisdom*, *resist energy* (DC 18), *silence* (DC 18)

1st—*cause fear* (DC 17), *command* (DC 17), *curse water*, *divine favor*, *doom* (DC 17), *protection from good*^P, *shield of faith*

SCALING ENCOUNTER B8

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 3–4: Remove one ghoulish minion.

Subtier 6–7: Remove two ghastr minions.

o (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *read magic*
D Domain spell; **Domains** Demon^{APG}, Evil

TACTICS

Before Combat As if he hears the PCs outside of his chamber, Tholrist prepares for battle by casting *freedom of movement*, *resist energy*, and *owl's wisdom* on himself, and casts *aid*, *rage*, and *shield of faith* on one of his ghoul minions. He then hides behind the sacrificial altar until the PCs have entered and his minions have gone into melee with them.

During Combat Once combat begins, Tholrist casts *unholy blight* on the party, followed by *chaos hammer*. He then targets any obvious casters with *blindness/deafness*, following up by casting *command* or *hold person* to hinder the PCs' approach. If any casters have a summoned outsider aiding them, Tholrist uses *dismissal* to eliminate that threat. If PCs get close enough for melee, he attacks with his claws and bite, augmented by his fury of the Abyss ability from the Demon domain, and sometimes casts offensive touch spells like *bestow curse*. Tholrist uses his channel energy ability, augmented with Quick Channel, to quickly heal himself and his minions rather than using it to attack the party unless he's surrounded by three or more PCs. Tholrist ignores any creatures he successfully paralyzes until the battle is over.

Morale Knowing he is cursed to remain in this chamber forever and clearly insane after all the intervening years, Tholrist fights until destroyed.

STATISTICS

Str 22, **Dex** 20, **Con** —, **Int** 14, **Wis** 22, **Cha** 19

Base Atk +7; **CMB** +13; **CMD** 30

Feats Ability Focus (stench aura), Dodge, Improved Initiative, Lightning Reflexes, Quick Channel^{UM}

Skills Acrobatics +13, Diplomacy +11, Knowledge (planes) +11, Knowledge (religion) +12, Perception +18, Stealth +16

Languages Abyssal, Aklo, Thassilonian

SQ aura

Gear +2 mithral shirt, amulet of natural armor +1, ring of protection +1

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for

the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.
^{APG} See the *Pathfinder RPG Advanced Player's Guide*.
^{UM} See *Pathfinder RPG Ultimate Magic*.

GHASTLY MINIONS (5) CR 2

Ghasts (*Pathfinder Bestiary* 146, 294)
Aura stench (10 ft. radius, DC 15, 1d6+4 minutes, sickened)
hp 17 each

Treasure: If the PCs destroy Tholrist, they discover he has been wearing the jawbone portion of the *acrimony veil* in place of his own jaw. This is the last component of the item, and it is covered with intricate etchings like those on the other pieces found in the temple complex. It radiates faint evocation magic and obviously attaches to the ends of the two cheek guards. In addition to the final part of the *acrimony veil*, Tholrist has a kit of obsidian scalpels, platinum needles, and other strange fleshcarving instruments in a porcelain case that are worth 2,000 gp to a collector.

Faction Notes: The delicate and complex runes on the walls are difficult to reproduce accurately. Osirion faction PCs who successfully copy these obscure symbols with a DC 20 Craft (calligraphy), Linguistics, or Profession (scribe) check gain 1 Prestige Point.

Rewards: If the PCs defeat Tholrist, reward PCs thusly:

- Subtier 3–4:**
Give each PC 520 gp.
- Subtier 6–7:**
Give each PC 937 gp.

CONCLUSION

Halla and the surviving workers greet the party with great enthusiasm when they return to the seaside excavation camp. They are relieved if Pel and Saala accompany them, and sobered by the lifeless body of Riemme if the PCs have retrieved it. The archaeologist provides food and drink, insisting on a full account of their adventure and details on the location. If the party left Riemme's body behind, Halla strongly encourages them to go back for it, reminding them of their duty to a fellow Pathfinder and explaining that the ranger was a favored agent of Venture-Captain Sheila Heidmarch.

Halla and the surviving laborers accompany the party back to Magnimar aboard the *Winking Wyvern*. Andoran, Cheliox, and Qadira faction members have an opportunity during this return journey to fulfill their respective missions, as do Lantern Lodge and Shadow Lodge members if the boat carries Riemme Batelle's body. During the voyage, Halla examines any artifacts that the PCs have collected, exclaiming that they are

amazing finds that will surely yield much valuable information on Bakrakhan with further study. If the party has not yet identified the *acrimony veil*, Halla does so at this time and also assembles it if the device is still in its separate parts. Halla explains that she has every intention of returning to the dig at the earliest opportunity in order to study the temple complex—it's obvious from the party's description that the most valuable information is painted and chiseled on the temple's walls. Magnimar's venture-captain is certain to recruit a new archaeological team now that the players have cleared out the obvious threats.

Success Conditions

If the party recovers all four parts of the *acrimony veil* and returns the assembled mask to Heidmarch Manor, award each player 1 Prestige Point.

Faction Missions

PCs may earn prestige from their respective factions for completing the listed tasks during the course of the adventure.

Andoran Faction: Andoran faction PCs who successfully persuade Pel or Saala or one of the other contracted laborers to pass on a message to One-Leg Betram earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who convince Halla Beusophis to honor her contract earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who see to the safety and welfare of Pel and Saala in the undertemple earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who discover the phrase hidden in the tattoo on Riemme's head earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who successfully copy the inscriptions on the walls of encounter area **B8** gain 1 Prestige Point.

Qadira Faction: Qadira faction PCs who obtain the two names from Captain Skolet earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who recover one or more of the idols from the blood basin at encounter area **A2** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who retrieve the scroll from Riemme Batelle's corpse earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who properly anoint the mummified victims in the undertemple (area **B3**) earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who retrieve the jade figurine from Kovo's body without the knowledge of Halla earn 1 Prestige Point.

IN WRATH'S SHADOW

Andoran



Agent of Liberty,

The Vanderales merchant family based in Magnimar sometimes hires out skilled labor to landowners and organizations around Varisia. They have a reputation for ruthlessness with such laborers and deal harshly with anyone stirring up unrest. We wish to establish a clandestine presence within this organization as a means of fomenting reform. However, as yet we don't have the trust of Magnimar's common people. Vanderales workers are employed at the dig on Rivenrake where your assignment leads you. Please use your powers of persuasion to convince one of them to carry the enclosed message to One-Leg Betram, a well-regarded Vanderales middle manager in the city sympathetic to our concerns. He is more likely to greet our overtures favorably if they come from a Vanderales worker.



For Freedom!

Major Colson Maldris

Chelax



Treasured Plaything,

Your task on Rivenrake Island puts you in close proximity to an errant servant of mine who appears to have forgotten her commitments. Halla Beusophis is a Pathfinder archaeologist of some skill working at the Xin-Bakrakhan dig site. She has failed to follow through on a contract signed with me. I require that you firmly remind her of her legal obligations which seems to have slipped her mind—doubtlessly the fault lies in my sweet and indulgent nature. Persuade dear Halla that wisdom lies in abiding by the terms of our contract regarding “the Egorian business”—use those words, and also inform her that I will soon pay a visit to Egorian myself. Remind her that I upheld my end of the bargain, and she has yet to do the same.



My Most Tender Regards,

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,

It is my understanding that the excavation on Rivenrake Isle has been a long and most grueling effort for the workers hired by the Society. The Aspis Consortium spreads rumors that we treat people in our employ with brutality. As we wish to maintain a reputation as a fair and humane employer, see to it that any of the workers who may have sustained injury in the course of their labors receives appropriate care. The archaeologists and agents can see after themselves (they're loyal Pathfinders, after all), but effort must be exerted to prove that the Society has a proper concern for even our laborers.



Success!

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Representative,

Long ago, a Pathfinder by the name of Riemme Batelle made a trip to Goka for a clandestine rendezvous. During this meeting he received a tattoo of a rose on the top of his head. I have it on good authority that a phrase was cleverly woven into this tattoo's design. I request that you ingratiate yourself with this Riemme, whom you shall soon meet on Rivenrake Island. Employ your wit and charm to convince him to allow your examination of the tattoo, perhaps feigning a desire to admire its artistry. Report this mysterious phrase back to me, verbatim. Strange things are afoot, and this seemingly insignificant bit of information may prove most useful for our purposes.



Desna's Luck Be With You,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Loyal Seeker of Knowledge,

We are most interested in gaining a deeper understanding of the faiths of the ancient Thassilonians, since the curse that has befallen the Ruby Prince came from that ancient place. Your trip to the Rivenrake dig offers the perfect opportunity. Should you come upon any priestly vestments, shrine engravings, or other religious accoutrements, please examine them for inscriptions or interesting designs, making precise copies for our further investigation. Your efforts to expand our comprehension of antiquity are most appreciated, and it may be the key to healing the Ruby Prince—blessings be upon his exalted name.



With Duty to Our Ancestors,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

A sea journey lies in your immediate future and I require that you bear a gift to the captain of your ship. Haerla Skolet is her name. Our sources report that she has family in Janderhoff's mercantile community. Present her with the enclosed jeweled sextant and request that she serve as an agent of our interests—future rewards would be forthcoming. As a way of sealing this little deal, ask that she reveal the names of two Janderhoff trade officials who might be ripe for a bit of blackmail or bribery. Those names are worth far more than the six gems fixed to the sextant. As always, let discretion be your watchword.



Warmest Regards,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Friend,

Don't ask me why, but the market for all things Thassilonian, especially stone carvings and keepsakes, is booming here in Riddleport. Other Sczarni families are representing the simplest trinkets and rocks with a splash of faux ancient paint as true artifacts of the dead empire, and they are making a good bit of coin with the local rubes. However, it's my belief that if we had more authentic items we could sell, we might have more success in showing our strength and uniting the scattered Sczarni here in Varisia. Since you are headed to a genuine Thassilonian ruin, see if you can "acquire" a small stone idol or the like. No one's going to miss some little trinket that's been buried for a hundred centuries anyway.



Best Luck Be Yours,
Guaril Karela
Guaril Karela

SHADOW LODGE



Intrepid Agent,

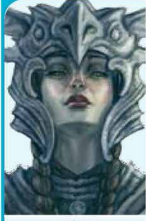
Our brother agent, Riemme Batelle, oversees the security of the dig on Rivenrake for the Society, and is loyal to our cause. He had done some clandestine work rooting out a rogue cell, and was bound for a meeting with one of our sisters when Heidmarch sent him to the Xin-Bakrakhan excavation. I ask that you act as courier, retrieving his written report for us, as his duties keep him from presenting it himself. He'll recognize you by a pass phrase: "Dark and thirsty work for a ranger, eh, friend?"



Solidarity!
Torch
Grandmaster Torch

IN WRATH'S SHADOW

Silver Crusade



Champion of Light,

It has been brought to my attention that your mission calls you into the ruins of Bakrakhan—a place known for depravity and violence. Our prayers go with you in that dark place, where I hope you can bring some light. Cults in Bakrakhan were said to have appalling practices such as sacrificing unwilling victims, malforming their bones and bodies into inhuman forms, and displaying the preserved bodies in their temples like trophies. If you should come across such unfortunates, anoint their remains with the holy oil I provide with this note. We believe this simple act releases souls suffering unspeakable torment.

Ollysta Zadrian May Right Prevail,
Ollysta Zadrian

TALDOR



Agent of the Empire,

It's been said that in order to secure the future, one must first secure the past. A rather precious item was pilfered from an excavation sponsored by the crown a few years back—a rare jade figurine of a two-headed lion. This item is an insignia of a prominent house which has since relocated to Magnimar. If we can retrieve this item, perhaps we can reinvigorate the sense of aristocracy they once had in Taldor. The thief was reportedly an archaeologist and foreigner—Keleshite, I believe—named Kovo Murse. I understand your most recent endeavor takes you to his latest dig on Rivenrake Island. Our agents have surmised that Murse has kept the lion for himself. I require that you retrieve it, through use of reason or wrath, I care not which—deal how you see fit with one who would steal our national heritage from us.

Gloriana Morilla For the Everlasting Glory of the Empire,
Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-02: In Wrath's Shadow

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

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Character #	<input type="text"/>
	Prestige Points
Character Name	
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Pathfinder Society Scenario #4-02: In Wrath's Shadow © 2012, Paizo Publishing, LLC; Author: Mike Shel.



Pathfinder Society Scenario #4-02 In Wrath's Shadow

Scenario Chronicle #

Slow Normal

SUBTIER	654	1,309
3-4		
SUBTIER	1,630	3,260
6-7		

MAX GOLD

This Chronicle Certifies That

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

Items Found During This Scenario

SUBTIER
3-4

acrimony veil (13,500 gp or 6,750 gp plus 18 PP, limit 1)
belt of giant strength +2 (4,000 gp)
ring of protection +1 (2,000 gp)

SUBTIER
6-7

+2 *mithral shirt* (5,100 gp)
amulet of natural armor +1 (2,000 gp)

ACRIMONY VEIL

Aura moderate evocation; **CL** 9th
Slot head; **Weight** 1 lb.; **Price** 13,500 gp

DESCRIPTION

Acrimony veils are rare ancient magic devices created by Alaznist, the Runelord of Wrath. They are normally composed of several types of interconnected metal and human bones, each etched with complex designs. The device covers the wearer's entire face (forehead, cheeks, and jaw), but provides no benefit to AC. This mask functions as a *lesser empower metamagic rod*, but only affecting spells of the evocation school. Additionally, the wearer of an *acrimony veil* may cast *rage* on himself once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, Empower Spell, *rage*;
Cost 6,750 gp

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #