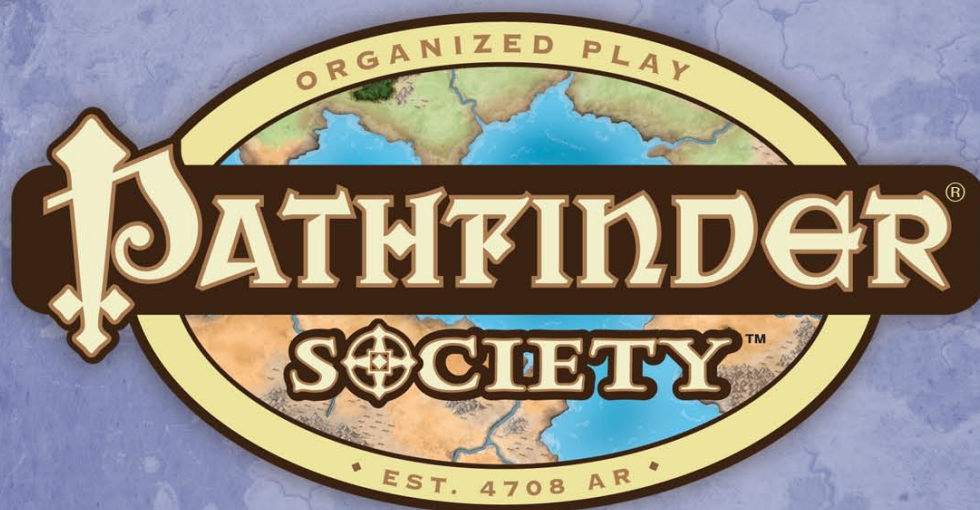


A PATHFINDER SOCIETY SCENARIO



BELOW THE SILVER TARN™

By Crystal Frasier



BELOW THE SILVER TARN

PATHFINDER SOCIETY SCENARIO 2–12

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Pathfinder Society Scenario 2–12: Below the Silver Tarn is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tiers: 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 24 of this product.

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BELOW THE SILVER TARN

BY CRYSTAL FRASIER



High in the Menador Mountains, straddling the blurred border between Cheliox and Nidal, sits a confounding network of ridges and valleys referred to commonly as “the Maze.” Once home to numerous Kellid tribes, the region now stands all but abandoned. Only the discovery of silver a decade ago drew humanoid souls back to the Maze, and now those same souls perch unknowingly at the edge of a dark legacy set in motion centuries ago by blood and desperation.

It didn’t take long after the ever-growing empire of Taldor tamed the newly dubbed region of Cheliox in 3007 AR for colonists to sweep north from the Inner Sea’s coast across Cheliox’s untainted plains and forests. Many of the native tribes fell back to the Menador Mountains for survival, abandoning ancestral lands for new homes in the rocky tors. In a series of campaigns lasting two generations, colonial militias led by legions of trained Taldan troops pushed these native Kellids steadily north into the foreboding Maze. In desperation, the Kellids turned to the blackest of arts and bartered with Hell itself for salvation. They brought forth the infernal force known as Nicoroux, a pit fiend of incredible power and woefully little tact. Kellid honorifics and shamans were no match for the she-devil’s infernal manipulations, and in short order she tore a bloody swathe through Kellid and Taldan alike. Unable to banish the fiend, Taldan clerics of Aroden instead bound Nicoroux within a circle of silver bricks. As the colonial forces withdrew, the church of Aroden established a small temple nearby to watch over the site.

Over the centuries, the valley in which the pit fiend was bound flooded, and with Aroden’s death, the binding of the silver circle weakens and Nicoroux’s dreams reach out to greedy souls, pulling them to her. Ten years ago, the silver rush she inspired gave the lake a name and a wild, frontier town grew up on its shores. When prospectors unearthed several of the inscribed, silver ingots that bind the fiend, they inadvertently released her power, but not her body, into the cold, stagnant waters of the Silver Tarn. The accidental abomination created by this leak isn’t quite devil or elemental; instead it is something profane and unnatural that knows only coldness and the

WHERE ON GOLARION?

Below the Silver Tarn takes place in a remote, lakeside mining village deep in the Menador Mountains between Cheliox and Nidal. The harsh terrain and twisting mountain passes known as the Maze isolate Silver Tarn and Stom’s Claim from much of the outside world, and knowledge of the surrounding areas is unnecessary in the running of this scenario. If, however, you want more information on Cheliox and Nidal, see the *Pathfinder Chronicles Campaign Setting* or *Pathfinder Campaign Setting: The Inner Sea World Guide*.



boundless avarice of Hell. Deep inside, the Silver Tarn seeks to release its mother, and sends its horrifically mutated tarnspawn to pull the souls of Stom’s Claim kicking and screaming into its depths.

SUMMARY

The enigmatic Pathfinder agent known as Osprey dispatches the PCs to the remote mountains straddling the border of Cheliox and Nidal to retrieve a curiously inscribed silver bar a local contact has obtained. As the PCs arrive in the miner’s tent city, fierce weather washes out the road and a dense fog sets in. When they approach the office of Courone Adle, the local assayer and Pathfinder contact, hideous creatures known as tarnspawn attack, hoping to slay the mortals and deliver their souls to the Silver Tarn.

GM TIP

*Below the Silver Tarn encourages a sense of lurking horror and dread. The Silver Tarn has hundreds of tarnspawn at its disposal, and the Pathfinders should be reminded of this whenever the game play starts to slow down. Ask for Perception checks to hear the faint, gargled breathing of a tarnspawn ambling nearby or a distant structure collapsing as the creatures seize its unfortunate occupants. The ever-present fog of the town inhibits visibility, and the final encounter takes place on the choppy, frigid waters of Silver Tarn amid a raging storm, so Game Masters should make special note of these penalties and review the rules for weather on pages 437–440 of the *Pathfinder Roleplaying Game Core Book*.*

Adle reveals what little she knows: She believes the silver ingots that several miners uncovered while dredging the lake caused of the attacks, and has identified their symbols as the Celestial language: holy prayers to Aroden and powerful wards. The halfling advises recovering five other ingots uncovered by various other miners. She also hypothesizes that a nearby ruined temple may house the full story.

Getting to the surviving townsfolk requires quick wits or quicker blades, and a horde of tarnspawn lay siege to their shelter after the heroes arrive. Once inside, the PCs need to beg, borrow, and steal to obtain all six of the magical ingots and, ideally, persuade the unruly miners to follow them to the more secure stone ruins nearby. The tarnspawn siege must be broken or fought off to buy everyone the time to escape to the safety of the ruined church.

At the ruined temple of Aroden, left largely unmolested by the superstitious settlers, murals explain much of the valley's history, but the secrets behind the binding ritual remained sealed in the vault and guarded by a fearsome dark naga ensorcelled by the retreating clerics.

To finally re-bind Nicoroux's power and cleanse the Silver Tarn, the adventurers must make their way to the center of the lake, reciting the ancient ritual while reinvesting the ingots with holy power, all the while battling tarnspawn and the full fury of the Silver Tarn's avatar.

THE SILVER TARN

"Silver Tarn" is something of a misnomer. The lake, so-called because of the rich silver veins along its shores, is actually black from mineral deposits and thick algae. Unusually warm for a mountain lake, the tarn supports little life aside from air-gulping minnows, a particularly hardy breed of freshwater eel, and the aforementioned algae. A high concentration of silver sulfide makes the water a sickly black color and gives it a unique, acrid stench.

The fiendish taint leaking into the Silver Tarn has created something bizarre and unique. Whether an effect of the algae, the silver, or the haphazard ritual originally used to bind Nicoroux, the pit fiend's power has somehow gifted the lake with a primitive, instinctual mind and considerable magical talent. Barely aware, the Silver Tarn only desires Nicoroux's freedom, and instinctively knows that human souls will provide her the strength to burst her bonds. Intellectually, the lake is like a child: vaguely aware of its needs and how to meet them, but unable to express itself or plan long term.

To meet its needs, the Tarn spawns hideous children from the lake eels swelling in its depths. Clumsy mockeries of the human form, these aquatic horrors stalk from the water's edge each sunset, but their delicate eyes cannot abide bright lights and the sunrise chases them back to the depths. For three nights before the PCs' arrival, the tarnspawn murdered only a dozen miners before sunrise. But now the lake has grown strong enough to blot out the sun with foul storms. Barring intervention by the PCs, the sun will never again rise on Stom's Claim.

GETTING STARTED

The PCs begin the scenario on the roads of southern Nidal, there for whatever reason the GM decides. They may be traveling back from a recent mission in Varisia or delivering a mundane message for one of the Pathfinder Society's more notable members. As they make their way through the barren landscape, a giant bird lands in the middle of the road before them, barring progress. PCs who have previously encountered the enigmatic Pathfinder agent known as Osprey may immediately recognize him in animal form, but PCs unfamiliar with him may easily recall tales of such a druid within the Society with a DC 10 Wisdom check.

The bird speaks:

"Greetings, my fellow Pathfinders. Please excuse the eccentricity of my form, but my visit must be swift; I have vital tasks to complete before the moon turns. In the meantime, I have a quick errand for you.

"I have an contact—a metallurgist named Adle—working out of a smelly little mining town in the Menador Mountains, just south of here. One of the locals sold her a silver ingot scribed with strange runes, and she's asked for an expert eye to look it over. Go have a look, take a rubbing, and make a few notes; Adle's eyes are keen and I owe her the favor. Perhaps make her an offer on the ingot; I will reimburse you within reason."

"Adle works in a mining town called Stom's Claim, on the edge of Silver Tarn. The surrounding area is untamed wilderness, hostile even to one as gifted in the ways of nature as I, so stick

close to the marked roads. That region of the Menadors isn't called 'the Maze' for nothing. Shouldn't be more than two days' delay in your travels, at most. Each way."

Osprey scratches a rough map into the dirt with his talons while explaining. While not detailed enough to allow for teleportation, it points the PCs in the right direction. The players are free to ask for more information, but Osprey knows little else; he's never personally visited the Maze region of the Menador Mountains and hasn't communicated with Adle except by letter for years. Still, he'll freely share what little he knows. Once satisfied, he takes wing and continues flying east, toward the coast.

Why is this important? "It may pertain to my research. The region was once home to ancient Kellid tribes, and the Taldan military campaigned nearby when Cheliox was first settled. This may be an artifact of either group, or of some bizarre new culture. Whatever the truth, it bears at least a cursory examination."

Is the Maze dangerous? "The environment doesn't support many large predators. Your only true enemy is the mountains themselves: the valleys and ridges twist and switch back without rhyme or reason, and travelers often disappear for weeks at a time. A few tales of desperate cannibalism come from this region for just that reason. But Adle assures me the road to Stom's Claim is well marked. Assuming you don't try to take shortcuts, you should be fine."

Who is Adle? "Courone Adle is a contact. She once fancied herself a Pathfinder, but the romance fell out of her life and she's become much more practical over the years. Used to be a slave to an Egorian whitesmith years ago, which gives her a good eye for valuables and antiques. Don't mention the scars; she's a touch sensitive."

Knowledge (geography)

15+ The Menador Mountains divide Cheliox and Nidal. Aside from a few well-traveled passes, the peaks are considered impassable to all but experts.

20+ The Maze is a particularly twisted region of the Menador Mountains where the valleys and peaks twist and cut one another off irregularly.

30+ The small boomtown called Stom's Claim is a recent settlement deep within the twisting maze, notable for the extraordinarily pure silver deposits it boasts. If not for the isolated location, the town would easily be 10 times its current size.

Knowledge (history or local)

20+ Kellid tribes once dominated most of modern Cheliox, and most took refuge in the Menador Mountains when Taldor colonized the area.

STOM'S CLAIM

At the tarn's shore, Stom's Claim is little more than a frontier camp. Half the buildings are constructed of canvas and wooden poles, while the rest are rough-hewn from local logs. Silver mining dominates the local industry, to the point that Stom's Claim boasts few professions beyond miners, a single doctor, a general store, and various "entertainers." The statistics below represent Stom's Claim prior to the tarnspawns' first attack.

STOM'S CLAIM

CN hamlet

Corruption -2; **Crime** -1; **Economy** -2; **Law** -8; **Lore** -3; **Society** +2

Qualities Strategic Location

Danger -5; **Disadvantages** Cursed (-4 law)

DEMOGRAPHICS

Government Council

Population 51 (34 humans, 14 dwarves, 3 halflings)

Notable NPCs

Assayer Courone Adle (N female middle aged halfling expert 4)

Town Doctor Catas Ceet (N male human adept 4)

Town Founder Stom Dolock (N male dwarf expert 2/warrior 3)

MARKETPLACE

Base Value 220 gp; **Purchase Limit** 1,000 gp; **Spellcasting** 2nd

Minor Items 1d6; **Medium Items** —; **Major Items** —

25+ Fighting in and around the Maze was especially violent as the native tribes grew desperate to resist the technologically and tactically advanced Taldan colonists.

32+ Some historical accounts claim the desperate Kellid tribes bargained with terrible powers, and their legacy of corruption caused the many cursed sites and pockets of undead in the mountains.

ACT 1: THE SETTING SUN (CR 9 OR CR 12)

Travel to the Silver Tarn is uneventful, despite the isolated location. Once the players agree to travel south into the Menador Mountains, read the following.

Amid the twisting dales and dark mountain passes of the Maze, a long, black lake dominates a small, muddy valley surrounded by collapsed granite outcroppings. At the lake's edge, a glorified hamlet of canvas tents and crude log buildings squats in the mud, much of the surrounding area stripped of trees and ground scrub. As the sun sets and the air cools, a fog begins to rise as the light drizzle that has marked the last day picks up into a steady rainfall.



The sun sets fast in the mountains, and in the half-hour it takes to travel from the valley entrance to the edge of Stom's Claim the air cools almost 10° F and the light level drops to darkness. Even worse, the rising fog reduces vision considerably (see sidebar).

Finding Courone Adle's assayer's office presents no challenge. A rough signpost on the main road points down the tangled mass of streets, but saving Adle is the real challenge.

As the PC approach the assayer's office, read the following.

Thick fog limits visibility to a mere two dozen feet, but the distant clang of a nearby iron bell provides enough consistency to navigate by. Eerily silent tents and rough log buildings line the streets at irregular intervals. Roughly carved wooden signs regularly point through the tangle of streets to what must be the most vital locations: "Public House," "Lake," and—most importantly—"Assayer."

Just as the outline of the sturdily-built structure solidifies from the grimy mists, the sound of splintering wood fills the air, followed by a woman's scream and gurgling, inhuman growls.

The easiest ingress into the assayer's office is the shattered door. When PCs enter the room, they find a warmly lit,

well-appointed frontier laboratory. A middle-aged halfling woman cowers beneath the room's main table.

The splintered remains of a door hang to the left, and a screaming halfling woman takes cover beneath a low table across this warmly lit, well-appointed frontier laboratory.

Creatures: After days of picking at the edges of town, the tarnspawn have grown bold enough to begin a full-scale assault against Stom's Claim. As the PCs arrive, a trio of the creatures have just burst into Courone Adle's office to claim her soul for their watery lord. While the tarnspawn have no set target, they attack the adventurers preferentially if only because their world-weary souls shine like beacons among the grizzled, low-level miners.

The three hunched, scaly beasts bear a tenuous resemblance to the human form that only the maddest of Egorian sculptors might imitate. Their gangly bodies stagger on two legs, as if they were unaccustomed to standing. Drool leaks through a mouthful of crooked, needlelike fangs, and the stench of rotting fish fills the room. The horrors turn away from the panicked woman. Their mouths drop open and a gurgling howl shakes the timbers of the large workspace.

Tier 7–8 (CR 9)

TARNSPAWN (3)

CR 6

Manimal eel (*Advanced Bestiary* 167, *Pathfinder RPG Bestiary* 119)

NE Large monstrous humanoid (aquatic, augmented animal)

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

Perception +9

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 68 each (8d10+24)

Fort +5, **Ref** +8, **Will** +9

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., swim 30 ft.

Melee bite +13 (1d8+6), 2 claws +14 (1d6+6)

Ranged bile +9 (1d8/x3 acid)

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

Special Attacks soul feast, spit bile

TACTICS

Before Combat If stalking humans or expecting combat, roughly half of a tarnspawn pack hides, attempting to prowl behind their prey or leap unexpectedly from ambush.

During Combat Tarnspawn in a group reserve one member each round to unleash a terrifying howl (using their Dazzling Display feat; remember to include a +4 bonus if the tarnspawn are larger than their opponents). They eschew weapons, instead using their claws and fangs and focusing on shaken opponents.

Morale Tarnspawn fight until destroyed.

STATISTICS

Str 22, **Dex** 14, **Con** 16, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +8; **CMB** +15; **CMD** 27

Feats Dazzling Display, Improved Initiative, Iron Will, Weapon Focus (claws)

Skills Intimidate +12, Perception +9, Stealth +7, Survival +9, Swim +14

Languages Infernal (cannot speak)

SQ amphibious, animal blood

SPECIAL ABILITIES

Animal Blood (Ex) A tarnspawn counts as both an animal and a monstrous humanoid for the purposes of spells, abilities, and effects that affect animals. A tarnspawn is allowed a Will save to resist spells and effects that specifically affect animals, even if the effect does not normally allow a Will save.

Soul Feast (Su) As a standard action, a tarnspawn may attempt to drink the soul from any adjacent humanoid creature killed within the last round, storing the life force inside itself to carry back to the Silver Tarn entity. Draining a soul is a touch attack that provokes an attack of opportunity. A tarnspawn may only store a single soul, and cannot use this ability if it has already feasted on a soul. A creature whose soul has been imbibed may not be returned from the dead with any magic short of a *limited miracle*. Slaying the tarnspawn releases the stored soul, allowing the character to be raised normally. If the tarnspawn

THE FOG

A thick, sickly fog spreads from the Silver Tarn, a physical manifestation of the influence it asserts over the surrounding valley. While not as thick as an *obscuring mist* spell, the Tarn's fog limits all forms of vision to 10 feet. Creatures up to 20 feet away receive partial concealment (20% miss chance). Creatures beyond 20 feet have full concealment (50% miss chance). Light sources cannot extend this visual range, and because the entire valley is blanketed to a depth of 30 feet, natural winds don't dissipate the fog as they would an *obscuring mist*.

returns to the Silver Tarn, both it and the soul are absorbed by the entity, permanently slaying both.

Spit Bile (Ex) Tarnspawn may spit a stream of acidic bile up to 40 feet as a ranged attack.

Tier 10–11 (CR 12)

TARNSPAWN (3)

CR 9

Manimal giant moray eel barbarian (savage barbarian) 3

(*Advanced Bestiary* 167, *Advanced Player's Guide* 79, *Pathfinder RPG Bestiary* 119)

NE Large monstrous humanoid (aquatic, augmented animal)

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

Perception +10

DEFENSE

AC 18, touch 10, flat-footed 15 (+2 Dex, +1 dodge, +8 natural, –2 rage, –1 size)

hp 121 each (8d10+3d12+58)

Fort +10, **Ref** +9, **Will** +12; +1 vs. fear

Defensive Abilities naked courage, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +18 (1d8+8/19–20), 2 claws +19 (1d6+8)

Ranged bile +12 (1d8/x3 acid)

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

Special Attacks rage (11 rounds/day), rage powers (guarded stance [+1 dodge vs. melee]), soul feast, spit bile

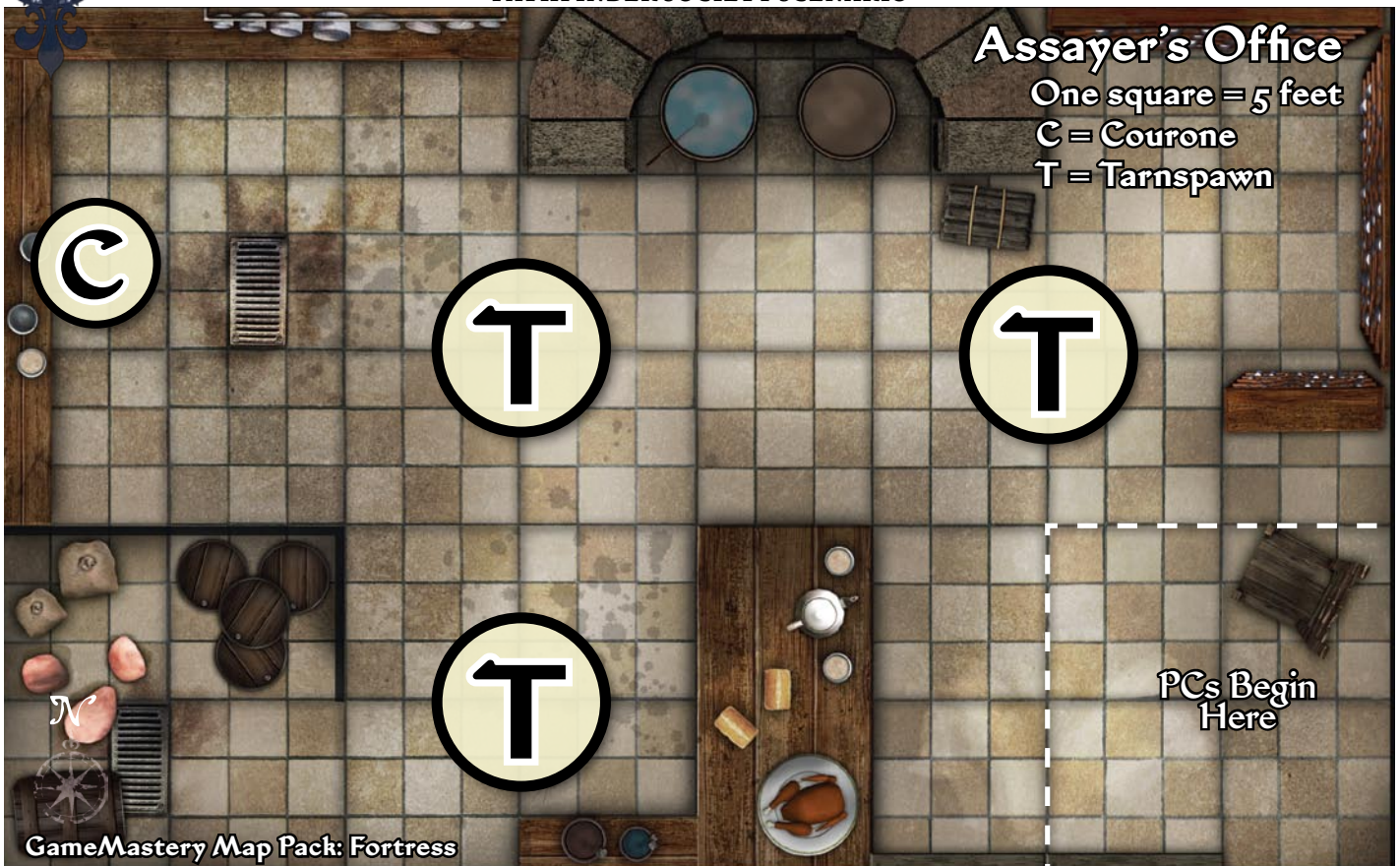
TACTICS

Before Combat If the tarnspawn stalk humans or expect combat, roughly half of the pack hides, attempting to prowl behind their prey or leap unexpectedly from ambush.

During Combat Tarnspawn in a group reserve one member each round to unleash a terrifying howl (using their Dazzling Display feat; remember to include a +4 bonus if the tarnspawn are larger than their opponents). They eschew weapons, instead using their claws and fangs and focusing on shaken opponents.

Morale Tarnspawn fight until destroyed.

Base Statistics When not raging, a tarnspawn's statistics are **AC** 20, touch 12, flat-footed 17; **hp** 99; **Fort** +8, **Will** +10; **Melee** bite +16 (1d8+6/19–20), 2 claws +17 (1d6+6); **Str** 22, **Con** 16; **CMB** 18,



CMD 30; Intimidate +21, Swim +14

STATISTICS

Str 26, Dex 14, Con 20, Int 9, Wis 12, Cha 12

Base Atk +11; CMB +20; CMD 30

Feats Dazzling Display, Improved Critical (bite), Improved Initiative, Intimidating Prowess, Iron Will, Weapon Focus (claws)

Skills Intimidate +23, Perception +10, Stealth +8, Survival +13, Swim +16

Languages Infernal (cannot speak)

SQ fast movement, amphibious, animal blood

SPECIAL ABILITIES

Animal Blood (Ex) A tarnspawn counts as both an animal and a monstrous humanoid for the purposes of spells, abilities, and effects that affect animals. A tarnspawn is allowed a Will save to resist spells and effects that specifically affect animals, even if the effect does not normally allow a Will save.

Soul Feast (Su) As a standard action, a tarnspawn may attempt to drink the soul from any adjacent humanoid creature killed within the last round, storing the life force inside itself to carry back to the Silver Tarn entity. Draining a soul is a touch attack that provokes an attack of opportunity. A tarnspawn may only store a single soul, and cannot use this ability if it has already feasted on a soul. A creature whose soul has been imbibed may not be returned from the dead with any magic short of a *limited miracle*. Slaying the tarnspawn releases the stored soul, allowing the character to be raised normally. If

the tarnspawn returns to the Silver Tarn, both it and the soul are absorbed by the entity, permanently slaying both.

Spit Bile (Ex) Tarnspawn may spit a stream of acidic bile up to 40 feet as a ranged attack.

Development: The woman hiding below the table is **Courone Adle** (middle-aged N halfling expert 4). Once the PCs have vanquished the attacking tarnspawn, she catches her breath and hesitantly crawls out from beneath the table, asking the PCs if they're the "folks Osprey sent?" She introduces herself and expresses her underlying suspicion that "there's more to this valley than silver and a stinking lake." She then recounts the most recent turn of events, beginning with the advent of the tarnspawn.

"Those things are... Well, I'm not sure, really. They've been coming out of the tarn for the past three nights, but their numbers have grown each night. We've already lost a dozen miners, and these... tarn-spawned horrors have never been this bold. Even the weather's been getting worse. And I think it all comes down to these." She brushes a few notes from a low work bench and pulls aside a gunny sack. Beneath shines a perfect silver ingot, its surface peppered with a flowing, swirling script.

"I've identified the writing," Adle continues. "It's Celestial, the language of angels. From what little I've translated, it looks

like a ward. Two names come up again and again: Aroden, and something called Nicoroux.”

A DC 10 Knowledge (religion) check immediately identified Aroden as the dead patron god of humanity. A DC 30 Knowledge (arcana or planes) check identifies Nicoroux as a powerful pit fiend who vanished nearly 1,000 years ago.

“I think the church of Aroden bound something here, below the lake. Something big. These bricks were part of that binding, and when the miners dredged them out of the lake it was like pulling bars from a prison window: this Nicoroux can’t escape yet, but I think it’s reaching out with those tarnspawn, and I think if it claims enough miners, it’ll be able to break free. There’s an old Arodenite temple nearby. If anything explains how to restore the binding, it’ll be in that temple. There’s, uh... There is a slight problem, though.

If this is indeed a binding for some powerful creature, we’ll need all the original elements to reseal it. My bar is only the first the miners recovered. They’ve uncovered five more over the past few weeks. We need those bars before we can do anything. Most everyone has been holing up in the public house since the attacks started—it’s the sturdiest building in town. We need to get the rest of these ingots from the miners before we do anything.”

Adle answers any questions the PCs may have to the best of her ability, but she encourages swift action over all.

Why is anyone still here? “Miners are stubborn. The silver here is too good for them to just abandon, and I don’t think anyone expected these raids to turn into an all-out assault.”

Hasn’t anyone checked/looted the old temple yet? “These people are superstitious. They built the town near the temple for luck, but nobody’s been eager to violate a dead god’s holy site. The miners claim it’s cursed.”

Why don’t we just leave? “Tackle those mountain roads at night? In the rain? Not to mention I’m curious to see where this all leads. There’s got to be some spectacular records in that temple if it’s not the tiny wilderness post it appears to be.”

If the adventurers drag their feet, Adle evades the tarnspawn for 10 rounds, but without assistance she will eventually be slain by the monsters, her soul carried to the lake. In this case, the PCs can still find her ingot and learn most of the information she shares from her journal and personal notes.

Treasure: Most notable among Adle’s ruined office is a *rod of metal and mineral detection* belonging to her former partner, who fled when the trouble began. She happily offers it as a reward to her rescuers, anticipating they may find it handy.

Rewards: If the PCs obtain the *rod of metal and mineral detection*, award each tier thusly:

All Tiers:

Give each player 875 gp.

ACT 2: THE PUBLIC HOUSE

Adle offers to lead the PCs from her office to Citiat’s Public House (see the map on page 6). If the PCs refuse her offer, she tags along with the party as they find their own way, offering as much guidance as she can from the back of the group.

The Approach

As the PCs make their way through the abandoned streets toward the public house, read the following.

Gargling howls pierce the misty night air, punctuated by muddy footsteps somewhere in the darkness and the occasional sound of snapping wood. The fog offers the only cover from what sounds like dozens of the misshapen tarnspawn prowling the night and tearing apart the shoddy buildings of Stom’s Claim.

A gust of wind parts to fog briefly enough to reveal a solidly built log building labeled “Citiat’s Public House.” In the swirling darkness from the eastern edge of town, the gurgling and screeching grows louder.

Development: Noise at the door prompts a gruff male voice from inside. “What? Who’s out there? What in the gods’ names are you doing outside tonight?! Get in here you fools!” Heavy thuds sound behind the door, then wood dragging against wood.

But from the muddy streets, screeching, gurgling screams announce the arrival of a dozen loping figures, visible as outlines through the clouds. Grasping, clawed hands part the mist and the figures cautiously stumble forward, spittle dripping from their crooked mouths and purpose burning behind their round, dull eyes.

The doors part, and a weathered dwarf gestures frantically. “Get inside, you daft fools!”

Getting into the public house offers a respite from the oncoming tarnspawn, but educated adventurers realize it is only a temporary shelter at best. A DC 15 Knowledge (engineering) check or DC 25 Knowledge (dungeoneering) check deduces that the public house will be torn down by the current assault well before sunrise.

Treasure: PCs who make a DC 15 Perception check as they approach the public house notice a fallen body in the muddy street. This was Madder Maloux, the self-appointed defender of Stom’s Claim. Tarnspawn pulled him apart and devoured his soul when he attempted to stem their tide. Near his body lies Motherload, his *+1 vicious heavy pick*. For Tier 10–11, Motherload is forged from adamantite as well and the PCs also recover Madder’s *boots of friendly mountain terrain* (see page 301 of the *Advanced Player’s Guide*).

Rewards: If the party finds Motherlode, award each tier thusly:

Tier 7–8:

Give each player 692 gp.

Tier 10–11:

Give each player 1,142 gp.

An Ugly Mob (CR 8 or CR 11)

As the PCs enter the public house, read the following.

The interior of the small bar stinks of old beer and unwashed miners, but a tension hangs even thicker in the air than the odor. The dirty light of oil lamps illuminates nearly thirty disheveled men and woman scattered about in roughly five groups.

“Looks like you lot can handle a fight,” says the dwarf who opened the door. “Name’s Stom. I discovered the lode here, and I’ll be damned if a few reeking fish-men are gonna keep me from my fortune! A few of us are about ready to take this fight out to them monsters, and if you lot join us, we can put an end to this!”

“He’s insane,” Adle says beside you. “There are dozens of those tarnspawn. Maybe more. We can’t solve this problem with violence.”

Stom scoffs. “Ya sound like a woman, Courone. First time for everything I suppose.”

“Enough!” shouts a stout woman from the bar. “We’re staying here until sunrise. Then we can argue about what to do.”

“Shut up! Shut up! Just shut up!” The group in the corner seems to collect themselves after their outburst before going back to quietly rocking and mumbling.

“We’ve got five more of these ingots to find,” Adle says. “And I don’t think anyone in here is going to last until morning. The temple is solid stone and half-buried, so if we can convince them to come with us, it might save a lot of lives.”

The 28 surviving citizens of Stom’s Claim have taken refuge in the public house run by Laura Citiat. But the stress has shaken every survivor deeply, and they began breaking into cliques within minutes of sunset. Each of the five cliques has a different strategy and controls a different silver ingot the players need, requiring the PCs to beg, borrow, or steal to get everything they need to rebind the dark powers in the lake.

Each of the factions is detailed below, along with the DCs for Bluff, Diplomacy, and Intimidate checks required to convince them to hand over their ingot and (if desired) follow the PCs to the safety of the ruined Arodenite temple. Multiple attempts are allowed, but with a cumulative –5 penalty for each failed interaction check. Perception-based Sleight of Hand DCs are also listed if PCs wish to simply steal the ingots before heading for the temple unladen with followers. Each clique has a listed Will save bonus for the event PCs

decide to coerce the townsfolk with magic, though a successful Will save increases the DCs of any interaction skill checks by +10 as the clique becomes more guarded. Finally, each clique has a secret that PCs can uncover with additional skills or observations; doing so grants the PCs a +5 bonus to any future interaction checks.

A DC 15 Sense Motive check reveals to a player the skill most or least likely to work (the highest and lowest interaction DCs). Succeeding on this check by 5 or more provides some hint to the clique’s secret, such as the right skill to use or what the clique leader values.

THE COWARDS

Mentally broken isolationists

INTERACTION

Skill Checks Bluff DC 20; Diplomacy DC 24; Intimidate DC 30;
Sleight of Hand DC 10

Defense Will +8

GROUP

Leader Ulet Ridle (LN male human commoner 3/expert 1)

Personality Ulet barely talks and is too terrified to do or say much of anything, let alone leave the safety of the public house. He holds onto his ingot out of stubbornness: he doesn’t want anything else to change and clings to the few familiar things remaining.

Quote “J-just... just go away! I-I-I don’t want to think about this.”

Secret Ulet and his terrified followers refuse to be left alone. If the other four cliques follow the PCs to the temple, they follow along automatically, turning over the ingot without resistance.

THE DEFEATED

Crazed heralds of their own demise

INTERACTION

Skill Checks Bluff DC 18; Diplomacy DC 29; Intimidate DC 22;
Sleight of Hand DC 25

Defense Will +5

GROUP

Leader Arries Rires (CN male human aristocrat 1/expert 2)

Personality A city dweller who came to Stom’s Claim unprepared for the harsh realities of mining, Arries verges on madness. He and his circle see the tarnspawn as heralds of the end times, and want to beg the monsters for mercy, possibly even trading the other townsfolk for safe passage out of the valley—better to save some than none at all. They believe their ingot to be a holy relic of the creatures, and guard it fiercely.

Quote “The end has come crawling from the black depths. He of the tarn must feed. Great is the cold. Great is the darkness! We shall all vanish down the pin-jawed gullets of his acolytes and become one with the infinite unknowable.”

Secret Unknown to Arries or anyone else in town, altitude sickness from the thin air has been affecting his mind ever since he arrived in Stom’s Claim 8 weeks ago, making him unbalanced



to begin with. Recognizing and treating his ailment requires a DC 18 Heal check or a *lesser restoration* spell. Either restores a measure of his rational mind and provides the PCs with a +5 circumstance bonus on any future interaction skill checks.

THE MAGICIANS

Hopeful but misguided mystics

INTERACTION

Skill Checks Bluff DC 25; Diplomacy DC 18; Intimidate DC 22; Sleight of Hand DC 29

Defense Will +8

GROUP

Leader Catas Ceet (N male human adept 4)

Personality A mystic and what passes for the town doctor, Catas theorizes that he can melt down the enchanted silver ingots and use them to craft a protective circle to repel the tarnspawn. He'll eagerly share his group's purpose with any willing to listen, hoping to secure more ingots for the ritual.

Quote "It's a simple matter of logic. Another problem to be solved. We can save these people if they'll entrust us with these curious bars of silver."

Secret The math for Catas' ritual contains several careless mistakes that guarantee failure. Any PC examining his notes,

spread out on the table, may make a DC 20 Spellcraft check to recognize this, forcing the magicians to abandon their plan and granting a +5 circumstance bonus on any future interaction checks as they become desperate for a solution.

THE STOICS

Dogged optimists

INTERACTION

Skill Checks Bluff DC 22; Diplomacy DC 18; Intimidate DC 29; Sleight of Hand DC 25

Defense Will +4

GROUP

Leader Laura Citiat (N female human commoner 6)

Personality The frontier-hardened proprietor of the public house, Laura wants to dig in and hold out at her bar. The tarnspawn always flee at sunrise, and she doesn't expect the raids to last long once the interrupted flow of silver attracts the attention of Nidal's military.

Quote "I am not leaving my bar. She's strong, and she'll hold together. We just need to dig in and wait."

Secret If the PCs recognize the public house's lack of stable defenses against the continuing assault with either a DC 15 Knowledge (engineering) check or DC 25

Knowledge (dungeoneering) check, they may point out the structural flaws in the building, planting a seed of doubt in Laura's confident front. Doing so grants the PCs a +5 circumstance bonus on any future interaction checks as the clique's fears take hold.

THE WARRIORS

Foolishly outmatched defenders

INTERACTION

Skill Checks Bluff DC 22; Diplomacy DC 25; Intimidate DC 29;
Sleight of Hand DC 18

Defense Will +5

GROUP

Leader Stom Dolock (N male dwarf expert 2/warrior 3)

Personality The first miner in the area, and the one to name the town, Stom is eager to fight the threat. The greedy and foolhardy band won't give up their claims, and especially not the valuable ingot, without good reason.

Quote "We'll take the fight to these gilled bastards! Ain't no problem on Golarion so big it can't be smashed."

Secret If the PCs mention finding the body of Madder Maloux, or show Stom his pick, the cantankerous dwarf begins to appreciate the genuine danger the tarnspawn and their dark master represent, granting them a +5 circumstance bonus on all interaction checks with him.

Development: Once the PCs have secured the six ingots through whatever means they prefer, an incredible crash of water and a haunting croon emanates from the lake, reverberating through the public house. The tarnspawn outside pause their efforts to gain entry into the structure, eventually spattering away through the muddy streets toward the shore.

The Silver Tarn knows the ingots have been brought together and howls in rage and frustration, calling its spawn back and ordering them to seek out the bars. In mere minutes, the horrors will return and begin tearing down every building in search of the ingots. Like the Silver Tarn entity, the tarnspawn cannot touch the bars, but they can slay the carriers and bury the corpses in the mud, hiding the artifacts forever.

In the meantime, the absence provides the survivors their one and only chance to run for the ruined temple just outside of town. If players drag their feet, describe the sound of dozens, or even hundreds of creatures gathering by the lake's edge, and eventually gurgling and screeching back toward the town with renewed purpose.

Rewards: If the PCs secure the remaining five ingots, reward each tier thusly:

Tier 7–8:

Give each player 404 gp.

Tier 10–11:

Give each player 643 gp.

Escape from the Siege

Once the PCs have secured the six ingots through whatever means they prefer, read the following:

Though heavy, the silver ingots impart a strange lightness when brought together, providing an odd sense of optimism in the damp chill of the tap room. But beyond the rough-hewn log walls, the cracking and groaning of wood testifies to the creatures' dedication to prying the entire public house apart. From the sound of it, there could easily be a dozen abominations waiting outside; maybe more.

Getting out, let alone getting to the temple of Aroden, will take an ingenious strategy.

A dozen tarnspawn surround the public house, with more sure to arrive as the night wears on. The PCs will need a solid plan to get themselves (and up to 29 additional NPCs) across the valley to the ruined temple. Distracting or bypassing the siege is the only way to ensure everyone's survival, though players are left to come up with the specifics of their escape plan.

The Silver Tarn's oppressive fog offers many problems for the PCs, but in this case it is a blessing. Though close to a hundred tarnspawn prowl Stom's Claim, only a small fraction of their number block the escape directly—and fewer still will pursue so long as the characters remain silent and quick.

Regardless of the PCs' plan or their success, the most tarnspawn they should face during this encounter is a pair of the creatures. Below are a few possible approaches.

Combat: Battling the tarnspawn directly is a fool's errand. The surviving miners range from 1st to 3rd level, and none specialize in combat. If PCs insist on fighting their way out, put them up against a pair of tarnspawn (use the stats on page 7, as tier appropriate) while the miners fend off more of the horrors. Two of the survivors die each round until the PCs defeat their opponents, at which point the assault breaks a large enough opening in the siege for everyone to run.

Distraction: Though dim-witted, tarnspawn don't abandon their efforts easily, even for a single escapee. A DC 25 Bluff check is required to trick the creatures into chasing a smaller group than the one they know waits inside, but success means enough tarnspawn break away that any survivors inside the public house can sneak away unmolested. Distracting the tarnspawn requires a group of at least three, and after diverting the horrors' attention, each character must make a DC 20 Stealth check to dodge the pursuing tarnspawn. Tarnspawn are slow, so even if PCs fail to elude their pursuers, they should be able to outrun them. Illusions can be used to distract the tarnspawn instead, but still require a Bluff check (with a bonus on the check equal to the highest illusion spell

level cast), and the eel-men receive a standard save to resist (make a single save for the beasts as a group).

Flight: Lacking any vertical capability, flying over the tarnspawn is perhaps the easiest way to avoid a confrontation. Volume offers the only real problem: spells such as *air walk* and *fly* only affect one subject per casting, making the technique impractical. Magic items or large numbers of summoned creature may be able to ferry the PCs and whatever survivors they have in tow, though the tarnspawn follow from the ground and lay siege to the temple, complicating subsequent trips. Their relatively slow speed in comparison to most means of flight should provide the PCs a buffer of at least a few trips to and from the temple.

Stealth: Though few of the miners practice the arts of stealth, spells such as *invisibility sphere* (especially coupled with *silence*) offer concealment to large groups. The tarnspawn still receive a Perception check to notice the fleeing survivors, thanks to their scent ability, but allow PCs a DC 15 Perception or Knowledge (nature) check to recall the creatures flaring their nostrils as they amble about. Citiat's bar provides more than enough strong-smelling liquors to temporarily dazzle the creatures' sense of smell, should the PCs think to employ it.

Teleportation: Like flight magic, teleporting between the public house and the Arodenite temple offers a safe route complicated only by the large number of people that may require rescue. Multiple castings of *teleport* or *shadow walk* easily ferry people to the Arodenite temple, or even outside the valley entirely. Even several castings of *dimension door* can place the survivors far enough away from the public house to give them a running chance.

Waiting: Digging in an waiting solves nothing. Even if the PCs somehow repel the tarnspawn, reinforce the public house magically, or even duck out of reality altogether with *mage's magnificent mansion*, waiting for sunrise is a fool's errand; sunrise doesn't come. The Silver Tarn's dominance over the local weather has grown to the point that it can blot out the rising sun with impenetrable clouds and gloom. The tarnspawn continue their assault until every humanoid in the valley has been slain to feed their master.

Missions Notes: Each of the five factions is tasked with rescuing one particular NPC from the public house, either by convincing them to take shelter in the more secure Arodenite temple ruins or otherwise ferrying them out of the valley. Most of the residents of Stom's Claim share a superstition about the ruined temple being cursed, and require influence before they'll take shelter within it. Convincing an NPC (and their associated followers) requires a second skill check, using the same DCs as convincing the group to hand over their ingot.

Andoran faction PCs need to protect Laura Citiat. Cheliox faction PCs need to protect Stom Dolock. Osirion faction PCs need to protect Ulet Ridle. Qadira faction PCs

HEADING FOR THE HILLS

PCs may sensibly decide to flee the deathtrap of Stom's Claim, with or without the surviving miners. The rain has washed out the roads, making the traditional exit hazardous and slow, especially in the dark and pursued by an army of tarnspawn. Difficult terrain, combined with the poor visibility from the darkness, rain, and fog, reduces overland movement to one-quarter normal, and navigating the Maze region of the Menador Mountains requires a DC 25 Survival check every 4 hours to make progress. Exiting via magic is unaffected by the Silver Tarn's influence, though few spells can evacuate the adventurers plus the 28 survivors in the public house.

More importantly, players won't earn experience for the scenario unless they complete at least three encounters. Additionally, most of the faction missions for *Below the Silver Tarn* revolve around getting survivors to safety or exploring the lost Arodenite temple.

Finally, even without additional souls, Nicoroux's escape is inevitable. She has gorged on the souls her degenerate offspring have already brought, strengthening her enough to wake and burst her prison sometime in the next 3 weeks. A successful DC 20 Knowledge (arcana) check reveals that the pit fiend could likely escape somewhere between a week and a month from now. Unleashed upon Golarion, the powerful devil would carve an enraged path of destruction through local communities before settling in to build a new devil cult and army in Nidal.

need to protect Cazas Ceet. Taldor faction PCs need to protect Arries Rires.

In the event you need to randomly determine which of the 29 survivors is killed by the tarnspawn during the escape, roll 1d20. On a natural 20, it is one of the six named NPCs (the five clique leaders and Courone Adle). Otherwise, it is an unnamed NPC the PCs simply couldn't protect.

ACT 3: HOUSE OF THE FALLEN GOD

Though most of the ancient Aroden temple has collapsed or sunk into the muddy ground after a century of abandonment and mudslides, enough of the stone structure remains to provide protection from the elements. Any surviving refugees settle in among the dusty temple pews, maintaining much of the same attitude as they held in the previous act. Below the main sanctuary lies a temple vault constructed from older Kellid ruins. Here the clerics stored their valuables and records, including details of the ritual they used to bind Nicoroux centuries ago.

When the PCs and any survivors arrive at the temple, read the following.

Even with most of the structure collapsed and half the sanctuary flood buried in a foot of mud, the temple stands with a proud and serene air. Collapsed masonry blocks all but a single door into the structure, grating ingress to the main sanctuary. An uneven staircase in the far southeast corner of the sprawling chamber leads to something below.

Faded frescoes on the walls depict iconic scenes from Aroden's mythology—the raising of the *Starstone*, battling Tar-Baphon, the knighting of Iomadae—but behind the altar an entirely new myth decorates the plaster. An army swathed in Taldan dress battles a horde of Kellid warriors. A bat-winged mass of shadows and swirls erupts from the battlefield, decked in Kellid symbols and slaying men from both forces. Finally, clerics circle the dark killer, reading from an enormous brass book and laying down silver bars, the winged Eye of Aroden shining yellow rays from the sky. Finally, the valley is shown empty and quiet save for the temple, represented as a great, brass tome.

The mural explains much of the valley's history and the current situation. A DC 20 Knowledge (religion) check identifies the brass book as a Tome of Memory, a sacred book of the Arodenite faith. Each temple to Aroden housed one such tome—forged from brass to represent the light of Azlanti knowledge—not only to record the Last Azlanti's teachings, but also to chronicle the history of the temple. Given the circumstances of this temple's founding, their Tome of Memory likely contains all the details needed to repeat the binding ritual and seal away Nicoroux's influence.

Normally, the valuable tome would sit on the altar. When they clerics finally abandoned the temple, the book was secured in the vault below, along with a powerful guardian.

The sturdy ruins provide enough protection to allow for a full 8 hours' rest, but only once over the course of the adventure.

The Temple Vault (CR 9 or CR 12)

As the PCs descend into the temple's vault, read the following.

The architecture shifts noticeably beneath the temple, changing dramatically from the finely crafted Azlanti style above to a more crude, utilitarian fashion. Beyond a wall of corroded iron bars lies a tangled mess of collapsed shelves, moldering books, and muddy sinkholes. Far across the room, a stone altar cradles three heavy tomes forged from glittering, yellow metal.

Originally a Kellid construction, the Arodenite clerics constructed their temple on the spot to honor their fallen adversaries and protect what Kellid records they recovered. When the valley flooded and created the lake, the strata shifted, making the area prone to sink holes. Thanks to constant upkeep from the clerics, the records persisted, but when they left, nature took its course and portions of

the vault collapsed. Moisture and insects have destroyed many of the records, and the vault's guardian has done an excellent job of obliterating whatever nature could not.

1. The Inner Door: Iron bars separate the landing from the rest of the vault. A good lock (DC 30) seals the only gate, though time has weakened the lock and bars (Hardness 8, hp 20, Break DC 22)

2. Primary Vault: Once rows of bookshelves and drawers lined this chamber, storing the journals, writings, and notes of the Arodenite clerics as well as the Kellid documents they salvaged from the war. These days, much of the chamber has collapsed into dangerous pits and rough terrain. The dark naga Carnag has unleashed his fury on the furniture of the room, destroying most everything in it. Much of the floor has buckled and collapsed due to the valley's flooding, leaving several 10-foot-deep pits.

3. Antechambers: These smaller side chambers formerly served as quiet spots for meditation, study, and writing. As with the primary vault, Carnag has destroyed most of the furniture, though he has left the southeastern-most antechamber largely intact and lined in with torn pages and whatever valuables his rampages uncovered.

4. The Cradle of Memories: Three shining, metal tomes rest on this stone altar—the true Tome of Memory and two fakes intended to confound thieves. A permanent *protection from evil* spell wards the area, along with a simple trap that any true cleric of Aroden should be able to circumvent.

Creatures: Nearly 500 years after Nicoroux's imprisonment, a dark naga known as Carnag wandered into the valley, attracted by the devil's dark power. Rather than slay the beast, the Arodenites chose to reform the creature through service using a powerful *geas*. Compelled to guard the vault and forbidden from leaving or harming any clergy of the Last Azlant, Carnag became the unwilling guardian of the temple's secrets until his heart learned goodness. Rather than improve the creature, the imprisonment only makes him more bitter, and (unaware of Aroden's death) he dreams of the day he will be released so he may visit his vengeance on any members of the god's faithful.

Carnag begins the encounter in hiding, but curious about the first conversation he's had in decades. "Who's that there?" he hisses in the darkness. "Do the high and mighty faithful of Aroden deign to visit their humble slave once again?" Carnag begins the encounter unfriendly, but careful diplomacy can get him to bargain safe passage through the vault in exchange for his freedom. A *remove curse* of any level will break the effect, as centuries have decayed the power of the original *geas*. Likewise, removing the true Tome of Memory from its altar will discharge the spell, a fact Carnag happily shares, though he remains ignorant which book is the true tome and his own magical compulsions forbid allowing anyone but a cleric of Aroden near the altar.



Tier 7–8 (CR 9)

CARNAG

CR 8

Dark naga (*Pathfinder RPG Bestiary* 211)

hp 85

TACTICS

Before Combat Carnag slithers into hiding when he hears anyone descend the stairs, using *cat's grace* to improve his stealth, but calls out to learn who is there. If the conversation goes poorly, he casts *invisibility* on himself before moving from his hiding place and uses *detect thoughts* to identify the cleverest of the group to target with his poisoned sting in the surprise round.

During Combat Carnag alternates using his poisoned sting on unarmored targets and casting *ray of enfeeblement* on heavy fighters, always moving to keep from being flanked and rarely making full-attack actions. If he isn't overwhelmed, he casts *displacement* on himself, gaining a total concealment. He only uses a *lightning bolt* if two or more opponents foolishly line themselves up. He keeps moving, using the deep pits to prevent himself from being flanked or overwhelmed.

Morale While Carnag would normally flee combat after losing half his hit points, his *geas* forces him to fight to the death. Once reduced below half his normal hit points, he begs for mercy while maintaining the attack.

FALSE TOMES TRAP

CR 6

Type mechanical; Perception DC 20; Disable Device DC 28

EFFECTS

Trigger touch (incorrect tome); **Reset** automatic

Effect The altar sports three books, each forged from a different shining, yellow metal. Only the brass book is the true Tome of Memory, while the gold book and bronze book are connected to a powerful alchemical battery inside the altar, inflicting 3d6 points of electrical damage when touched. Arodenite clerics can automatically recognize the correct tome, but other characters must make a DC 28 Knowledge (religion) check to identify the correct book. Alternatively, the mural upstairs referred to a book of brass, and the metals can be identified with a DC 20 Craft (alchemy) or Knowledge (dungeoneering) check. Finally, characters who collected the *rod of metal* and *mineral detection* and decide to use it may automatically identify which book is brass.

Tier 10–11 (CR 12)

CARNAG**CR 11**Male advanced dark naga (*Pathfinder RPG Bestiary* 211)

LE Large aberration

Init +6; **Senses** darkvision 60 ft., detect thoughts; Perception +21**DEFENSE****AC** 24, touch 16, flat-footed 17 (+6 Dex, +1 dodge, +8 natural, –1 size)**hp** 152 (16d8+80)**Fort** +10, **Ref** +13, **Will** +14 (+16 vs. charm effects)**Defensive Abilities** guarded thoughts; **Immune** poison**OFFENSE****Speed** 40 ft.**Melee** bite +13 (1d6+3), sting +13 (2d6+3 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Spells Known** (CL 10th; concentration +13)5th (3/day)—*interposing hand*4th (5/day)—*greater invisibility*, *wall of ice*3rd (7/day)—*displacement*, *lightning bolt* (DC 16), *stinking cloud*2nd (7/day)—*cat's grace*, *invisibility*, *scorching ray*, *web*1st (7/day)—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 14), *reduce person*, *shield*, *silent image*o (at will)—*daze*, *detect magic*, *light*, *made hand*, *mending*, *open/close*, *ray of frost*, *read magic*, *touch of fatigue***TACTICS**

Before Combat Carnag slithers into hiding when he hears anyone descend the stairs, using *cat's grace* to improve his Stealth, but calls out to learn who is there. If the conversation goes poorly, he casts *greater invisibility* on himself before moving from his hiding place and uses *detect thoughts* to identify the cleverest of the group to target with his poisoned sting in the surprise round.

During Combat Carnag uses his *interposing hand*, *wall of ice*, and *web* spells to separate a group, isolating single targets to confront. He alternates using his poisoned sting and damaging spells, but prefers to keep mobile and rarely makes full-attack actions, trying to use the deep pits to prevent himself from being flanked or overwhelmed.

Morale While Carnag would normally flee combat after losing half his normal hit points, his *geas* forces him to fight to the death. Once reduced below half his normal hit points, he begs for mercy while maintaining the attack.

STATISTICS**Str** 14, **Dex** 23, **Con** 20, **Int** 16, **Wis** 15, **Cha** 17**Base Atk** +12; **CMB** +15; **CMD** 32 (can't be tripped)**Feats** Alertness, Combat Casting, Dodge, Eschew Materials^B, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Stealthy

Skills Bluff +16, Diplomacy +11, Disguise +9, Escape Artist +18, Intimidate +16, Knowledge (arcana) +19, Knowledge (history) +4, Knowledge (religion) +4, Perception +21, Sense Motive +21, Spellcraft +18, Stealth +23

Languages Common, Hallit, Infernal, Undercommon**SPECIAL ABILITIES**

Detect Thoughts (Su) Carnag can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Carnag is immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Sting—injury; *save* Fort DC 23; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

Spells Carnag casts spells as a 10th-level sorcerer.

FALSE TOMES TRAP**CR 9****Type** mechanical; **Perception** DC 20; **Disable Device** DC 32**EFFECTS**

Trigger touch (incorrect tome); **Reset** automatic

Effect The altar sports three books, each forged from a different shining, yellow metal. Only the brass book is the true Tome of Memory, while the gold book and bronze book are connected to a powerful alchemical battery inside the altar, inflicting 3d6 points of electrical damage when touched. Arodenite clerics can automatically recognize the correct tome, but other characters must make a DC 28 Knowledge (religion) check to identify the correct book. Alternatively, the mural upstairs referred to a book of brass, and the metals can be identified with a DC 20 Craft (alchemy)

Carnag

or Knowledge (dungeoneering) check. Finally, characters who collected the *rod of metal and mineral detection* may automatically identify which book is brass, if they decide to use it.

Development: The Tome of Memory speaks in great detail about an army of Taldan soldiers and its travels throughout Cheliox, clearing the local populations for Taldan settlers. Give the PCs the Player Handout (on page 26) at this time, which represents the temple father's writings toward the end of the tome.

The tome describes in great detail everything the PCs need to do to restore Nicoroux's prison. Essentially, the bars must be taken to the center of Silver Tarn, then individually recharged with divine energy and cast into the water. With the Tome of Memory and the six ingots, the PCs have everything they need to finish the adventure.

Treasure: Carnag lined his nest with several magic items he salvaged during his destructive tantrums. Included in the piles are two *scrolls of cure moderate wounds*, one *scroll of holy smite*, two *potions of cure serious wounds*, a *wand of prayer* (15 charges), and a *lesser strand of prayer beads*. In Tier 10–11, the nest also includes a *headband of mental prowess* +2 (Wisdom and Charisma). In addition, the Tome of Memory, while nonmagical, is worth a small fortune to collectors (1,500 gp in Tier 7–8; 2,500 gp in Tier 10–11). The false Tomes of Memory, if removed from the altar with a successful Disable Device check as listed in the trap stat block for each tier, are made of precious metal and valuable in their own right. In Tier 7–8, they are worth 1,800 gp combined; in Tier 10–11, the pair constitutes a 2,400 gp value.

Missions Notes: Cheliox faction PCs can find Nicoroux's identity in both the Tome of Memory and several of the personal journals Carnag has saved in the bookshelf next to his nest. Qadira faction PCs can also find the missing Sarenite documents they need to preserve among the books on Carnag's bookshelf. Finally, the Tome of Memory is important to Taldan traditions, and Taldor faction PCs may wish to copy the book or convince their fellow adventurers to sell it to a Taldan collector.

Rewards: If the PCs resolve their interaction with Carnag and retrieve the true Tome of Memory, award each tier thusly:

Tier 7–8:

Give each player 1,839 gp.

Tier 10–11:

Give each player 2,939 gp.

ACT 4: THE AVARICE OF STOM DOLOCK (CR 8 OR CR 11)

Unbeknownst to anyone, Nicoroux's influence extends beyond the waters of Silver Tarn and its malformed spawned. As the first sentient being in centuries to visit

her forbidden valley, Stom Dolock fell under far greater influence than any of the miners to come later. Even the greedy dwarf is unaware that the pit fiend's influence reaches deep into his covetous heart. Now that she is almost free, Nicoroux flexes that influence, warping Stom's mind and transforming him into an instrument of her will.

While the PCs confront Carnag in the temple's basement, Stom's true power bursts free in a wash of cupidity and violence. His newfound powers let the stumpy humanoid easily toss aside his fellow survivors and steal whatever wealth they may possess (he wants their ingots). Injured but alive, the remaining townsfolk have retreated underneath what remains of the temple furniture.

As the PCs return from the vault below, read the following.

The ruined temple stands in even greater disarray than before. In the center—thrusting a glittering, silver nugget into his coat—stands the dwarf Stom Dolock. His hollow eyes glare in undisguised lust at the sparkling Tome of Memory. “A damn shame, lads... They, these fools. They kinna hear her sweet voice. It jangles like honeyed coins in my ears, and her coming is a gift unto the world. But she talks to me, now. She tells me of the beautiful fortunes come due when she awakes. The Lady of Blood and Fortune stirs in her sleep, roused by that handsome journal you've found.”

His neck cracks unnaturally to one side, then the other. “How's about you turn over that fortune and any of those silver bricks you have?”

Creatures: Nicoroux's influence extends beyond merely inflaming Stom's greed into a murderous avarice. She has invested the dwarf with shattered pieces of her own mortal memories and experiences as a bloodthirsty warlord in times immemorial, possessing the humble miner and granting him the powers of an oracle of battle. Though invested with enormous magical power by the fiend, Stom retains his mortal possessions (the clothes on his back and his mining pick), leaving him woefully underequipped for an NPC of his level and reducing the CR of this encounter by 1.

If Stom Dolock didn't survive the tarnspawn assault but other villagers did, Nicoroux inhabits a different dwarf with the same general result. If no villagers made it to the temple, skip this encounter and move directly into Act 5.

Tier 7–8 (CR 8)

STOM DOLOCK

CR 8

Male dwarf oracle 10 (*Advanced Player's Guide* 42)

LE Large humanoid (dwarf)

Init –2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +2

DEFENSE

AC 19, touch 7, flat-footed 19 (+10 armor, –2 Dex, +2 natural, –1 size)

OPTIONAL ENCOUNTER

Act 4 is an optional encounter, providing no treasure but offering the PCs a very mortal threat to face in lieu of supernatural horror. If less than 1 hour of play time remains, skip Act 4 and jump directly to the climax at Act 5.

(+4 dodge vs. giants)

hp 118 (10d8+70); currently 101

Fort +10, **Ref** +1, **Will** +9; +2 vs. poison, spells, and spell-like abilities

DR 5/good

OFFENSE

Speed 20 ft.

Melee heavy pick +12/+7 (1d8+5/19–20/x4)

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

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Oracle Spells Known (CL 10th; concentration +12)

5th (3/day)—*flame strike* (DC 17), *righteous might*

4th (5/day)—*divine power*, *inflict critical wounds* (DC 16), *unholy blight* (DC 16), *wall of fire*

3rd (6/day)—*bestow curse* (DC 15), *cure serious wounds*, *inflict serious wounds* (DC 15), *invisibility purge*, *magic vestment*

2nd (7/day; 4 used)—*bear's endurance*, *bull's strength*, *fog cloud*, *hold person* (DC 14), *inflict moderate wounds* (DC 14), *instant armor**

1st (7/day)—*cure light wounds*, *divine favor*, *enlarge person*, *inflict light wounds* (DC 13), *magic weapon*, *protection from good*, *sanctuary* (DC 13)

o (at will)—*bleed*, *detect magic*, *detect poison*, *guidance*, *mending*, *resistance*, *stabilize*, *virtue*

Mystery Battle

TACTICS

Before Combat Stom has already cast *bear's endurance*, *bull's strength*, *instant armor*, and *magic vestment* for his earlier fight with the other survivors, and has also taken a small amount of damage, reducing him to 101 hit points. If the PCs are especially loud or noisy returning from the basement, he prepares by casting *righteous might* on himself. (All of these spells are included in his stats).

During Combat Stom uses his war sight revelation to roll initiative twice and take the better result, then casts *wall of fire* to surround the PCs in a circle of flames. Afterward, he casts *sanctuary* on himself to finish his combat preparations, casting *divine power*, and if time permits, *magic weapon*. He then unleashes *unholy blight* and *flame strike* on clustered groups of PCs, swinging with his pick whenever an opponent gets within melee range. If reduced below half his normal hit points, he uses a swift action each round to cast a *cure* spell using his combat healer revelation.

Morale If reduced below 20 hit points, Stom collapses as Nicoroux's hold over him slips. He returns to his former

neutral alignment and begs for leniency. Only the vaguest memories of the past half-hour remain.

STATISTICS

Str 21, **Dex** 6, **Con** 24, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +13; **CMD** 21 (25 vs. bull rush, 25 vs. trip)

Feats Cleave, Combat Casting, Extra Revelation*, Improved

Critical (heavy pick), Power Attack, Weapon Focus (heavy pick)

Skills Intimidate +14, Knowledge (engineering) +12, Knowledge (history) +6, Knowledge (planes) +8, Knowledge (religion)

+8, Sense Motive +15, Spellcraft +12; **Racial Modifiers** +2

Appraise (nonmagical metals or gemstones), +2 Perception (unusual stonework)

Languages Common, Dwarven, Infernal

SQ oracle's curse (clouded vision), possession, revelations (combat healer, skill at arms, war sight), weapon familiarity

Gear miner's pick

SPECIAL ABILITIES

Possession (Su) Nicoroux's fell influence grants Stom incredible powers, but leaves him susceptible to several magical effects. *Protection from evil* and *protection from law* affect Stom as if he were an evil creature, and he may not touch any creature benefiting from either spell. Additionally, Nicoroux's control is instantly ended with a successful *dispel evil* or *dispel law* spell delivered as a touch attack.

Weapon Familiarity (Ex) By virtue of his years using the tool, Stom may wield his mining pick in combat as a heavy pick without taking an improvised weapon penalty.

* See *Advanced Player's Guide*.

Tier 10–11 (CR 11)

STOM DOLOCK

CR 11

Male dwarf oracle 13

NE Large humanoid (dwarf)

Init –2; **Senses** blindsense 30 feet, darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 7, flat-footed 21 (+12 armor, –2 Dex, +2 natural, –1 size) (+4 dodge vs. giants)

hp 166 (13d8+104); currently 153

Fort +13, **Ref** +2, **Will** +10; +2 vs. poison, spells, and spell-like abilities

DR 5/good; 10/adamantine

OFFENSE

Speed 20 ft.

Melee heavy pick +14/+9 (1d8+5/19–20/x4)

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

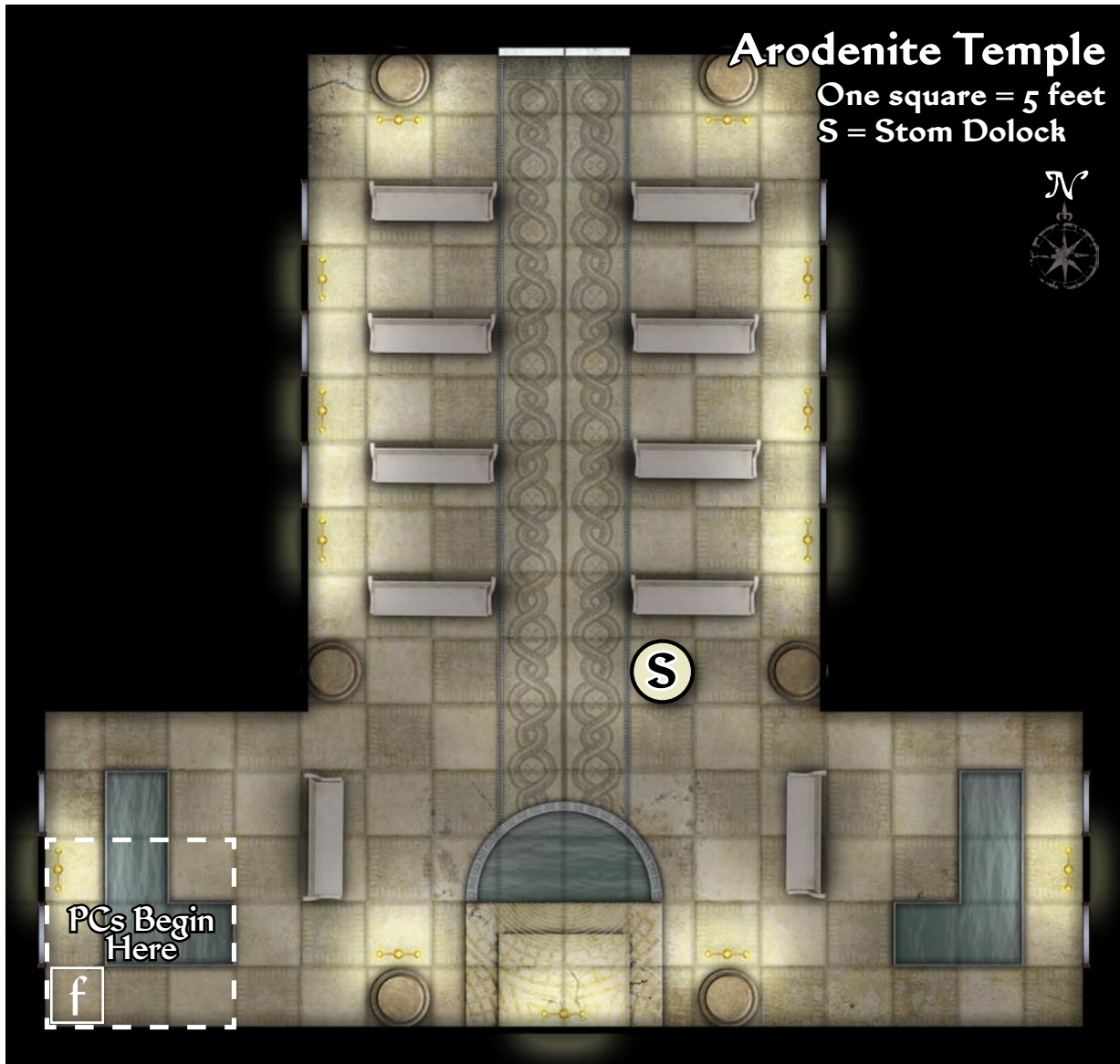
Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Oracle Spells Known (CL 13th; concentration +16)

6th (4/day)—*animate objects*, *blade barrier*, *mass bull's strength*

5th (6/day)—*flame strike* (DC 18), *righteous might*, *slay living* (DC 18), *true seeing*

4th (6/day)—*cure critical wounds*, *divine power*, *greater magic weapon*, *inflict critical wounds* (DC 17), *unholy blight* (DC 17), *wall of fire*



- 3rd (7/day)—*bestow curse* (DC 16), *cure serious wounds*, *inflict serious wounds* (DC 16), *invisibility purge*, *magic vestment*, *prayer*
- 2nd (7)—*bear's endurance*, *bull's strength*, *fog cloud*, *inflict moderate wounds* (DC 15), *hold person* (DC 15), *instant armor**, *make whole*
- 1st (7)—*cure light wounds*, *divine favor*, *enlarge person*, *inflict light wounds* (DC 14), *magic weapon*, *protection from good*, *sanctuary*
- o (at will)—*bleed*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *resistance*, *stabilize*, *virtue*

Mystery Battle

TACTICS

Before Combat Stom has already cast *bear's endurance*, *bull's strength*, *instant armor*, and *magic vestment* for his earlier fight with the other survivors, and has also taken a small amount of damage, reducing him to 153 hit points. If the PCs are especially loud or noisy returning from the basement, he prepares by casting *righteous might* on himself and activates his iron skin revelation. (All of these

spells and the revelation are included in his stats).

During Combat Stom uses his war sight revelation to roll initiative three times and take the best result, then casts *blade barrier* to surround the PCs in a circle of steel. Afterward, he casts *animate object* to animate three Medium-sized statues of Aroden to harry any remaining PCs, using the free time it buys him to cast *divine power*. He then unleashes *unholy blight* and *flame strike* on clustered groups of PCs. If opponents close to melee, he switches to *slay living*. If reduced below half his normal hit points, he uses a swift action each round to cast a *cure* spell using his combat healer revelation.

Morale If reduced below 20 hit points, Stom collapses as Nicoroux's hold over him slips. He returns to his former neutral alignment and begs for leniency.

STATISTICS

Str 21, **Dex** 6, **Con** 24, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 23 (27 vs. bull rush, 27 vs. trip)

Feats Cleave, Combat Casting, Extra Revelation, Great Fortitude,

Improved Critical (heavy pick), Power Attack, Toughness, Weapon Focus (heavy pick)

Skills Intimidate +18, Knowledge (engineering) +15, Knowledge (history) +8, Knowledge (planes) +8, Knowledge (religion) +8, Sense Motive +18, Spellcraft +16; **Racial Modifiers** +2 Appraise (nonmagical metals or gemstones), +2 Perception (unusual stonework)

Languages Common, Dwarven, Infernal

SQ oracle's curse (clouded vision), possession, revelations (combat healer, iron skin, skill at arms, war sight, weapon mastery), weapon familiarity

Gear miner's pick

SPECIAL ABILITIES

Possession (Su) Nicoroux's fell influence grants Stom incredible powers, but leaves him susceptible to several magical effects. *Protection from evil* and *protection from law* affect Stom as if he were an evil creature, and he may not touch any creature benefiting from either spell. Additionally, Nicoroux's control is instantly ended with a successful *dispel evil* or *dispel law* spell delivered as a touch attack.

Weapon Familiarity (Ex) By virtue of his years using the tool, Stom may wield his mining pick in combat as a heavy pick without taking an improvised weapon penalty.

* See *Advanced Player's Guide*.

Development: After a thorough beating, the pit fiend's tenuous hold on Stom shatters and her dark power retreats. All magical effects on Stom end, as he collapses to the ground. He coughs and chokes as a trickle of black water pours from his mouth and slithers toward the temple's barricaded door. Only the most vague memories of the past half-hour remain in Stom's mind, and all he can describe is an overwhelming covetousness.

ACT 5: INTO THE SILVER TARN (CR 10 OR CR 13)

With the Tome of Memory and the six ritual ingots in hand, all that remains is performing the ritual that binds Nicoroux once again, removing her taint from the land. To reseal the circle, each ingot must be re-enchanted individually and tossed into the lake, near its center. The ingots won't hold a divine charge for more than a few seconds unless dropped into the ritual space, meaning they can't be prepared ahead of time. Instead, the PCs must travel into the lion's den: the center of Silver Tarn, where they need to fend off the lake's disgusting avatar while performing the necessary rites.

Once the PCs arrive at the lake's edge, read the following.

Though relative peace marked the journey to the lake, finally arriving at its black, stagnant shore seems to have invited a

horde of tarnspawn, gathered at the barest edge of vision through the dense fog. For the first time all night, they stand silent, staring out over the water, waiting.

Nearby, a creaking wooden dock reaches out over the tarn. Two fishing boats of questionable quality bob in the quiet. The only sound to penetrate the blanket of mist is the quiet lap of water against their faded sides.

The tarnspawn can't approach the PCs; an instinctual fear of the Tome of Memory holds them at bay. Instead, they follow the PCs and look to the water for guidance. They know their master, the Silver Tarn, holds the key to the mortals' destruction.

How the PCs reach the center of Silver Tarn is up to them. The two fishing boats of Stom's Claim are both filled with makeshift eel traps, but provide a sturdy enough platform to conduct the ritual. Spells such as *water walk* or *fly* also eliminate the threat of drowning. Traveling in or under the water is the most dangerous solution: the Silver Tarn's avatar (see below) is nearly invisible underwater.

As the PCs approach the center of the lake, the fog condenses into a powerful storm, tossing about anything on the tarn's surface. Casting spells requires a Concentration check (DC 15 + the spell's level). Standing (in a boat or on the surface of the water via magic) requires a DC 15 Acrobatics check each round or a character is knocked prone.

The corruption in the Silver Tarn inflicts 1d8 damage per round to any creature submerged in the water, aside from the tarnspawn and the Silver Tarn's avatar. Half of this damage is cold damage and half is negative energy damage.

Once the players reach the center of the lake, read the following.

The placid lake surface suddenly churns and roils, barely containing something massive. A reek of decay boils up from below, followed by a chest-shuddering scream. A figure of dripping, black water rises from the surface, flexing wings of algae and scum and glaring through empty, tarnished eyes. With unholy speed, the enormous forms leaps into the air and descends upon you.

Creatures: The Silver Tarn has no intention of letting the PCs complete their ritual. Once the players reach the center of the lake, the Silver Tarn reaches out with a powerful avatar to crush the PCs and reclaim the silver ingots. The avatar, a half-fiend water elemental, isn't the Silver Tarn entity itself, and slaying it won't stop the Tarn entity or its efforts to release Nicoroux. The avatar is similar to an arm: the Tarn entity reaches out through it to interact with the world, and destroying it causes pain. Even if the PCs defeat the avatar, the stormy waters remain,

and the avatar reforms in 2d4 rounds. Only completing the ritual truly destroys the avatar.

Tier 7–8 (CR 11)

SILVER TARN AVATAR CR 11

Half-fiend greater water elemental (*Pathfinder RPG Bestiary* 127, 171)

LE Huge outsider (elemental, native, water)

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 25, touch 15, flat-footed 18 (+6 Dex, +1 dodge, +10 natural, –2 size)

hp 149 (13d10+78)

Fort +14, **Ref** +14, **Will** +5

DR 10/—; **Immune** poison, elemental traits, **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 20 ft., fly 40 ft. (good), swim 90 ft.

Melee 2 slams +22 (1d8+11/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks drench, smite good (1/day), vortex (DC 27), water mastery

Spell-Like Abilities (CL 12th; concentration +13)

3/day—*darkness*, *poison* (DC 14), *unholy aura* (DC 19)

1/day—*blasphemy* (DC 18), *contagion* (DC 14), *desecrate*, *unhallow*, *unholy blight* (DC 15)

TACTICS

Before Combat The avatar has no interest in subtlety, and attacks swiftly and inelegantly.

During Combat The avatar begins combat by casting *unholy blight*, followed by *blasphemy*, then focuses on melee combat. Thanks to her Bull Rush Strike feat, she knocks opponents back (and ideally into the water) whenever she confirms a critical hit. When reduced below half her normal hit points, she dives underwater and uses her vortex ability to toss about any opponents in the water or on the lake's surface. If all her opponents are flying, she simply continues her physical assault.

Morale The Silver Tarn avatar fights until destroyed.

STATISTICS

Str 32, **Dex** 22, **Con** 23, **Int** 12, **Wis** 13, **Cha** 13

Base Atk +13; **CMB** +26; **CMD** 43

Feats Bull Rush Strike*, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slams), Power Attack

Skills Acrobatics +22 (+18 jump), Escape Artist +22, Fly +10, Intimidate +14, Knowledge (planes) +17, Perception +17, Stealth +14, Swim +35

Languages Aquan, Infernal (cannot speak)

* See *Advanced Player's Guide*.

Tier 10–11 (CR 14)

SILVER TARN AVATAR CR 14

Half-fiend elder water elemental (*Pathfinder RPG Bestiary* 127, 171)

LE Huge outsider (elemental, native, water)

Init +8; **Senses** darkvision 60 ft.; Perception +20

BINDING NICOROUX

The actual ritual to rebind Nicoroux requires several very specific steps:

1. Draw the Ingot: Readyng an ingot works just like drawing a weapon. It requires a move action and does not provoke an attack of opportunity. Characters with the Quick Draw feat may retrieve an ingot as a free action.

2. Charging the Ingot: An ingot must be charged with divine energy to do any good. Charging requires channeling positive energy, casting any *cure* spell, or pouring a *cure* potion over the ingot. A character can instead charge an ingot by holding both it and the Tome of Memory (occupying both their hands), reciting the prayers within, and succeeding a DC 25 Knowledge (arcana or religion) check as a standard action. The spell or channeled energy is entirely diverted into the ingot and provides none of its usual benefits. An ingot only retains its charge for 2 rounds unless cast into the lake.

3. Casting the Ingot: The exact placement of the ingots is unimportant; they simply all need to rest at the bottom of the lake, relatively close to their original location. Throwing a charged ingot overboard requires a move action. Should an ingot somehow be dropped into the tarn without being recharged, it can be recovered with a DC 25 Swim check.

Once these steps have been completed for all six ingots, Nicoroux's prison is sealed once again and the Silver Tarn reverts to being a harmless mountain lake, immediately ending the encounter.

DEFENSE

AC 27, touch 17, flat-footed 18 (+8 Dex, +1 dodge, +10 natural, –2 size)

hp 200 (16d10+112)

Fort +16, **Ref** +18, **Will** +6

DR 10/—; **Immune** poison, elemental traits, **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

OFFENSE

Speed 20 ft., fly 40 ft. (good), swim 90 ft.

Melee 2 slams +26 (1d8+12/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks drench, smite good (1/day), vortex (DC 30), water mastery

Spell-Like Abilities (CL 14th; concentration +15)

3/day—*darkness*, *poison* (DC 14), *unholy aura* (DC 19)

1/day—*blasphemy* (DC 18), *contagion* (DC 14), *desecrate*, *horrid wilting* (DC 19), *unhallow*, *unholy blight* (DC 15)

TACTICS

Before Combat Before breaking the water's surface, the avatar casts *unholy aura* on itself.

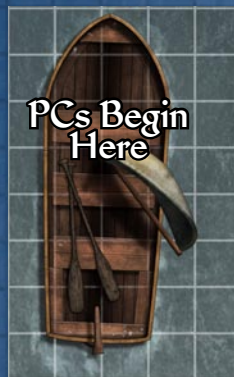
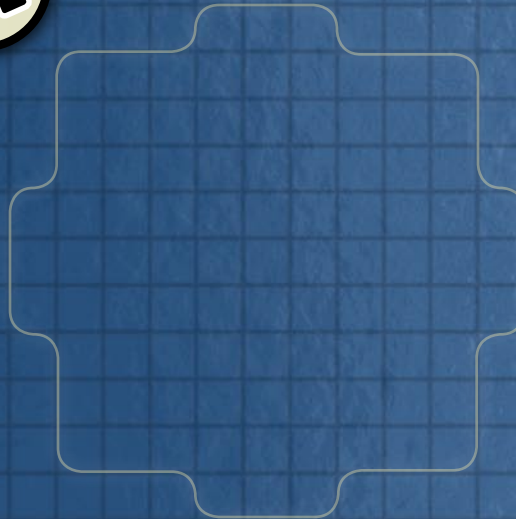
During Combat The avatar begins combat by casting *horrid wilting*, followed by *blasphemy*, then focuses on melee combat. If any PC throws or drops a blessed ingot into the lake, she uses her daily smite good ability, and focuses all attacks on that target. Thanks to her

The Silver Tarn

One square = 5 feet

A = Silver Tarn Avatar

○ = Ritual Site



GameMastery Flip Mat: Ship
GameMastery Map Pack: Boats and Ships



Bull Rush Strike feat, she knocks opponents back (and ideally into the water) whenever she confirms a critical hit. When reduced below half her normal hit points, she dives underwater and uses her vortex ability to toss about any opponents in the water or on the lake's surface. If all her opponents are flying, she simply continues her physical assault.

Morale The Silver Tarn avatar fights until destroyed.

STATISTICS

Str 34, **Dex** 26, **Con** 23, **Int** 12, **Wis** 13, **Cha** 13

Base Atk +16; **CMB** +30; **CMD** 49

Feats Bull Rush Strike*, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slams), Power Attack, Toughness

Skills Acrobatics +27 (+23 jump), Escape Artist +27, Fly +12, Intimidate +17, Knowledge (planes) +20, Perception +20, Stealth +19, Swim +39

Languages Aquan, Infernal (cannot speak)

* See Advanced Player's Guide.

Treasure: To thank the PCs for their efforts, the miners offer them the only reward they have to give: overflowing carts of silver ore. In Tier 7–8, the value of their prize is 3,400 gp; in Tier 10–11, it is worth 12,500 gp.

Mission Notes: After the dust settles, Andoran faction PCs can speak with Laura Citiat or Stom Dolock about using Stom's Claim as a stopover in Andoran's underground railroad, freeing slaves from Cheliaz and Nidal. Both Laura and Stom prize personal freedom and agree with little persuasion. Osirion faction PCs may wish to make notes on the process and results of the old binding ritual.

Rewards: If the PCs survive their encounter and cleanse Nicoroux's taint from the Silver Tarn, reward each tier thusly:

Tier 7–8:

Give each player 566 gp.

Tier 10–11:

Give each player 2,083 gp.

CONCLUSION

With Nicoroux's prison reinforced, the Silver Tarn entity dissolves back into a simple mountain lake, unaware and without motivation. The avatar dissolves back into stagnant water, while the remaining tarnspawn stumble clumsily back to the lake's edge before shriveling back into harmless lake eels.

The surviving residents, both relieved and scarred by their ordeal, thank the PCs and offer them what material appreciation they can. Many leave for the lowlands, but a few tough locals remain behind. Stom takes it upon himself to establish a new vigil over the valley. Over the coming months, he and several other miners remaining in the valley form a secret society dedicated to maintaining Nicoroux's prison and operating out of the abandoned Arodenite temple.

Should the PCs fail, the Silver Tarn's minions finish harvesting the souls of Stom's Claim over the next 3 days, finally releasing the pit fiend from her centuries-long imprisonment. Nicoroux takes to slaughtering her way through several local villages in the foothills of the Menador Mountains before traveling south and carving a comfortable underworld empire in Cheliox until she feels strong enough to return to Hell.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who safely escort Laura Citiat to the Arodenite temple earn 1 Prestige Award. Andoran faction PCs who also negotiate with Laura or Stom to help use Stom's Claim as a rest stop on the underground railroad after Act 5 earn 1 bonus Prestige Award.

Cheliox Faction: If Stom Dolock remains alive at the end of the scenario, each Cheliox faction PC earns 1 Prestige Award. Cheliox faction PCs who also find documentation proving the identity of the imprisoned pit fiend in Act 3 earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who safely escort Ulet Ridle to the Arodenite temple earn 1 Prestige Award. Osirion faction PCs who also write down the steps and results of the binding ritual in Act 5 earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who safely escort Cazas Ceet to the Arodenite temple earn 1 Prestige Award. Qadira faction PCs who also locate the temple's small stock of Sarenite literature in Act 3 earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who keep Arries Rires alive through the entire scenario earn 1 Prestige Award. Taldor faction PCs who also copy the Tome of Memory recovered in Act 3, or ensure it is sold to a Taldan collector, earn 1 bonus Prestige Award.

Player Handout

To my eternal shame and horror, I realized the impact of our western presence upon these peoples and their abhorrence of us all too late. I thought we were to bring enlightenment and the empowering words of Aroden to confused and grateful savages, but again and again I see entire villages choosing death over submission to our civilized ways. And here, in these unnamed mountains, I have witnessed the most abominable of horrors: the shattered remnants of an entire culture falling to worship of a most hideous sort, and bargains with the unspeakable terrors of Hell.

So desperate were these Kellid gentlefolk to rid themselves of us, so great was their hate, that they sold their eternal souls to summon forth Nicoroux, the greedy Twilight, a pit fiend of incredible might! Uncontrolled, the fiend tore an unholy swathe through both our men and the Kellids', slaughtering soldier and child alike. My faith, and that of my acolytes, proved insignificant against her, and we could not muster the will to return the beast to her fiery home. I shall regret what we chose instead: to forever bind the devil in this valley and condemn ourselves and our descendants to watch over her resting place—to bolster the weakness of our present spirits with lifetimes of service from the unborn.

May Aroden forgive me.

Praised be the Last Azlant. Amen.

SCENARIO 2-12: BELOW THE SILVER TARN

Event _____ Date _____
GM # _____ GM Name _____

Character # _____ Prestige Points

Character Name ☐ Andoran ☐ Cheliah ☐ Taldor
☐ Osirion ☐ Qadira

Character # _____ Prestige Points

Character Name ☐ Andoran ☐ Cheliah ☐ Taldor
☐ Osirion ☐ Qadira

Character # _____ Prestige Points

Character Name ☐ Andoran ☐ Cheliah ☐ Taldor
☐ Osirion ☐ Qadira

Character # _____ Prestige Points

Character Name ☐ Andoran ☐ Cheliah ☐ Taldor
☐ Osirion ☐ Qadira

Character # _____ Prestige Points

Character Name ☐ Andoran ☐ Cheliah ☐ Taldor
☐ Osirion ☐ Qadira

Character # _____ Prestige Points

Character Name ☐ Andoran ☐ Cheliah ☐ Taldor
☐ Osirion ☐ Qadira

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Andoran Faction Handout

Noble liberator,

If you are headed into the peripheries of Cheliah, keep watch for a woman named Laura Citiat. She runs a public house in the town of Stom's Claim, and watches traffic across the Cheliah-Nidal border for us. I've heard no reports from her in some time, and her safety must be ensured. If at all possible, I'd even like you to help her expand her role with us, so we might begin using Stom's Claim as a stopover for slaves escaping the hells of both Nidal and Cheliah.

Capt. Colson Maldre

Let liberty guide your hand.

Captain Colson Maldreis



Cheliah Faction Handout

Precious morsel,

A truly delightful tidbit has found its way across my desk: old documents smuggled from Taldor's military offices hint that a powerful devil was once imprisoned somewhere in the Maze region of the Menador Mountains. If you can confirm this rumor, and find the noble creature's true name for me, such information makes for valuable currency in the Chelish courts.

Of course, all information has a price. As you travel in the miserable backwater of Stom's Claim, be mindful of its namesake. Our informant demands you confirm the presence of the dwarf named Stom Dolock, and ensure his safety and survival, so that she might visit a terrible vengeance upon him in person in days yet to come.

Explicitly optimistic,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

My Enlightened Colleague,

Our network of secret agents throughout the Inner Sea is estimable, containing a valuable web of informants, and an equally weighty network of owed favors. A university professor named Riddle of Totra wishes me to investigate the disappearance of his wandering brother Ulet. The lad was last seen in northern Cheliax, and rumors place him heading north to follow a silver rush. A vital translation hinges on the professor's mind being eased by knowledge of his brother's safety, so give this matter your full attention.

The region you'll be exploring has previously served as a well-known crossroads of Taldor and the Kellid peoples. I've read stories of the two cultures blending their magical traditions. If you have the chance to study any examples of such, kindly report your notes back to me.



Praised be the Forthbringer,

Otoneraphim

Otoneraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

My Colleague,

Our man monitoring the Chelish silver flow, a self-styled magician named Cazas Ceet, hasn't reported back in some time. He is operating out of a boom town called Stom's Claim, and his keen eyes will be difficult to replace, so do all you can to ensure that isn't necessary.

Ceet was also investigating the area for lost relics: sacred writings of Sarenrae stolen by cowardly Taldans some 1,200 years ago. We know their massive army carried them into the mountains while colonizing Cheliax, and likely left them behind in some secure location.

Sincerely,

Pasha Muhlia Al-Jakri *Muhlia Al-Jakri*

Taldor Faction Handout

Glorious Hand of the Emperor,

If the Society has you traipsing through the filthy edge of Cheliox, follow upon an old rumor for me. Supposedly, military officers assisting Taldan colonists established a temple to Aroden in the Menador Mountains to commemorate a victory over the local barbarian tribes a millennium ago. The temple is abandoned now, but if you can ensure its Come of Memory, or at least a copy, end up in the hands of a collector friend of mine, I would be very appreciative.



I have a man in the area who'd normally be able to handle this, but there's a complication with him. I'd sent a scout for the whitesmith's guild—a man named Arries Rires—into Cheliox, to determine if the town of Stom's Claim may be worth... persuading to trade exclusively with our extraordinary craftsmen. He's not blended well, and his responses to my inquiries have grown increasingly unstable and rambling. I suspect unnatural mental influence (no doubt by Chelish swine), and will be sending a mage to examine him shortly. But first I'd like you to confirm that he still lives and, if so, keep him alive.

Set a proper example,

BARON JACQUO
Baron Jacquo Dalsine



SCENARIO 2-12: BELOW THE SILVER TARN

This Chronicle Certifies That

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

Has Completed This Scenario.

Items Found During This Scenario

TIER
7-8

- +1 vicious heavy pick (8,308 gp)
- Potion of cure serious wounds (750 gp)
- Rod of metal and mineral detection (10,500 gp)
- Scroll of cure moderate wounds (150 gp)
- Scroll of holy smite (700 gp)
- Strand of prayer beads, lesser (9,600 gp)
- Tome of Memory (grants a +5 circumstance bonus on Knowledge (history or religion) checks regarding Aroden and his faith; Tier 7-8 only; 1,500 gp)
- Wand of prayer (CL 5, 15 charges; 3,375 gp)

TIER
10-11

- +1 vicious adamantine heavy pick (11,308 gp)
- Boots of friendly terrain (mountains) (Advanced Player's Guide 301, 2,400 gp)
- Headband of mental prowess +2 (Wisdom and Charisma) (10,000 gp)
- Tome of Memory (grants a +10 circumstance bonus on Knowledge (history or religion) checks regarding Aroden and his faith; 2,500 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER	7-8	4,376
TIER	10-11	7,682
TIER		

MAX GOLD

EXPERIENCE

Starting XP

+1 XP

Final XP Total

PRESTIGE AWARD

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Subtotal

Items Bought

Subtotal

Gold Spent

Subtotal

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #