

CRUCIBLE OF FAITH Shattered Heart Adventure Path

BY MICHAEL ALLEN





Crucible of Fait

The final Pathfinder compatible adventure in the Shattered Heart Adventure Path, designed for four to five PCs of 9th level.

Credits

Author: Michael Allen

Creative Directors: Michael Allen, Mike Myler and Jonathan G. Nelson

a colar

proversion comparado

Art Directors: Rachel Meyers, Michael Allen and Jonathan G. Nelson

Cartography: Tommi Salama

Editor: Mike Myler

Cover Art: Ivan Dixon

ne ward It, buy burning appear

Interior Artists: Jacob Blackmon, Rick Hershey, Mates Laurentiu, and Eric Quigley

Layout: Rachel Meyers

Playtesters: Robert Nichols, Dixie Landoe, Steve Miller, Casey Clements, Nick Toptine, Chris Pearce, Sam Polak

Publisher: Jonathan G. Nelson

AAW GAMES LLC

Jonathan G. Nelson

"Crucible of Faith" is a Pathfinder Compatible Adventure designed for 4–5 PCs of 9th level.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at http://www.d20srd.org/ and http://paizo.com/pathfinderRPG/prd/ respectively.

This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 45 of this product.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Adventureaweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



AAW GAMES LLC PO Box #92 Snoqualmie, WA 98065

AAW Games LLC All Rights Reserved AAW Games, the AAW Game Logo, and Adventuresaweek.com are registered trademarks of AAW Games LLC

chuchdarder mulchmade benerat der, aghmen mulbiger

comendarcled mely hunder benegad der, aghunen undbiger

Crucible of Faith	1
Adventure Background	3
Adventure Summary	4
Adventure Hooks	4
Getting Started	4
The Fallen Hero	6
Chapter One: Into the Jungle	7
A. Giant Souvenirs (CR 8 or 10)	7
B. Cultist Patrol (CR 8)	7
C. Kiln of Pestilence (CR 9)	8
D. Cultists' Revenge (CR 11)	11
E. The Daemon's Haunt (CR 9)	15
The First Totem	15
The Second Totem	15
The Third Totem	15
F. The Lair (CR 9)	15
Chapter 2: The Broken Lands	
G. The Burned Jungle (CR 8 or 9)	16
H. A Day at the Spa CR (10)	17
I. An Odd Sense of Humor (CR 12)	19
Chapter 3: The Peak	20
J. The Wastes (CR 9)	20
K. Big Trouble (CR 9)	21
L. Little Trouble (CR 9)	22
M. The Climb	24
N. A View from Above (CR 9)	
O. The Crater's Edge	25
P. The Bowl CR 11	27
Conclusion: The Ties that Bind (CR 12)	
Experience Point Awards	
Future Adventures	
New Magic Items	
New Monster	35
Yercinendre	35

Sechnenderder melehmetz benegat der, rapmen mudbiger

ad a free again by bay burners appropriation in and proved and a good and a free and a f

comendarcles quele bunder benegat der, raphingen pundbige

Adventure Background

Most of the islands of the Picollan archipelago sank under the sea during the Great Schism, but the Burning Isle escaped complete destruction; indeed the eruption of its once dormant volcano thrust more of the buried island above sea level. Vast quantities of sea life were stranded above the waterline and their decay combined with the lingering essence of the Dracoprime, giving birth to hordes of scavenging vermin. The temple itself suffered major damage and the guardians within have since gone feral, forgetting their duty and their connection to the goddess.

The intervening centuries have seen some recovery but much of the island is still a wasteland. Some decades ago a leukodaemon established an unholy shrine near the one safe anchorage, drawn by the vermin and pestilence still riddling the island. The daemon corrupted a tribe of kech and set plans in motion to deliver a horrible plague to the Big Island of Picollo by breeding a magical beast to sacrifice in the volcano, stimulating an eruption that would carry a blast of disease-ridden ash to the mainland.

The daemon now battles against a colony planted by the paladin Faerilon Hayweather. This holy warrior, an ally of Carlyetta Wesleigh (the PCs' patron), assembled a crusade of priests and laymen to aid in the reclamation of the island and the fire temple, located in the crater of the now active volcano. The early phases of the colony received aid from an unlikely source: an ash giant seeking diversion and companionship. Two brothers, Grumblakk and Krabnelk, lived deep in the broken lands, shunned by the only other surviving humanoids on the isle: the kech dwelling in the

had beentanan

jungle perimeter. Though Grumblakk begged his brother not to seek friendship amongst the recently-landed small folk, Krabnelk yielded to his extroverted nature. For some weeks the giant assisted construction efforts in the growing colony, although his dark sense of humor led to some near fatal accidents during construction.

The leukodaemon saw an opportunity in this unlikely alliance. Although apes attached to the kech tribe sometimes skirmished with Faerilon's crusaders, the daemon kept his cultists well-hidden and slowly introduced disease and pestilence to the colony. Many of the paladin's companions fell ill, although the warrior's divine protections safeguarded him from a similar fate. Fear and superstition influenced the settlers, and with harsh words and thrown refuse they drove Krabnelk back into the jungle, seeing him as the source of the disease. In his heart Faerilon knew this was not the case, for the sickness visited on his companions was not the leprosy of the giant but the fell plagues of the horsemen. As the colony's imminent failure became clear the pressure took its toll on the paladin. The daemon struck once more, eviscerating many of the ponies Faerilon had brought from the mainland and staging a scene to pin the blame on Krabnelk. Though he knew Krabnelk was not the source of the colony's troubles, the paladin sought the giant's death. Closing his ears to protestations of innocence, Faerilon slew Krabnelk with a mighty blow of his lance. The act severed his connection to the Great Mother, making the warrior vulnerable to the daemon, who revealed himself, gloating in triumph. The daemon attacked the now ex-paladin, leaving his disease-ridden body near death and taking great glee in watching the once holy warrior waste away. The minion of the horsemen then began to incubate the first of his disease-ridden beasts in Krabnelk's corpse and turned his



mendarcled quely hund benerat der, rohmen pundby

kech cultists loose on the weakened colony. If the daemon is not stopped not only will the mission to restore the Temple of Fire perish in ignominy, Picollo itself may find itself once more the victim of a cataclysmic event: plague and disease that will break the back of the struggling society.

Adventure Summary

Arriving at the Burning Isle the PCs discover that the priests sent to restore the fire temple are beset with pestilence and disaster. After defeating the cult and its daemon master, a march across the burning lands and an ascent of the volcano brings the adventurers to the ancient Temple of Fire, where the blessings of the goddess no longer protect the faithful. The heroes must defeat the crazed guardians within and restore the temple for use by the resurgent Devotees of the Four Hearts. One final threat remains: some of the Devotees have been *dominated* by an enchanter bent on the racial and societal purification of Picollo, an agenda at odds with the Great Mother's tenets of fellowship and joy.

After dropping anchor and discovering the dire situation on shore, a conversation with the dying ex-paladin Faerilon reveals the danger in the jungle. The PCs must defeat the leukodaemon and his kech minions to put an end to the incubation of the disease-beast intended as a catalyst to spread plague to Picollo.

CCULTAN

After their trials in the jungle the heroes take up Faerilon's quest to restore the fire temple, braving the broken interior to ascend the heights and reclaim the temple from territorial magma elementals. Exploding steam geysers litter the terrain while huge vermin and Krabnelk's brother, the ash giant Grumblakk, roam the wastes. Past the giant, belkers haunt a volcanic plateau which terminates at the base of the great mountain where additional vermin lie in wait. Scaling the mountain includes a 6-hour climb past a nest of fire drakes (whose hoard contains useful magic) and culminates in the bowl of the volcano where the elementals have claimed the Tree of Fire for their own.

Carlyetta's nemesis, the tripurasura Gratipp Dullhenna, is not yet defeated. Though its death in Book Three (The Breath of the Goddess) stripped much of its essence and power, the reborn asura is now bonded as a familiar to the halfling enchanter Myghal Weskenver. The meddler encourages the wizard to assert magical dominance over the Devotees of the Four Hearts, hoping to use the cult as a tool to promote a program of racial isolationism in Picollo. Drafting up trumped up charges of heresy against Carlyetta, the wizard relies on the tripurasura, the aid of dominated priests, and Faerilon Hayweather himself to arrest (and quietly dispose of) both the cleric and her adventuring allies. Once they are removed the mage can restore the enchantment foci to all four temples and exert dominance over the entire priesthood. The PCs must once again defeat the tripurasura (under the effects of a transformation spell and additional powerful magic) without killing its halfling pawns. As the final blow is struck it laughs at the PCs, reminding them that it has eternity to bring down the gods—though the Four Hearts of the Mother are restored, the struggle is sure to continue.

Adventure Hooks

Crucible of Faith is the conclusion of a four-part adventure arc that follows the resurgence of the Devotees of the Four Hearts, an order of halfling clerics whose understanding of the Mother Spirit provides an opportunity for the once joyful and community-minded halflings of Picollo to rediscover their ancient traditions. A cleric named Carlyetta Wesleigh leads the efforts. The action of *Crucible of Faith* takes place just following the restoration of the air temple near an ocean site known as The Spine of the Dragon. The PCs are dispatched with great urgency to discover the fate of the paladin's expedition on the Burning Isle. If your group is starting with this book, halfling PCs could be native to Picollo and working with the Devotees to reclaim Picollan traditions. Adventurers of other races may have come to work for Carlyetta for the following reasons:

- A PC might be a worshiper of the Great Mother and has heard of Carlyetta's work to rediscover the ancient traditions.
- Carlyetta's efforts to restore the temples have highlighted the benefits of cooperation between halflings and those of other races. Working with Carlyetta provides easier access to the once-closed-off Island of Picollo to would-be explorers.
- A PC may be a freedman, having served a term of indentureship in Picollo. She might even have been recently freed from service to a halfling in Pembroke, which is quickly becoming a center of tolerance in southern Picollo due to the activities of Carlyetta's previous team of mixed-race heroes.
- Magical plants on the Burning Isle are said to provide resistances to various environmental effects. Mages and scholars would pay a hefty bounty for the discovery of additional specimens that may have been transformed by the eruption of the volcano and the magical discharge of energies during the Dracoprime's fall.

Community Points

chuchdaler melymmat benerat der, and men mo

As in previous books, the PCs' actions have the potential to shape the course of Picollan society. Mercenary pragmatists will see Picollo continue along its darker course while heroes with hearts of gold help the halflings recapture their ancient traditions of fellowship and joy. The adventure begins with the PCs' community point total from the previous book. If your group is beginning with this adventure (or if you skipped any of the books) the PCs start with 20 community points.

Getting Started

The adventure begins with the Burning Isle in sight on the horizon. The supply vessel transporting Carlyetta's team intends to anchor at the colony site: the one safe pier. While en route a series of briefing papers and magical communication with Carlyetta (who intends to follow within the week) briefs the PCs. Carlyetta maintained contact with Faerilon until he slew Krabnelk and lost his holy powers (roughly when missives from the paladin stopped). D C D D C D

2

Carlyetta's briefings and common knowledge yields the following: The Temple of Fire is nestled in the crater of a volcano in one of the few surviving islands of the ancient Picollan archipelago. The eruption caused by the fall of the Dracoprime probably saved the island itself from destruction, although the temple suffered major damage as the tectonic struggles of the explosions thrust more of the buried island above sea level. Vast quantities of sea life were stranded above the waterline and their decay combined with the lingering essence of the Dracoprime, giving birth to hordes of scavenging vermin that have made the island uninhabitable for centuries.

Some information has reached Carlyetta from Faerilon's struggling expedition—the lower elevations of the island have been reclaimed by the jungle but portions of the interior are still burned out. Beyond the lush wilderness are fields of volcanic wastes rife with vermin that make it difficult to traverse, although travel is still swifter than through the jungle perimeter, the territory of feral apes. Teleportation magic is risky, especially near the active volcano; an early attempt to shorten the march to the peaks stranded a team out to sea where only a quick rescue saved them from a watery grave.

Lpendag del volando

A A A A



here adarder mely himde benerad der, aghinge mudhige

Knowledge (religion, local) DC 15 Priests and worshipers of the fire aspect of the Great Mother are rumored to set themselves aflame during worship rituals, protected only by their faith.

Knowledge (geography) DC 20 Such was the force of the eruption during the Great Schism that it took almost five centuries for any form of natural recovery to begin on the island. Sailors avoid the Burning Isle—not only is there limited anchorage but tales of sulfuric water, waves of pestilent flies and other vermin, and even sightings of man-eating primates cause mariners to give the place a wide berth.

Knowledge (local) DC 25 Recently the southwestern shores of Picollo have been subject to periodic fevers and plagues of vermin. Locusts destroy crops, fire and army ants threaten villages, and some say that the spirits of the lost priests cry out for vengeance and visit these disasters on their homeland. Skeletal ponies with burned and cracked bones have been seen as precursors to some of these events, and local lore has come to refer to the island as the Isle of Pestilence.

The captain of the PCs' vessel refuses to approach the island from anywhere except the sheltered bay—rocks and currents make any other landfall too risky. For parties that make landfall at any other location or means, GMs can take the adventure out of order.

- Aerial arrivals deposit them in the wastes near the base of the volcano. Start with Chapter Three; the PCs encounter both the centipede and the army ants (Encounters K and L). Flying up to the peaks from the ship bypasses all encounters prior to encounter M until the PCs trek back down the mountain. Start with encounter M and increase the Perception check to find firefrost moss by 10 prior to entering the bowl.
- They could also land inland (start with Chapter Two) or elsewhere in the lower jungle (start with Chapter One; the PCs miss out on the briefing by the failing paladin).
- Proximity to the physical power of the volcano interferes with teleportation, depositing the PCs in the broken lands (25% chance, start with Chapter Two), near the base of the mountain (25% chance, start with Chapter Three as above), or in the waters of the anchorage (50%; their ship sends a longboat to pick them up start with Chapter One).

A clear route from the beach colony to the fire temple must be established regardless of what order the adventures seek their challenges and to restore the temple the obsidian branch in Faerilon's care must be retrieved, so all encounters should be completed prior to the confrontation with Gratipp in the conclusion.

Ignoring the plight of the settlement to rush off half-cocked to the fire temple or other parts of the island **costs the PCs one community point.**

Sechargendarder grade hunder benegat der, rohmen prodbiger

Though the volcano prevents reliable teleportation, magical scrying of the area revealed to Carlyetta what must be done to restore the temple to full function. The holy tree is fashioned from volcanic glass in the form of a weeping willow. Channels running though the trunk and limbs permit lava to flow up from the central core of the volcano and stream off the obsidian branches to fill runes inscribed in a circular dais centered on the trunk. Carlyetta sent a consecrated obsidian branch to attach to the damaged tree with Faerilon in the original expedition. This new branch will hopefully retune the altar to the goddess, allowing the remainder of the damaged portions to be repaired through more mundane means. The scrying reveals various eruptions of flame and lava within the bowl; these phenomena are actually mistakenly identified magma oozes—once guardians of the temple, they have since become completely feral.

chinendarded mile himde benegad der, ryhimen pina

The Fallen Hero

Standing into the bay, your eyes are greeted by half a dozen palmthatched huts constructed at the edge of the tree line leading into the jungle. Two carved outrigger canoes are drawn up on shore near a partially completed longboat. The only signs of life are faint wisps of smoke from a small cook fire near the primitive dwellings. Huge tree trunks stick up out of the sand like the teeth of a great monster; the tide swirls around three of them buried lower than the tide line.

A short ride in a longboat sees the PCs to shore, the stench of disease and decay wafting on the breeze. In the distance a human male in sweat-stained clothes exits one of the huts to tend the cooking fire before suddenly doubling over in a fit of coughing.

Disease



Faerilon suffers from *bubonic plague* and *blinding sickness*. The blinding sickness is not contagious but spending any amount of time in the miasma of the ex-paladin's hut exposes visitors to the plague (**DC 17 Fortitude save**).

The human indentures and the halfling colonists all tell the same story: things were going well until the ash giant showed up. At first the giant was helpful and obtained large trees for construction, although his method of delivery (flinging them into the camp by means of bent trees and vine slings) provided a few near misses that almost resulted in death. The colonists did not understand the giant's mirth over such near misses, and as disease struck they turned against him, driving him from their midst. The first colonist struck down by disease was an acolyte of the Four Hearts who died from her infection. From that point on the various contaminations exploded through the settlement. Faerilon resisted the diseases running through the camp but after slaying Krabnelk he returned with vicious wounds, torn armor, and powerful illnesses coursing through his veins.

When questioned Faerilon describes the same sequence of events leading up to his confrontation with the ash giant, but goes somewhat further,

My friends, I cannot tell you how utterly alone it feels to be cut off from the blessings of the goddess, but in my heart I knew the giant was not the source of our troubles—my anger at the loss of my equine companions and frustration at the struggles of the colony was my undoing. As my lance pierced Krabnelk's side I knew it was a mistake, one for which I now pay. As soon as the strings of divine grace were cut I was set upon by hideous monkeys, armed with bows dripping vile ichor. My vision grew blurry and I must have hallucinated, for a primate the size of one of the great apes that had been raiding the camp for some time approached but instead of a monkey's visage, the skull of one of my ponies topped its shoulders. With a great swing of its arms the beast tore open my helm and squeezed my head until the pain became unbearable. Foul vapors choked the breath from my lungs and I fell unconscious. I know not why the creature let me live, but awaken I did, with just enough strength to stagger back to camp.

The ex-paladin begs the PCs to destroy the nest of disease-ridden monkeys. Once he fell sick attacks against the encampment grew from the simple raids of a few dire apes and now include the monkey-like creatures he saw during his fall. He suggests heading to the clearing where he slew the ash giant to try to pick up their trail. The paladin hopes that the PCs will continue on to complete the quest of restoring the temple, for he suspects the blessing of the goddess will be required to burn out the last of the disease on the island. The obsidian branch required to restore the temple rests in a magical cradle that shrinks it down to the size of a longspear weighing 25 pounds. This cradle can be slung over the back and also contains two *scrolls of stone shape*.

Development: There is some urgency to destroy the monkey band (kech) that continue to attack the camp. It has been impossible for those remaining alive to get ahead of the new diseases the attacks introduce among the colonists. PCs may wish to treat the diseases suffered by the colonists but the paladin urges them set off as soon as possible. If they neutralize Faerilon's disease (even if they cannot restore his sight), the ex-paladin is certain he can use his Heal skill to keep things stable until Carlyetta arrives with additional divine healing. Tending to each of the remaining diseased groups (shipwrights and halflings) may lead to infection (see the Disease sidebar) but earns the PCs **one community point per group tended**, regardless of the success. These checks may be made the same day the party arrives.

Atonement: A cleric who worships the Great Mother (and has previously invested in the necessary incense) may provide an *atonement* spell for Faerilon. This earns the PCs **an additional community point** but the paladin must still undertake an act of penance before his powers are restored; he commences it by tending to his flock in the settlement and surrendering the glory of the quest to restore the temple to the adventurers, vowing to rediscover humility and patience.

nenddreled melyhmdz benerad der, rohmen mudbiger

Chapter One Into the Junde

Lower Jungles

Adventure Location Lower Jungles

Location The lower perimeter of the Burning Isle has seen the regrowth of the jungle. Clouds of mosquitos and other small vermin make travel uncomfortable and dangerous when the vermin achieves larger concentrations.

Dangers Daemons and daemon spawn, dire apes, kech, vermin

Lighting Dim, filtered sunlight through the jungle canopy **Mood/Theme** The primal forest abounds with sounds, sights, and smells: this is travel into terra incognito.

Terrain 5-ft. wide game trails crisscross the jungle; travel within 10 ft. of the trail is light undergrowth (2 squares of movement). At distances further than 10 ft. the undergrowth is heavy (4 squares of movement). The jungle canopy provides cover (+4 to AC and +2 to Reflex saves) and concealment (20% miss chance) against creatures on the ground; ranged attacks from the trees (at least 10 ft. up) suffer no penalties. A Climb speed or a DC 15 Climb check is required to ascend or move through the branches of the trees. When moving through the canopy a DC 15 Acrobatics check allows a creature using the Climb skill to move at half speed or full speed with accelerated climbing. Other than the game trails marked on the map, the forest floor is choked with medium undergrowth and considered difficult terrain (see the "Forest Terrain" section of Chapter 8 in the Pathfinder Roleplaying Game Core Rulebook). The kech dwelling in the jungle tend to remain 10 ft. above the ground in the forest canopy, but can ascend to the 120 ft. heights when needed.

A. Giant Souvenirs (CR 8 or 10)

Krabnelk's dark sense of humor led him to develop a unique and (he thought) hilarious method of delivering large trees to the nascent village in the protected bay. He would attach the readied trunks to a sling of vines tied to a bent tree which, when released, would hurl the log through the air towards its destination. A number of these contraptions litter the jungle; in their half prepared state they act more as huge flails than catapults. One of the traps spring as the PCs make their way along the game trails towards the scene of Faerilon's confrontation with the ash giant.

Forgotten Tree Sling Trap

Type mechanical; **Perception** DC 29; **Disable Device** 15 **Trigger** location; **Reset** manual

Effect Atk +15 melee (12d6); multiple targets (all targets in a 10-ft. square)

CR 8

Development: A second trap deeper in the jungle can be avoided with a **DC 25 Survival check**; failure leads the PCs into its path and initiates encounter B. When PCs succeed in avoiding the trap (with their **Survival check** or a **Perception check**) it goes off just in front of them, and the echoes of its crash into the undergrowth are actually dire apes charging through the canopy to engage the adventurers.

B. Cultist Patrol (CR 8)

The crash of breaking branches continue to echo in your ears as the dust and leaves settle around the huge tree trunk that just slammed directly in your path, then out of the corner of your eye you spot sudden movement in the canopy.

Creatures A patrol of four kech and their ape companions roam the woods. The apes charge ahead while the kech approach with stealth.

Infected Dire Apes (2) CR 3

XP 800 each

hp 30 (4d8+12) each (<u>Pathfinder Roleplaying Game Bestiary</u>) Special Attacks infected ichor

TACTICS

an word

Before Combat A **DC 19 Perception check** spots the apes 30 ft. away; success allows action in the surprise round (which the apes use to close the distance). The duo approach from the opposite side of the trail and may provide flank bonuses once melee is joined.

During Combat The apes remain 10 ft. in the branches (out of range of all but reach or ranged weapons) and use higher ground and their great reach to strike. Terrain benefits from the jungle canopy apply (see adventure location on page 7).

Morale An ape reduced to 5 hp or less flees.

SPECIAL ABILTIES

Infected ichor (Ex) The natural attacks of the dire apes deliver the *red ache* disease (Fort DC 15).

Advanced, Infected Kech (4) CR 4

XP 1,200 each

NE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural) hp 34 (4d10+12)

Fort +4, **Ref** +8, **Will** +7

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +7 (1d6+3 plus disease), 2 claws +7 (1d4+3 plus disease)

Ranged longbow +8 (1d8, Range 100 ft., Crit ×3)

Special Attacks infected ichor, rend (2 claws 1d4+3)

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

Constant—pass without trace

TACTICS

Before Combat The kech approach stealthily through the trees (one pair on either side of the trail in the wake of the apes), pausing to infect their first arrow before opening fire. The kech are spotted +10 ft. away for every point exceeding a **DC 32 Perception check**. Opposed checks to spot them are at a -5 penalty when the dire apes threaten the game trail from the branches above. While unspotted they wait 10 ft. from the game trail (10 ft. up in the branches) to open fire in the surprise round. Terrain benefits from the jungle canopy apply (see adventure location on page 7).

During Combat The kech attempt sniping attacks, shifting position in the canopy as needed and infecting additional arrows when possible, eating a reserve *goodberry* when bleed damage (likely self-inflicted) goes out of control.

Morale The last remaining kech flees.

STATISTICS

cherchadacles mely himdy benerat der, aghing pundhige

Str 17, Dex 19, Con 16, Int 14, Wis 16, Cha 15 Base Atk +4; CMB +9; CMD 22

Feats Dodge, Mobility

Skills Acrobatics +8 (+12 when jumping), Climb +18, Perception +12, Stealth +15 (+21 in forests and jungles); **Racial Modifiers** +2 Perception, +4 Stealth (+10 in forests and jungles)

Combat Gear *goodberry* (1); Other Gear longbow (15 arrows)

Languages Kech

SPECIAL ABILTIES

Infected ichor (Ex) The natural attacks of an infected kech deliver the *red ache* disease (Fort DC 15). As a standard action, the kech may coat its arrows with infected blood, taking one point of cumulative bleed damage per dose used.

Development: A **DC 15 Heal check** confirms that the simians are infected with red ache; beating the DC by 5 or more reveals self-inflicted wounds likely caused by the kech (treating their arrows with the disease). Two of the four kech wear decorative helms fashioned from pony skulls, and all four bear ornamental chest plates fashioned from pony ribs and twine braided from horsehair. Decorative carvings of various vermin cover every surface of the bones, the etchings darkened with dried blood. Similar images with infernal runes are tattooed into the kech's skin, just above the heart. A **DC 24 Heal check** or **DC 19 Knowledge (planes)** check reveals the tattoo as daemonic markings, likely the reason why the kech and their ape companions seemed unaffected by the *red ache* coursing through their bodies.

C. Kiln of Pestilence (CR 9)

Through the branches ahead the sunlight appears brighter; as you approach you can see that the jungle gives way to a 60 foot by 90 foot oblong clearing beyond which the trails through the wilderness rise, a patch of dead trees crowning a distant elevation.

In the center of the clearing half a dozen bent trees surround a vaguely humanoid mound of sunbaked mud. Clouds of flies buzz around the ten-foot long lump and over the cracked and dried mud filling the entire central area. The perimeter of the clearing sports a similar ring of bent trees. These plants are smaller than those used to fling harvested trunks from the jungle to the beach. The entirety of the clearing reeks of ritual, evident in the runes burned onto the bent trees and scratched into the mud surrounding the baked sarcophagi-like structure.

When Faerilon slew the ash giant Krabnelk with a mighty mounted charge, the leukodaemon seized opportunity. After knocking the (now) ex-paladin unconscious and infecting him with disease the fell outsider instructed his kech minions to aid him in crafting the necessary implements to call into being a dread harbinger of disease: the yercinendre. The daemon implanted a kernel of plague in Krabnelk's corpse and his simian minions covered the body in thick mud, stoking an intense fire in the humanoid-shaped kiln. Using druidic magic to warp and bend trees into twisted arches, the daemon and kech shaman scribed additional fell runes in fire around the trunks. For a week now the druid and his minions have kept watch over the area, awaiting the birth of their master's new weapon. Every day the spellcaster stokes the fires in the kiln

echnenddreled melymmdy benegad der, rohmen mudbiger







ENCOUNTER B

and speaks to the creature incubating inside, promising food and warmth to steal upon its birth, and then keeps watch in *tree shape* form from the ridge beyond.

Traps: The inner perimeter of trees is made up of six *snare* traps set by the druid to catch animals to provide body warmth to be stolen by the newborn yercinendre.

Snare Trap (6) CR 4 each

Type magical; Perception DC 23; Disable Device DC 28 EFFECTS

Trigger location; Reset none

PCCATTATA

Effect spell effect (*snare*; entanglement plus 1d6 points of damage and lift 15 ft. into air); single target (one creature in a 15 ft. diameter circle)

Creature: Ready to break out of its incubator, the yercinendre awaits the approach of living creatures and the body warmth they will provide to its hungry tongues. The creature explodes out of the mud-baked kiln when the first *snare* trap is set off or while it is in the process of being disarmed.

Scaling the Encounter: Increase the Perception and Disable Device DCs on the traps by +2 and apply the simple advanced template to the yercinendre (+2 on all rolls [including damage rolls] and special ability DCs; +4 to AC and CMD; hp 103).

chuchalarcea melybunde

Yercinendre CR 7

XP 3,200

comendarcled miles henerat der, ryhmen mud

hp 115 (new monster – see page 35 in the appendix) TACTICS

During Combat The newborn is hungry and attempts to grab the first target it hits, eager to drain its warmth the following round. In its "womb" the yercinendre has been told that the bent trees will capture its food. When it fails to grab one of its prey during the first combat round and if no victim is entangled in a snare, the creature uses it burrow speed to retreat to the far side of an active trap, hoping to draw its quarry into it.

Morale The bringer of disease fights until slain.

Development: The kech druid witnesses the combat from his *tree-shaped* location, and calls reinforcements to defeat the defilers.

Treasure: The slow burning of Krabnelk's corpse combined with the magic extant in the ritual transformed one of the giant's teeth into a magical ring. Though it takes an hour's carving to smooth out the channel of one of his cavity-riddled molars, once a PC takes the time to do so she can slip the tooth onto any finger she chooses. This *ring of energy shroud* is detectable in the pile of ash and mud even before the cosmetic alteration that makes it wearable.

In the sandbox

PCs that chart their own course on the Burning Isle give the daemon time to breed more yercinendre. Attacks on the adventurers or the settlement (by single or paired creatures) may entice the party to discover the source of the threats.

Laphmen malburger

D. Cultists' Revenge (CR 11)

A DC 36 Perception or Survival check notices that one of the dead trees on the rise 120 ft. distant no longer pierces the skyline. This grants a +4 bonus on Perception checks during the approach of the kech (see creatures below). Read the following:

You can't be sure but something seems out of sorts—you could have sworn a patch of dead trees visible through the jungle canopy was thicker. The hairs on the back of your neck stand up in anticipation.

Traps: The cultists require 5 minutes to mobilize, which is plenty of time to disable any remaining snare traps (each consumes 2-4 rounds to do so) but if the party fails to take such steps the *snares* are still active.

Creatures: The kech druid directs his reinforcements—a ranger and 4 kech warriors—to make a frontal attack against creatures in the clearing while he and his animal companion work around to the rear of the party. The PCs have two chances to spot the kech ranger and his four companions before they open fire. On their first opportunity a **DC 33 Perception check** spots the quartet of warriors 70 ft. away while a **DC 45 Perception check** spots the ranger, also 70 ft. distant, 10 ft. to the west of skirmish line. During the second round of the approach the **DCs change to 30 and 42 respectively**. The druid and his ape companion are completely screened from detection until combat begins (see tactics).

Scaling the Encounter: Add another team of four kech led by a second ranger to increase the CR of the encounter to 12. Separate the two teams to cover more of the approach on the party's front while the druid and ape continue around to the rear. All three leaders must be slain before the kech tribesmen break and flee.

Multiple Foes

Feel free to use average Stealth die rolls (base 11) from the kech grunts to speed play, especially when using the CR adjustment. When sniping the opposed **Perception DC** to spot them is **11** (+1 for every 10 ft. of distance). When hiding, the **DC is 31** (+1 for every 10 ft. of distance). The distraction penalty for being involved in combat is figured into the DC. This allows the GM to roll Stealth for just the ranger leaders.

Advanced, Infected Kech (4) CR 4

XP 1,200 each

NE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural) hp 34 (4d10+12)

Fort +4, **Ref** +8, **Will** +7

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +7 (1d6+3 plus disease), 2 claws +7 (1d4+3 plus disease)

Ranged longbow +8 (1d8, Range 100 ft., Crit ×3) **Special Attacks** infected ichor, rend (2 claws 1d4+3)

Spell-Like Abilities (CL 4th; concentration +6) Constant—*pass without trace*

TACTICS

echneraldreled melybund beneral der, rohmen ppe

Before Combat The kech approach stealthily through the trees, pausing to infect their first arrow before opening fire.

During Combat The kech attempt sniping attacks, shifting position as needed and infecting additional arrows when possible. A reserve *goodberry* handles (likely self-inflicted) bleed damage gone out of control. Terrain benefits from the jungle canopy apply (see adventure location on page 7).

Morale When both leaders are slain any remaining kech flee.

STATISTICS

Str 17, Dex 19, Con 16, Int 14, Wis 16, Cha 15 Base Atk +4; CMB +9; CMD 22

Feats Dodge, Mobility

Skills Acrobatics +8 (+12 when jumping), Climb +18, Perception +12, Stealth +15 (+21 in forests and jungles); **Racial Modifiers** +2 Perception, +4 Stealth (+10 in forests and jungles)

Combat Gear goodberry (1)

Languages Kech

SPECIAL ABILTIES

Infected ichor (**Ex**) The natural attacks of an infected kech deliver the *red ache* disease (Fort DC 15). As a standard action, the kech may coat its arrows with infected blood, taking one point of cumulative bleed damage per dose used.

Infected Kech Ranger CR 7

XP 3,200

Kech ranger 4

NE Medium monstrous humanoid

Init +8; Senses darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 24, touch 17, flat-footed 17 (+4 armor, +6 Dex, +1 dodge, +3 natural)

hp 68 (8d10+24)

Fort +8, **Ref** +12, **Will** +7

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +11 (1d6+3 plus disease), 2 claws +11 (1d4+3 plus disease)

Ranged mwk composite (+3) longbow +16/+11 (1d8+4, Range 100 ft., Crit ×3)

Special Attacks favored enemy (halflings +2), infected ichor, rend (2 claws 1d4+3)

Spell-Like Abilities (CL 1st; concentration +0)

Constant—pass without trace

Ranger Spells Prepared (CL 1st; concentration +3)

1st—*aspect of the falcon**

TACTICS

Before Combat The ranger casts *aspect of the falcon* and uses a *scroll of cat's grace* before (with a diseased arrow on the string)

Sechargend dacker mely hundre benegat der, aghmen mudbiger

stealthily approaching the clearing while using hunters bond on the rest of the kech closing in on the party.

During Combat From slightly to one side of the allied quartet the ranger makes sniper attacks from the jungle until spotted, pausing to infect arrows whenever possible. Once spotted the ranger attacks with Rapid Shot until enemies are downed, swinging from tree to tree to escape retribution. After treating 3 arrows (taking bleed damage) the ranger eats a *goodberry* (kept in the cheek of its mouth) to heal. Terrain benefits from the jungle canopy apply (see adventure location on page 7).

Morale The ranger fights until slain.

Base Statistics Without buffs or favored terrain bonus, the ranger's statistics are: **Init** +4; **AC** 22, touch 15, flat-footed 17; **Ranged** mwk composite (+3) longbow +13/+8 (1d8+3, Crit ×3); **CMD** 26; **Skills** Acrobatics +10 (+14 when jumping), Perception +20, Stealth +17.

STATISTICS

Str 16, Dex 23, Con 16, Int 10, Wis 14, Cha 9

Base Atk +8; CMB +13; CMD 28

Feats Dodge, Endurance, Mobility, Point Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +12 (+16 when jumping), Climb +22, Perception +23, Stealth +21 (+27 in forests and jungles), Survival +15; **Racial Modifiers** +2 Perception, +4 Stealth (+10 in forests and jungles)

Languages Kech

SQ favored terrain (jungle +2)*, hunter's bond (companions), track +2, wild empathy +3

Combat Gear goodberry (1), +1 halfling bane arrow, +1 human bane arrow, potion of cure moderate wounds, scroll of cat's grace*; **Other Gear** +1 studded leather, masterwork composite (+3) longbow (20 arrows), 130 gp

*factored into statblock

SPECIAL ABILTIES

Infected ichor (Ex) The natural attacks of an infected kech deliver the *red ache* disease (Fort DC 15). As a standard action, the kech may coat its arrows with infected blood, taking one point of cumulative bleed damage per dose used.

Infected Kech Druid CR 7

XP 3,200

Kech druid 6

NE Medium monstrous humanoid

Init +3; Senses darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 20, touch 14, flat-footed 17 (+1 deflection, +3 Dex, +1 dodge, +6 natural) hp 79 (4d10+6d8+30)

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

OFFENSE

echnendarder melyhmat benerat der, rohmen pudbiger

Speed 40 ft., climb 20 ft.

Melee bite +11 (1d6+2), 2 claws +11 (1d4+2)

Ranged longbow +11 (1d8, Range 100 ft., Crit ×3)

Special Attacks rend (2 claws 1d4 +2)

Spell-Like Abilities (CL 4th; concentration +4) Constant—*pass without trace*

Druid Spells Prepared (CL 6th; concentration +9)

3rd—cure moderate wounds, greater magic fang (2)*

3

2

g

2000

200

2

2nd—barkskin (2)*, summon swarm, tree shape*

1st—entangle, faerie fire (2)*, feather step*

0th—create water, guidance, stabilize, resistance

TACTICS

Before Combat After leaving *tree shape* the druid rendezvous with its companions and casts combat buffs before closing on the PCs, enhancing both himself and his beasts. He then wild shapes into a dire ape and moves around to the rear of the clearing with his ape (50 ft. from the tree line) while his allies make a frontal attack.

During Combat Instructing his ape to remain hidden until he closes combat, the druid opens with *entangle* and *summon swarm* while the kech on the far side of the clearing pepper the party with arrow fire. A **DC 15 Perception check** gives away the apelike grunts and chest beating he uses to complete the spells warning the PCs of something in his general vicinity, but a **DC 35 Perception check** is required to spot him through the trees. He then leaps into melee with his ape; *feather step* allows them both to ignore the effects of any difficult terrain left behind by his *entangle* spell.

Morale The druid is fanatically obedient to the daemon's will and fights until slain.

Base Statistics Without his buffs, the druid's statistics are: **AC** 17, touch 14, flat-footed 14; **Melee** bite +10 (1d6+1), 2 claws +10 (1d4+1), rend 2 claws (1d4+1); **CMB** +9.

STATISTICS

20 current

bunnan

charged dades and a pand here and der an pan

Str 12, Dex 17, Con 16, Int 10, Wis 16, Cha 13

Base Atk +8; CMB +10; CMD 23

Feats Dodge, Mobility, Natural Spell, Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +6 (+10 when jumping), Climb +16, Handle Animal +10, Perception +17, Stealth +19 (+25 in forests and jungles), Survival +14; **Racial Modifiers** +2 Perception, +4 Stealth (+10 in forests and jungles)

Combat Gear *scroll of bear's endurance* (2); **Other Gear** *ring of protection* +1, longbow (20 arrows), 330 gp

SQ nature bond (animal companion), nature sense, resist nature's lure, trackless step, wild empathy +5, woodland stride

SPECIAL ABILTIES

Infected ichor (Ex) The natural attacks of an infected kech deliver the *red ache* disease (Fort DC 15). As a standard action, the kech may coat its arrows with infected blood, taking one point of cumulative bleed damage per dose used.

Wild Shapted Statistics (Dire Ape)

DEFENSE

AC 23, touch 13, flat-footed 20 (+1 deflection, +2 Dex, +1 dodge, +10 natural, -1 size)

hp 79 (4d10+6d8+30)

Fort +9, **Ref** +8, **Will** +12

OFFENSE

Speed 40 ft., climb 60 ft.

Melee bite +12 (1d6+4), 2 claws +12 (1d4+4)

Space 10 ft.; Reach 10 ft.

Special Attacks infected ichor, rend (2 claws 1d4+4)

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 10, **Wis** 16, **Cha** 13 **Base Atk** +8; **CMB** +13; **CMD** 26

Ape Animal Companion

XP —

comendarcles melyhmat benerad der, sommen mudbige

NE Large animal

Init +3; Senses low-light vision, scent; Perception +5

DEFENSE

AC 23, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp 57 (6d8+30)

Fort +10, **Ref** +9, **Will** +4 (+8 vs. enchantment spells and effects)

OFFENSE

Speed 30 ft., climb 30 ft., ignores difficult terrain (feather step) **Melee** bite +13 (1d6+8), 2 claws +14 (1d6+8)

Special Attacks infected ichor

TACTICS

Before Combat The ape remains in total cover (50 ft. from the center of the clearing) until its master attacks, having already received the benefits of *barkskin, bear's endurance, feather step,* and *greater magic fang.*

During Combat The ape is trained to activate its *cloak of fangs* (increasing its bite damage to 1d8+9) each round once melee is initiated until its uses are expired. The druid must call the ape to heel to end the activation cycle.

Morale The ape fights until slain

Base Statistics Without its buffs the ape's statistics are: **AC** 20, touch 14, flat-footed 17; **Fort** +8, **hp** 45; **Melee** bite +12 (1d6+7), 2 claws +13 (1d6+7); **Con** 14; **CMB** +16, **CMD** 26.

STATISTICS

Str 24, Dex 17, Con 18, Int 2, Wis 12, Cha 7

Base Atk +6; CMB +17; CMD 29

Feats Dodge, Toughness, Weapon Focus (claw)

Skills Acrobatics +6, Climb +19, Perception +5, Stealth +1

Combat Gear cloak of fangs (<u>Pathfinder Roleplaying Game: Ul-</u> <u>timate Equipment</u>)

SQ evasion, link, share spells, tricks (attack [2], come, defend, fetch, guard, heel, seek, stay)

SPECIAL ABILTIES

Infected ichor (Ex) The natural attacks of the ape deliver the *red ache* disease (Fort DC 15). As a standard action, the kech may coat its arrows with infected blood, taking one point of cumulative bleed damage per dose used.

Treasure: Other than their gear the kech carry, there is no other treasure.

Development: Though the trails of the kech are impossible to follow without magic the wake of dire apes who often accompany them to the ritual site lead back to the daemon's tracks—large, cracked-shaped hoofprints driving deeper into the jungle. Occasionally the trail is accompanied by small black feathers or down that crawl with fleas and other vermin. The daemon has taken no steps to avoid confrontation with intruders, preparing an ambush close to its lair instead.

chuchdarder mulybunder benerat der, sommen pudbiger,



E. The Daemon's Haunt (CR9)

The leukodaemon has placed shrines and totems throughout the jungle; a series of breadcrumbs to lead intruders into an ambush. Quite annoyed by the arrival of Hayweather and his colonists, the daemon has resolved not to be caught out again.

The First Totem

The tracks of dire apes and the strange hoofed creature lead deeper into the jungle from the stand of dead trees on the ridgeline. Sunlight is now almost completely blocked out by the canopy overhead, but you spot something in the shade—a few yards away is the skull of a pony mounted on a single pole. Adorning the bare bones is what can only be part of a helm, attached to the grisly remains with some sort of tree gum.

The piece of the helm detects as magic and is one of three parts of the *helm of the horseman* (new magic item), from Hayweather's personal suit of armor. The daemon scattered pieces of the helm to complete his totems, attaching them to the pony skulls with sticky resin. It is possible to identify the helm from just a fragment, but Spellcraft checks to read its magical aura (and possibly its properties when combined) gain a cumulative +2 circumstance bonus for each missing piece acquired (the helm is broken into three parts).

Examining the pole reveals it to be riddled with vermin damage. A DC 15 Knowledge (nature) check identifies the insect shells at the base of the pole as belonging to a flesh eating cockroach of some sort. A DC 20 Perception check finds a full pony skeleton in the underbrush nearby—the skull of the horse has been replaced by that of a fish.

The Second Totem

Further down the trail a **DC 15 Perception check** spots another totem containing the second piece of the helm. As before, a full skeleton lies in the brush nearby, though the head of this pony skeleton has been replaced by that of a crow.

A cloud of flies stirs in the jungle nearby where a third pony lies decomposing. The corpse of this pony is more recent, just days old. A trail of flesh-eating cockroaches skitters back into the woods. The cockroaches are not concentrated enough to swarm, but the trail can be followed with a **DC 10 Survival check**.

The Third Totem

Following the trail of cockroaches leads the PC to the leukodaemon's ambush

A small creek separates you from a 40 foot wide clearing. A fallen log spans a brook, swarming with insects so numerous the creek itself appears to be running more with vermin than polluted water. Grey ash covers the clearing beyond.

Two pony skeletons hamper footing in the clearing and a totem stands at the far end of the glade (bearing the third part of the helm).

A DC 20 Perception check notices two pony skeletons high in the trees at the near end of the clearing. The skeletons are covered with ash, dirt, and grime, blending into the trees almost perfectly. A DC 15 Knowledge (engineering) check reveals them as archer platforms. **Creature:** The daemon waits in ambush at the end of the clearing (**DC 31 Perception check**—a bonus for cover has been applied, but no penalties for distance).

Scaling the Encounter: Apply the quick advanced template to the daemon encounter (+2 on all rolls (including damage rolls) and special ability DCs; +4 to AC and CMD; **hp** 135) to increase the CR by 1.

Leukodaemon CR 9

XP 6,400

hp 115 (Pathfinder Roleplaying Game Bestiary 2)

TACTICS

Before Combat The daemon remains hidden, hoping to draw multiple PCs in range of his breath of flies special attack as they approach the final totem. When only a single PC approaches he casts *harm* before attacking with his bow.

During Combat The daemon takes to the air, using Hover to stir up the ash in the clearing.

Morale When reduced to 20 hp or less the daemon flees and attempts to stalk the PCs through the woods.

Development: A crack in the jungle floor near the daemon's original hiding place leads to an underground cave.

Treasure: The *helm of the horseman* can be repaired with *mending, make whole*, or by a creature with Craft Wondrous Item (**DC 10 Spellcraft or Craft [armor] check**) in a forge with suitable equipment to repair armor.

F. The Lair (CR9)

A fallen tree partially obscures a tunnel driving underground. Vines crawling with insects choke the passage and pony bones etched with daemonic runes litter the ground underneath.

Although the insects swarming in the passage and in the cave itself are disconcerting, they represent no threat. A 5-ft.-wide passage leads into a larger cave.

Trap: The crawlway into the main chamber of the lair is choked with thorny vines that leave small cuts and scratches on all who pass though. The daemon has nurtured a disease bearing vine within the tangle of vegetation.

CR 9

Bloodfire Trap

Type mechanical; **Perception** DC 29; **Disable Device** DC 25

EFFECTS

Trigger location; Reset automatic

Effect poison and disease (patient bloodfire); DC 20 Reflex avoids; multiple targets (all targets passing through the 5-ft.-square of vines)

menderder melyhmet benerat der, rohmen muchtie

comendarcled melybund tergat der, sommen pudby

chuchdaler melyhmat benerad der, anhonen mulhiger

Patient Bloodfire

Type disease and poison, *injury*; Save Fortitude DC 20

Onset special—see below; *frequency*—dormant (disease; see below), 1/round for 6 rounds (poison cycle); initial effect—3d10 hit point damage; *secondary effect*—1d3 Con damage; cure—1 save (special; see below).

Patient bloodfire rests dormant in the bloodstream of the infected victim until intense situations (such as combat) generate sufficient adrenaline to interact with the virus. The disease releases poison into the blood stream for up to six rounds (the poison cycle) before becoming dormant again. A single save during the poison cycle ends the current ongoing poison effects and grants an immediate save to purge the disease. Failing the save against the disease allows the bloodfire to remain dormant in the system for the next 24 hours (when it can initiate a new poison cycle). While dormant the disease and the poison can be treated with the Heal skill once per day. When only the disease is treated (or magically removed) enough poison remains in the system to initiate one final poison cycle before burning itself out. When only the poison is treated, the disease requires one additional day to initiate a poison cycle. As an extremely rare affliction, recognizing that both disease and poison must be treated requires a DC 25 Heal check (a result of 20 check reveals only one of the afflictions that needs treatment). When used in traps, the poison of the bloodfire thorns increase the CR by +5.

The cave where the daemon makes its lair on the Material Plane reeks of disease and decay. Runes (both Abyssal and Infernal) painted in blood and gore cover the walls and outline a foul plot to breed dozens of yercinendre and force an eruption of the volcano that will blanket the southern half of mainland Picollo with infected ash from the magical beasts. Calculations accompanying the cave paintings and runes include weather charts showing prevailing wind conditions and research into modifying the patterns magically. A blood-spattered cloak (used to wash brushes and tools) lies in the dust.

Treasure: The blood-spattered cloak is actually a *cloak* of *fiery vanishing* embroidered with the symbols of a fire priest of the order of the Devotees of the Four Hearts. A **DC 15 Knowledge (religion) check** spots the symbols if the

cloak is otherwise unexamined.

The poorly stuffed and preserved corpse of a kech stands erect in a side alcove, supported by a stake driven through its rectum and terminating in the shoulders. The empty eye-sockets of the creature stare blankly from the head which lolls to one side. The corpse wears a belt of braided horse hair that radiates strong transmutation magic. Closer examination and a **Knowledge** (local) DC 27 check reveals the palomino hair woven into the belt to be blonde humanoid hair (the same shade as Faerilon's). A DC 37 Spellcraft check identifies the item as the cursed *belt of the fallen horseman* (page 34), while a result of 27 simply reveals it as a *belt of physical might* +4 (Strength and Constitution).

Chapter 2. The Broken Lands

The jungle beyond the lair of the daemon begins to thin out as the base of the volcano becomes visible across a broken and burned plain. Though the way looks treacherous the open sky is a welcome change to the dim reaches of the forest canopy.

2

contractor other

Exiting the thin slice of green wilderness at the island's perimeter finds the PCs in a burned section of jungle. Intermittent eruptions of magma trapped under a thin crust of basalt often starts fires that burn the new growth creeping in from the edges, causing steam to rise from various rents in the earth as the same molten rock boils underground streams and reservoirs. A straight line through the burned jungle is the quickest route to the volcanic plateau at the mountain's base.

Should the party return to the settlement they find the situation stable but precarious—probes by the kech have stopped but disease still runs rampant throughout the colony. After hearing their report Faerilon begs the PCs to continue on to the Temple of Fire, hoping that by restoring the power of the goddess to the site the Isle might be purged of sickness. Magical contact with Carlyetta confirms that the cleric's arrival is imminent, but she is certain she will spend many days ministering to the afflicted before being able to take up the quest to the holy site. She encourages the party to press on without her, vowing to make contact with them as soon as it is practical to do so.

The colony contains a forge and tools sufficiently stocked to repair the *helm of the horseman*. Faerilon makes no claim on the item but PCs that return the helm to him gain **one community point**. The ex-paladin does not recognize the *belt of the fallen horseman* and states that he never owned such an item, but a PC desiring to remove the cursed item at this time may be stymied in their attempt by the malediction.

G. The Burned Jungle (CR 8 or 9)

Ash and steam mix into a rich sludge of erosion across the plain, in some cases collecting into pools that leave nearby basalt and obsidian completely exposed underfoot. Evidence of violent volcanic upheaval greets your march—many canyons and small climbs will require careful negotiation to reach your destination.

Traps: It is a 4 hour march to the edge of the burned jungle, although a **DC 20 Knowledge (geography) check** reduces it to a 3 hour march. For the first 2 hours erupting steam vents pervade the line of march (1 per hour). A PC with the trap spotter talent may spot the tell-tale signs of an eruption in the nick of time, or the party may slow to half speed to make **DC 28 Perception checks** prior to each occurrence (thus increasing the number of geysers encountered proportionally). Roll randomly to see which PC the eruption is centered on when determining its location in relation to the marching order.

Steam Geyser Trap CR 5

Type mechanical; Perception DC 28;

Disable Device DC 10

EFFECTS

Trigger proximity; Reset 30 min

Effect steam burst (4d6 fire damage, DC 16 Reflex save for half damage within 5 ft. of vent, DC 14 Reflex save within 10 ft.); multiple targets (all targets in a 10-ft.-radius burst)

After the first half of the march the PCs enter the domain of the ash giant Grumblakk (who uses the steam to relieve the itching and flaking of his leprous skin). The giant leaves bits of his flesh behind as he roams the area, making some of the geysers even more deadly.

The party encounters one eruption per hour spent on the back half of the burned jungle.

Steam Geyser and Vaporized Flesh Trap CR 6

Type mechanical; Perception DC 28;

Disable Device DC 10

EFFECTS

contration anticipal and

Trigger proximity; Reset 30 min (steam only)

Effect steam burst (3d6 fire damage plus exposure to ash leprosy, DC 14 Reflex for half damage); multiple targets (all targets in a 10-ft.-radius burst)

Ash Leprosy—injury; *save*—Fort DC 23; *onset*—1 minute; *frequency*—1 day; *effect*—1d2 Con damage, 1d2 Cha drain; *cure*—2 consecutive saves

H. A Day at the Spa CR (10)

The rocky plateau approaching the mountain comes into sight at the far end of the burned jungle, but gullies and canyons continue to interrupt the line of march. Fortunately the peak of the volcano is visible from the depths of the trenches, allowing easy navigation of the maze. Just ahead the gorge narrows, wisps of steam escaping from the canyon floor and floating on the breeze. Condensation beads on the rock face.

Traps: This ravine serves as a natural steam bath for the ash giant Grumblakk. A phased, multiple eruption occurs 3-4 times a day, filling the area with steam. The giant uses the rocky edge of the canyon walls as a scraper; the cast-off leprous flesh exists in greater concentration than the random droppings encountered thus far. The PCs arrive just before the next eruption in the current sequence. The steam from the first eruption has loosened the flesh on the walls; a second eruption will cause the bits and pieces to start dropping into the passage below. The next eruption occurs on initiative count 10 during the second round of combat with the slicer beetles. The steam from this explosion vents into the canyon approach.

Steam Bath Trap CR 6

Type mechanical; Perception DC 25;

Disable Device DC 20

EFFECTS

heredarder melyhmat benerat der, somer

Trigger timed; Reset 5 minutes

Effect steam burst (5d6 fire damage within 10 ft., 3d6 fire damage within 40 ft., DC 14 Reflex for half damage); multiple targets (all targets in a 40-ft.-radius burst); canyon is filled with steam for 2 rounds (difficult terrain, arms falling gobbets of leprous flesh trap)

Once the steam bath trap has activated, the scrapings of Grumblakk's body start to rain down on creatures in the ravine.

Falling Gobbets of Leprous Flesh Trap CR 6

Type mechanical; **Perception** DC 25;

Disable Device DC 20

EFFECTS

Trigger steam burst; Reset none

Effect +10 melee touch attack exposes target to ash leprosy; multiple targets (1d3 targets per round for one minute)

Ash Leprosy—injury; *save*—Fort DC 23; *onset*—1 minute; *frequency*—1 day; effect—1d2 Con damage, 1d2 Cha drain; *cure*—2 consecutive saves

Creatures: The canyon, including the heights above (20-ft. high; **DC 15 Climb check**) is infested with slicer beetles (a total of nine insects). Two beetles appear on the each flank from the heights above, three from cracks in the canyon floor. Each time a beetle is slain a new slicer beetle appears the following round until 9 are destroyed.

Scaling the Encounter: Add two slicer beetles to the initial swarm and increase the total number of beetles to 12 for APL 10 groups.

Beetle, Slicer (9) CR 4

XP 1,200 each

hp 39 each (Pathfinder Roleplaying Game Bestiary 2)

TACTICS

During Combat The slicer beetles close on the PCs, unintentionally forcing them into the trapped ravine.

Morale Beetles damaged by steam do not pursue the PCs further into the ravine; it is clear the insects won't move into the stream. They do make their way to the far side or the heights above by flight, fighting until slain.

Development: One minute after the slicer beetles are defeated, driven off, or otherwise avoided, the ash giant Grumblakk appears from around a canyon wall approximately 50 ft. from the party, making his way to an afternoon steam in the canyon beyond.

cherchaldreles melybundy benegad der, rohmen undbiger

ENCOUNTER I

G

FALLING GOBBETS OF LEPROUS FLESH TRAP

> STEAM BATH TRAP

16

ENCOUNTER H





Kehnendarder judehundz benerad der, ryhunen pudbige

I. An Odd Sense of Humor (CR 12)

Riding a huge goliath stag beetle, the giant laughs and points to the bodies of the smaller vermin (or back in the direction of the steam geyser when no corpses are evident) and introduces himself. Read the following:

"Ho! Ho! You wee folk find little trouble. Me BIG trouble! You want BIG trouble?"

A DC 20 Sense Motive check reveals that the giant seems amused rather than threatening, although his attempts at humor are somewhat lacking. A DC 21 Knowledge (local) check warns the PCs that the giant and his huge vermin steed represent a particularly deadly fight should the discussion turn violent.

A product of the barren wastes around the volcano, the giant's leprous skin is somewhat horrifying to behold. Lonely here in the wastes since his bother went down to the colony, Grumblakk is optimistically open to making new friends even though his sense of humor make him difficult to read. PCs may befriend him with the appropriate Diplomacy checks (his starting attitude is indifferent); attempting to integrate some humor into the conversation (the giant loves puns) grants a +2 circumstance bonus. Should the adventures reveal that his brother was slain

tures reveal that his brother was slain Grumblakk presses for more details, specifically to the manner of his death but does not seem particularly disturbed that Krabnelk met his demise at the end of the paladin's lance, saying, "Krabnelk too stuck up to stay with his brother. Guess wee man showed him what being stuck sideways feels like. Ha! Ha! Stuck sideways, get it?" **Development:** If the party chooses to lie about Krabnelk's death to further their own ends, Grumblakk (with a Sense Motive bonus of +1) may have a difficult time recognizing the deception. If he does realize that he has been lied to, his attitude shifts one degree towards hostile and cannot be improved again for 24 hours. The party **loses two community points** for deceiving, or attempting to deceive, the giant.

Grumblakk offers aid in the form of directions to the volcano and can warn the group of the smoke monsters (belkers) in the wastes. He is unwilling to venture with them—he wants to take some steam to alleviate the itching of his drooping skin. When the PCs ask what dangers lurk beyond the wastes at the foot of the mountains, and on its slopes, he again asks them if they want big trouble or little trouble. If the PCs answer "big trouble" the giant's directions lead them to encounter K, if they respond "little trouble" the directions lead to the army ants of encounter L. When it becomes clear that the PCs intend to ascend the volcano the giant helpfully adds that easy slopes follow big trouble. He thinks it quite humorous he is sending his new friends into dangerous areas and quite what a "good" pal would do—after all, trouble can be fun.

19 beneral der, somen ppedagee

Should the conversation turns to violence, the giant has no fear of such wee folk.

Scaling the Encounter: For APL 10 parties add the quick advanced template to both Grumblakk (+2 on all rolls [including damage rolls] and special ability DCs; +4 to AC and CMD; hp 175), and the goliath stag beetle (+2 on all rolls [including damage rolls] and special ability DCs; +4 to AC and CMD; hp 126).

Giant, Ash CR 11

XP 12,800

hp 147 (*Pathfinder Roleplaying Game Bestiary 3*) TACTICS

During Combat Grumblakk prefers to fight dismounted. He attempts a fast dismount (**Ride +2**) and when successful scoops up a rock to hurl at the party. If he fails his dismount he simply draws his club as he advances, counting on his reach to smash foes attempting to close.

Morale When reduced to 20 hp or less Grumblakk flees unless his vermin companion has been slain, in which case he fights to the death.

Beetle, Goliath Stag CR 8

XP 4,800

hp 104 (Pathfinder Roleplaying Game Bestiary 2)

TACTICS

During Combat Grumblakk's stag beetle tramples the party throughout the combat.

Morale The giant's vermin companion battles until slain.

Development: When the PCs befriend the ash giant and obtain directions to the slopes of the volcano, award the party experience as if they defeated the encounter and **one community point** (which may help to offset lost community points from deception). Additionally, they receive a +4 circumstance bonus to Perception checks to spot the belkers in encounter J. PCs that do not obtain directions face more challenges as they approach the volcano (see **Finding the Way** in the Chapter Three Introduction).

Chapter 3 The Peak

The burned jungle gives way to a broken plateau of volcanic rock, almost unchanged since the fall of the Dracoprime and subsequent eruption 500 years past. As the canyons of the scorched wilderness approach the field of volcanic rock, a 40 ft. climb advances the PCs to the next portion of the trek.

Finding the Way



mendarder melyhmat benerad der, rohmen mulhige

Depending on how the interaction with the giant Grumblakk concluded the party may avoid one of the challenges, as well as encountering a less strenuous climb to the top. The giant provides them with directions to "big trouble", the titan centipede in Encounter K (followed by an easier climb in Encounter M, granting a +5 circumstance bonus to the initial survey skill check) or to "little trouble" and the army ants that live in a small patch of grassy terrain in a hidden dell. PCs that do not obtain directions must face both encounters at the base of the mountain (K and L) as well as a more difficult climb to the peak (no skill check bonus in encounter M). In both cases they must get past the belkers in encounter J before meeting either sort of "trouble".

Adventurers that start their trek here (having made landfall by magical means) treat the challenges as if they have no directions.

J. The Wastes (CR 9)

Some hours distant, the mountain meets the skies above—the land in between is a barren waste. Cracked earth, broken basalt, and pools choked with ash litter the panorama. Smoke escapes from the rents in the terrain before you; unlike the vaporous steam of the burned forest this smoke is yellowish, almost opaque, and reeks of sulfur.

Creatures: A clutch of belkers hunts the wastes. Unless the PCs take pains to hide their movement across the broken lands, the monsters spot the party from 200 ft. away. In return the adventurers must make a **DC 47 Perception check** to differentiate the belkers' smoky silhouettes from that of the sulfur clouds escaping from the ground. When unnoticed the creatures change into smoke form and travel through the rents and cracks of the earth to appear within 40 ft. of the PCs, using their knowledge of the tunnels and cracks to exit in one of the clouds of sulfur smoke. Spotting them at this juncture is somewhat easier (**DC 30 Perception check**—success indicates a PC may act in the surprise round). Adventurers who befriended the ash giant Grumblakk receive a +4 circumstance bonus on Perception checks to spot the belkers.

Scaling the Encounter: Add the following hazard to the encounter to increase the CR to 10.

Volcanic Rock Hazard

At the start of combat a **DC 12 Survival** check reveals the presence of razor sharp volcanic rock patches. Creatures aware of these patches may move at half speed to pick their way through them with no other penalty. Success on the Survival check allows a creature to point out the hazard to its fellows with a standard action on its initiative.

Creatures that move at greater than half speed, or who are unaware of the glassy rocks must make a **DC 25 Perception check** to avoid them each round (the penalty for being distracted by combat is figured into the DC).

Failure results in up to four attack rolls with a base attack bonus of +0 (one attack roll for every 5 ft. square moved through). For these attacks the creature's shield, armor, and deflection bonuses to AC are negated. If the creature is wearing shoes or other footwear it gets a +2 armor bonus to AC. When the attack succeeds the creature suffers a wound to the lower legs and feet from the jagged rocks, taking 1d6 points of damage per attack and reducing its speed by half. This movement penalty lasts for 24 hours, until the creature is successfully treated with a **DC 15 Heal check**, or until it receives magical healing equal to the damage taken from the jagged rocks. A creature may stop movement at any time to avoid further attacks during its initiative. This hazard is equivalent to a CR 6 trap when rewarding experience.

chuchdaler milyhmat benerad der anbring mudhiger

Belker (3) CR 6

XP 2,400 each

hp 68 (Pathfinder Roleplaying Game Bestiary 2)

TACTICS

y fra ward

Before Combat Starting in smoke form allows the belkers to close and attempt their smoke claws special attack in the surprise round, entering their target's square as they close.

During Combat When attacked with magical weapons the belkers use a swift action to leave smoke form and commence full attacks. They fly 10 ft. above the party, relying on their greater reach to keep them from harm's way.

Morale When reduced to 20 hp or less the belkers use Flyby Attack, shifting back into smoke form to make smoke claw attacks as they move into enemy squares. If they miss on these attacks they continue down into the many cracks and vents in the rocky surface to prepare for their next Flyby Attack. **Development:** Following the combat with the belkers advances the party to encounter K or L (or both if they did not receive directions from the ash giant).

K. BigTrouble (CR9)

The ground where you stand is pockmarked with crevasses and sinkholes, the carapaces of giant slicer beetles litter the scene, and the slope of the mountain ahead promises a vigorous climb. To your right a sheer face rises 25 feet to a ledge above. Sixty feet ahead, on the left, a more gradual rise belies its safety due to the preponderance of scree and rubble littering the ascent. Fortunately in between these two obstacles a gentler rise starts up the mountain.

Creature: Deep in the sinkholes and tunnels at the base of the mountain lurks a huge centipede. A **DC 7 Perception check** notices the colossal vermin just as it bursts up out of the ground, allowing action in the surprise round.

Scaling the Encounter: Use the quick advanced template to increase the CR to 10 (+2 on all rolls [including damage rolls] and special ability DCs; +4 to AC and CMD; HP 155).

Centipede, Titan CR 9

XP 6,400 each

TACTICS

Sechnendarden gmeles hind tor a benegat der an binen pmaliger

comendarce mely hundy benerad der, aghung mudbige

hp 135 (Pathfinder Roleplaying Game Bestiary 2)

During Combat The centipede stays hidden in complete cover and bursts up in the middle of the party through one of the 5-ft.-wide sinkholes using its compression ability (moving at half speed until clear of the tunnel). It tramples through the adventurers' midst and then climbs the sheer bluff to attack the party from above. Note that as a colossal creature the centipede may share space with creatures of Large size or smaller.

> Morale The many-legged monstrosity fights to the death.

2

compandarda and and

ENCOUNTER K

Developments: When the PCs followed Grumblakk's directions to this area the gentle slope between the bluff and the scree joins up with the former path to the temple at the peak. Advance them to encounter M and grant a +5 circumstance bonus to their survey to determine the best path up the mountain. If they did not have such directions the path leads to a grassy patch on the side of the mountain; advance them to Encounter L.

L. Little Trouble (CR 9)

The volcano drives up out of the sea on this end of the island; it is easy to see why landfall here is impractical, with rocky shores and sheer cliffs greeting the ocean's fury. As you work your way around the mountain's circumference looking for a promising route up, a thin strip of jungle struggles to gain purchase at the base of the mountain, bordered by dry grass. It is tough going through the vegetation at the edge of the bush. After a time, you discover some sort of game path through the tall grasses: a route twenty foot wide and devoid of all plant life.

bangad da

A DC 20 Survival check notices that the grasses in the area are quite dry and susceptible to fire.

A **DC 20 Perception check** reveals that bones from many small animals are in the dust of what was once the path of the army ant swarms that hunt the edge of the forest.

Movement though the grass is at half speed and creatures are only visible within 5 ft. of each other. Using the peak of the mountain as a landmark, PCs may move toward it through the grass with no chance of becoming lost.

The denuded roadbed—the path an army ant swarm has made as it hunts the grasslands—crisscrosses back and forth on itself. Although the mountain itself is visible within the distance, a **DC 14 Survival check** is required or the PCs become disoriented and lost in the maze if they stick to the roadbed. It is clear after the first such check that the path is definitely more difficult to negotiate than the tall grass. Once the PCs recognize they are lost (see "Getting Lost" in Chapter 13: Environment in the Pathfinder Roleplaying Game Core Rulebook) they may attempt to right their course on the roadbed by setting a new course (another Survival check) or strike out cross country through the grasses (navigating successfully automatically), ignoring the deceptive clarity of the "path".

Creatures: A swarm of army ants hunts the grasslands. When traveling on the roadbed the PCs spot the swarms re-entering the cleared path after the second Survival check to stay on course. When the PCs are in the grasses a **DC 14 Perception check** allows them to hear the swarm approaching (and act in the surprise round when the swarms are 5 ft. away and visible).

Scaling the Encounter: Add two additional swarms for APL 10 groups.

Sechargend drelen gunde benegad der, rohmen und biger

B

Army Ant Swarm (4) CR 5

XP 1,600 each

hp 49 each (<u>Pathfinder Roleplaying Game Bestiary 2</u>) TACTICS

During Combat The swarms attempt to consume all in their path.

Morale The ants know no fear and eat until dispersed or slain.

Swarm Hazard



chuchdaler milghmat bengad der, aghingen mulbiger

mendarder melyhindy benerad der, rohingen mudbige

When the PCs encounter the ants on the roadbed additional swarms carpet the path 10 ft. ahead and 10 ft. behind the party. These swarms fill a 20 ft. by 20 ft. section of the roadbed for 2 rounds, and then continue on into the grasses at a rate of 10 ft. per round. These blocking swarms do not move to attack creatures caught between them, but PCs moving into these areas suffer 3d6 swarm damage plus distraction (**DC 15 Fortitude Save**) for every round (or partial round) spent in the hazard and suffer the army ant cling attack when they exit the hazard. A 5 ft. section of the hazard may be cleared for every 13 points of applicable damage dealt to the 20 ft. by 20 ft. mass of ants.

Fire Hazard CR 6

It takes but a spark to set the dry grasses on fire—area of effect spells, the splash from an alchemists fire or bomb are all likely culprits. Any ignited grasses smolder and expand 5 ft. per round in every direction; any creature caught within risks catching on fire. When twenty 5-ft.-squares of grasslands are consumed by fire, the flames are considered a full blown brush fire (for more information see "Forest Fires" in Chapter 13: Environment in the Pathfinder Roleplaying Game Core Rulebook).

The leading edge of the fire advances 120 ft. per round directly towards the adventurers—likely overtaking the party (and the ant swarms) and dropping them in the middle of the conflagration. Once a particular portion of the grasslands are ablaze it remains so for 50 minutes before dying to a smoking wasteland. The leading edge of the fire continues for another 5 rounds (extending 600 ft.) before consuming all the grass between the start point and bare rock of the mountain. Otherwise the fire spreads at one 5-ft.-square per round upwind (away from the PCs) and two 5-ft.-squares per round on each flank. Sparks and leaping flames allow the fire to cross the denuded roadbed, which is also considered to be on fire once both sides of the trail ignite.

Within the bounds of the brush fire a creature faces three dangers: heat damage, catching on fire, and smoke inhalation. Damage sustained each round impacts spell casting, requiring a concentration check (10 + 1/2 spell level + damage dealt) to complete the spell.

Smoke Inhalation: Creatures in the fire risk inhaling heavy smoke and must make a **Fortitude save each round (DC 15, +1 per previous check)** or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. After making one successful save, a character may hold his breath to avoid the smoke. Using a spell

activation device with a command word trigger, casting a spell with a verbal component, or drinking a potion are not possible while holding one's breath—all of these actions trigger the Fortitude save (and may disrupt spell casting if the save fails). Smoke provides concealment to characters within it.

Heat Damage: Breathing the superheated air causes a character to take 1d6 points of fire damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage (the same activities that preclude holding one's breath apply). Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws. Creatures on the denuded roadbed receive a +4 circumstance bonus to this save. Those wearing metal armor or who come into contact with very hot metal are affected as if by a *heat metal* spell.

Catching on Fire: Characters engulfed in the fire are at risk of catching on fire when the leading edge of the fire overtakes them and continue to be at risk once per minute thereafter, including when they are in the denuded roadbed (the intensity of the heat puts them at risk). Characters at risk of catching fire are allowed a **DC 15 Reflex save** to avoid this fate, creatures on the denuded roadbed receive a +4 circumstance bonus to this save.

When a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that he's no longer on fire (although he must make a new Reflex save in one minute if still within the conflagration's boundaries).

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. When no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a + 4 bonus.

Those whose clothes or equipment catch fire must make **DC 15 Reflex saves** for each item. Flammable items that fail take the same amount of damage as the character.

Escaping the Fire: Smoke and flames obscure an easy exit. PCs must make a **DC 18 Survival check** to correctly identify the direction of the wind and thus the most likely avenue of escape (upwind or to the flanks of the fire field); failure results in moving in a random direction to escape the flames—even off the roadbed in some cases, although PCs on the roadbed at the start of their turn gain a +4 to their survival check. Visibility within the fire is 10 ft.; the flaming grasses are still treated as difficult terrain, as is the smoke-choked roadbed. Flying out of the fire is possible—creatures are safe from the smoke and flames once they reach an altitude of 40 ft. above the conflagration.

Development: Once out of the grasses the PCs discover the beginnings of a path to the top of the mountain and proceed to encounter M. Comendarce melyhund benerat der, syhner mudbige

M. The Climb

The slopes of the mountain look passable in some spots, difficult in others. Here and there the old path to the fire temple remains, but many sections were destroyed by the eruption of the volcano during the Confluence. It will take a skilled climber to navigate the ascent steam and smoke still issue from fissures on the mountain side.

The best route to the top of the mountain may be surveyed with a **DC 20 Climb or Knowledge (geography) check** to navigate the rock face. Success on the check reveals the fastest route up the mountain which includes 3 difficult sections of climb, less one for every 5 points exceeding the skill check (minimum of 1 Climb check). Failure adds one difficult section plus one for every 5 points under the skill check (maximum 6 Climb checks). When the PCs commence their ascent from encounter K, they gain a +5 circumstance bonus to this specialized navigation check. The actual transit time to the peak is 5 hours plus or minus 1 hour for every 5 points of difference in the navigation check. The climbing obstacles should occur every hour or two depending on their number.

A difficult section is composed of a cliff (65% chance) or a rock wall (35% chance) that the PCs must negotiate before moving on. A cliff requires a **DC 15 Climb check** to scale and is $1d4 \times 10$ ft. tall. Vertical planes of stone (rock walls) require **DC 25 Climb checks** to ascend and are $2d4 \times 10$ ft. tall. The use of rope, climbing kits, grappling hooks, or magic all serve to make it easier for party members to follow a trailblazer's path up the mountain.

Climbing Challenges



chuchdaler mulchunder benegat der, aghing multiger

Space these an hour or more apart each—the climbing challenges serve to burn party resources (*spider climb, levitate, fly* and the like) before the PCs reach the encounter with the fire drakes towards the top of the mountain, as well as establish as standard operating procedure for climbers using mundane means (ropes, hooks, and climbing kits). While it might be fun to play out the first climb on a round by round basis (tracking movement up the cliff), doing so 6 times gets old quickly. Once a standard operating procedure is set, feel free to call for one climb check per obstacle and randomly determine the height of a fall to speed things up, and limit each PC to one fall per obstacle. **Development:** If the PCs are using climbing kits during their ascent the drakes in encounter N automatically hear them at the base of the rock face when they approach. If the PCs are not using climbing gear for the ascent, they must still succeed on a **DC 10 Climb check** to avoid kicking rubble, slipping slightly at the base of the rock wall, or otherwise alerting the drakes. Have the PCs make this check once or twice at some of the other climbing obstacles to set them off balance when the check is called for at the fire drakes' cliff.

N. A View from Above (CR9)

One hour after the PCs pass the final climbing challenge, one final rock face remains. Parties that obtained directions for the easy climb from the ash giant Grumblakk face a gradual slope leads to a 50 ft. high cliff (**Climb DC 15**). Otherwise they encounter a more difficult climb: a steep slope followed by a 50 ft. high rock wall (**DC 25 Climb check**). See "Hills Terrain" and "Mountain Terrain" sections in Chapter 13: Environment of the Pathfinder Roleplaying Game Core Rulebook for more details on gradual and steep slopes.

A DC 25 Perception check notices that a tendril of smoke and steam emanating from the ledge above is different in nature than the sulfur smoke and pure steam emanating from the other fissures encountered thus far. The smoke is less yellow than the sulfur smoke and has more body than the steam.

Creatures: A rampage of flame drakes nest in a cave set back from the ledge above—one is currently on the ledge sunning herself. She hears the PCs approaching the base of the cliff if they are using climbing kits (from the hammering of pitons) or if they fail a **DC 10 Climb check** (slipping or knocking loose rubble. Free climbing allows a Stealth check, but as a creature approaches the ledge it can be pinpointed by the drake's scent ability.

Scaling the Encounter: For APL 10 parties add the quick advanced template to the flame drakes (+2 on all rolls [including damage rolls] and special ability DCs; +4 to AC and CMD; hp 69).

Drake, Flame (4) CR 5

XP 1,600 each

hp 57 each (<u>Pathfinder Roleplaying Game Bestiary 2</u>) TACTICS

During Combat When the flame drake on the ledge notices climbers ascending she waits until she thinks they are halfway up and vaults into the air, unleashing a fireball on the climbers below (setting any ropes on fire). Her sisters follow suit, sprinting out of the cave and peppering the party with their breath weapons. The flame drakes use Flyby Attack against climbers on the rock wall and land on the flanks of the party once they approach or achieve the ledge in order to full attack with their greater reach, taking to the air once more with their speed surge before the PCs can return in kind.

Morale When reduced to 8 hp or less a drake abandons the fight, flying away as quickly as possible.

Development: The flame drakes' cave, although foul smelling, provides shelter from the elements. The creatures have also collected much treasure, including holy items from the temple above.

Treasure: The flame drake's hoard—collected from the ruins of the temple as well as from some of the partially destroyed homesteads scattered over the island—includes:

1,260 gp in loose coin of various denominations

a partially melted altar set of silver plate encrusted with jewels and gold filigree worth 500 GP

shirt of immolation – this garment is embroidered with the fire glyphs of the Devotees of the Four Hearts

staff of fire – also carved with the glyphs of the order

4 potions of cure moderate wounds

1 oil of align weapon

1 scroll of restoration

The hoard also contains 120 small willow branch jewelry pieces fashioned from gold and pewter. The majority are discolored or tarnished—although the blend of the metals makes it difficult to differentiate them without magical or spellcrafting aid. A **DC 20 Spellcraft check** identifies these jewelry pieces as *braids of the flame* page 34); a second check is required to determine the current charge of each braid. A **DC 10 Knowledge (religion) check** informs a PC that worshipers of the flame aspect of the Great Mother wear these trinkets as protection against the lava used in the worship ritual. It is considered sacrilegious to cast additional protections on one's self while wearing these items.

A full examination of all 120 pieces of jewelry takes 45 minutes and identifies 7 fully charged braids and 22 slightly tarnished braids. The remainder of the braids are all awaiting recharge.

A faster examination is possible with a **DC 20 Spellcraft check** correctly identifying one untarnished and one slightly tarnished piece. For every 5 points exceeding the check an additional untarnished piece is discovered, and for every partial 5 points an additional slightly tarnished piece is found. Failure on the check results in incorrectly identifying tarnished and spent pieces as fully functional.

As jewelry the willow leaf sculptures are worth 25 GP each. As magic items their description is included in the appendix.

O. The Crater's Edge

The bowl of the volcano is visible from the crater's edge. To one side of the circular area hardened lava ramps down to a balcony overlooking a forty foot drop to the main deck below. The temple floor consists of a crescent-shaped expanse of basalt embracing a lava pool—at the edge of it stands what looks like a weeping willow, save that the drooping branches stream lava over obsidian and basalt armatures. At your current location the pools of lava bubble and pop, scattered about at the crater's edge.

A DC 20 Perception check notes that the edges of some of the small pools of lava are encrusted with ice crystals. Closer examination reveals the frost is gracing the tiny leaves of a red moss—a DC 21 Knowledge (arcana) check identifies these as firefrost moss.

Firefrost Moss

nddreled gmelyhmda benerat der, rghmen ppnd

80

nddreled melyhindr benegad der, rohmen mudhige

A magically occurring natural substance similar to poison, firefrost moss makes weapons effective against creatures composed primarily of fire, notably elementals and oozes. A metal weapon treated with firefrost moss becomes cold to the touch and is treated as having the keen enchantment versus any creature of the fire subtype. Against oozes and creatures of both fire and elemental subtypes, the weapon is treated as *keen*, bypasses all DR, and allows precision damage and confirmation of critical hits. This enhancement is lost when a treated weapon strikes such a creature (regardless of the damage done) as the hoary frost burns away.

Harvesting firefrost moss requires a **DC 20 Disable Device or Craft (alchemy) check**; a standard action is required to treat a weapon with the substance. Particularly skillful work may result in multiple applications being harvested from one patch of moss (one additional application for every 5 points exceeding the DC on the skill check). companyadarda

brade

10200

Firefrost is only safe to apply to light or one-handed metal weapons. When applied to a two-handed metal weapon, treat the weapon as if affected by *chill metal*. When applied to two-handed hafted arms, the *chill metal* spell affects the wooden haft where the business end of the weapon meets the handle, causing it to freeze and crack, granting the broken condition should it deal more than 10 damage before the firefrost melts away. This cold damage bypasses hardness. Up to 10 metal sling bullets or shurikens may be treated with one application, but bolts and arrows are cracked and ruined. Magical weapons and ammunition with an enhancement bonus of +2 or greater receive a **DC 13 Will save** to survive the freeze, but do not maintain any firefrost enhancement if they do. A dose of firefrost moss sells for 250 gp.

There are three patches of firefrost moss visible with the original Perception check. One or more additional patches may be discovered with a second **DC 25 Perception check**, with extra patches found for every **5** exceeding the **DC** (one primary skill check per party—use the highest skill check result with additional party members aiding each other in this search, each granting a cumulative +2 bonus to the primary skill check).



ENCOUNTER P

P. The Bowl CR 11

The great size of the weeping lava tree is much more evident from the bowl of the crater. A broken disc circumnavigates the tree trunk, floating on the magma below. The pool of lava exposed by the broken sections of the disk bleeds rivulets and streams of molten rock out across the crescent shaped platform and into the larger reservoir below.

It is clear that the temple floor once covered the lava field that fills much of the crater today. The jagged edges of the crescent-shaped deck and the missing wedge of the altar platform surrounding the holy tree show where parts of the floor fell into the molten rock below.

PCs carrying the obsidian branch will know that they must somehow pass through the streaming willow branches to attach the artifact to the tree and re-establish the divine connection to the Great Mother.

Mystical runes can be spotted on the floating disk with a DC 10 Perception check. A DC 15 Knowledge (religion) check identifies the disk as an altar, while a DC 15 Knowledge (engineering) check or DC 20 Knowledge (religion) check reveals that the altar rotates on the bed of lava below. Worshipers would enter the embrace of the willow's flaming branches (protected by the *flame braids*) and stand in a circle around the tree while the priests performed the worship rituals, during which the altar disc rotated.

Echneraddrelen gmelymmdz benegad der, ropmen pmaktieg,

Hazard: Lava Streams, Pool, and Volcanic Crater

Lava or magma deals 2d6 points of fire damage per round of exposure, except in the case of total immersion, which deals 20d6 points of fire damage per round. The streams crisscrossing the main floor are not deep enough for total immersion; moving at half speed across these squares allows a **DC 10 Acrobatics check** to avoid taking partial immersion damage. A creature doing so is considered flat-footed and loses his Dexterity bonus to AC (if any) and must make a **second DC 10 Acrobatics check** when it takes any damage while standing in a stream square to avoid being knocked prone.

28 cut

D C C C C

CITA

Total immersion is possible when the magma ooze (see creatures below) pins a PC in the lava pool around the base of the tree trunk, or when a PC is knocked into the lava field in the volcanic crater 10 ft. below.

Creatures knocked into the lava field must make a **DC 15 Swim check** on entry to avoid being totally immersed until the following round. In subsequent rounds they take full immersion damage and must make a **DC 10 Swim check** to avoid drowning, or a **DC 15 Swim check** to move 5 feet in any direction. They may also attempt to climb out of the lava when next to the crater's edge. A **DC 5 Climb check** suffices to pull themselves out of the lava enough to avoid full immersion, but they may move no further and continue taking 2d6 fire damage plus any continuing damage from entering the field. Damage from lava continues for 1d3 rounds after exposure ceases, but this addicomendarcles melybund benerat der sybunen mudbige

(that is, 1d6 or 10d6 points per round). A DC 15 Climb check allows a climber to ascend to the crater's edge (10 ft. above the lava) in subsequent rounds; a failed check and a fall starts the process all over with the Swim check to avoid total immersion.

tional damage is only half of that dealt during actual contact

Immunity or resistance to fire serves as an immunity or resistance to fire, lava, or magma.

A creature wearing a full charged *flame braid* has two rounds to escape the lava without taking damage (one if partially tarnished); flame braids prevent continuing lava damage from starting if any protection remains in the item when the creature exits a lava hazard.

Hazard: Weeping Branches of Lava



Passing though the streaming branches of lava from the tree deals 2d6 fire damage plus 1d3 rounds of continuing exposure. Note that the *flame braids* cancel out any continuing exposure as long as any protection remains within the magic of the item. The branches provide partial cover against opponents on the opposite side, and once under the canopy, a creature is safe from the streaming rivulets until they pass through a second time.



Boon of the Goddess: While the goddess cannot intervene to save PCs from death, when a PC dies in lava the soul calls out to the Great Mother who does grant a boon to preserve the body. A bolt of water fires down from the heavens (drilling a hole through the altar if necessary), striking the corpse and encasing it in a crust of obsidian. This cocoon preserves the body before it is reduced to ash so that it can be raised with a raise dead spell.

Creatures: The eruption of the volcano 500 years past shattered the Great Mother's divine connection with the fire guardians in the temple precinct. A feral magma ooze and a pair of magma elementals now consider this area their private domain, driving away all intruders. The elementals usually swim within the greater lava field, but see PCs moving down the ramp into the bowl and earth glide into position to attack. The ooze resides in the lava pool at the base of the Tree of Fire. PCs within 30 ft. may make a DC 25 Knowledge (dungeoneering) check to identify it before combat (it is obscured by both the altar and rivulets of lava streaming from the tree; once it acts in combat the DC is reduced to 17).

Scaling the Encounter: Change the huge magma elementals to greater magma elementals for APL 10 groups.

Huge Magma Elementals (2) CR 7

XP 3,200 each

hp 85 (Pathfinder Roleplaying Game Bestiary 2)

TACTICS

Before Combat The elementals wait until the PCs approach the weeping branches, using earth glide to get underneath to Greater Bull Rush the adventurers through the lava branches and past the magma ooze (which waits to make attacks of opportunity). PCs who make a DC 15 Perception check spot the "polished stone" surfaces of the creatures' passing or feel their warmth underfoot and are not surprised by the elementals when they exit the stone.

During Combat One elemental lashes out with full attacks while the second attempts to bull rush foes past its allies and into the lava field. When the ooze pins a creature in the lava pool but fails to drag it under the lip of the altar the next elemental to act spins the altar to cover up the trapped PC.

Morale Both creatures fight until slain.

Magma Ooze CR 7

XP 1,600 each

hp 85 (*Pathfinder Roleplaying Game Bestiary 2*)

TACTICS

During Combat The magma ooze attacks and immediately attempts to grapples a victim, dragging it into the lava pool at the base of the tree (partial immersion). When it drags a victim into the pool it attempts to pin it (totally immersing the target in lava for each round it is pinned) before working its way under the lip of the altar itself to avoid being targeted, dragging pinned creatures with it. When unsuccessful in this tactic an elemental spins the altar to cover up the trapped PC and the ooze. Morale The ooze fights until slain.

and dreled guely hundy benegat der, sylung

Re-consecrating the temple

The branch of rune-inscribed obsidian snaps into place deep in the canopy of the willow—once placed, lava begins to stream down and fill the gap in the altar, repairing it before the party's eyes. The newly cooled sections of the altar platform contain runes similar to those in the ancient segments, although the lava in the fresh inset carvings does not solidify along with the basic structure. Though the grace of the divine is now palpably present, it is clear that additional sacrifice must be made to fully restore the altar. Examination of the runes in the original portions of the disc reveal a mix of cooled obsidian and diamond chips that reflect the flame of the branches above.

To fully restore the altar, 2,500 gp worth of diamond chips and dust must be mixed with the lava runes pooling in the repaired sections (realized with a **DC 15 Knowledge [arcana or religion] check**). This causes the lava to cool within the rune channels and take on the appearance of the original etchings. The diamonds recovered from the crater edge can be pulverized with a **DC 25 Craft (stonemasonry or jewelry) check** or with a single casting of *stone shape*. PCs who sacrifice their treasure to complete the connection with the Great Mother earn **one community point**.

If the altar is not completely repaired by the PCs the Devotees of the Four Hearts make the repairs in the coming weeks.



Conclusion The Ties that Bind (CR 12)

After blazing a trail across the island and clearing the bowl of the temple of its maddened guardians, you return to find not one but three vessels at anchor in the bay. A welcome friend, the Autumn Leaves, promises reunion with your patron while the second new arrival flies the banner of the Eldermoot, the Picollan governing body. Signs of additional life in the settlement foreshadow a return to normalcy and the hopeful conclusion of your quest.

Unfortunately for the PCs, anything but welcoming arms await them in the halfling settlement. The enchanter, Myghal Weskenver, has become more threatened by the progress Carlyetta's priests have made towards returning Picollo to the ancient traditions of community and joy. The society the enchanter (now advanced in power, both political and magical) envisions is one enjoyed by halflings only, with all other races in Picollo either forced into exile or kept in permanent servitude. The memories of the betrayal and the fecklessness of non-halflings during the Hoyrall Wars and the recent loss of his fiancé have hardened the wizard's heart toward its goal: the racial purification of Picollo.

Weskenver makes his bid to secretly take over the leadership of the Devotees of the Four Hearts by re-establishing the cyclopean runes in the four holy temple sites, allowing him to focus magical dominance over the priesthood. He will then combine the order's rising influence with his own political power to guide the Eldermoot into putting his vision of the Picollan future into place.

Creatures: Two obstacles stand in Weskenver's way. Both Carlyetta and her protégé's (who know the details of the false cyclopean runes) must be eliminated or discredited. Armed with arrest warrants bearing seals of authenticity from the Eldermoot and Board of Indentures, the wizard dispatches a team of *dominated* priests and calls an inevitable to carry out the decrees, which include charges of heresy against Carlyetta and deeds of exile against the PCs. The team is led by Gratipp Dullhenna, the tripurasura who initiated the mischief against the Great Mother. Allowing himself to be bonded as a familiar to the enchanter amuses Gratipp; he is intent on continuing his perversions against the goddess and is still pulling the strings (regardless of whether or not Myghal feels in command of his own destiny).

Disguised as a representative of the Eldermoot the familiar has received powerful magic from the enchanter to accomplish the elimination of the wizard's foes. Joining the tripurasura and his minions is the reluctant Faerilon Hayweather, recently the recipient of an *atonement* spell from Carlyetta (whose reward was to be cast into chains by the disguised Gratipp and stashed away in a nearby hut.) The newly-restored paladin is determined not to risk his reclaimed powers and until the deception of the asura is revealed—he follows the letter of the law regarding the apprehension of the PCs. In any confrontation the paladin uses nonlethal force to subdue Carlyetta's "wayward band".

The inevitable's *true seeing* ability identifies the asura for what he is but not the mundane forged arrest warrants, which suffice to bind him to the effort of capturing or killing the PCs in pursuit of the legal decree of the Eldermoot (the documents approve the use of lethal force against any who resist arrest).

29 angad der, sohmen mudbageg

Once the PCs approach the settlement, read the following:

As you draw nearer, the group arrayed to greet you does not appear to be one assembled to laud you for your efforts. A trio of halflings, two in the clerical robes of the Devotees of the Four Hearts and one wearing the insignia of the Picollan Eldermoot, are flanked on one side by a mounted and disheartened-looking Faerilon Hayweather and on the other by a golden-winged clockwork centaur with arms terminating in barbed chains.

The official from the Eldermoot takes a step forward and brandishes a fistful of official looking documents. He speaks, "by order of the *Eldermoot and the Board of Indentures, the mercenaries engaged by* Carlyetta Wesleigh, now arraigned on charges of treason and heresy, are ordered to submit to arrest, transportation, and exile from the lands of Picollo. Cast down your arms and yield to the justicars of Picollo."

The tripurasura's deception is a slender reed; the outsider cares not if the situation escalates to naked force or if the PCs go quietly into submission. Secure that the inevitable and paladin are bound to him by the "decree" of the Eldermoot and the clerics through *domination*, Gratipp shows little patience for delay, permitting only a few exchanges of conversation before commanding his minions to "take them!" Until he initiates combat, however, the PCs may gain some awareness of the deception at hand.

PCs are granted the following passive skill checks

Perception DC 22: Gratipp—whose change shape ability can only transform him into the visage of Carlyetta's former clerkhas relied on mundane means to disguise his appearance. Success on the Perception check penetrates the deception, revealing him as the familiar balding halfling, seemingly back from the dead. PCs may attempt to further penetrate his illusions by bypassing his elusive ability if they need more confirmation of his identity.

Knowledge (local) DC 20 or Knowledge (nobility) DC 15: While the Board of Indentures certainly has the power to regulate the immigration status of non-halflings in Picollo, the charges of heresy and treason are a legislative reach for the normally toothless Eldermoot. While proof positive cannot be made without examination of the documents in the "official's" grasp, it seems likely they are not genuine. If there are any halflings in the group, they know that only the slaying of one halfling by another is grounds for exile (a crime of which none of the PCs are guilty).

Knowledge (planes) DC 24: The inevitable (a zelekhut) is known, like all of its kind, to pass no judgement on those it seeks, bound only by the laws of the society it serves. Even if the PCs can prove it is all a mistake, the outsider is bound to follow the dictates of the official representative of the Eldermoot (in the persona of Gratipp, in whatever guise he wears).

Player may take active actions to earn the following checks, keeping in mind Gratipp's readiness to initiate combat:

Sense Motive DC 15: Appealing to the Clerics of the Four Hearts results in stinted, limited replies-it is clear they are under some sort of compulsion.

Diplomacy DC 29: Faerilon responds to questions and appeals by the PCs that his hands are tied: as much as he feels he owes them for their prior service, he must abide by the laws of the Eldermoot. He adds that he is heartbroken that Carlyetta has succumbed to heresy, a charge not completely unfounded, for she spent many years as a Fallen Leaf (and if the community points total from Shattered Heart Adventure Path #3: The Breath of the Goddess was low enough she might still be). Success on the Diplomacy check permits the PCs to have the paladin examine either the priests for *domination* or penetrate Gratipp's disguise. Should the paladin succeed in either skill check, he remains out of combat pending the triggers listed in his tactics block. After the PCs make one attempt to have Faerilon examine the clerics or Gratipp, the asura waits no longer and initiates combat (with the paladin still on his side if Faerilon failed the Perception or Sense Motive check).

Halfling Taboos: Having spent a lengthy time in Picollo, all the PCs are aware that it is forbidden for one halfling to slay another. While technically those of other races are not bound by this taboo, they should consider the tradition as they engage Faerilon and the clerics, who tend to use nonlethal force whenever possible.

During the exchange of "pleasantries" the tripurasura's group closes to within 20 ft. of the party before awaiting the call to combat.

Inevitable, Zelekhut CR 9

XP 6,400

hp 115 (10d10+60) (Pathfinder Roleplaying Game Bestiary 2) TACTICS

During Combat The zelekhut opens with a casting of fear and then vaults into the sky to avoid melee combat until it can set the range (relying on its 10-ft. reach). While airborne it uses hold monster or hold person to nullify archers and spellcasters.

Morale The inevitable fights until slain, focused on its unvielding mission and freely using lethal force throughout the combat.

Gratipp Dullhenna (transformed tripurasura) CR 8 XP 4,800

LE Tiny outsider (asura, evil, extraplanar, lawful), shapechanged: Small humanoid (halfling)

Init +2; Senses darkvision 60 ft., *detect magic*; Perception +10 DEFENSE

AC 23, touch 18, flat-footed 21 (+2 armor, +4 Dex, +1 dodge, +1 insight, +4 natural, +1 size)

hp 119 (14d10+42); fast healing 2

Fort +16, Ref +11, Will +10, +2 vs. enchantments

DR 5/cold iron or good; Immune curse effects, disease, poison; **Resist** acid 10, electricity 10

OFFENSE

sendarded mily himder benerat der, sommen maktiger

Speed 20 ft., climb 20 ft.

Melee +1 *chilling rapier* (new magic item) +20/+15/+10(1d4+2), Crit $15-20/x^2$ and sting +19 (1d4+1 plus poison)

chuchdarcled quely hunder benegat der syhning



Spell-Like Abilities (CL 6th; concentration +7)

constant—*spider climb* (all other SLA unavailable due to *transformation*)

TACTICS

na upda of bad burning

appendenced underproved and volume

Before Combat Gratipp uses his *scabbard of keen edges* to enhance his rapier and receives the benefits of *aid*, *shield other*, and *sacred bond* from one of the dominated acolytes (included in stat block). The instant hostilities break out he takes an immediate action to activate his *snapleaf*, turning himself invisible.

During Combat The asura sacrifices a move action during the first round of combat to receive the benefits of *transformation* from his **amulet of connection** and works his way around to the rear of the party to attack spellcasters. He does not attack until a second move action grants him mirror image. His *wriggler's ring* (page 35) provides the opportunity to escape an inopportune grapple.

Morale Secure in his immortality, Gratipp fights until slain. When captured, charmed, or knocked unconscious, Myghal uses the *amulet of connection* to *disintegrate* his familiar to avoid having its involvement traced back to him.

Base Statistics When not transformed and protected by the acolytes' spells, Gratipp's statistics are: **AC** 24, touch 16, flat-footed 19; **hp** 39; **Fort** +9, **Ref** +9, **Will** +10, +2 vs. enchantments; **Melee** *chilling rapier* +18, +13 (1d4, Crit 15–20/x2) and sting +17 (1d4-1 plus poison); **Spell-Like Abilities** constant—*detect magic*, at will—*feather fall*, 3/day—*levitate*, *locate object*, *spider climb*, 1/week—*commune* (6 questions, CL 12th); **Str** 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 15, **Cha** 13.

STATISTICS

Str 12, Dex 18, Con 16, Int 13, Wis 15, Cha 13

Base Atk +14; CMB +13 (+15 disarm); CMD 29 (31 vs. disarm)

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +18 (+14 when jumping), Appraise +4, Bluff +15, Disguise +17, Escape Artist +18, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10, Perform (dance) +5, Spellcraft +4, Stealth +14; **Racial Modifiers** –4 Acrobatics when jumping, +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ change shape (any Small humanoid; alter self), elusive, improved evasion

Combat Gear *scabbard of keen edges, snapleaf, wriggler's ring* (page 35); **Other Gear** *bracers of armor* +2, *chilling rapier* (page 34), disguise kit (8 uses remain)

SPECIAL ABILITIES

Change Shape (Su) The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid (a balding halfling).

Elusive (Su) The tripurasura and items it carries are considered to be under the effects of a *nondetection* spell. A caster must succeed at a DC 14 caster level check to overcome this effect.

Poison (Ex) Tongue—injury; *save*—Fort DC 12; *frequen-cy*—1/round for 6 rounds; *effect*—1d2 Wis damage; *cure*—1 save.

Amulet of Connection Gratipp wears a custom magical item that allows Myghal to both scry on him and share certain spells at great range. The magic is somewhat delayed as the trickster casts his spells to enhance his familiar. Gratipp must sacrifice a move action to be the beneficiary of any of the following spells (CL 14th) *haste, invisibility, mirror image, see invisibility, shield, transformation.*

The amulet also allows the enchanter to target a disintegrate spell on the tripurasura, which he does when his familiar is captured, charmed, or rendered unconscious. Save for the amulet, Gratipp's gear survives this *disintegration*.

Faerilon Hayweather CR 8

XP 4,800

Male halfling paladin 9 LG Small humanoid (halfling)

Init +1; Senses Perception +5

Aura courage (10 ft.), resolve (10 ft.)

DEFENSE

Sechnenddreler melyhmdy benegad der rohmen mudbiger

comendarcles melyhundy bengad der, ryhunen mudhige

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +2 shield, +1 size)



hp 72 (9d10+18)

Fort +8, **Ref** +4, **Will** +5

Immune charm, disease, fear

OFFENSE

Speed 15 ft.

Melee +1 *keen merciful lance* +18/+13 (1d6+10, Crit 19–20x3) Ranged javelin +14 (1d4+7/x2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks channel positive energy (DC 16, 5d6), smite evil 3/day (+4 attack and AC, +9 damage)

Paladin Spells Prepared (CL 6th; concentration +10)

2nd—*bull's strength**

1st—*bless, divine favor**

*included in stat block

TACTICS

C books and

Chad becomme experienced and a period proved and a some

Before Combat Faerilon cast *bull's strength* and *divine favor* and adds the *keen* and *merciful* abilities to his lance. If the PCs previously returned Faerilon's *helm of the horseman*, he gains a +2 dodge bonus to AC when mounted (+1 on foot) and a +5 competency bonus to Ride checks.

During Combat Faerilon charges his opponents, hoping to knock them out with his weapon before they die an unintended death. If his mount is killed he takes a round to heal himself by laying on hands, then draws his *oil of phantom steed* (the following round he activates it and remounts).

Morale If he is aware that the Devotees of the Four Hearts are *dominated*, or if he penetrated Gratipp's disguise, Faerilon delays until lethal force is used against any halfling (even Gratipp unless his asuran form is revealed). When the tripurasura slays (or knocks unconscious with lethal force) a halfling or when its true form is revealed, he fights on behalf of the party. Otherwise Faerilon attempts to subdue the PCs until overcome.

Base Statistics Without his divine enhancements, the paladin's statistics are: **Melee** +1 *lance* +15/+10 (1d6+3, Crit x3); **Ranged** javelin +11 (1d4+2, Range 30 ft.); **Str** 14; **CMB** +10; **CMD** 21.

STATISTICS

Str 18, Dex 12, Con 12, Int 12, Wis 8, Cha 18

Base Atk +9; CMB +12; CMD 23

Feats Mounted Combat, Shield Focus, Skill Focus (Ride), Spirited Charge, Ride By Attack

Skills Knowledge (religion) +7, Heal +11, Perception +5, Ride +11 (+13 to stay in saddle), Sense Motive –1

Languages Common, Halfling

SQ aura, code of conduct, divine bond (lance), lay on hands (4d6, 6/day), mercies (frightened, shaken, staggered)

Combat Gear *oil of phantom steed*; **Other Gear** +1 *buckler*, +1 *fullplate*, +1 *lance*, heavy mace, 3 javelins, military saddle, silver holy symbol, 392 gp

Faerilon's Pony CR 1

XP 400 N Medium animal

Init +3; Senses low-light vision, scent; Perception +7

DEFENSE

comendarce melyhmat benerat der symmen muchtige

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 26 (2d8+17)*

Fort +7, Ref +6, Will +2 (+6 vs. fear)

OFFENSE

Speed 30 ft. (base 40 ft.)

Melee bite +5 (1d6+3), 2 hooves -0 (1d4+3)

STATISTICS

Str 17, **Dex** 17, **Con** 18, **Int** 6, **Wis** 15, **Cha** 8

Base Atk +1; CMB +4; CMD 17 (21 vs. trip)

Feats Endurance, RunB

Skills Perception +7

SQ *Faerilon's mount is enhanced by an *aid* spell and *shield other* from one of the dominated acolytes.

Dominated Acolytes (2) CR 5
XP 1,600 each
Halfling cleric 6
CN Small humanoid (halfling)
Init +1; Senses Perception +5
DEFENSE
AC 23, touch 16, flat-footed 22 (+7 armor, +3 deflection, +2 Dex, +1 size)
hp 54 (6d8+24)
Fort +8, Ref +5, Will +9; +2 vs. fear
Resist fire 10
OFFENSE
Speed 15 ft.
Melee+1 slingstaff+6 (1d6+1)
Ranged +1 slingstaff +7 (1d6+1, Range 80 ft., Crit x3)
Special Attacks channel positive energy 5/day (DC 15, 3d6)
Domain Spell-Like Abilities (CL 6th; concentration +9)
6/day—fire bolt (1d6+3 fire), calming touch
Cleric Spells Prepared (CL 6th; concentration +13)
3rd—dispel magic, prayer (DC 16), fireball ^D (DC 16), sacred bond
2nd— <i>aid</i> (2), <i>hold person</i> (2) (DC 15), <i>shield other</i> ^D
1st—burning hands ^D , command (DC 14), entropic shield, sanctuary (DC 14), shield of faith
0th—detect magic, detect poison, guidance, virtue
D Domain spell; Domains community, fire

Sechneraldreles meles hencerat der rohmen mudbiger

TACTICS

Before Combat The acolytes cast *aid* and *shield other* on Gratipp and Faerilon's pony and *entropic shield* and *shield of faith* on themselves. One of the acolytes has previously set up a *sacred bond* with Gratipp. The second uses his sacred bond on his companion so that they can heal each other as need be.

During Combat The acolytes prefer disabling spells such as *hold person, command,* and *dispel magic*; when cornered they cast buff and healing spells from behind a *sanctuary*. They prioritize healing, even spontaneously converting other spells to keep their companions in the fight, and only use lethal force once it is used against them.

Morale The acolytes are *dominated* by Myghal Weskenver and continue to fight for Gratipp until the charm is countered or they are slain or knocked unconscious. When the charm is lifted the clerics must succeed on a DC 15 Sense Motive check to correctly assess the situation; they may make this check each round until they succeed, taking no action other than to heal themselves and dismiss any ongoing spells connecting them with the current combatants. Once they succeed the clerics enter the combat on the PCs' behalf, providing healing and similar support.

STATISTICS

Str 10, Dex 14, Con 14, Int 8, Wis 16, Cha 13

Base Atk +4; CMB +3; CMD 14

Feats Combat Casting, Selective Channeling, Toughness

Skills Acrobatics +0, Climb –1, Diplomacy +8, Heal +9, Perception +5

Languages Common, Halfling

SQ aura

Combat Gear *potion of haste, scroll of bull's strength;* **Other Gear** +1 *breastplate,* +1 *slingstaff,* sling bullets (10), silver holy symbol, 393 gp

Development: Read the following at the conclusion of the combat:

The pile of ash that was once your antagonist begins to glimmer with ruby sparkles before coalescing into a smoky form. Sinister red eyes flash dangerously from within the apparition as a raspy voice emanates from the grit-filled mouth, "One time, two times, you just don't learn mortals! Eternity is my playground, and long after your names are forgotten the tales of how I wither the roots of your 'Great Mother' and scatter her leaves to the corners of creation will echo amongst the screams and anguish of the gods I will cast down!"

In a burst of wind the iridescent flakes explode and settle over the entire beach. For the next few weeks, whenever you discover yet another speck of the persistent glitter that has seeped into every corner of your body, hair, and belongings, you recall the ominous prophecy and shudder for a moment before drawing comfort from the sweet caress of the Mother's breath on your brow.

Development: Should any of the three "true" halflings be slain in combat, the PCs lose **one community point** for each one killed.

Treasure: Gratipp's un-*disintegrated* gear serves as the treasure for this encounter.

Experience Point Awards

The PCs receive experience for the challenges faced or the GM can simply advance them to 10th level at the conclusion of the adventure.

Future Adventures

comendarcles mely hunder benerad der, aghinger mudbige

Following the confrontation on the shore line, the PCs release Carlyetta and determine that the documents borne by Gratipp while false in content—do bear the legitimate seals of both the Eldermoot and the Board of Indentures. After a lengthy discussion with their former patron and the humbled paladin (ashamed of what he considers yet another personal failure) it is agreed that this information must be handled cautiously. Picollo's future is at a delicate turning point and still shrouded in mystery.

Future adventures in Picollo may include the following:

- The unknown, and certainly malign influence on the halfling Eldermoot must be rooted out; such an adventure would pit the PCs against Myghal Weskenver and his reborn familiar, with the wizard taking a more active role as the antagonist.
- Relations with the dødelig in the Spine of the Dragon might provide access to the underworld or additional mystic sites lost under the sea. The PCs may be called upon to help re-establish ties of kinship between halfling and dødelig.
- A rebellion of indentures and/or freedmen might force the PCs to choose sides in civil war.
- A journey to the Great Forest to discover the location of the Great Oak of the Mother (to provide acorns to reseed halfling villages with new holy trees that rival other ancient "Second Growth" trees in divine power). It is rumored that the sacred grove contains a magical gate to the home sanctuary of the Mother Spirit.
- War breaks out between the zwerc in the cloud fortresses at the peak of the Great Mountain and the dweorg at its base. Can the PCs avert genocide in the highlands?
- Zagnatti swarm into Picollo—are they a natural phenomenon or the harbinger of a hoyrall resurgence and a new war to claim the Big Island?

Regardless of the ultimate fate of Picollan society the PCs' actions thus far have shaped the near future. Read the following based on the final community points total to bring the adventure path to a close:

[23 or more community points] Though the discovery that some faction in the Eldermoot may be corrupt gives cause for concern, your travels through Picollo over the next few months are blessed with the promise of a bright future for the war-weary halflings. Driven far into the shadows are the secret guilds and backroom deals you first encountered on your arrival. The Devotees of the Four Hearts bring a deeper awareness of the Mother Spirit to halfling, freedman, and indenture alike. Many touched by the Mother refuse to participate in perpetuating indentureship, freeing their servants even at great personal cost and joining a growing abolitionist movement resisted only by the most conservative halfling families and villages. Festivals across the Big Island are changed in character, embracing community and joy—it is truly a time for rebirth, and this birth has found no better midwives than yourselves.

[20–22 community points] The discovery that some faction in the Eldermoot may be corrupt is disturbing, but travel through Picollo over the next few months gives you hope for the future. The

merad der, sommen mudbäc

chuchdadea melyhmat be

33

most brazen examples of secret guilds and back-room deals you first encountered on your arrival seem to be fewer and farther between and tolerance of non-halflings is more frequent as the abolitionist movement gains some ground, resisted only by conservative halfling families and villages. Festivals embracing community and joy are celebrated with increasing regularity, and more and more halflings rediscover the true worship of the Great Mother. Though you sense that a set-back might see a return to the erosion of ancient traditions, you hope that constant vigilance of groups like the Devotees of the Four Hearts—supported by heroes such as yourselves—will keep Picollo from backsliding into hopelessness and fear.

[20 community points or less] You have come to believe is the Island of Picollo is an adventurer's dream. The discovery that some faction in the Eldermoot is corrupt secretly pleases you, for your future employment is all but guaranteed no matter which side calls you to business. It is said that secret guilds and back-room deals provide the most opportunity to those with the will and skill to seize it. With the advocacy of such influential figures such as Carlyetta Wesleigh and Faerilon Hayweather—now doubly indebted to you—you have no doubt that your ability to move freely on the island is secured. Opportunity to build a true powerbase now lies before you; a strong Picollan, halfling, or immigrant might easily rise to command vast swathes of the disorganized and loosely-bound remnants of a once close-knit society overcome by disaster and war.

New Magic Items

Belt of the Fallen Horseman - Cursed Item

Aura strong transmutation; CL 12th

Slot belt; Weight 1 lb.

DESCRIPTION

Braided chestnut, black, and palomino horsehair make up this belt, secured by a leather buckle decorated with exquisite etchings of horses at full gallop.

It appears to grant the strength and endurance of a thoroughbred stallion to its wearer. For those of a non-evil alignment the belt does grant the promised +4 enhancements to Strength and Constitution, but it also causes the wearer to detect as evil and leaves him vulnerable to attacks that deal additional damage against evil creatures (such as *smite evil* or holy weapons). Once per day, when in battle against any creature with a good alignment, the wearer's attacks unknowingly gain the benefits of *smite good* as if they were an anti-paladin of the same character level with a Charisma score equal to his Constitution score. Evil creatures wearing the belt gain only the smite ability, although they can control the timing of its use. Any creature wearing the belt is forbidden from removing it unless the enchantment is broken.

CREATION

Magic Items belt of physical might +4

Braids of Flame Aura faint abjuration; CL 5th Slot none; Price 1,500 gp; Weight —

DESCRIPTION

comendarcled melyhundy benegad der, somen

These willow leaf ornaments in gold and pewter are designed to be woven into the user's hair (or worn as an earring), and provide immunity to lava and magma for up to 2 rounds. This includes any continuing damage—lava and magma immediately bead and slough off the bearer's body.

Newly charged *braids of flame* provide 2 rounds of protection. After 1 round of use they become slightly tarnished and grant only 1 further round of protection, at which point they become tarnished. Tarnished pieces provide no protection, but can be recharged in a special ritual at the fire temple by casting *protection from energy (fire)* into the trinkets. *Braids of flame* awaiting recharge continue to emit their magical aura. A **DC 20 Spellcraft check** correctly determines the current charge of the item—the pewter and gold pattern makes it difficult to determine by sight alone.

While *braids of flame* do not protect against other types of fire damage, while they hold a charge they grant a +2 bonus to Reflex saves to avoid burn damage.

The magic in the *braids of flame* is suppressed (as if affected by a *dispel magic* effect) as long as any other *resistance to fire* or *protection from fire* effects (except for racial resistances or immunity) is in place on the creature wearing the ornament. When more than one ornament is worn at a time, the magic in both is likewise suppressed.

CONSTRUCTION

Requirements Craft Wondrous Item, *protection from energy* (*fire*); **Cost** 750 gp

Chilling Rapier

Aura faint necromancy; CL 5th



This black +1 rapier feels cold to the touch. On a critical hit negative energy saps the health of the target, imposing a circumstance penalty of 1d6 on Fortitude saves and dealing one point of Strength damage. The circumstance penalty lasts 5 rounds and only the highest penalty applies to a creature hit multiple times by the *chilling rapier*. A DC 11 Fortitude save negates the Strength damage and reduces the duration of the circumstance penalty to two rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chill touch*; **Cost** 4,151 gp

Helm of the Horseman

Aura faint transmutation; CL 5th

Slot head; Price 8,200 gp; Weight 4 lbs.

DESCRIPTION

Decorated with a crest of un-dyed horse hair, this helm grants a + 1 dodge bonus to the wearer (+2 when mounted) and a + 5



competency bonus to Ride checks. Once per day, the wearer may cast *magic fang*.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace, dominate animal, magic fang;* **Cost** 4,100 gp

Wiggler's Ring



chuchdaler mulyhmdz henerad ther, sommen mudhiger

comendarcles mely hunder benegat der, sommen mudbiger

Aura faint necromancy; CL 3rd Slot ring; Price 3,000 gp; Weight —

This ring tickles and wiggles as it is placed on the user's finger. Once per day when bound, grappled, or otherwise restrained, the wearer may make an Escape Artist check to escape as an immediate action, gaining a +6 competence bonus to the check. This spell has no effect when the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a *hold person* spell or paralyzed by Strength damage).

CONSTRUCTION

Requirements Forge Ring, liberating command; Cost 1,500 gp

New Monster

Yercinendre

Molten lava shifts between rocky plates of armor and tongues of flame greedily lick at anything grasped within this creature's two powerful claws. For all of the heat generated from the thing, the air is chill around it almost as if fever were sucking the warmth from your body.

Yercinendre CR 7

XP 3,200

CE Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +16

Aura infectious aura (50 ft.)

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +10 natural, -1 size) hp 85 (9d10+36)

Fort +10, Ref +7, Will +6

Resist fire 10

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., burrow 30 ft.

Melee 2 claws +15 (1d6+9 plus disease and grab)

Space 15 ft.; Reach 15 ft.

Special Attacks heat, tongues of fire (1d6+9 plus 5d6 cold and 5d6 fire)

STATISTICS

Str 22, **Dex** 13, **Con** 19, **Int** 5, **Wis** 12, **Cha** 10 **Base Atk** +9; **CMB** +17 (+21 grapple); **CMD** 27 (31 vs. trip) **Feats** Cleave, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (claw)

Skills Perception +16

Languages Abyssal, Druidic, Infernal (cannot speak)

Environment any

ECOLOGY

Organization solitary

Treasure none

SPECIAL ABILITIES

Disease (Su) *Bubonic Plague:* Claws—injury; save—Fortitude DC 13; onset—1 day; *frequency*—1/day; *effect*—1d4 Con damage and 1 Cha damage and target is fatigued; *cure*—2 consecutive saves. The save DC is Constitution-based.

Death Throes (Su) When killed by fire damage the yercinendre's corpse explodes in burst of fiery ash, spreading a more virulent inhaled strain of *bubonic plague* (Fort DC 17) which exposes all creatures within a 50-ft.-radius.

Heat (Su) The body of the yercinendre generates heat so intense that anything touching it takes 5d6 points of fire damage. Creatures striking a yercinendre with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a yercinendre is allowed a DC 18 Fortitude save to avoid taking damage. The save DC is Constitution-based.

Infectious Aura (Su) All creatures within 10 ft. of a yercinendre take a –2 penalty on Fortitude saves against disease effects.

Tongues of Fire (Su) Victims pinned by the yercinendre take 5d6 points of cold damage from fiery tongues of flame that suck the warmth from their bodies in addition to the standard claw damage (1d6+9) and the 5d6 fire damage from being in contact with the creature.

Live incubators for deranged druids, fell necromancers, and the servants of the Horseman of Pestilence, the yercinendre are brought into being through dark rituals that often involve using plague burial pits or other disease-concentrated areas as a hatchery. A rough sculpture of mud and rock is scourged by a blend of divine magic and fire, bringing forth the horror to deliver its disease across the lands. Molten rock holds the creature's stony armor together and provides the heat needed to breed its plagues.

The creator of such creatures has the option to send individual yercinendre to roam at will or perform a second ritual, bathing it in fire near a populated area. Death by fire releases the yercinendre's contagion as a more virulent airborne version, wreaking great destruction in its path—because this method is so effective the creature is rarely seen in the wild.

In combat the yercinendre grabs its prey with its claws where ongoing damage from its superheated hide burns the flesh and supernatural flame shrouding its many tongues quickly reduces the victim's core temperature (as if in the throes of a brutal fever). The counterintuitive nature of the cold damage delivered by the tongues often takes hunters of the beast (protected against its obvious fire qualities) by surprise.

Yercinendre cannot speak, but understand the commands of their makers and take direction quite well.


















GM AID - COMMUNITY POINTS TRACKER

PCs start with the community points total from the end of Shattered Heart #3: The Breath of the Goddess. Groups starting with this adventure begin with 20 community points.

rder melyhind bengat der, rohing

Getting Started

The PCs ignore the desires of the ship's master and make landfall by some other means: -1

Fallen Hero

PCs treat the infected indentures: +1

PCs treat the infected halflings: +1

PCs provide atonement (including material components) for Faerilon: +1

Chapter Two Introduction

PCs return the helm of the horseman to Faerilon: +1

Encounter I

PCs befriend Grumblakk and get directions: +1

2

2222

companed

or and a part of

*z*papqad

PCs lie to, or attempt to lie to Grumblakk regarding his brother's death: -2

Encounter P

PCs sacrifice 2,500 gp in diamond to fully restore the temple runes: +1

Conclusion

Each halfling slain: -1 (maximum -3)

FINAL COMMUNITY POINTS TOTAL:

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

mendarded midghind there at der, rohmen m

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or 'Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this license. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and

Dave Arneson. **Pathfinder RPG Core Rulebook Copyright 2009,** Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney- MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Shattered Heart #4: Crucible of Faith 2015, AAW Games; Author: Michael Allen.

Designation of Product Identity:

cherchadarcher meleshind benerat der, sommen mudbiger.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as Product Identity (see above), the game mechanics of this AAW Games game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

All Content is Copyright AAW Games (Jonathan G. Nelson) 2011-2015.



CRUCIBLE OF FAITH

BY MICHAEL ALLEN

A witness to plague, fire, fallen ideals and betrayal for 4-5 9th level player characters.

The future course of halfling society rests in the hands of a small band of adventures blown on the winds like the leaf of a tree.

The mission to restore the last of the great holy sites to the Mother Spirit, the temple of fire, has not been heard from for some weeks. Fresh from the restoration of the temple of air near The Spine of the Dragon, the PCs speed towards the Burning Isle to discover its fate. Also known as the Isle of Pestilence, the site has been abandoned since the fall of the Dracoprime five centuries past caused the dormant volcano within to become active. Showers of disease-ridden ash still reach the mainland and it is hoped that restoring the fire temple of the Great Mother with burn the island clean. Rumors of flesh eating primate, great vermin and virulent disease failed to deter the Paladin Faerlion Hayweather, who now appears lost, along with the rest of his expedition. Will the PCs find the means to provide succor to the failing colony, and in doing so restore the bedrock of the worship of the Great Mother, or will they too fall to pestilence and disease, a fitting metaphor for the miasma that grips the once joyous and open mien of Picollan society?

Also included in this adventure:

- Disgusting traps that will cause your players to rethink snack time at the gaming table.
- Natural hazards to engulf the unwary.
- A new monster, the Yercinendre: a harbinger of plague, disease, and death, called forth by corrupt druids or any who bow to the Horseman of Pestilence.
- Five new magic items
- A method to track the PCs' influence on the future development of Picollan society.
- Notes on scaling for parties of 6 or more (APL 10).







........

