

PATHFINDER SOCIETY®

YEAR OF THE STOLEN STORM



UNLEASHING THE UNTOUCHABLE

By Robert Brookes



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GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Mythic Adventures* (MA), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

HOW TO PLAY

Pathfinder Society Scenario #8-25: Unleashing the Untouchable is a Pathfinder Society Scenario designed for 12th- through 15th-level characters (Tier 12-15; Subtiers 12-13 and 14-15). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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UNLEASHING THE UNTOUCHABLE

By Robert Brookes



Long before the rise of human civilization on Golarion, eight elemental lords reigned over the Elemental Planes, with a benevolent ruler and vile tyrant vying for supremacy on each of these four planes. The sinister Kelizandri, lord of water, forged a temporary alliance with his three evil counterparts, and together they overpowered each of the good-aligned rulers and sealed them within nearly indestructible gemstones. These they hid far from the Elemental Planes to be guarded by the elemental lords' servants.

The Duke of Thunder Ranginori is one of these imprisoned demigods, and for ages he has wallowed within the *Untouchable Opal*. A series of attacks on the Opal's vault left the defenses weakened, and Ranginori broadcast a powerful call to anyone who might free him. The Pathfinder Society answered, defeated servants of the evil elemental lords, and for many months has researched the means by which to break open the Opal and free the force for good inside. Society agents have discerned that only the combined might of the four elemental forces—air, earth, fire, and water—can sunder the gem, and even then such forces must approach the raw power of the reigning elemental lords. Pathfinders have assembled an impressive array of artifacts: *Fossilblight*, a pick supposedly carved from the heart of the Plane of Earth; *The Breath of Lysianassa*, a decanter created as a last act of will by the trapped elemental lord of water; and the *Untouchable Opal* itself, which is capable of channeling Ranginori's power. All that's missing is an unfathomably hot source of fire.

The answer is Kandirion's Pyre, a powerful forge on the border where the Plane of Earth and the Plane of Fire grind against one another with particular ferocity. The process creates gouts of supernatural fire known as trueflame, said to rival even the Inferno Queen Ymeri's fury. The Society has already sent a team to blaze a suitable trail to the site, and it has begun gathering the right team—the PCs—to carry the Opal to the scorched forge. The Society's imminent success has not gone unnoticed.

When word of the mythical Kandirion's Pyre first reached the Society, Aspis Consortium spies heard rumor of the Pyre's

WHERE ON THE PLANES?

Unleashing the Untouchable begins in the remote shaitan outpost of Lodehollow on the Plane of Earth and proceeds through the perilous terrain where the Planes of Earth and Fire meet. The adventure concludes within the heart of Kandirion's Pyre, an extraplanar forge. For more information on the Elemental Planes see *Pathfinder Campaign Setting: Planes of Power* and *Pathfinder Campaign Setting: The Great Beyond, A Guide to the Multiverse* available in bookstores or game stores everywhere, and online at paizo.com.

location and supernatural potential. While the Consortium doesn't know quite why the Society wants to reach the Pyre, arriving first and depriving them of whatever spoils lie within was reason enough to mobilize an expedition of its own. Starting from the City of Brass on the Plane of Fire, a team of four Aspis agents and an efreeti named Isah traveled across the Plane of Fire to Kandirion's Pyre. Their mission ended catastrophically, leaving the Aspis agents dead and Isah imprisoned for interrogation.

The evil elemental lords have identified not only Kandirion's Pyre but also several other locations across the multiverse as resources the Society might use to free Ranginori. The four tyrants' alliance has long since eroded, and they have coordinated their efforts haphazardly. Ayrzul, lord of earth, sees Kandirion's Pyre as an unlikely destination and has provided few soldiers to guard it. His complacency has infuriated Ymeri, lord of fire, who has sent additional forces to patrol the planar boundaries around the Pyre. However, the sheer temerity of Ayrzul's ignorance has left large gaps in the Pyre's defenses.

The elemental lords are not the only parties concerned about the *Untouchable Opal*. The precise calculations of the Axiomite God-Mind on Axis suggest a troubling suggestion that Ranginori's release could trigger a catastrophic sequence of events that would ripple across the planes. A faction of axiomites called the Unwavering Path decided to take matters into its own hands, recruiting a powerful aevart

inevitable named Vector who observes the flow of time and history. The Unwavering Path has set about averting this proscribed disaster and preventing the Pathfinder Society from unleashing the untouchable demigod.

SUMMARY

The scenario begins in Lodehollow, one of the outermost outposts of the shaitans' Peerless Empire on the Plane of Earth. Here the PCs confer with the Master of Spells, Sorrina Westyr, about their objectives. Sorrina outlines the known threats—Ayrzul and Ymeri's combined forces—and the general layout of Kandirion's Pyre, allowing the Pathfinders to confer with one another and collaborate to form an effective plan of attack.

Sorrina escorts the PCs as close to Kandirion's Pyre as a previous trailblazing team explored, but from there on it is up to the PCs to safely reach the Pyre and contest with the forces therein. The PCs' journey to Kandirion's Pyre is relatively uneventful, but as they close in on the location the PCs must contend with a literal army of earth and fire elementals in service to the elemental lords. Once the PCs have defeated these enemies, they must decide how to enter Kandirion's Pyre, either by combat or by uncovering a hidden entrance to bypass the main defenses.

In the heart of Kandirion's Pyre, the PCs discover the efreeti Isah, who led an ill-fated Aspis Consortium mission into the Pyre and is now imprisoned, kept alive for his knowledge of the site's inner workings. The PCs can choose to free Isah and gain his help in the challenges ahead.

Ymeri's agents have dismantled part of the forge that channeled the trueflame. The PCs need to recalibrate the arcane devices in order to crack the *Untouchable Opal*. How well the PCs repair the devices determines Ranginori's state when he is freed from his prison. However, once the PCs unleash Ranginori, agents of the Unwavering Path arrive to correct the situation by erasing the PCs entirely. Ranginori, weakened from his millennia of imprisonment, aids the PCs with a fraction of his power in their desperate struggle against the unflinching forces of law.

GETTING STARTED

The PCs represent a team of the most capable Pathfinders the Society has to offer, hand-picked by the Decemvirate. They arrive in the Opaline Vault, the capital of the shaitan genies' Peerless Empire, before assembling at Lodehollow to finalize the strategy for liberating Ranginori. Among Lodehollow's more noteworthy qualities is its gravity, which is nearly twice as strong as that of Golarion.

Read or paraphrase the following when you are ready to begin the adventure.

A radiant orb of tourmaline sheds a pale green light tinged with pink down onto the reflective surface of an octagonal hematite

table. The Master of Spells Sorrina Westyr stands nearby, taut with frenetic energy. Her Shoanti companion Grave Treader seems less fitful, yet nevertheless carries a touch of anxious anticipation in her stiff expression.

Sorrina Westyr taps the table once before speaking. "We stand on the precipice of the greatest change the multiverse has witnessed in our lifetime or many of those that came before. Thanks to the tireless efforts of the Pathfinder Society, we have recovered the prison of Ranginori, one of the long-lost elemental lords. We are now poised to liberate him after his untold millennia of imprisonment. The combined might of the other elemental lords banished Ranginori, and it's by the combined might of their elemental energies that he could be freed."

She motions to Grave Treader, who places a magnificent war pick and a crystalline decanter on the table. "These are the artifacts Fossilblight and The Breath of Lysianassa, powerful conduits of earthen and aquatic energies, respectively. We have communed with Ranginori directly to secure his mastery of winds, so all that remains is a source of unfathomably hot flame."

Sorrina touches the top of the table, causing a series of tiny hexagonal columns—like pillars of basalt—to ripple outward across the table's surface from her hand. In their wake remains a three-dimensional representation of the Plane of Earth sculpted into the table's dark, glossy surface. Among mountains, immense stalagmites, and columns of natural igneous rock that must rise up to some unseen cavernous ceiling is a jagged rift where roiling lava flows.

Grave Treader gestures to the rift. "The Society has identified a source of power we can use to free Ranginori, the Lord of Thunder. A scouting party blazed a path to a ruin called Kandirion's Pyre, an ancient forge on the border of the Planes of Earth and Fire. We believe the Pyre's forge can channel trueflame, a fire so hot that with the help of Fossilblight and The Breath of Lysianassa it could shatter the Untouchable Opal. The Society is providing you with all of these tools for the journey ahead."

Sorrina touches the map again, and it changes to create a detailed overhead view of a crumbling ruin set on a jagged cliff surrounded by ancient stone outbuildings. "The elemental lords Ayrzul and Ymeri have a combined force of elementals that numbers in the hundreds, and these groups patrol the region around Kandirion's Pyre. Divinations confirmed that Ymeri believes that we are close to accomplishing our goal and that we may be seeking to use trueflame to that end. However, she has spread her forces among many sites near the Plane of Earth alongside Ayrzul's legions, so she may not be totally convinced this is our plan. We will get you as close to the Pyre as we can with magic, and it will be up to you to circumvent or eliminate their forces to access the forge. We believe this central ziggurat is the front entrance to the Pyre, accessible by a fire-shrouded teleportation circle. Ymeri's forces erected this fiery ward to discourage trespassers. If there's another way in, we have yet to find it.

"Take this next day to plan and make preparations. This is our best chance to free Ranginori, and we've only one chance

to do it before the other elemental lords take notice. Do you have any questions?"

Distribute **Player Handouts #1–3**, which detail the three artifacts the PCs have for this adventure. Note that these artifacts each gain additional power if wielded by a PC who has one or more boons associated with the artifact's elemental theme. Numerous scenarios over the course of Season 8 of the Pathfinder Society Roleplaying Guild campaign award these boons.

The PCs likely have questions for Sorrina and Grave Treader. Some likely inquiries and responses to them are below.

What are the environmental hazards?

Sorrina answers, "Our scouts indicate that gravity is more akin to that on Golarion rather than what it is here. However, it is also considerably hotter there and will pose a significant hazard with prolonged exposure. Unfortunately, we have no idea exactly what the conditions in the immediate area of the Pyre and within are like."

What resistance can we expect?

Grave Treader responds, "As best we can tell, Ayrzul does not consider the Pyre a priority and believes we will act elsewhere to liberate Ranginori. Ymeri is not so convinced, and has committed a significant number of fire elementals to the region and demanded Ayrzul do the same with his forces. Beyond those creatures, we're not sure."

Is the Pyre structurally sound?

Sorrina nods. "As best as we can tell. The exterior has taken some damage from time and the environment, but the subterranean interior should be mostly intact. We've seen no signs of major collapse. However, that precludes any deleterious effect destroying the opal might cause."

Can we protect ourselves against trueflame? Sorrina seems uncertain. "Trueflame burns far hotter than any Material Plane fire. It is akin to hellfire, in that even creatures immune to fire's caress can be burned away by its heat."

What do we do if the opal doesn't break? Grave Treader snorts out a laugh. "Run, I suppose?" Sorrina then adds, more diplomatically, "Try and contact us magically if you can. We'll do our best to find a means to extract you or provide further direction. If that doesn't work, retrace your path and escape. Spending more than a few hours at the Pyre could attract very unwanted attention."

Will either of you be coming with us? Grave Treader grimaces.

"If we thought we'd be of any help, we would join you. Unfortunately this is so far beyond our capabilities that it's almost laughable. You're here because you're the best. We know our limits, and we know when to cede the floor to the more experienced. That's you."

What will happen when we free Ranginori? Sorrina's eyes sparkle as she says, "We'll change the fate of the planes themselves. In a more immediately practical sense, Ranginori will likely try to escape to a safer place to regain his strength. He is aware that you are key allies in his liberation."

Give the players roughly 15 minutes to come up with their preparations so that there is still plenty of time to run the rest of the scenario. Sorrina meets the PCs in Lodehollow's great plaza along with a Garundi mage named **Farhaana Zadeh** (LN female conjurer 14), the court conjurer of Thuvia's Emir Guldiss, who owes the Society several favors. Sorrina hands the PCs six potions of *endure elements* and six *potions of resist energy* (fire), after which Farhaana teleports the PCs to a point on the trail several hours outside of Kandirion's Pyre.



Sorrina Westyr

KNOWLEDGE (ARCANA OR PLANES)

Based on the result of a Knowledge (arcana or planes) check, the PCs might know about Kandirion's Pyre. Each PC recalls all of the information with a DC less than or equal to the result of her check.

15+: The border of the Planes of Earth and Fire containing Kandirion's Pyre is highly volatile. Magma plateaus of the Plane of Fire clash against impossible cliffs of the Plane of Earth, and occasionally this friction unleashes massive flares of fire so hot it incinerates even fire elementals.

25+: Trueflame is a powerful, raw elemental fire born from the heart of the Plane of Fire. It penetrates even immunity to fire damage and is the primal flame from which some fire elementals are born. Religious and secular scholars debate whether this is a "fire of creation" that could have forged the very planes themselves.

35+: Kandirion disappeared roughly 900 years ago when a particularly powerful flare of trueflame demolished the surface of Kandirion's Pyre and consumed its inhabitants. However, historical records contain little information regarding Kandirion, leaving details other than their name a mystery. Kandirion was fond of incorporating fractal geometry into their magic. A PC who succeeds at this DC 35

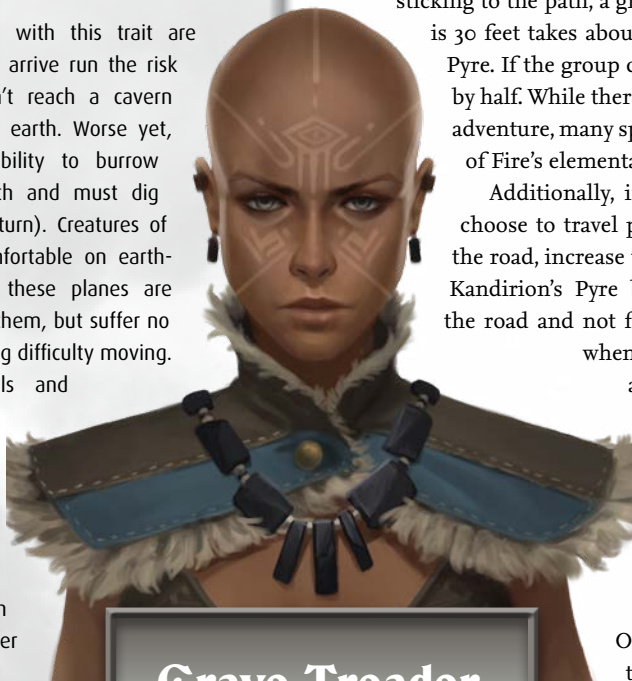
THE PLANE OF EARTH

The PCs start this adventure on the Plane of Earth, which has the traits listed below. However, as the PCs get closer to Kandirion's Pyre, they enter areas that also share traits with the Plane of Fire. Sidebars later in the adventure indicate changes in the hazards and traits presented below.

Earth-Dominant: Planes with this trait are mostly solid. Travelers who arrive run the risk of suffocation if they don't reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures of the air subtype are uncomfortable on earth-dominant planes because these planes are tight and claustrophobic to them, but suffer no inconvenience beyond having difficulty moving.

Enhanced Magic: Spells and spell-like abilities with the earth descriptor or that use, manipulate, or create earth or stone (including those of the Earth domain and the elemental [earth] bloodline) function as though their caster level were 2 higher than normal.

Impeded Magic: Spells and spell-like abilities with the air descriptor or that use or create air (including those of the Air domain, spell-like abilities of the elemental [air] bloodline, and spells that summon air elementals or outsiders with the air subtype) are impeded. To cast an impeded spell, the caster must succeed at a concentration check (DC 20 + the level of the spell). On a failed check, the spell does not function but is still lost as a prepared spell or spell slot. On a success, the spell functions normally.



Grave Treader

check gains a +2 bonus on checks to recalibrate the eldritch devices in areas D4–D7.

WHEN EARTH MEETS FIRE

So close to Kandirion's Pyre, the Plane of Earth is a hellish, blasted landscape of twisted igneous rock and jutting spines of volcanic glass hundreds of feet tall that angle away from the incandescent glow of the horizon like glittering quills. A ceiling of stone disappears into an inky darkness overhead, and distant formations of rock a mile across rise up in looming columns. The horizon in

the direction of Lodehollow entirely dark, and in the direction of Kandirion's Pyre there is a flickering, eternal dawn of firelight that casts exaggerated shadows across the blasted realm. A highway of fire-blackened stone snakes toward that horizon, leading the way to Kandirion's Pyre.

The PCs begin roughly 6 miles from Kandirion's Pyre. By sticking to the path, a group whose slowest land speed is 30 feet takes about 3 hours to reach Kandirion's Pyre. If the group can fly, reduce their travel time by half. While there is no strict time limit for this adventure, many spells used to mitigate the Plane of Fire's elemental effects have short durations.

Additionally, if the PCs travel overland but choose to travel parallel to (or otherwise avoid) the road, increase the time it takes them to reach Kandirion's Pyre by 50%. However, groups off the road and not flying have more time to react when the elemental lords' patrols approach. Grant PCs traveling in this fashion a +2 bonus on their initiative rolls for the encounter in area A.

A. ARMIES OF FLAME (CR 15 OR CR 17)

Once the PCs are about halfway to Kandirion's Pyre, read or paraphrase the following.

A flickering tongue of fire at least a thousand feet high dances on the horizon.

Resembling a thin cyclone of white-hot flames, this persistent fire marks the location of Kandirion's Pyre. The land between here and the flame is even more jagged and broken than before. The ground smolders with heat, and smoke issues from glowing-hot fissures in the earth. A crumbling stone building—little more than partly intact, fire-blackened walls—perches atop a nearby cliff.

When the PCs arrive in this area from the bottom of the map, give them a few rounds to determine their next course of action before moving things along. Emphasize the heat issuing from the large fissures in the ground, and make certain the players understand the danger such chasms represent.

Hazard: The glowing fissures in this area present an immediate danger to the party. Any characters passing over one of the fissures or ending their turn adjacent to a fissure takes 2d6 points of fire damage. Each crevasse is 10 feet deep (Climb DC 20), and creatures who fall in take damage from immersion in lava (*Pathfinder Core Rulebook* 444).

On the sixth round of combat, the ground shudders from a tremendous quake, and each magma rift erupts in a

A. Armies of Flame



SCALING ENCOUNTER A

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

Subtier 12–13: Remove one of the pyroclasm legions.

Subtier 14–15: Remove one pyroclasm legion and one avalanche legion.

shower of ash, flames, and smoke. Creatures within 10 feet of any rift each take 6d6 points of fire damage and are blinded for 1d4 rounds. Succeeding at a DC 22 Reflex save (DC 25 in Subtier 14–15) halves this damage and negates the blindness.

Creatures: Approximately 2 rounds after the PCs arrive in this area, the pyroclasm legions appear atop the cliff at the top of the map. If the PCs have used Stealth to approach this area, they might initially avoid combat; however, keep in mind that the pyroclasm legions can see invisible creatures. The elementals are unwilling to negotiate and attack practically anything that is not another elemental.

On the second round of combat (or the second round of sneaking past the fire elementals, if the PCs employ discretion) the avalanche legions burst from the ground directly below the PCs to attack. These creatures use tremorsense to pinpoint the PCs' location. In Subtier 14–15, an ancient magma elemental travels with the avalanche legions, arriving on the same round near the PCs.

Ayrzul's flagging commitment to the defense of the pyre is likewise reflected in his troops. Neither the earth elementals nor the fire elementals have properly trained together, and neither speaks the other's language. As a result, they do little to coordinate their attacks.

Note that the rules for the troop subtype appear in Appendix 2 on page 28.

SUBTIER 12–13 (CR 15)

AVALANCHE LEGIONS (2) CR 11

N Medium outsider (earth, elemental, extraplanar, troop)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +25

Aura quake aura (5 ft., DC 23)

DEFENSE

AC 25, touch 9, flat-footed 25 (–1 Dex, +16 natural)

hp 168 (16d10+80)

Fort +17, **Ref** +4, **Will** +12

Defensive Abilities troop traits; **DR** 10/—; **Immune** elemental traits

OFFENSE

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

Melee troop (4d6+12)

Special Attacks avalanche (4d6+12; DC 23), volley

TACTICS

Before Combat An avalanche legion uses its earth glide ability

to travel below the ground and surprises enemies by erupting from below them.

During Combat An avalanche stays focused on a single opponent, moving only to keep the opponent within its space until that foe is dead.

Morale An avalanche legion is absolutely loyal to Ayrzul and fights to the death.

STATISTICS

Str 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 37 (can't be tripped)

Feats Great Fortitude, Improved Great Fortitude, Improved Initiative, Iron Will, Run, Skill Focus (Intimidate), Skill Focus (Perception), Step Up

Skills Acrobatics +18, Appraise +16, Climb +31, Intimidate +25, Knowledge (planes) +19, Perception +25

Languages Terran

SPECIAL ABILITIES

Avalanche (Ex) As a full-round action an avalanche legion can move up to twice its speed and overrun creatures in its path. This ability is identical to the trample universal monster rule, except the damage dealt is equal to the avalanche legion's troop attack (and creatures damaged by this ability are automatically affected by the avalanche legion's quake aura). Each creature occupying the avalanche legion's space or reach when it ends its movement takes an additional 2d6+6 points of damage.

Earth Glide (Ex) A burrowing avalanche legion can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing avalanche legion flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

Quake Aura (Su) An avalanche legion upturns and shatters natural earth or stone terrain within its space and in all adjacent spaces. This causes the space an avalanche legion occupies and all adjacent spaces to be treated as difficult terrain to creatures without the earth glide ability. A creature that ends its turn adjacent to an avalanche legion must succeed at a Reflex save (DC 23) or fall prone.

Volley (Ex) An avalanche legion troop can hurl a volley of rocks as a standard action. This attack takes the form of up to four lines with a range of 100 feet. These lines can start from the corner of any square in the troops space. All creatures in any of these lines take 4d8 points of bludgeoning damage (Reflex DC 19 half). The save DC is Dexterity-based and includes a +2 racial bonus.

PYROCLASM LEGIONS (2) CR 11

N Medium outsider (elemental, extraplanar, fire, troop)

Init +13; **Senses** darkvision 60 ft., see *invisibility*; Perception +19

Aura fire aura (DC 22)

DEFENSE

AC 26, touch 20, flat-footed 16 (+9 Dex, +1 dodge, +6 natural)

hp 152 (16d10+64)

Fort +9, **Ref** +19, **Will** +12

Defensive Abilities troop traits; **DR** 10/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee troop (4d6+8 plus burn)

Ranged flame jet +25 touch (6d6 fire plus burn)

Special Attacks burn (4d6; DC 22), conflagration, flame jet (6d6; 60 ft.), hit and run

Spell-Like Abilities (CL 12th, concentration +12)
Constant—see *invisibility*

TACTICS

During Combat A pyroclasm legion makes hit-and-run attacks.

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +24; **CMD** 44 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Stance, Mobility, Wind Stance

Skills Acrobatics +28 (+40 to jump), Climb +27, Fly +25, Intimidate +19, Knowledge (planes) +19, Perception +19

Languages Ignan

SPECIAL ABILITIES

Conflagration (Ex) As a move action, a pyroclasm legion can join together to burn brighter and hotter, focusing their heat to create a powerful downdraft. This grants the troop a fly speed of 30 with average maneuverability for 1 round. The fire elemental troop can maintain this flight by expending a swift action at the start of its turn each round. While this ability is active, the troop's fire aura damage increases to 6d6.

Fire Aura (Ex) Creatures ending their turn within 10 feet of a pyroclasm legion take 3d6 points of fire damage and must succeed at a Reflex save (DC 22) or catch fire as the troop's burn ability. This save DC is Constitution-based.

Flame Jet (Su) As a standard action, a pyroclasm legion can launch a jet of flame as a ranged touch attack at one creature within 60 feet. This attack deals 6d6 points of fire damage on a successful hit and creatures damaged by flame jet are affected by the pyroclasm legion's burn ability.

Hit and Run (Ex) A pyroclasm legion is trained to move and strike as a unit, allowing them to make a move or double move action and use their troop attack once against every creature in their space or in their reach at any point during their movement, rather than only at the end of movement.

SUBTIER 14–15 (CR 17)

ANCIENT MAGMA ELEMENTAL

CR 15

Advanced elder magma elemental (*Pathfinder RPG Bestiary* 2 119)

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 31, touch 7, flat-footed 31 (–1 Dex, +24 natural, –2 size)

hp 231 (22d10+110)

Fort +18, **Ref** +12, **Will** +10

DR 10/—; **Immune** bleed, critical hits, fire, flanking, paralysis, poison, precision damage, sleep, stunning

Weaknesses vulnerability to cold

OFFENSE

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

Melee 2 slams +29 (3d8+9/19–20 plus burn)

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

Special Attacks breath weapon (DC 26), burn (3d8, DC 24), lava puddle

STATISTICS

Str 28, **Dex** 8, **Con** 21, **Int** 12, **Wis** 13, **Cha** 13

Base Atk +22; **CMB** +33 (+37 bull rush, overrun); **CMD** 42 (44 vs. bull rush and overrun)

Feats Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Overrun, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Climb +34, Intimidate +26, Knowledge (dungeoneering, planes) +26, Perception +26, Sense Motive +26, Stealth +16

Languages Ignan

SPECIAL ABILITIES

Breath Weapon (Su) As a standard action, an ancient magma elemental can breathe a 60-foot cone of incandescent cinders. Every creature in the area takes 15d6 fire damage, and the cinders cling to and blind affected creatures as *glitterdust* for 2d6 rounds. With a successful DC 26 Reflex save, a target halves the damage, negates the blinding effect, and reduces the duration of the sparkling outline effect to 1 round. An ancient magma elemental can use this ability once every 1d6 rounds. The save DC is Constitution-based.

Burn (Ex) A magma elemental's burn DC includes a –2 racial penalty, as its fires don't burn quite as hot as true elemental flame.

Earth Glide (Ex) A burrowing magma elemental can pass through dirt, lava, stone, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6

BRACERS OF VOLCANIC MIGHT

These bracers allow their wearer to channel forth the power of a volcano to augment her defenses.

BRACERS OF VOLCANIC MIGHT		PRICE 15,000 GP
SLOT wrists	CL 10th	WEIGHT 2 lbs.
AURA moderate abjuration and evocation		

Magma oozes out of cracks in these obsidian bracers. Once per day as a swift action, you can gain the benefits of *fire shield* [warm] and *stoneskin* [50 points] until the beginning of your next turn. If you activate these bracers as a standard action, the effect lasts for 5 rounds instead.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, fire shield, stoneskin	

points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only deals 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 22 rounds.

AVALANCHE LEGIONS (2) CR 11

hp 168 each (See Subtier 12–13)

PYROCLASM LEGIONS (2) CR 11

hp 168 each (See Subtier 12–13)

Treasure: The ruined building on the cliff contains the charred bodies of a missing patrol from Lodehollow that predated the Society's interest in the region. The heat-baked oread corpses have the consistency of crumbly, dry clay and much of their gear is likewise destroyed. A pair of *bracers of volcanic might* has survived (see the sidebar), and in Subtier 14–15 the PCs also find a pair of *arachnid goggles* (*Pathfinder RPG Ultimate Equipment* 224).

Rewards: If the PCs fail to defeat or bypass this encounter, reduce each PC's gold earned as follows.

Subtier 12–13: Reduce each PC's gold earned by 1,250 gp.

Out of Subtier: Reduce each PC's gold earned by 1,875 gp.

Subtier 14–15: Reduce each PC's gold earned by 2,500 gp.

KANDIRION'S PYRE

Centuries ago, Kandirion's Pyre was a sprawling complex both aboveground and below, but a particularly devastating trueflame flare scoured nearly the entire surface flat. What little remains are a handful of molten stone ruins and the slagheap of a ziggurat that once served as the primary entrance to the Pyre. When Ayrzul and Ymeri began to suspect that the Society might use the Pyre to free Ranginori, they placed several powerful servants here to safeguard the

location. Ymeri further obstructed the teleportation circle that leads deeper inside by creating a permanent cyclone of fire at the ziggurat's summit.

There are two major areas of interest on the surface of Kandirion's Pyre. One is Kandirion's Gate (area B), a crumbling ziggurat from which a thousand-foot-tall plume of fire erupts, surrounded by a field of ash and bones several hundred feet wide. The other noteworthy feature is a collection of outbuildings that—much like the ruin in area A—are now little more than brittle beams, crumbling walls, and vitrified foundations. A PC who explores the buildings and succeeds at a DC 25 Perception check can find an old entrance mostly sealed by a slag flow several feet thick. This is an alternative path to the forge (area D) that bypasses the encounter in area B but instead travels through area C. Unsealing the entrance takes about 60 minutes of digging (only 10 minutes if the PCs use an adamantite weapon like *Fossilblight* or a *maul of the titans*) or magic that can move at least 20 cubic feet of stone (such as *stone shape*).

Whichever path the PCs choose, they should only need to face one of the two encounters in areas B and C.

B. KANDIRION'S GATE (CR 16 OR CR 18)

Kandirion's Gate is a 70-foot-tall ziggurat that rises high above the mostly demolished outbuildings of Kandirion's Pyre. When the PCs approach the ziggurat, read or paraphrase the following.

The entrance to Kandirion's Pyre, a lopsided and molten-looking basalt ziggurat, rises steeply to a height of seventy feet. The stones of the ziggurat are warped and smoothed on one side, looking more like mud than stone. A thousand-foot-high cyclone of fire rises from the top of the ziggurat, burning like an impossibly tall torch against the Plane of Earth's suffocating darkness.

The fiery cyclone is a destructive barrier designed both to keep out intruders and to warn the nearby guardians of trespassers. This hazard and trap are detailed on page 14.

Creatures: Ayrzul's refusal to devote more resources to the Pyre forced Ymeri's hand, and the latter sent a group of trusted agents to secure the location after creating the fire vortex surrounding the *teleportation circle*. One of these agents now lairs within the flame itself (either the evil phoenix Azhghazara in Subtier 12–13 or the nightwalker Nairoth in Subtier 14–15), keeping watch for the arrival of outsiders. Another agent, an umbral dragon blessed with powers of the Plane of Fire by Ymeri herself, patrols the immediate environs around the Pyre. When the PCs arrive, Vorvirex is returning from a scouting sweep and is not immediately present. In addition to Azhghazara or Nairoth and Vorvirex, four cinderghosts—created from Vorvirex's victims—conceal themselves in fire-blackened pillars at the top of Kandirion's Gate.

When the PCs reach the top of Kandirion's Gate the four cinderghosts immediately take note. Vorvirex, hearing the battle, arrives at the start of the third round of combat, though the PCs can see the dragon approaching by the start of the second round.

SUBTIER 12-13 (CR 16)

AZHGHAZARA

CR 15

NE variant phoenix (*Pathfinder RPG Bestiary* 227; see page 27)

hp 210 (20d10+100); regeneration 10 (cold or good)

DR 15/good

TACTICS

During Combat Azhghazara begins combat by casting *fire storm* centered on himself before leaving the cyclone to engage the PCs.

SPECIAL ABILITIES

Corrupted Flames (Su) In addition to the normal effects of a phoenix's shroud of flame, an evil phoenix's fire corrupts those it touches. Whenever a creature begins its turn within the area affected by the shroud of flame, it must succeed at a Will save (DC 25) or gain 1d4 temporary negative levels as per the *enervation* spell. Whether or not it succeeded at this save, an affected creature is immune to this effect for 24 hours. The save DC is Charisma-based.

VORVIREX

CR 11

Fiery young umbral dragon (*Pathfinder Player Companion: Monster Summoner's Handbook* 19, *Pathfinder RPG Bestiary* 2 102)

CE Large dragon (extraplanar, fire)

Init +5; **Senses** dragon senses; Perception +17

CE Large dragon (extraplanar, fire)

Init +5; **Senses** dragon senses; Perception +17

DEFENSE

AC 26, touch 10, flat-footed 25 (+4 armor, +1 Dex, +12 natural, -1 size)

hp 104 (11d12+33)

Fort +10, **Ref** +8, **Will** +10

Defensive Abilities negative energy affinity; **DR** 5/—;

Immune cold, death effects, fire, negative energy, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +15 (2d6+7/19-20 plus 3d6 fire), 2 claws +15 (1d8+5 plus 3d6 fire), tail slap +13 (1d8+7 plus 3d6 fire), 2 wings +13 (1d6+2 plus 3d6 fire)

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

Special Attacks breath weapon (40-ft. cone, 6d8 negative energy, Reflex DC 18 half)

Spell-Like Abilities (CL 11th; concentration +14)

At will—*darkness*

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*alarm*, *mage armor*

0 (at will)—*daze* (DC 13), *detect magic*, *mage hand*, *message*

WHERE EARTH AND FIRE OVERLAP

Areas **B**, **C**, and **D** represent a region where the Planes of Earth and Fire push against each other, releasing gouts of elemental energy much like two tectonic plates slip against one another to create earthquakes. This liminal region has the planar traits of both planes, as described below.

Earth-Dominant: See the description in the Plane of Earth sidebar on page 6.

Fire-Dominant: Unprotected cloth, wood, paper, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d10 points of fire damage every round they are on a fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes. Those that are made of water take double damage each round.

Enhanced Magic: Spells and spell-like abilities with the earth or fire descriptor or that use, manipulate, or create earth, fire, or stone (including those of the Earth or Fire domains and the elemental [earth or fire] bloodline) function as though their caster level were 2 higher than normal.

Impeded Magic: Spells and spell-like abilities with the air or water descriptors or that use or create air or water (including those of the Air or Water domains, spell-like abilities of the elemental [air or water] bloodline, and spells that summon air or water elementals or outsiders with the air or water subtypes) are impeded. To cast an impeded spell, the caster must succeed at a concentration check (DC 20 + the level of the spell). On a failed check, the spell does not function but is still lost as a prepared spell or spell slot. On a success, the spell functions normally.

SCALING ENCOUNTER B

To accommodate a group of four PCs, remove two cinderghosts from the encounter.

TACTICS

Before Combat Vorvirex casts *entropic shield* and *mage armor* on himself.

During Combat Vorvirex engages the PCs from a distance using his breath weapon and sticking to the air. If facing opponents with superior ranged abilities, he instead lands and uses his natural attacks.

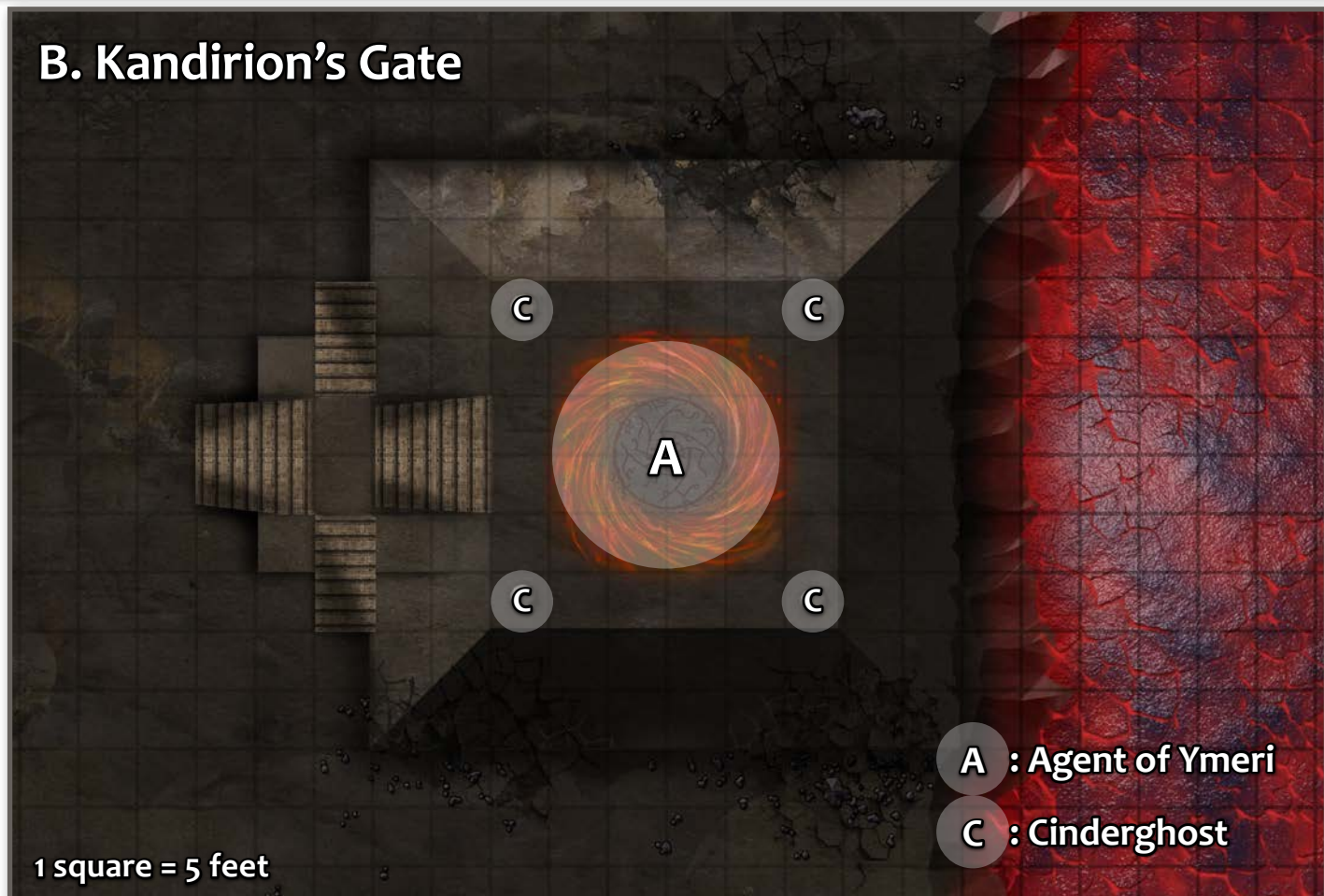
Morale If Azhghazara is slain and Vorvirex is reduced to 15 or fewer hit points, he attempts to flee across the chasm and into the Plane of Fire.

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +17; **CMD** 28 (32 vs. trip)

B. Kandirion's Gate



A : Agent of Ymeri

C : Cinderghost

Feats Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Vital Strike

Skills Bluff +17, Diplomacy +17, Fly +9, Knowledge (arcana, local, planes) +17, Perception +17, Sense Motive +17, Stealth +11

Languages Abyssal, Common, Draconic, Ignan

SQ ghost bane, umbral scion

SPECIAL ABILITIES

Ghost Bane (Su) Vorvirex's physical attacks deal damage to incorporeal creatures normally.

Umbral Scion (Ex) Vorvirex has negative energy affinity and is immune to energy drain and death effects.

CINDERGHOSTS (4)

CR 7

hp 85 each (*Pathfinder Campaign Setting: Planes of Power* 53; see page 26)

TACTICS

Before Combat Vorvirex's cinderghosts are partly concealed within the columns surrounding the *teleportation circle*. With a successful DC 30 Perception check, a PC can spot a shimmering haze of ghostly smoke and flames running up one side of the pillar where a portion of the cinderghost's body protrudes from the solid object.

During Combat The cinderghosts attack the nearest living

enemies unless otherwise directed by Vorvirex after he arrives.

Morale If reduced to 42 hit points, a cinderghost retreats to the ashen field at the base of the ziggurat to use its cleansing fire ability; it only returns to combat once fully healed.

SUBTIER 14–15 (CR 18)

NAIROTH

CR 17

Fiery nightwalker (*Pathfinder Player Companion: Monster Summoner's Handbook* 19, *Pathfinder RPG Bestiary* 2 201)

CE Huge undead (extraplanar, fire, nightshade)

Init +2; **Senses** darksense, darkvision 60 ft., low-light vision; Perception +29

Aura desecrating aura (30 ft.)

DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, –2 size)

hp 241 (21d8+105)

Fort +14, **Ref** +11, **Will** +19

DR 15/good and silver, 5/—; **Immune** cold, fire, undead traits; **SR** 27

Weaknesses light aversion

OFFENSE

Speed 40 ft.

Melee 2 claws +27 (3d6+14/19–20 plus 3d6 fire and 4d6 cold)
Space 15 ft.; **Reach** 15 ft.

Special Attacks channel negative energy 8/day (DC 29, 8d6),
 fear gaze, swift sundering

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 19), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *haste*, *hold monster* (DC 20),
invisibility, quickened *unholy blight* (DC 19)

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon* (level 7, 4 greater shadows)

TACTICS

During Combat Nairoth casts *deeper darkness* at the start of combat from within the cyclone of fire, followed by quickened *unholy blight*. It then casts *haste* and emerges from the cyclone, targets groups of enemies with *cone of cold* and individual spellcasters that prove to be able to penetrate its spell resistance with *finger of death* on subsequent rounds. If reduced to 120 or fewer hit points, Nairoth uses its *summon* ability to call 4 greater shadows.

STATISTICS

Str 35, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 21

Base Atk +15; **CMB** +31 (+33 disarm, sunder); **CMD** 41
 (43 vs. disarm and sunder)

Feats Combat Expertise, Command Undead, Greater Sunder, Greater Vital Strike, Improved Critical (claw), Improved Disarm, Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*unholy blight*), Vital Strike

Skills Intimidate +29, Knowledge (arcana, religion) +29,
 Knowledge (planes) +26, Perception +29, Sense Motive +29,
 Spellcraft +29, Stealth +18 (+26 in darkness), Swim +33;

Racial Modifiers +8 Stealth in darkness

Languages Abyssal, Common, Draconic, Dwarven, Ignan,
 Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Fear Gaze (Su) Cower in fear for 1 round, 30 feet, Will DC 25 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Swift Sundering (Su) Nairoth can make a sunder attempt as a swift action with one of its claws.

VORVIREX

CR 14

Fiery young adult umbral dragon (*Pathfinder Player Companion: Monster Summoner's Handbook* 19, *Pathfinder RPG Bestiary* 2 102)

CE Huge dragon (extraplanar, fire)

Init +4; **Senses** dragon senses; Perception +22

Aura frightful presence (150 ft., DC 21)

DEFENSE

AC 30, touch 8, flat-footed 30 (+4 armor, +18 natural, –2 size)
hp 157 (15d12+60)

Fort +13, **Ref** +9, **Will** +13

Defensive Abilities negative energy affinity; **DR** 5/—; **Immune**
 cold, death effects, fire, negative energy, paralysis, sleep; **SR** 25

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +20 (2d8+10/19–20 plus 3d6 fire), 2 claws +20
 (2d6+7 plus 3d6 fire), tail slap +18 (2d6+10 plus 3d6 fire), 2
 wings +18 (1d8+3 plus 3d6 fire)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 10d8 negative
 energy, Reflex DC 21 half), crush (Small creatures, DC 21,
 2d8+10)

Spell-Like Abilities (CL 15th; concentration +19)



Cinderghost

At will—darkness, vampiric touch

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*burning gaze*^{APG} (DC 16), *command undead* (DC 16)

1st (7/day)—*alarm*, *mage armor*, *protection from good*, *shield*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *message*

TACTICS

Use the tactics from Subtier 12–13.

STATISTICS

Str 25, **Dex** 10, **Con** 19, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +15; **CMB** +24; **CMD** 34 (38 vs. trip)

Feats Hover, Improved Critical (bite), Improved Initiative,

Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike

Skills Bluff +22, Diplomacy +22, Fly +10, Knowledge (arcana)

+22, Knowledge (local) +22, Knowledge (planes) +22,

Perception +22, Sense Motive +22, Spellcraft +22, Stealth +16

Languages Abyssal, Common, Draconic, Ignan, Undercommon

SQ ghost bane, umbral scion

SPECIAL ABILITIES

Ghost Bane (Su) Vorvirex's physical attacks deal damage to incorporeal creatures normally.

Umbral Scion (Ex) Vorvirex has negative energy affinity and is immune to energy drain and death effects.

CINDERGHOSTS (4)

CR 7

hp 85 each (*Pathfinder Campaign Setting: Planes of Power* 53)

TACTICS

Use the tactics from Subtier 12–13.

Hazard: The teleportation circle that leads into Kandirion's Pyre is blocked by a magical effect created by Ymeri herself. This cyclone of fire is an opaque cylinder of flame 20 feet wide and 1,000 feet high, tapering to a point like a candle flame at its top. Creatures within 10 feet of the fire cyclone take 2d6 points of fire damage per round. Creatures within 5 feet take 4d6 points of fire damage per round, and any creature stepping through the cyclone takes 20d6 points of fire damage.

PCs interested in suppressing the fire cyclone (CL 28th) can attempt to do so with effects such as *dispel magic*, but the high caster level makes it very unlikely that the PCs can do so on their own.

Trap: Vorvirex cast an *alarm* spell centered on the teleportation circle to silently alert him.

Treasure: Vorvirex possesses an adamantine key worn on a large chain around his right forearm. This key opens the dimensional shackles that bind Isah in area D. Vorvirex also possesses a *ring of fire storing*, which functions as a *ring of spell storing* but can store only spells with the fire descriptor; it currently contains *burning hands* (DC 16) and *fire snake* (DC 20; *Pathfinder RPG Advanced Player's Guide* 222), both of whose caster level is 15th. In Subtier 14–15, the dragon also

carries a *bag of holding* (type II), which contains both an immense black pearl streaked with red worth 1,500 gp and an assortment of coins made out of rare earth metals worth 1,000 gp.

Development: If the PCs subject the fiery vortex to *The Breath of Lysianassa's* mist for at least a minute, they can extinguish the vortex entirely. Stepping onto the *teleportation circle* takes the PCs to the corresponding circle in area D2.

Rewards: If the PCs fail to defeat or bypass this encounter, reduce each PC's gold earned as follows. Ignore this adjustment if the PCs bypass this encounter and instead travel to area C.

Subtier 12–13: Reduce each PC's gold earned by 3,916 gp.

Out of Subtier: Reduce each PC's gold earned by 4,499 gp.

Subtier 14–15: Reduce each PC's gold earned by 5,083 gp.

C. MAGMA CAVERNS (CR 16 OR CR 18)

The Aspis Consortium team discovered a remote entrance to Kandirion's Pyre and eluded immediate detection. Unfortunately, the dragon Vorvirex and the elemental Sakrisk were waiting for them when they reached the Pyre's lower levels. The Aspis agents perished and rose as cinderghosts in Vorvirex's service, and the agents' efreet ally Isah was captured. Isah is currently imprisoned in area D3.

The caverns below the surface of Kandirion's Gate traverse a winding mile-long path through the Plane of Earth and into the edge of the Plane of Fire. The journey itself takes roughly 1 hour. Three-quarters of the way to area D, the tunnels open into a collapsed portion of the forge no longer fully connected to the subterranean complex due to the shifting and fluidic nature of the volcanic border of the Plane of Fire. When the PCs reach the ruins, read or paraphrase the following.

The path travels along a twenty-foot-wide tunnel of smooth, rippling stone that once carried high-pressure magma up from the Plane of Fire. The winding passage opens into the demolished remnant of some subterranean complex. Rivers of magma flow from fissures in the walls, collecting into a sea of bubbling molten rock far below. What remains of this chamber's floor has collapsed into a makeshift bridge of partly intact masonry and crumbling debris. Overhead, part of a collapsed second floor is visible, though it is little more than exposed stairways and narrow ledges.

Hazard: The land route through this room is a fragile strip of stone floor. Portions of the structure are on the verge of breaking apart, threatening to deposit anyone crossing the span into the sea of magma below. A creature walking into one of the marked spaces on the map must succeed at a Reflex save (DC 20 in Subtier 12–13, DC 25 in Subtier 14–15)

C. Magma Caverns



or fall 60 feet into the lava below. Creatures who land in the lava take 20d6 points of fire damage every round and 10d6 points of fire damage for 1d3 rounds after escaping. A PC can ascertain that the bridge might be weak in places with a successful DC 20 Knowledge (engineering) or Survival check, and as a move action, a PC can identify which squares are dangerous with a successful DC 25 Knowledge (engineering), Perception, or Survival check. Likewise, a PC with the stonecunning racial trait can potentially identify hazardous squares.

The Climb DC for any surface in this chamber is a 20.

Creatures: Ymeri's servant, the mythic fire elemental Sakriska, guards this chamber. In Subtier 14–15, another mythic fire elemental named Kefitak joins her. Sakriska's burning strangers hide in the upper ledges using Stealth with the rubble as cover. Once the PCs are partway into the room, they spring up from behind their cover and begin attacking.

SUBTIER 12–13 (CR 16)

SAKRISKA CR 14

Mythic fire elemental (*Pathfinder RPG Mythic Adventures* 195; see page 26)

SCALING ENCOUNTER C

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

Subtier 12–13: Remove one burning stranger.

Subtier 13–14: Remove two burning strangers.

hp 202

Speed 60 ft., fly 60 ft. (average)

TACTICS

During Combat Sakriska begins combat in the magma at the bottom of the chamber, from which she flies up to engage the PCs. She attempts to bull rush non-flying spellcasters, hoping to push them into the magma below.

STATISTICS

Other Gear wings of flying

BURNING STRANGERS (3)

CR 11

Fiery pale stranger (*Pathfinder Player Companion: Monster Summoner's Handbook* 19, *Pathfinder RPG Bestiary* 3 214)

NE Medium undead (fire)

Init +9; **Senses** darkvision 60 ft.; Perception +22

Aura fear (10 ft., DC 21)

DEFENSE

AC 23, touch 19, flat-footed 17 (+5 Dex, +1 dodge, +3 luck, +4 natural)

hp 127 each (15d8+60)

Fort +9, **Ref** +12, **Will** +13

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and magic, 5/—; **Immune** fire, undead traits; **SR** 21

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.

Ranged +1 *pepperbox rifle* +17/+12/+7 (1d10+1/x4 plus 3d6 fire)

Special Attacks stranger's shot, superheated weapons

TACTICS

During Combat A burning stranger stays within its first range increment and makes full attacks with a focus on heavily armored opponents.

STATISTICS

Str 17, **Dex** 21, **Con** —, **Int** 11, **Wis** 18, **Cha** 18

Base Atk +11; **CMB** +14; **CMD** 33

Feats Deadly Aim, Dodge, Far Shot, Improved Critical (pepperbox rifle), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot, Quick Draw

Skills Acrobatics +13, Climb +11, Intimidate +22, Perception +22, Ride +15, Stealth +13, Swim +8

Languages Common

SQ stranger's luck

Gear pepperbox musket^{UE}

SPECIAL ABILITIES

Stranger's Luck (Su) A burning stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.

Stranger's Shot (Ex) As a full-round action, a burning stranger can take careful aim with its firearms and fire a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the burning stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals 6d6 additional points of damage.

Superheated Weapons (Su) A burning stranger fights with a superheated pepperbox rifle fashioned from glowing-hot metal. This firearm has a range of 80 feet and deals both bludgeoning and piercing damage. At a range of up to 80 feet, a burning stranger's firearm attacks resolve as touch attacks. While firearms normally consume bullets and black powder when fired, a burning stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pepperbox musket a burning stranger wields functions as a +1 *pepperbox musket*. A burning stranger does not provoke attacks of opportunity when it fires a superheated weapon in melee. When a burning stranger dies, its superheated weapon melts into a pile of slag.

SUBTIER 14–15 (CR 18)

SAKRISKA AND KEFITAK

CR 14

Mythic fire elementals (*Pathfinder RPG Mythic Adventures* 195; see page 26)

hp 202 each

Speed 60 ft., fly 60 ft. (average)

TACTICS

During Combat The fire elementals begins combat in the magma at the bottom of the chamber, from which they fly up to engages the PCs. They attempt to bull rush non-flying spellcasters, hoping to push them into the magma below.

STATISTICS

Other Gear *wings of the gargoyle*^{UE}

BURNING STRANGERS (6)

CR 11

hp 127 each (use the statistics from Subtier 12–13)

Development: Upon defeating the creatures here, the PCs can proceed to area **D**.

Rewards: If the PCs fail to defeat or bypass this encounter, reduce each PC's gold earned as follows. Ignore this adjustment if the PCs bypass this encounter and instead travel to area **B**.

Subtier 12–13: Reduce each PC's gold earned by 3,916 gp.

Out of Subtier: Reduce each PC's gold earned by 4,499 gp.

Subtier 14–15: Reduce each PC's gold earned by 5,083 gp.

D. HEART OF THE PYRE

The interior of Kandirion's Pyre is a network of passageways that house arcane conduits, planar calibrators, and elemental pipes that together channel and control blasts of trueflame from the surrounding region for use at the forge. Its ceilings are 40 feet high, its walls are magically treated hewn stone (Climb DC 25), and its stairs rise at a steep angle that is considered difficult terrain.

This area uses *Pathfinder Flip-Mat: Mythos Dungeon*, though areas that depict water are instead filled with magma. The statues (except the one in area **D8**) all represent fanciful metal sculptures depicting living creatures composed of fire.

D1. PASSAGE TO THE MAGMA CAVERNS

This hallway leads to an unworked series of passages and lava tubes. If the PCs approach area **D** from area **C**, they arrive here.

D2. THE SMITHY'S SHORE

The gout of trueflame that scoured much of Kandirion's Pyre above also blasted away one of the walls in this room, leaving a broad shore along a magma lake. If the PCs enter area **D** through the teleportation circle in area **B**, they arrive in the indicated circle here.

D. Heart of the Pyre



1 square = 5 feet

Pathfinder Flip-Mat: Mythos Dungeon

D3. PRISONER OF FLAME

When Ymeri's forces dispatched the agents of the Aspis Consortium, they spared one member of the team. The efreeti Isah was defeated and sealed in a chamber once intended to contain dangerous summoned creatures. The dragon Vorvirex knew of Isah and intended to find out why a prestigious efreeti such as he would obstruct Ymeri's will. Vorvirex plans to torture Isah for information and hand-deliver it to Ymeri (along with Isah's head) to garner her favor. Isah has endured significant torture during his imprisonment but has protected his secrets thus far.

A shimmering cube of force ten feet on each side hovers inches off of the ground at the back of this ancient chamber. Seated cross-legged inside the cube is a horned, crimson-skinned creature covered in golden runic tattoos. Deep, jagged scars mar some of the creature's tattoos, and its wrists are bound by a thick pair of cold iron shackles covered in blazing blue sigils.

The transparent *forcecage* (CL 18th) allows sound to travel inside and out. PCs can dispel the *forcecage*, or they can attempt to disable it using a series of runes on the opposite wall. Activating the correct sequence of runes is difficult, requiring a successful DC 25 Knowledge (arcana) or DC 30 Disable Device check. If a PC fails this check by 5 or more, bolts of energy dance within the *forcecage* and deal 5d6 damage to Isah, much to the efreeti's displeasure. Once disabled, the *forcecage* winks out of existence.

Isah's manacles are made of adamantite (hardness 20, hp 40, break DC 32), and bear a tremendously complex lock (Disable Device DC 45). Vorvirex's adamantite key unlocks the manacles easily.

Creature: Isah is a powerful creature and potential ally for the PCs. For all his strength, Isah was caught unprepared during an ambush by Ymeri's forces and was imprisoned here several weeks ago. While he is eager to escape, he is not overly willing to put himself in harm's way. He recognizes that the PCs present his most immediate means of escape, and the longer he remains trapped here, the higher the likelihood that he will face Ymeri's wrath directly. When the PCs enter the room, Isah addresses them politely and matter-of-factly in Common.

"What a fortunate discovery you've made. It is not every day outsiders such as you stumble upon a literal genie, such as myself, in need of freedom. Surely you're aware how those stories go, yes? Freedom for a wish or three? Today is a day like those stories, if you would have it be so."

Isah is eager to answer any questions the PCs may have but also asks probing questions of his own, trying to discover why they're here and what it is they want, so that he can better tempt them for his freedom. Isah always speaks with

a cordial tone and a polite smile, though often times too much of both. Isah tries to answer his questions as honestly as possible for fear of being caught in a lie by the PCs and furthering his imprisonment.

Who are you? "I am Isah the Golden, First Flame of the Secret Fire. I am enemy to those who claim this place as their own and potentially your greatest ally, if you free me."

What is the Secret Fire? "The Secret Fire is an organization opposed to Ymeri's rule of the Plane of Fire. Ymeri pushes my people to war with the shaitans—a selfish and ignoble conflict that destabilizes the planes."

What role do you have in the Secret Fire? "I am a leader, but not the sole leader. Needless to say, were Ymeri to learn what I know, it would be... disastrous. If you do not serve Ymeri, you would do well to ensure that does not occur."

Why should we free you? "I know much about this place, its inner workings, and the entity that guards it. This is information I could share, and loosing my shackles would free my tongue."

How did you become imprisoned? "I trusted overmuch in the strength of some humans. The creatures that guard this place ambushed us, and now I reap the rewards of such misplaced trust."

What humans? "These were mortals from the Material Plane—agents of an organization called the Aspis Consortium. They paid for my services and knowledge."

What did the Consortium want? "They heard other mortals—Pathfinders—were looking for this place. They knew not why, and that infuriated them. So they sought out someone knowledgeable about this place, paid well for that knowledge, and secured my expertise to lead them here past its guardians. Unfortunately for us all, they were neither as strong nor as confident as they boasted."

What will you do for us if we release you? "That depends on our negotiation. What is it you want?"

Will you swear not to attack us if we release you? "I have no quarrel with you. Should you liberate me, I would count you as an ally. I am a good person to have as an ally. Worse, though, as an enemy."

What guardians are here? Isah recounts the identities of all the enemies the PCs faced. If they avoided the encounter with Vorvirex, he describes the dragon to the PCs and implies that the creature may be nearby.

How do we free you? "My prison is two-fold. I am physically bound by this *forcecage*, which can be deactivated by tracing the appropriate runes on the opposite wall. Likewise, these shackles bind me, preventing me from escaping with magic. The dragon Vorvirex has the key, no doubt."

ISAH THE GOLDEN

CR 10

Male efreeti (*Pathfinder RPG Bestiary* 140, see page 26)

AC 30, touch 11, flat-footed 28 (+11 armor, +1 Dex, +1 dodge, +8 natural, -1 size)

hp 95

OFFENSE

Melee +2 *trident* +17/+12 (1d10+11 plus 1d6 fire) or
2 slams +15 (1d8+6 plus 1d6 fire)

Treasure: Isah's possessions lie in one corner of this room. The equipment consists of a Large suit of +3 *full plate* and a +2 *Large trident*.

Development: Isah is eager to negotiate for his freedom. His initial offer is to share what he knows of the Pyre and grant the PCs three wishes that they must use immediately after his release (see areas **D4–D7**). If the PCs desire additional aid, they can convince Isah to accompany them and delay their wishes until they are ready to leave Kandirion's Pyre altogether. Doing so requires a successful DC 30 Diplomacy check, and if a PC fails the check, Isah insists on his earlier terms, citing his legitimate concerns about fighting alongside mortals again after the Aspis Consortium debacle. If the PCs' result exceeds this DC by 5 or more, Isah is willing to accompany the PCs into battle. He does, however, admit that if he should become severely injured, he will save himself.

The PCs can freely use these wishes as they please, though in Pathfinder Society Roleplaying Guild play, the effects of these wishes end at the end of the adventure—even otherwise permanent benefits like inherent bonuses to an ability score. A boon on the Chronicle sheet provides the PCs a lasting effect.

D4–D7. FORGE MACHINERY

When Ymeri first took control of Kandirion's Pyre, she directed her agents to disable the delicate eldritch machinery that controls the trueflame forge. Each of the four devices—one in each of areas **D4–D7**—is damaged or requires recalibration in order to ensure the forge channels only the hottest and purest flames. Failure to recalibrate the forge could have disastrous consequences for the PCs.

An elaborate cylindrical device fashioned from interlocking coppery gears, rods, and pistons runs from the floor to the ceiling in this chamber. Bands of illusory Ignan writing encircle the device in free-floating rings.

Each device radiates an overwhelming aura of transmutation magic (CL 20th). A PC who succeeds at a DC 20 Knowledge (arcana or engineering) check can identify that these devices control the flow of trueflame to the forge in area **D8** and that these devices are currently damaged, out of alignment, or both.

The PCs have a single opportunity to recalibrate each device, as it's difficult to discern for each one whether the PCs' adjustments have truly improved the forge's functionality. Each device's recalibration requires a single skill check, and

although there is an array of suitable skills for this task, each device has a different skill that is especially good for repairing it, listed below. The recalibration skill check DC for this ideal skill is 30 (DC 32 in Subtier 14–15), and the skill check DC for all other skills is 37 (40 in Subtier 14–15). These alternate skills are Craft (clockwork), Disable Device, Knowledge (arcana), Knowledge (engineering), Knowledge (planes), Profession (engineer), and Use Magic Device.

In place of a skill check, a PC can instead attempt a DC 21 Dexterity, Intelligence, or Wisdom check. A PC who has one or more Fire Affinity boons (earned from several Season 8 Pathfinder Society scenarios) gains a +3 insight bonus on these checks for each such boon she possesses. A PC who can read Ignan gains a +2 bonus on these checks. If a PC succeeded at the DC 35 Knowledge check to recall information during this scenario's briefing, she gains a +2 bonus on the check. If a PC has an especially suitable class ability or spell for this task, consider awarding as much as a +5 bonus on the check to repair a device. These bonuses are cumulative.

If Isah agreed to accompany the PCs after his release, he can explain the function of the eldritch devices to the PCs and also assist in the recalibration, granting the PCs a +2 bonus on their checks for this task. Additionally, the PCs can opt to use one of Isah's promised wishes to automatically calibrate the device successfully without attempting a skill check.

The Distillation Capacitor (area D4): This device stores and processes the bursts of trueflame to provide a more steady stream of fire at the forge. Craft (alchemy) is the ideal skill for repairing it.

The Eldritch Calculus (area D5): This device assesses dangerous fluctuations in trueflame flares, shielding the forge's machinery and using transmutation magic to help direct the fires. Knowledge (arcana) is the ideal skill for repairing it.

The Pyroclastic Aperture (area D6): This device controls the valves and pipe widths to control how much trueflame can enter the system. Craft (clockwork), Knowledge (engineering), and Profession (engineer) are all ideal skills for repairing it.

The Metaplanar Engine (area D7): This device warps the esoteric boundaries between the Planes of Earth and Fire, using the energy of excess trueflame to fuel processes that provoke sustained bursts of the supernatural fire. Knowledge (planes) is the ideal skill for repairing it.

Development: Each device the PCs successfully repair or recalibrate enhances the strength of the forge's trueflame in area **D8**, earning the PCs an additional edge when they release Ranginori. If the PCs fail one of these checks by 5 or more, the misalignment triggers a catastrophic explosion shortly after the PCs activate the forge. See area **D8** for more details.

DESTROYING THE OPAL

In order to destroy Ranginori's prison, the PCs must perform three actions in the proper order. First, they must heat the Opal by exposing it to the forge's trueflame in area **D8** for at least one full round. Second, they must douse the Opal with water from *The Breath of Lysianassa*. Third, they must strike the Opal with *Fossilblight*. The proper tools are more important than the technique, and the PCs don't need to make any special checks. So long as they complete the sequence of events within about 5 rounds of heating the Opal with trueflame, the process succeeds.

When water from *The Breath of Lysianassa* quenches the heated Opal, the gem sparks with a sudden surge of electricity, the room echoes with distant peal of thunder, and each facet reflects an image of gathering storm clouds. Once a PC strikes the Opal with *Fossilblight*, a thunderclap reverberates from the gem and seems to echo back to the PCs, as though it had sounded across the planes. The bands of air that swirl around the *Untouchable Opal* scatter suddenly, exploding into motes of blue-white light and dancing lightning, and roiling clouds spill from where the pick struck. In places, the vapor briefly coalesces into a serpentine form with a feline head and flowing mane of sheet lightning.

The motes of energy imbue the PCs with tingling waves of euphoric power, granting them several benefits listed on **Player Handout #4**. Distribute a copy to each player for use in the final encounter with Vector. The PCs earn one point of elemental might for use with this handout for each of the devices in areas **D4–D7** that they successfully repaired.

Finally, note that destroying the *Untouchable Opal* fulfills *Fossilblight's* destruction condition, and the heavy pick crumbles within a few seconds of sundering the gem.

D8. KANDIRION'S FORGE (CR 18 OR CR 20)

A massive, twenty-foot-tall brass statue of a three-headed ibis nearly reaches the ceiling at the back of the chamber. Six curving wings extend from the statue's back, resembling sculpted flames. Each of the ibis's three avian heads stares down with an open mouth at a ten-foot-wide stone basin at the statue's feet. An Ignan rune on the basin's rim glows like hot metal.

The statue depicts the lost elemental lord of fire Atreia, the Lambant Prince. A PC who succeeds at a DC 25 Knowledge (planes) check identifies the demigod. The Ignan rune at the basin's base is one of the language's several words for "ignition," carrying the subtext of starting fire to begin a grand endeavor.

When the PCs first arrive, Kandirion's forge is deactivated. In order to restore its functionality, they must recalibrate

each of the devices in areas **D4–D7**. Once all four devices are recalibrated, whether successfully or not, flumes on the statue's back expel excess fire from the system, lining the six wings with flickering, white-hot flames. Merely touching the Ignan rune causes a brief blast of trueflame—enough to let the PCs discern its function by experimentation. Touching the rune for several seconds triggers a sustained blast for several rounds. In the event that a creature is exposed to the flames, it takes 15d6 fire damage that ignores any resistance or immunity to fire damage (but still deals additional damage to anything vulnerable to fire).

In order to begin the process of breaking the *Untouchable Opal*, the PCs must place the artifact within the basin and trigger a sustained blast of trueflame. If the PCs did not successfully calibrate any of the devices in areas **D4–D7**, read the following.

Kandirion's Pyre flares to life as three jets of flame erupt from each Ibis head's open beak. The flames roll over the Untouchable Opal and cause it to glow with a dull orange light that quickly fades.

If the PCs successfully calibrated at least one device, read or paraphrase the following instead.

Three blazing spears of white-hot fire erupt from the statue's open mouths. Each blast of fire causes the Untouchable Opal not only to glow with the intensity of a tiny sun, but also tremble as thousands of cracks spider web across its surface, each one crackling with electricity.

Afterward, if the PCs had even one catastrophic calibration failure, read or paraphrase the following. Otherwise, ignore this and skip to the Intervention section below.

As soon as the jets of flame subside, the entire chamber begins to shudder and the brass statue rumbles violently and then suddenly explodes in a shower of metal fragments and a searing gout of impossibly hot fire.

Each PC within 20 feet of Kandirion's Forge when it explodes takes 5d6 points of slashing damage and 14d6 points of fire damage, half of which is divine damage and cannot be reduced by energy resistance (in Subtier 14–15, this increases to 20d6 points of fire damage). A PC can attempt a DC 25 Reflex save (28 in Subtier 14–15) for half damage.

Intervention: Once the PCs bathe the Untouchable Opal in trueflame, Vector realizes that the Pathfinders are on the cusp of triggering countless possible catastrophes. The inevitable manifests a temporal anomaly simulacrum of Sorrina Westyr and dispatches it to Kandirion's Forge.

A multicolored lattice of glyphs and sigils suddenly flares to life in front of Kandirion's Forge, from which steps Sorrina Westyr. Sorrina

impassively raises a single hand in warning as she interposes herself before the forge. “Go no further, mortals. What you do here today will cause unintended consequences, causing a ripple of chaos across the ages that emboldens the frothing edge of the Maelstrom. You cannot fully comprehend the consequences of your actions.”

A PC who succeeds at a DC 26 Knowledge (arcana) or Sense Motive check identifies that this isn’t Sorrina Westyr, but some form of simulacrum. The PCs may have questions for this copy of Sorrina, and possible questions and responses appear below. This conversation should be kept short, as Vector has no patience for prolonged conversation or delays. Once Vector is certain that the PCs are not dissuaded, it dismisses its control over Sorrina, allows her to crumble to sand, and prepares for combat.

Are you Sorrina? “No. We are Vector, Ninth of Twenty. We answer the resonance.”

What are you? Who do you work for? “Irrelevant. Leave this place and the *Untouchable Opal*, or you will face redaction for the sake of the cosmos. Do you comply?”

Yes. If the PCs successfully deceive Vector, allow them to shatter the *Untouchable Opal* and free Ranginori. In this event, Vector dismisses the simulacrum and ignores the PCs unless it senses they have destroyed the Opal. If the PCs forgo their mission and leave the *Untouchable Opal* behind, allow them to leave Kandirion’s Forge and skip to the scenario’s conclusion. Agents of the Unwavering Path arrive as soon as the PCs are gone in order to recover the artifact.

We do not comply. “We calculated for this.” Vector dismisses the simulacrum and prepares to attack. The PCs have only a few rounds to finish destroying the *Untouchable Opal* and prepare for combat. If the PCs delay more than a round before destroying the artifact, skip to the imminent combat. They can still shatter the gem, but they might have to do so in the middle of a fight.

Creatures: Once the PCs destroy the *Untouchable Opal* (see the Destroying the Opal sidebar on page 20), a latticework of rainbow-hued energy forms nearby, folding open like some elaborate one-dimensional gateway. Vector and its axiomite assistants emerge and blare a proclamation of dismay and alarm. Ranginori’s liberation rippled through the planes, and while the axiomite agents of the Unwavering Path were too late to intercede and prevent the PCs from destroying an artifact, they believe that there may yet be time to put Ranginori back in his prison and “redact” the PCs’ actions from the historic record. The axiomites and their inevitable leader Vector are infuriated by the PCs’ reckless actions.

Vector is a startlingly complex machine of white marble and brass gears with both arachnid and humanoid features. It screeches with a mechanical voice. “You are in direct violation of probable causality resulting in extemporaneous alteration of the temporal flow. For the good of the multiverse, you and

SCALING ENCOUNTER D8

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

Subtier 12–13: Remove the Unwavering Path Acolytes.

Subtier 14–15: Remove two Unwavering Path Acolytes.

your actions will be redacted from history. Your compliance is demanded but ultimately unnecessary.”

If the PCs did not successfully convince Isah to fight by their side, he immediately uses his *plane shift* ability to abandon them as soon as the inevitable appears.

SUBTIER 12–13 (CR 18)

AEVARUT

CR 17/MR 7

LN Large outsider (extraplanar, inevitable, lawful, mythic)

Init +15^M; **Senses** darkvision 60 ft., *true seeing*; Perception +26

Aura ravages of time (30 ft., DC 26)

DEFENSE

AC 33, touch 21, flat-footed 28 (+7 deflection, +4 Dex, +1 dodge, +12 natural, –1 size)

hp 278 (18d10+190); regeneration (chaotic or horacalcum)

Fort +16, **Ref** +12, **Will** +16

Defensive Abilities constructed, predictive defenses; **DR** 10/chaotic and epic; **Immune** aging; **SR** 31

Weaknesses horacalcum vulnerability

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 slams +26 (2d6+9 plus erasure)

Space 10 ft.; **Reach** 5 ft.

Special Attacks correction (DC 26), erasure (DC 26), mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 18th; concentration +25)

Constant—*blur*, *true seeing*

At will—*greater teleport*, *locate creature*, *locate object*, *vision*
3/day—*freedom of movement*, *haste*, *plane shift* (DC 24),
quicken *slow* (DC 20)

1/week—*discern location*, *gate*, *temporal stasis* (DC 25)

TACTICS

Before Combat Vector uses *vision* on each of the PCs to learn information about them. Then Vector spends 1 point of mythic power to use its temporal anomaly ability to create a simulacrum of Sorrina Westyr that contacts the PCs and attempts to dissuade them from their mission. Following that conversation, Vector casts *freedom of movement* on itself, *haste* on itself and its allies, and then *gate* to reach Kandirion’s Forge.

During Combat Vector casts quickened *slow* on the first round of combat and then uses its correction ability on the most heavily armored opponent. It uses slipstream to close the distance with spellcasters, and pummels its greatest threats.

STATISTICS

Str 28, **Dex** 19, **Con** 21, **Int** 16, **Wis** 21, **Cha** 24

Base Atk +18; **CMB** +28; **CMD** 50 (54 vs. trip)

Feats Dodge, Improved Initiative^M, Improved Vital Strike, Lightning Reflexes, Mobility, Power Attack^M, Quicken Spell-Like Ability (*slow*), Spring Attack, Vital Strike^M

Skills Climb +17, Diplomacy +28, Disable Device +22, Intimidate +28, Knowledge (arcana, history, planes) +24, Perception +26, Sense Motive +26, Spellcraft +24

Languages truespeech

SQ erasure, out of town, slipstream, temporal anomaly

SPECIAL ABILITIES

Correction (Su) An aavarut can expend one use of mythic power as a move action to make amends to perceived “errors” in continuity by targeting a creature within 100 feet and changing the course of future events, thereby absorbing the potential energy of actions that never happened. The target creature must succeed at a DC 26 Will save or become staggered until the end of its next turn. In return, the aavarut gains an additional standard or move action in the next round of combat. The save DC is Charisma-based.

Erasure (Su) When an aavarut successfully

deals damage with a slam attack, its target must succeed at a DC 26 Will save or be temporarily erased from time for 1d4 rounds. A creature that fails this save ceases to exist, disappears instantly, and cannot be targeted by any spells or effects that attempt to reference the creature or interact with it. Such effects fail as if the target creature did not exist. After the duration of erasure expires, the target reappears exactly where it was as if no time had passed for it (and any remaining effects on the creature resume). If that space is occupied, it appears in the nearest unoccupied space. A creature that successfully saves against an aavarut’s erasure ability cannot be affected by the same aavarut’s erasure for 24 hours. Only a *miracle* or *wish* spell can prematurely end the effect of erasure. The save DC is Charisma-based.

Horacalcum Vulnerability (Ex) An aavarut’s damage reduction and regeneration are bypassed by damage from horacalcum weapons. Critical threats made by a horacalcum weapon against an aavarut are automatically confirmed.

Out of Time (Su) An aavarut is a caretaker of time and can take actions when it would normally be affected by *time stop*. While in an area of a *time stop* spell, an aavarut is free to attack or otherwise interact with any other creatures that can act during the duration of the spell.

Predictive Defense (Su) An aavarut adds its Charisma modifier as a deflection bonus to its Armor Class.

Ravages of Time (Su) An aavarut’s aura is disruptive to creatures that experience time in a linear direction. A living creature that begins its turn within 30 feet of an aavarut must succeed at a DC 26 Fortitude save or become exhausted until it leaves the aavarut’s aura. A creature that successfully saves against ravages of time is immune to the effects of this ability for 24 hours. The save DC is Charisma-based.

Slipstream (Su) An aavarut can spent one use of mythic power as a swift action to slip into the timestream and emerge anywhere within 50 feet. This ability overwhelms most teleportation countermeasures such as *dimensional anchor*. When an aavarut activates slipstream, it can attempt a caster level check (DC = 11 + the effect’s caster level) against each such countermeasure; if successful, it ignores that countermeasure for the duration of the effect. The aavarut has a 75% chance to ignore any countermeasure that does not have a caster level.

Temporal Anomaly (Su) Once per day as a full-round action, an aavarut can expend one use of its mythic power to create a temporal anomaly that duplicates any creature it can see that whose total number of Hit Dice is no greater than half the aavarut’s Hit Dice plus half its mythic tier. This is identical to the effect of a *simulacrum* spell, except the duplicate is made entirely of sand and shares a telepathic connection to the aavarut across any distance. A creature created by this ability lasts for 24 hours or until the inevitable dismisses it as a free action, and then collapses into a pile of glowing sand. An



Aavarut

aevarut may not have more than one temporal anomaly active at a time.

UNWAVERING PATH ACOLYTES (4) CR 11

Axiomite oracle 6 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 2 36)

LN Medium outsider (extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft.; Perception +25

DEFENSE

AC 27, touch 15, flat-footed 22 (+6 armor, +4 Dex, +1 dodge, +6 natural)

hp 152 each (6d8+10d10+70); regeneration 5 (chaotic or magic)

Fort +11, **Ref** +15, **Will** +22

DR 10/chaotic; **Immune** disease, electricity, mind-affecting effects; **Resist** cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee +1 *axiomatic longspear* +22/+17/+12 (1d8+11/x3 plus 2d6 vs. chaotic)

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

Spell-Like Abilities (CL 9th; concentration +16)

3/day—*dispel chaos*, *haste*, *hold monster* (DC 22), *lightning bolt* (DC 20), empowered *order's wrath* (DC 21), *telekinesis*, *true strike*

1/day—*summon* (level 6, 1 zelekhut, see text), *true seeing*

Oracle Spells Known (CL 6th; concentration +13)

3rd (5/day)—*cure serious wounds*, *protection from energy*, *sands of time*^{UM}

2nd (7/day)—*cure moderate wounds*, *gentle repose* (DC 19), *grace*^{APG}, *hold person* (DC 19)

1st (8/day)—*command* (DC 18), *cure light wounds*, *divine favor*, *forbid action*^{UM} (DC 18), *memory lapse*^{APG} (DC 18), *sanctuary* (DC 18)

0 (at will)—*detect magic*, *guidance*, *light*, *mending*, *read magic*, *stabilize*, *virtue*

Mystery time^{UM}

TACTICS

Before Combat An Unwavering Path acolyte casts *true seeing* before combat begins.

During Combat The acolytes provide various forms of support to Vector, such as pinning down troublesome melee combatants, performing hit-and-run tactics, blasting enemies with empowered *order's wrath*, or even providing the inevitable healing. If harried by a vexing opponent, an acolyte attempts to erase the creature using its erase from time revelation.

STATISTICS

Str 25, **Dex** 19, **Con** 18, **Int** 19, **Wis** 22, **Cha** 25

Base Atk +14; **CMB** +21; **CMD** 36

Feats Combat Reflexes, Dodge, Empower Spell-Like Ability (order's wrath), Improved Initiative, Improved Iron Will, Iron Will, Mobility, Spring Attack

Skills Craft (weaving) +15, Diplomacy +26, Fly +7, Knowledge (arcana, history, nature) +14, Knowledge (planes) +23,

Perception +25, Sense Motive +25, Spellcraft +23, Stealth +20, Survival +23

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ crystalline dust form, oracle's curse (clouded vision), revelations (erase from time^{UM}, time flicker^{UM}), unwavering blade

Other Gear +2 *chain shirt*, mwk longspear, *cloak of resistance* +2

SPECIAL ABILITIES

Crystalline Dust Form (Su) An axiomite can shift between its solid body and one made of golden, crystalline dust as a free action once per round. In dust form, the axiomite looks like a shifting mass of glowing mathematical symbols and equations. In this form it can fly and gains the incorporeal quality; it can use spell-like abilities but cannot make physical attacks. In its solid form, an axiomite cannot fly. Both shapes are the axiomite's true form, and it does not revert to a different form if killed. A *true seeing* spell reveals both forms simultaneously.

Summon Inevitable (Sp) Once per day, four axiomites can join hands to summon a single zelekhut inevitable with 100% chance of success as a full-round action.

Unwavering Blade (Su) Any weapon an Unwavering Path acolyte wields (including its longspear) is treated as a +1 *axiomatic weapon* in addition to its other qualities. Weapons retain this quality for 1 round after the axiomite releases the weapon.

SUBTIER 14–15 (CR 20)

VECTOR CR 17/MR7

hp 282 (Use the statistics in Subtier 12–13)

UNWAVERING PATH ACOLYTES (4) CR 15

Axiomite oracle 11 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 2 36)

LN Medium outsider (extraplanar, lawful)

Init +8; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +30

DEFENSE

AC 30, touch 18, flat-footed 25 (+6 armor, +3 deflection, +4 Dex, +1 dodge, +6 natural)

hp 220 each (11d8+10d10+116); regeneration 5 (chaotic or magic)

Fort +13, **Ref** +17, **Will** +25

DR 10/chaotic; **Immune** disease, electricity, mind-affecting effects; **Resist** cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee +1 *axiomatic longspear* +26/+21/+16/+11 (1d8+11/x3 plus 2d6 vs. chaotic)

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

Spell-Like Abilities (CL 9th; concentration +17)

3/day—*dispel chaos*, *haste*, *hold monster* (DC 23), *lightning bolt* (DC 22), empowered *order's wrath* (DC 23), *telekinesis*, *true strike*

1/day—*summon* (level 6, 1 zelekhut, see text), *true seeing*

Oracle Spells Known (CL 11th; concentration +19)

5th (5/day)—*commune*, *mass cure light wounds*, *flame strike* (DC 24), *permanency*

4th (8/day)—*cure critical wounds*, *death ward*, *dismissal* (DC 22), *threefold aspect*^{APG}, *tongues*

3rd (8/day)—*bestow curse* (DC 21), *cure serious wounds*, *locate object*, *protection from energy*, *sands of time*^{UM}, *wind wall*

2nd (8/day)—*calm emotions* (DC 20), *cure moderate wounds*, *darkness*, *gentle repose* (DC 20), *grace*^{APG}, *hold person* (DC 20), *zone of truth* (DC 20)

1st (8/day)—*command* (DC 19), *cure light wounds*, *divine favor*, *forbid action*^{UM} (DC 19), *memory lapse*^{APG} (DC 19), *sanctuary* (DC 19), *shield of faith*

0 (at will)—*bleed* (DC 18), *detect magic*, *guidance*, *light*, *mending*, *read magic*, *spark*^{APG} (DC 19), *stabilize*, *virtue*

Mystery Time^{UM}

TACTICS

Use the tactics from Subtier 12–13.

STATISTICS

Str 25, **Dex** 19, **Con** 18,

Int 19, **Wis** 22, **Cha** 26

Base Atk +18; **CMB** +25; **CMD** 40

Feats Combat Reflexes, Dodge, Empower

Spell-Like Ability (*order's wrath*),

Improved Initiative, Improved Iron Will, Iron Will, Mobility,

Power Attack, Spell Focus (evocation), Spring Attack,

Toughness

Skills Craft (weaving) +15, Diplomacy +32, Fly +11, Knowledge

(arcana, history, nature) +14, Knowledge (planes) +28,

Perception +30, Sense Motive +30, Spellcraft +28, Stealth +27,

Survival +30

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ crystalline dust form, oracle's curse (clouded vision),

revelations (aging touch^{UM}, erase from time^{UM}, time flicker^{UM},

time hop^{UM}), unwavering blade

Gear +2 chain shirt, mwk longspear, cloak of resistance +3

SPECIAL ABILITIES

Crystalline Dust Form (Su) See Subtier 12–13.

Summon Inevitable (Sp) See Subtier 12–13.

Unwavering Blade (Su) See Subtier 12–13.

Treasure: Kandirion and those who have claimed the forge for themselves over the centuries have left many projects

half-finished. Among the abandoned masterpieces are the pieces of an enchanted hammer that could be assembled over several days in any number of configurations without distorting its magical potential. This would function as a *lesser mace of smiting* (*Pathfinder RPG Ultimate Equipment* 157; or in Subtier 14–15 as a *mace of smiting*) but using any weapon from the hammers fighter weapon group in place of a heavy mace. These pieces radiate moderate

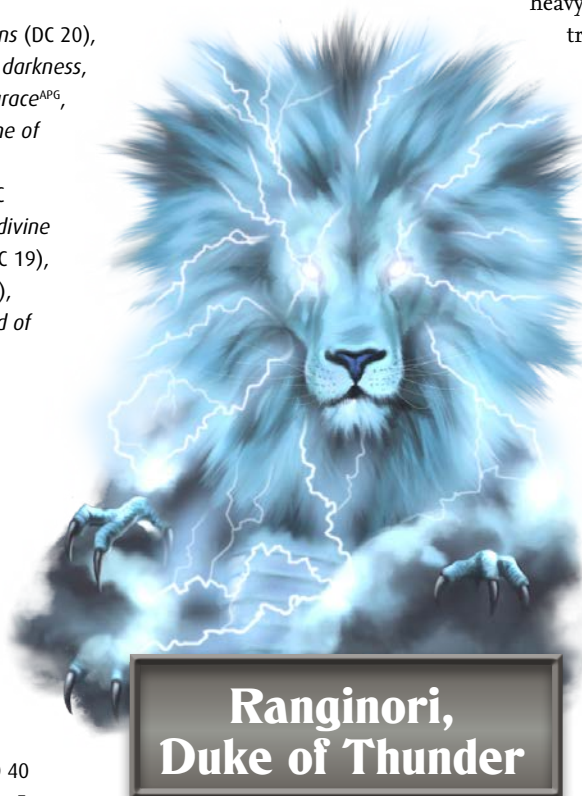
transmutation magic, and so long as the PCs recover these components, they earn the Hammer of Smiting boon on their Chronicle sheets.

Development: Once the PCs defeat Vector and the axiomites, Ranginori reabsorbs the elemental might he bestowed on the PCs. He sweeps up the PCs and the shards of the Opal without delay, whisking the entire group to a ruined palace on the Plane of Air before any other enemies can arrive. There he revels in taking a few breaths of clean air before thanking each of the PCs in turn. If Isah is with the Pathfinders, the efreeti notes that this concludes his service before he politely excuses himself with *plane shift*.

Ranginori endeavors to be a generous conversationalist with his saviors, though his long imprisonment leaves him woefully ill-informed about events over the

last tens of thousands of years. Regarding the inevitables, he notes that not all creatures (even those with otherwise noble intentions) look kindly on change, even if it's change for the better. Regarding the evil elemental lords, the Duke of Thunder expresses caution, noting that he is far from his full strength and is not in any position to pick a fight with old rivals—at least not yet. Regarding the good-aligned elemental lords, Ranginori voices his interest in finding and liberating his lost colleagues once he has consolidated his realm on the Plane of Air, and he notes with wistful patience that over the course of lifetimes, balance may return to the Elemental Planes once more. Regarding the Pathfinder Society, Ranginori conveys his deep gratitude, recognizing that it was the effort of the Society as a whole that freed him, with the PCs having been its champions. He remarks that he owes the collective Pathfinders numerous favors, and he promises the PCs rings that can channel his power as a personal reward.

Rewards: If the PCs fail to shatter the *Untouchable Opal*



and defeat Vector and its allies, reduce each PC's gold earned as follows.

Subtier 12–13: Reduce each PC's gold earned by 4,000 gp.

Out of Subtier: Reduce each PC's gold earned by 6,500 gp.

Subtier 14–15: Reduce each PC's gold earned by 9,000 gp.

CONCLUSION

Once the PCs have spoken with Ranginori, he gratefully returns them to Lodehollow, where he passes all but a few pieces of the *Untouchable Opal* to Sorrina Westyr for permanent and irrevocable burial in the darkest corners of the cosmos. The newly freed elemental lord then makes his first public appearance to the inhabitants of Lodehollow, promising that this monumental event shall be the first of many to come, for all creatures of the Elemental Planes must unite to stand against tyranny. The local oreads and shaitans struggle to make sense of quite what's happening, but it's clear that Ranginori has no intentions of remaining idle—perhaps the first kernel of truth to support Vector's warning of chaos in the days to come. Even so, Sorrina assures the PCs that they've done the right thing.

If the PCs chose to align with Isah, both Sorrina and Grave Treader are dubious as to the efreeti's true motivations. Even so, the efreeti has revealed that the Aspis Consortium maintains enough spies to have learned of the Society's endeavor. Isah himself is quick to return to the City of Brass and report to his superiors in the Secret Fire everything he witnessed. How the organization uses that information and views the Society remains to be seen, particularly in light of the Pathfinders' destruction of the *Untouchable Opal*. If the PCs received wishes from Isah during this adventure, each PC earns the Isah's Wish boon.

If the PCs chose to abandon their mission when Vector made its demand, the PCs make the long journey back to Lodehollow alone and find Sorrina and Grave Treader unwelcoming company. Both are disturbed by the events that transpired—and even more so that the PCs allowed the *Untouchable Opal* to disappear and Ranginori to remain imprisoned.

Treasure: Weeks after the PCs return from Kandirion's Pyre, they receive a letter of gratitude and *ring of air elemental command* made of white gold and bearing a surviving fragment of the *Untouchable Opal*—Ranginori's promised token of his favor. This then appears on the Chronicle sheet at a significant discount, and if the PCs did not free Ranginori, cross the item off the sheet.

PRIMARY SUCCESS CONDITIONS

The PCs achieve their primary objective if they successfully destroy the *Untouchable Opal* and defeat the inevitable Vector. Doing so earns each PC 1 Prestige Point and the Liberated Divinity boon.

SECONDARY SUCCESS CONDITIONS

The PCs achieve their secondary objective if they successfully recalibrated all four of the devices in areas **D4–D7**, averting the destruction of Kandirion's Forge and preserving the site for future craftspeople. Doing so earns each PC 1 additional Prestige Point.

REPORTING NOTES

If the PCs freed Ranginori, check box **A** on the reporting sheet. If the PCs freed Isah (and he survived the adventure), check box **B**.

APPENDIX 1: BESTIARY

The following creatures appear in this adventure.

CINDERGHOST

In the midst of a swirling cloud of desiccated ashes is the vague shape of a humanoid, with hollow, unblinking eyes that flicker like dying embers.

CINDERGHOST CR 7

Pathfinder Campaign Setting: Planes of Power 53

NE Medium undead (extraplanar, fire, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 deflection, +1 Dex, +1 dodge)

hp 85 (9d8+45); fast healing 5

Fort +10, **Ref** +7, **Will** +8;

Defensive Abilities cleansing fire, incorporeal; channel resistance +2; **Immune** fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +11 (1d8 plus desiccation)

Special Attacks heat (3d6 fire)

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +6; **CMB** +10; **CMD** 26

Feats Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Weapon Focus (incorporeal touch)

Skills Bluff +14, Fly +24, Intimidate +17, Knowledge (planes) +11, Perception +14, Stealth +16

Languages Common, Ignan

SPECIAL ABILITIES

Cleansing Fire (Ex) As long as a cinderghost is in an environment where ashes are plentiful (such as a non-urban area on the Plane of Fire, or a burned-out settlement or field on another plane), it has fast healing 5. It loses this fast healing if it leaves such an area.

Desiccating Touch (Su) As part of its incorporeal touch attack, a cinderghost draws the moisture from its opponent's body, causing the victim to wither into ash. The target must succeed at a DC 19 Fortitude check or take 1d8 points of Constitution damage.

EFREETI

This muscular giant has crimson skin, smoldering eyes, and small black horns. Smoke rises in curls from its flesh.

EFREETI CR 8

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, –1 size)

hp 95 (10d10+40)

Fort +7, **Ref** +10, **Will** +9

Immune fire; **Vulnerability** cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +15 (1d8+6 plus 1d6 fire) or
mwk falchion +16/+11 (2d6+9/18–20)

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

Special Attacks change size, heat

Spell-Like Abilities (CL 11th)

Constant—*detect magic*

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18)

STATISTICS

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +17; **CMD** 31

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative^a, Quickened Spell-Like Ability (*scorching ray*)

Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +13, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8

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

SQ change shape (humanoid or giant, *alter self* or *giant form I*)

SPECIAL ABILITIES

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

MYTHIC FIRE ELEMENTAL

This blazing conflagration is vaguely humanoid in shape, its horned visage almost too bright to look upon.

MYTHIC FIRE ELEMENTAL CR 14

Pathfinder RPG Mythic Adventures 195

N Huge outsider (elemental, extraplanar, fire, mythic)

Init +13; **Senses** darkvision 60 ft.; Perception +20

Aura frightful presence (60 ft., DC 18), shroud of flame (15 ft., 2d6 fire, DC 22), smoke cloud (10 ft., DC 22)

DEFENSE

AC 32, touch 19, flat-footed 21 (+9 Dex, +2 dodge, +13 natural, –2 size)

hp 202 (16d10+114)

Fort +14, **Ref** +19, **Will** +8

DR 10/—; **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

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

Special Attacks blinding blaze, burn (2d10, DC 22), inferno, mythic power (5/day, surge +1d8)

Spell-Like Abilities (CL 16th; concentration +16)

At will—*produce flame*

5/day—*flame arrow*, *wall of fire*

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 47

Feats Blind-Fight, Combat Reflexes^M, Dodge^M, Improved Initiative^B, Iron Will^M, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +28 (+40 when jumping), Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +20, Perception +20, Sense Motive +20

Languages Ignan

SPECIAL ABILITIES

Blinding Blaze (Su) A mythic fire elemental can expend one use of mythic power as a swift action to burn brightly, granting it a blinding gaze attack. This gaze causes permanent blindness and has a range of 60 feet. A creature that succeeds at a DC 22 Fortitude save is instead dazzled for 1 round. Fire elementals are immune to this blindness. The save DC is Constitution-based.

Inferno (Ex) A mythic fire elemental can expend one use of mythic power as an immediate action to lose its vulnerability to cold for 1 round. During this time, any fire damage it deals ignores fire resistance and fire immunity.

Shroud of Flame (Ex) Any creature within a mythic fire elemental's reach must succeed at a DC 22 Reflex save at the start of its turn or take 2d6 points of fire damage. The elemental can suppress or reactivate this ability at will as a free action. The save DC is Constitution-based.

Smoke Cloud (Ex) As a swift action, a mythic fire elemental can create a choking cloud of smoke. This cloud is equivalent to that of *pyrotechnics* and lasts 1 minute. Fire elementals are immune to the effects of this ability.

PHOENIX

This immense bird seems to be made of living flame. It spreads its wings and gives vent to a musical cry as it takes to the air.

PHOENIX

CR 15

Pathfinder RPG Bestiary 227

NG Gargantuan magical beast (fire)

Init +11; **Senses** darkvision 60 ft., *detect magic*, *detect poison*, low-light vision, *see invisibility*; Perception +37

Aura shroud of flame (20 ft., 4d6 fire, DC 25)

DEFENSE

AC 28, touch 14, flat-footed 20 (+7 Dex, +1 dodge, +14 natural, -4 size)

hp 210 (20d10+100); regeneration 10 (cold or evil)

Fort +17, **Ref** +19, **Will** +14

Defensive Abilities self-resurrection; **DR** 15/evil; **Immune** fire
SR 26

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee 2 talons +24 (2d6+8/19-20 plus 1d6 fire) and bite +24 (2d8+8 plus 1d6 fire)

Space 20 ft.; **Reach** 20 ft.

Spell-Like Abilities (CL 18th; concentration +26)

Constant—*detect magic*, *detect poison*, *see invisibility*

At will—*continual flame*, *cure critical wounds*, *greater dispel magic*, *remove curse*, *wall of fire*

3/day—*fire storm* (DC 24), *greater restoration*, *heal*, *mass cure critical wounds*, *quickened wall of fire*

STATISTICS

Str 27, **Dex** 25, **Con** 20, **Int** 23, **Wis** 22, **Cha** 22

Base Atk +20; **CMB** +32; **CMD** 50

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (*wall of fire*)

Skills Acrobatics +30, Diplomacy +26, Fly +28, Intimidate +26, Knowledge (nature plus any one other) +26, Perception +37, Sense Motive +26; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

SPECIAL ABILITIES

Self-Resurrection (Su) A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The phoenix gains 1 permanent negative level when this occurs, although most use *greater restoration* to remove this negative level as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the desecrate effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su) A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and each creature within reach (20 feet for most phoenixes) must succeed at a DC 25 Reflex save each round or take 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

APPENDIX 2: TROOP SUBTYPE

A troop is a collection of creatures that acts as a single creature, similar to a swarm, but as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop attempts saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapeable, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop. Until that point, however, any damage taken by the troop does not degrade its ability to attack or resist attacks. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subject to a bull rush, dirty trick^{APG}, disarm, drag^{APG}, grapple, reposition^{APG}, or trip combat maneuver, unless it's affected

by area effects that include such effects. A troop can grapple an opponent.

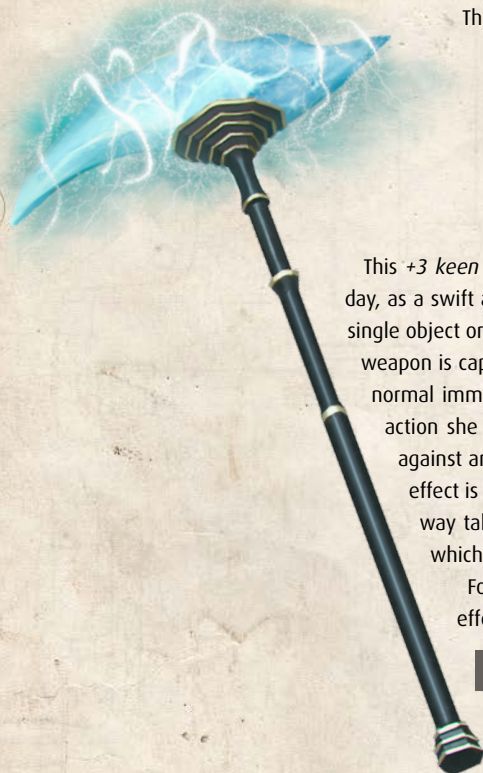
A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple-target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed the nonlethal damage it has taken.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given.

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage or deal more damage than their Hit Dice would normally suggest. Troops threaten all creatures within their reach or within their area, and resolve attacks of opportunity by dealing automatic troop damage to any foe in reach who provokes such an attack of opportunity. Troops are still limited to making one such attack per round unless the text states otherwise.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

PLAYER HANDOUT #1: FOSSILBLIGHT



The haft of this weapon is forged from adamantine, and it bears a diamond head. This enchanted heavy pick's wicked point can puncture even the sturdiest materials with ease. *Fossilblight* is a minor artifact.

FOSSILBLIGHT

MINOR ARTIFACT

SLOT none

CL 18th

WEIGHT 6 lbs.

AURA strong evocation

This +3 keen adamantine heavy pick emits dim light from its diamond head. Once per day, as a swift action, the wielder can cause *Fossilblight* to ignore the hardness or DR of a single object or creature (including DR/mythic) within 60 feet for the next 10 minutes. This weapon is capable of making critical hits against elementals, despite that creature type's normal immunity to such attacks. Whenever the bearer a critical hit, as an immediate action she can voluntarily let go of *Fossilblight* and have the weapon pin the target against any adjacent solid object. The weapon's CMD for the purpose of escaping this effect is equal to half the damage dealt with the critical hit. A creature pinned in this way takes 2d6+6 points of damage at the end of its turn for the first 3 rounds in which it remains pinned.

For each Earth Affinity boon *Fossilblight's* wielder has, increase the artifact's effective enhancement bonus by 1 (maximum +5).

DESTRUCTION

Fossilblight shatters into irrecoverable fragments when used to break open a great creation built by earth and fire working in perfect conjunction.

PLAYER HANDOUT #2: THE BREATH OF LYSIANASSA

The interior of this crystalline decanter churns gently with fresh water. *The Breath of Lysianassa* is a minor artifact.

THE BREATH OF LYSIANASSA

MINOR ARTIFACT

SLOT none

CL 18th

WEIGHT 4 lbs.

AURA strong conjuration and transmutation

This decanter can pour limitless quantities of water, much like a *decanter of endless water* except that its geyser function deals 5d4 points of damage per round (10d4 to a creature with the fire subtype). A creature that touches *The Breath of Lysianassa* gains the benefits of *water breathing* for 8 hours. Its bearer also gains fire resistance 30.

While holding the decanter in one hand, the wielder can command the decanter to exude a refreshing mist in a 30-foot-radius cloud centered on the wielder that moves wherever the wielder does. Creatures in the area gain fire resistance 10, which increases to fire resistance 30 against the fire-dominant planar trait. Creatures with the aquatic or water subtype in the area gain fast healing 5. This mist does not obscure sight, and it lasts until dismissed by the wielder or until the decanter is no longer held.

For each Water Affinity boon the decanter's wielder has, he can use the artifact to cast *quench* (CL 18th) once per day.

DESTRUCTION

The Breath of Lysianassa can be destroyed if its wielder first uses it to drown a desert settlement of at least 500 intelligent creatures and all its inhabitants, after which the decanter must be thrown into the River Styx and left there for a year.

PLAYER HANDOUT #3: THE UNTOUCHABLE OPAL

This finely cut opal is about the size of a human fist. Bands of air whip around the gem at all times, creating a painful susurrus. *The Untouchable Opal* is a major artifact.



THE UNTOUCHABLE OPAL

MINOR ARTIFACT

SLOT none

CL 20th

WEIGHT 4 lbs.

AURA overwhelming transmutation

Three times per day as a full-round action, the bearer of the *Untouchable Opal* can call upon its power to create a violent thunderstorm, creating a 60-foot-radius column of swirling air that increases the area's wind strength by two steps (maximum severe winds) and allowing the bearer to direct bolts of lightning as *call lightning storm*. These bolts deal 5d10 electricity damage each, as though they were created outdoors in a stormy area.

Once per day as a standard action, the *Untouchable Opal* can also summon an elder air elemental with maximum hit points. This creature serves the bearer until slain; only one such elemental can be summoned at a time.

For each Air Affinity boon the gem's wielder has, she can use the artifact to cast *chain lightning* (CL 20th, DC 24) once per day.

DESTRUCTION

The Untouchable Opal can be destroyed by the combined power of three elemental lords, one each from the Planes of Earth, Fire, and Water. Even then, the dust must be scattered into a place where it will never again contact air.

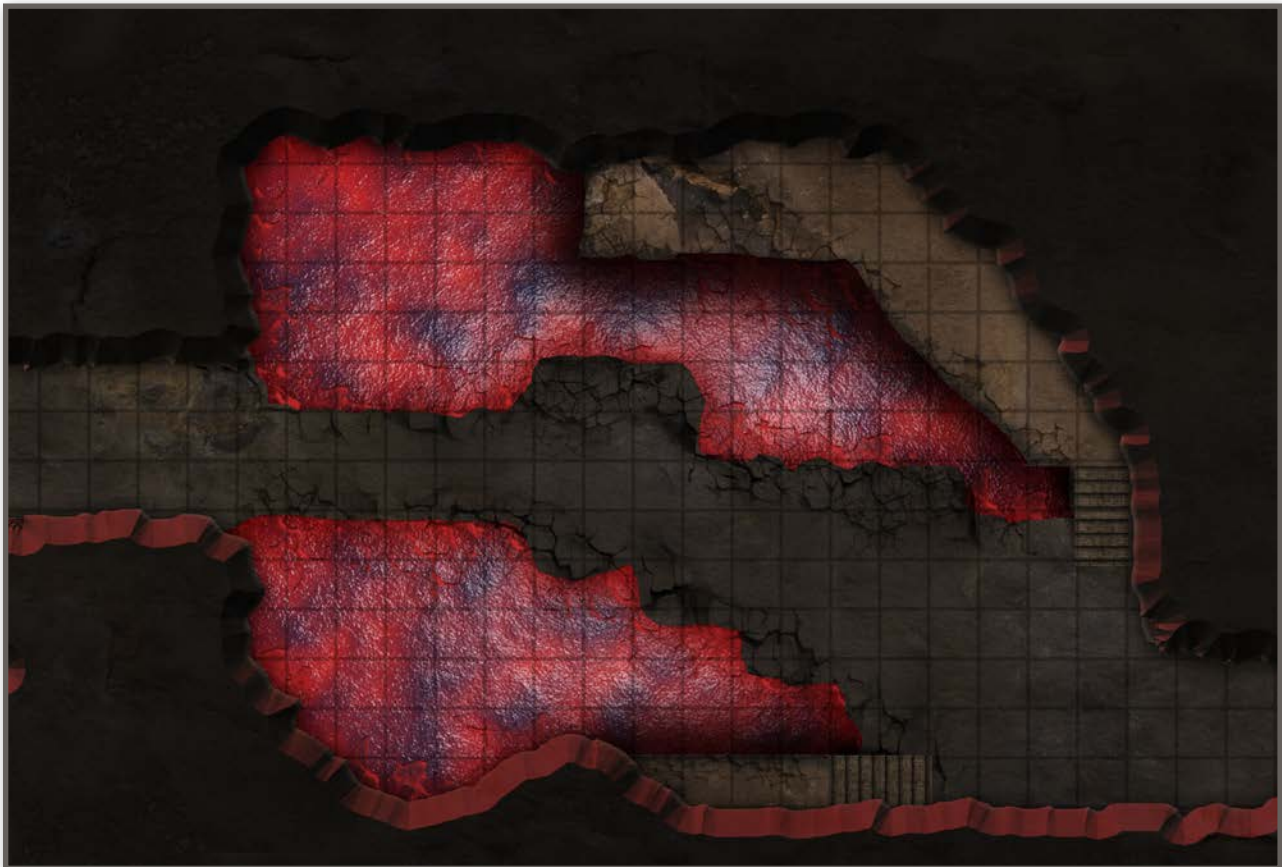
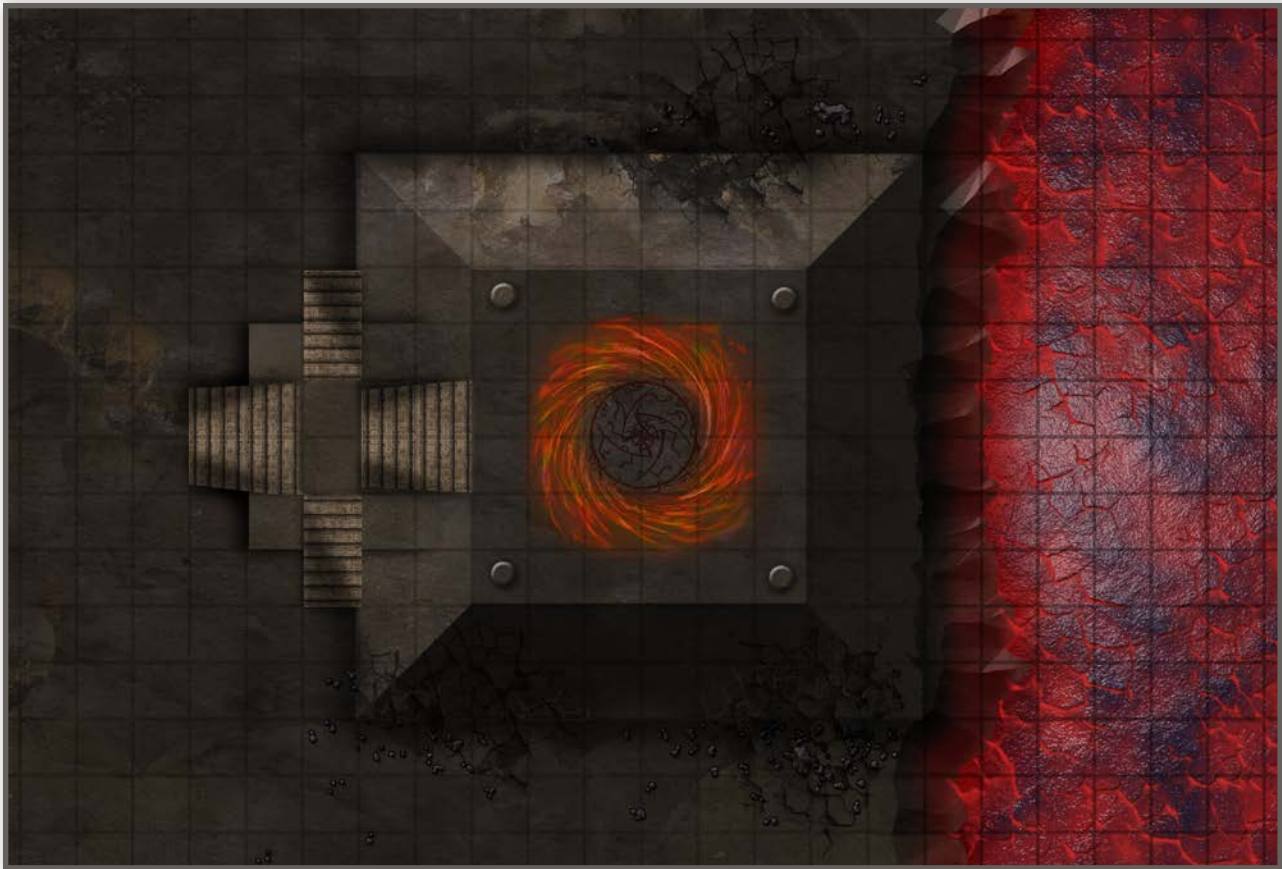
PLAYER HANDOUT #4: ELEMENTAL MIGHT

Ranginori, the Duke of Thunder, has escaped the *Untouchable Opal*, but until he can fully recover from his imprisonment and physically manifest, he must rely on your strength. To this end, he has loaned you some of his divine power. How much he can spare depends on how decisively you broke the Opal. As you receive this handout, the GM should tell you how many points of elemental might you have earned. For each point you have, you gain the following cumulative benefits.

- 10 temporary hit points
- +1 luck bonus on attack rolls, saving throws, and skill checks
- +1 luck bonus to AC
- +1 bonus on caster level checks to overcome spell resistance

You can spend a point of elemental might on your turn as a free action to gain any of the benefits below. You can only spend one point per round in this way, and you can only gain a particular benefit once. Spending a point reduces your benefits above.

- You can perform one additional standard action this turn.
- Choose a PC within 30 feet. You double that PC's luck bonuses provided by this handout until the beginning of your next turn.
- You can automatically confirm one critical threat.
- You can automatically succeed at one caster level check to penetrate spell resistance.
- You can cause all electricity damage you deal this turn to deal its maximum damage, much as though it were affected by the Maximize Spell metamagic feat.
- Choose one melee weapon made mostly of metal that you wield. Until the start of your next turn, attacks with that weapon deal an additional 5d6 points of electricity damage per hit.



Pathfinder Society Scenario #8-25: Unleashing the Untouchable

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

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Pathfinder Society Scenario #8-25: Unleashing the Untouchable

Character Chronicle #

☐ Core Campaign

A.K.A. _____

Player Name _____

Character Name _____

Organized Play # _____

Character # _____

Faction _____

This Chronicle sheet grants access to the following:

Elemental Boon: Your connection to the four elements has grown stronger over the course of your recent adventures. Choose one of the four elements (air, earth, fire, or water), and treat this boon as though it were the boon Air Affinity, Earth Affinity, Fire Affinity, or Water Affinity respectively. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the Elemental Planes.

Isah's Wish: You secured a wish from the efreeti Isah. When you gain this boon, either spend 8 Prestige Points or cross this boon off your Chronicle sheet. Choose one of the following benefits and cross out the others.

Wish for Glory: Your Fame score increases to a total of $2 \times$ your XP, as though you had earned the maximum amount of Fame in each adventure to this point. This does not increase your Prestige Point total.

Wish for Power: You gain a permanent +1 inherent bonus to one of your ability scores.

Wish for Wealth: Increase your gold earned for this adventure by 25% (rounded up).

Hammer of Smiting: You have recovered an incomplete magic weapon designed to shatter constructs and outsiders. You can purchase a *lesser mace of smiting* or *mace of smiting* (*Pathfinder RPG Ultimate Equipment* 157), but you can apply the weapon's unique enchantment to any weapon of your choice from the hammers weapon category (*Pathfinder RPG Core Rulebook* 56). A *lesser mace of smiting* increases its critical multiplier against constructs by 2 and its critical multiplier against outsiders by 1 (maximum $\times 5$). A *mace of smiting* destroys a construct on a successful critical hit, and its critical multiplier increases by 2 against outsiders (maximum $\times 5$).

Liberated Divinity: You have released the elemental lord of air Ranginori, long sealed within the *Untouchable Opal*. He is a legal deity in Pathfinder Society Roleplaying Guild for any characters you play or create. Ranginori is a neutral good deity who grants the Air, Good, Travel, and Weather domains (and the Clouds, Exploration, Storms, and Wind subdomains). His favored weapon is the whip.

Subtier 12–13

Subtier 14–15

bracers of volcanic might (15,000 gp; slot wrists; CL 10th; aura moderate abjuration and evocation: Once per day as a swift action, you can gain the benefits of *fire shield* [warm] and *stoneskin* [50 points] until the beginning of your next turn. If you activate these bracers as a standard action, the effect lasts for 5 rounds instead)

ring of air elemental command (150,000 gp; this ring is discounted, and its price decreases by an additional 10,000 gp for each Air Affinity boon this character has and by an additional 20,000 gp if this character has the Ranginori's Debt boon—minimum 100,000 gp)

ring of fire storing (40,000 gp; functions as a *ring of spell storing* but only for spells with the fire descriptor)

wings of flying (54,000 gp)

arachnid goggles (15,000 gp; *Pathfinder RPG Ultimate Equipment* 224)

bracers of volcanic might (15,000 gp; slot wrists; CL 10th; aura moderate abjuration and evocation: Once per day as a swift action, you can gain the benefits of *fire shield* [warm] and *stoneskin* [50 points] until the beginning of your next turn. If you activate these bracers as a standard action, the effect lasts for 5 rounds instead)

ring of air elemental command (150,000 gp; this ring is discounted, and its price decreases by an additional 10,000 gp for each Air Affinity boon this character has and by an additional 20,000 gp if this character has the Ranginori's Debt boon—minimum 100,000 gp)

ring of fire storing (40,000 gp; functions as a *ring of spell storing* but only for spells with the fire descriptor)

wings of the gargoyle (72,000 gp; *Ultimate Equipment* 269)

MAX GOLD	SUBTIER	☐ Slow	☐ Normal
	12–13	6,541	13,082
	SUBTIER	☐ Slow	☐ Normal
MAX GOLD	Out of Subtier	8,687	17,374
	SUBTIER	☐ Slow	☐ Normal
	14–15	10,833	21,666
MAX GOLD	SUBTIER	☐ Slow	☐ Normal
	—	—	—
	Starting XP		
EXPERIENCE	GM's Initials		
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige	Initial Fame	
	GM's Initials		
	Prestige Gained (GM ONLY)		
FAME	Prestige Spent		
	Current Prestige	Final Fame	
	Starting GP		
GOLD	GM's Initials		
	GP Gained (GM ONLY)		
	Day Job (GM ONLY)		
GOLD	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #