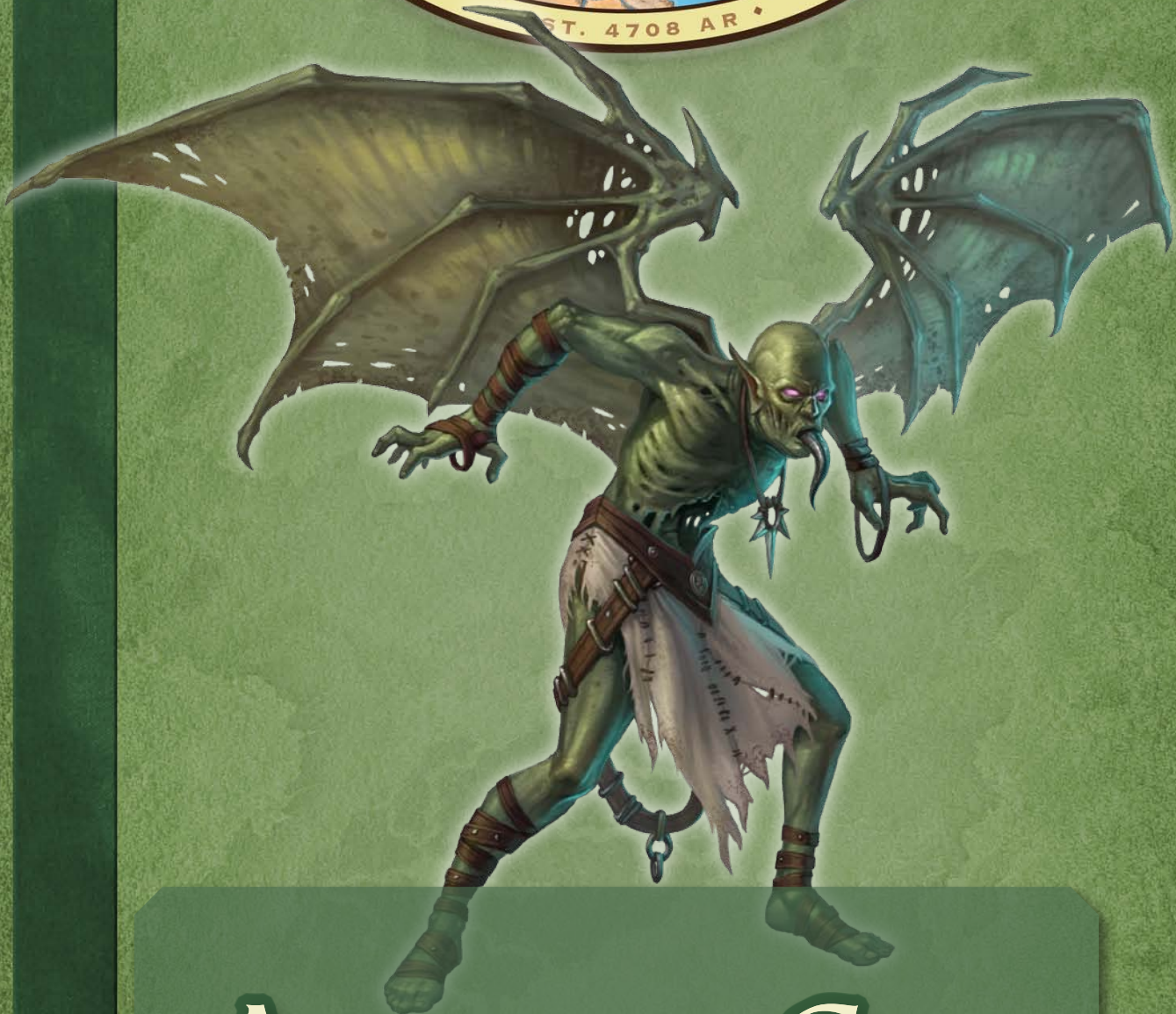


Pathfinder Society Scenario #3-08



AMONG THE GODS

By Michael Kenway



AMONG THE GODS

PATHFINDER SOCIETY SCENARIO #3-08

Author • Michael Kenway

Contributing Artists • Dmitry Burmak and Michele Chang

Cartographers • Sean Macdonald and Corey Macourek

Creative Director • James Jacobs

Senior Art Director • Sarah Robinson

Managing Editor • F. Wesley Schneider

Development Lead • Mark Moreland

Editing • Christopher Carey

Editorial Assistance • Judy Bauer, Jason Bulmahn,

Rob McCreary, Stephen Radney-MacFarland,

Sean K Reynolds, and James L. Sutter

Graphic Designer • Andrew Vallas

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Vice President of Operations • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Assistant • Dylan Green

Finance Manager • Christopher Self

Staff Accountant • Kunji Sedo

Technical Director • Vic Wertz

Pathfinder Society Campaign Coordinator • Mike Brock

Special Thanks • The Paizo Customer Service,
Warehouse, and Website Teams

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Bestiary 3*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

Pathfinder Society Scenario #3-08: Among the Gods is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 19 of this product.

Paizo Publishing, LLC

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety

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

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

Pathfinder Society Scenarios are published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Society, and Pathfinder Tales are trademarks of Paizo Publishing, LLC. © 2011 Paizo Publishing, LLC.



AMONG THE GODS

BY MICHAEL KENWAY

Zyphus, god of accidental death, graveyards, and tragedy—known as the Grim Harvestman—is not a kind being. His followers seek to augment his power by causing unexpected deaths whenever possible. It is their belief that their preplanned “accidents” prevent those souls from finding rest by passing on to Pharasma’s Boneyard. For this reason, the faithful of Zyphus and Pharasma are bitter enemies, just as are the deities they venerate. The followers of Zyphus do not see their traps and guidance as implements of murder. Instead, they simply see them as a means to increase their god’s power.

Within the last several years, the citizens of Taldor have seen their share of Zyphen cult activity. Three years ago, under the leadership of cleric Fel Bustrani, Zyphen cultists killed hundreds of Oppara’s most well-to-do citizens in an elaborate attack upon the famed opera house known as the House of the Immortal Son. Thankfully, Pathfinder agents foiled Bustrani’s plans before he could turn the entirety of Oppara’s upper class into Zyphus-tainted zombies—a plan that could have led to the downfall of the entire city.

Within a year’s time, Zyphen activity in Oppara and Taldor had been all but eliminated. Unfortunately, many of the cultists involved in the opera house incident fled the scene and went into hiding to reformulate their plans. Those who avoided Pathfinder swords fled to an encampment on the Porthmos River known as the Grandbridge Vagabond Camp. There they set about squabbling over how best to strike back at the citizens of Oppara and the Pathfinder Society. Unbeknownst to them, a powerful Zyphen cleric learned of their failure at the opera house and decided to teach them a lesson of faith. He sent a Zyphus-tainted wight as an emissary of his disappointment. Its goal was simple: to reinitiate those that had failed in Oppara, and begin the rebuilding of the cell. Upon its arrival, the wight ordered those clergy who still remained to fill the hideaway with traps, until finally there was but one priest left, the rest having fallen victim to their own traps. The surviving priest was tasked with rebuilding the local Zyphen cult. Luckily for the Society, a debased Taldan magistrate, Sebastus Hustavan—the most recent addition to the cell—sent

WHERE ON GOLARION?

Among the Gods takes place on Mount Antios, a tall peak at the southern tip of the World’s Edge Mountains in Taldor, just north of the Porthmos Gap. This mountain is famous for the statuary, mausoleums, and gaudy memorials to past Taldans that decorate its peak—a location known as Antios’s Crown. For more information on the land of Taldor, check out *Pathfinder Player Companion: Taldor, Echoes of Glory*, available in game and hobby stores and online at paizo.com.



word of the cult’s activities. Once again, the Society was able to foil the Zyphens’ plans by wading through the countless traps—the “planned accidents” left by the now-dead priests—and defeating the wight messenger.

While this success against the servants of the god of accidental deaths is something to be celebrated, it has not come without its costs. The Pathfinder Society’s activities have drawn the eye of Harvestman Quint, the head of the Zyphen faith in Taldor. Not only is Quint outraged at the Society’s continued involvement in the obstruction of his faith’s holy goals, but he seeks revenge against the Pathfinder agents who struck down his son, Deanaris Quint, in the House of the Immortal Son. Seeking revenge for his god and his lost son, the Harvestman has ensured that the Pathfinder lodge in Oppara hears word of a powerful ancient item thought

lost. While the information itself is true, Quint hopes it will lure agents to the summit of the World's Edge Mountains known as Antios's Crown, a grand mausoleum full of statues and monuments to the glories of past Taldans, where Quint will be waiting. Quint looks to make an example of whomever the Society sends, to send a message to the lodge in Taldor, and possibly even their masters in Absalom, that the cult of Zyphus is a powerful and dangerous organization that should be left to its own devices.

ADVENTURE SUMMARY

In an attempt to dissuade the Pathfinder Society meddling in his faith's unholy goals, Harvestmaster Quint, head of the cult of Zyphus in Taldor, has baited a trap for the PCs. Through his underworld connections, he has ensured that the Pathfinder lodge in Oppara gets word of an ancient Azlanti relic that must be retrieved if possible—a mithril rod owned by the late Lord Tulwin. Quint chose the iconic summit known as Antios's Crown—a grand necropolis full of statues, crypts, and plenty of places for a hapless explorer to meet with an unfortunate accident—as the setting for his elaborate plot. The Harvestman has set two traps for the PCs along the way to the summit: one designed to lure local predators to them like sharks to chum, and the other to sweep them off the edge of the mountain. The first night after encountering Quint's luring trap, a native predator targets those PCs unfortunate enough to have been exposed to the Harvestman's manipulation of fate.

After setting his traps, Quint created a rockslide to limit the PCs' means of approaching the crown, redirecting their path through the lair of a formidable undead threat—a creature known as a *berbalang*. If the PCs were to stumble into this creature's lair and be destroyed, what link would remain to Zyphus and his loyal followers?

Finally, the Harvestmaster chose the late Lord Tulwin's tomb as the location of his endgame because the late lord made sure his belongings would be safe by having a golem placed in his tomb. Foolish adventurers and unlucky tomb raiders are laid low all the time by the guardians of old, and if this were to happen again, it would be an unfortunate course of fate, and certainly nothing to do with the Harvestmaster.

Should the PCs survive all the obstacles Quint—or fate, as he would have them believe—has put in their way, the Harvestmaster intends to step in personally to ensure events go as planned, one way or another. If the PCs have not realized that the entire story was a fabrication by the time they face the Harvestmaster, they will likely discover the ruse upon inspecting of the rod itself, for

it is nothing more than an expertly crafted—and very expensive—scepter with a large emerald set in its end.

GETTING STARTED

The PCs begin the adventure in the Taldan capital of Oppara, a teeming metropolis where decadence overshadows the decline of a once-great empire. They find themselves in the Pathfinder Society lodge—a modest building disguised as a bait and tackle shop—before the local venture-captain, an aging man named **Muesello** (N male human expert 3/sorcerer 5). Read the following to get the adventure under way.

“Greetings, and welcome to Oppara. Thank you for coming on such short notice. We have recently received reports that an item of extreme antiquity has been found. The late Lord Tulwin of Oppara is—was—the patriarch of a clamoring host of children, and none of them were believed to care much for the miser. Toward the end of his life, he supposedly poured all of what was to be their inheritance into the acquisition of an item of extreme value—an Azlanti scepter recovered by a Taldan Army of Exploration centuries ago. Such was his disdain for his offspring that he arranged for his body and most valuable belongings—the scepter among them—to be spirited away within an hour of his passing so the ‘vultures’ couldn’t squabble over his treasures. The scepter was believed lost to time, until now.

“Our reports suggest that the scepter and the late Lord Tulwin lie entombed somewhere on Antios’s Crown. I need you to find the scepter and return it to me here in Oppara. If it truly is as powerful as the rumors suggest, then it must be brought to the Grand Lodge for safekeeping. You are among the few to whom we have given this information, and we expect it to remain secret. The last thing I need is a bunch of squabbling lordlings crowding Antios’s Crown with hired tomb raiders!

“You will know the tomb by the crest of House Tulwin. Look for a winged boar and the scepter should be nearby. When you are ready, we will transport you to the base of Mount Antios via magical means. Admittedly, it would be more expedient to send you directly to the summit, but sadly, no one here has a great enough familiarity with the area to do so without significant risk. Besides, with all the wards, shields, and other magical protections placed upon, in, and around the tombs of so many self-important, paranoid Taldans, who knows what sort of interference would be wrought!”

Give the PCs time to gather whatever they need before leaving Oppara for Antios’s Crown. Below are the answers to some questions they may ask of the venture-captain, or information they may already know, depending on their skill in Knowledge (geography, history, and nobility).

What is Antios's Crown? "In order to ensure his own immortality, Taldor's tenth emperor, Antios, constructed an enormous burial site atop the nation's third-tallest peak (which now bears his name), including dozens of gigantic statues representing himself, as well as statues of eagles, lions, and the ancient gods of Old Taldor. Since then, countless other Taldans of import have bought, begged, cheated, and killed to have their final resting place be the magnificent summit."

Where is Antios's Crown? "Antios's Crown stands atop the craggy peak known as Mount Antios, named for Taldor's tenth emperor. Mount Antios is the third-tallest mountain in Taldor, and overlooks the Tandak Plains in the southern part of the World's Edge Mountains, just above the break in the range known as the Porthos Gap. Again, it's at the top of a mountain, a mountain that's always covered in snow. Plan accordingly."

What known dangers make the World's Edge Mountains their home? "Legends and past *Pathfinder Chronicles* tell of an ancient white dragon that makes its home on Mount Kaltafarr, far from where you'll be heading. Other dangers throughout the range include rocs, ice trolls, a few small clans of frost giants, and the dreaded koscimo—blue-shelled ice scorpions that can grow to be 10 feet long. Long story short: be prepared for anything!"

What is this Azlanti scepter? "We know that Taldor's Armies of Exploration retrieved a number of Azlanti artifacts from across Avistan and Garund, and these recent reports indicate that Lord Tulwin got his hands on a mithril scepter from one such expedition. Whether it held magical power, we aren't sure, but even a mundane relic from ancient Azlant is worth investigation by the Pathfinder Society, so retrieving it is a foregone conclusion."

Who was Lord Tulwin? "Lord Tulwin was a minor lord of Taldor's nobility. He never gained much influence because of his harsh exterior, miserly ways, and obsessive fascination with necromancy. He caught a wasting sickness that he was unable to have treated because he had invested his sizable wealth in a few, portable items of antiquity and power to keep the bulk of his assets from his hated children. Upon his death, his noble line dried up, bereft of the wealth they needed to maintain their influence and power."

When the PCs have made their necessary arrangements and gathered any information they may wish regarding their mission, Venture-Captain Muesello directs them to the back room of the lodge, where a hooded man sits by a small fireplace. Introduced only as "a man who owes the Society a favor," the man whispers to the PCs to stand back, then draws a scroll from within his cloak. The man reads the scroll and gestures to the floor in the center of the

INTO THIN AIR

Mountaineering isn't easy, and the dangers of high altitude are covered extensively on page 430 of the *Pathfinder RPG Core Rulebook*. Since making hourly Fortitude saves can quickly destroy the pacing of an adventure, the process has been simplified for this scenario. Each encounter is assumed to occur a certain number of hours after the previous one, and provides a single Fortitude save to ignore the effects of the mountain's thin air, each getting progressively more difficult. Once a PC fails her save, she is fatigued and remains so until the end of the scenario. Note that sleeping does not remove this condition as normal, since the condition stems from thin air, not lack of rest. Some magical methods, such as a paladin's mercy or a *potion of lesser restoration*, can temporarily remove the condition for at least 1 hour, or until the PC fails her next hourly save. Since PCs are unlikely to be able to make the requisite saves in later encounters, it is likely that most PCs will be fatigued in the second half of the scenario. But such is part of adventuring at the top of a mountain.

Player characters can negate the effects of thin air altogether with magic items such as a *necklace of adaptation* or a *bottle of air*, and characters dependent on not being fatigued in combat (such as barbarians) should consider taking with them at least one *potion of lesser restoration* to give them an hour's reprieve before their next save.

room, where a crudely drawn chalk circle erupts in bright amber light then fades to a glimmering outline. "Step there and find yourselves at the foot of the mountain," the man says, then vanishes in a puff of smoke.

This *teleportation circle* lasts just under 3 hours, allowing PCs additional time to prepare if they've forgotten anything. A creature standing in the circle while the spell remains active is immediately teleported to the foot of Mount Antios, 150 miles northeast of Oppara. If the PCs refuse to use the *teleportation circle* or miss the 3-hour window in which it remains active, the overland journey across the Tandak Plains takes 5 days and costs each PC 125 gp for road tolls, horse renting and stabling, and other travel costs.

ACT 1: THE ASCENT

When they arrive at the foot of Mount Antios, the PCs may immediately begin their ascent. Though the mountain is tall and rarely traveled, serviceable paths up the steep edifice can be located with a DC 15 Survival check. The adventure assumes the PCs use these paths, so permit the party multiple attempts, describing the difficult climbing

conditions prior to finally locating the easy route up. If they travel the path of least resistance, the ascent should take the party two full 8-hour days of climbing.

For the first day of their climb, the trail is clear of snow or ice, but scree litters the gradual slope, and the temperature is cool but never dangerously cold. The combination of incline and loose footing increases all Acrobatics and Stealth DCs by 2. The second day, the PCs encounter a shallow snowpack and the increased altitude brings with it colder temperatures and thinner air. The slopes become even steeper from this point on, increasing Acrobatics DCs by 5 and Stealth DCs by 2.

On the PCs' second day on Mount Antios, the temperature drops below 40° F but never below 0° F, requiring a Fortitude save each hour (DC 15, +1 per previous check) to resist 1d6 points of nonlethal damage. A creature in cold-winter clothing or under the effects of *endure elements* need not save against temperatures above 0° F. See page 442 of the *Pathfinder RPG Core Rulebook* for more information.

A. Bait and Pit (CR 3 or CR 6)

Four hours into the PCs' climb on the first day, they come to a sharp turn in the trail where a sheer cliff directly abuts the edge of the path as it hugs the twisting mountain face. A recent rockslide here left only a 10-foot-wide gap between the impassable rock fall and the outward-facing precipice. Quint, seeing the benefit of such a natural chokepoint, placed a series of traps to waylay the PCs and make their first night on the mountain even more eventful.

The sun glares off the speckled stone of the mountain, unobstructed by clouds or plants more dense than low mountain scrub. A rockslide ahead covers much of the natural pathway, narrowing the trail to less than two arm spans wide. Opposite the rockslide, a sheer drop falls away, giving a clear view of the mountainside below and the vast Tandak Plains to the west and south.

Traps: Seeing the narrow trail as a sign from his god, Quint stopped here long enough to excavate and spike a pit trap, and to set an axe to swing down from a crack in the rubble to injure any PCs who might lag behind those who trigger the pit trap. In Subtier 6–7, Quint took more care disguising the pit trap and replaced the axe with a heavy pick. While Quint would not be upset if these traps were lethal, he is more interested in getting PCs into the pit so that they may be coated with a potent animal pheromone.

The pit trap is rigged with waterskin membranes that are set to explode. Anyone who falls into the trap or fails a Disable Device check to disarm it is coated in the fluid contained within the membranes. The pungent, cream-

colored liquid is a potent mixture of various animal humors, meant to attract predators. The monster-attracting nature of this substance lasts for 24 hours, after which it naturally dissolves.

Subtier 3–4 (CR 3)

SPIKED PIT TRAP

CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

SWINGING AXE TRAP

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10-ft. line)

Subtier 6–7 (CR 6)

CAMOUFLAGED SPIKED PIT TRAP

CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

SWINGING PICK TRAP

CR 3

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +16 melee (1d6+1/x4); multiple targets (all targets in a 10-ft. line)

Development: Note any PCs affected by the pheromone solution for the next encounter. A DC 25 Craft (alchemy) check allows a PC to identify the mixture. Once the liquid has been identified, a further DC 25 Craft (alchemy) check allows a PC to determine how to mask the substance's scent.

B. Abandoned Campsite (CR 5 or CR 8)

The path widens here into a mostly level field of scree between steep slopes up and down from this altitude. A rock formation juts out of the mountain thirty feet overhead, creating a

natural shelter some fifteen feet deep and forty feet wide where the remnants of at least one past campsite remain, protected from the harsh elements.

Time Elapsed Since Last Encounter: 6 hours

Altitude Fatigue Save: Fortitude DC 16

A DC 10 Survival check is sufficient to recognize this as the best potential overnight campsite the PCs have yet uncovered, and the lowing sun should urge them to set up camp here.

Creatures: Many beasts that count humanoids among their prey live among the peaks of the World's Edge Mountains, and many such creatures prowl open fields such as this on the hunt. An hour after the PCs make camp, one such predator catches the PCs' scent and moves in for a meal. In Subtier 3–4, this predator is a roving manticore that takes several flying passes at the PCs, launching its tail spikes on each pass before landing and attacking in melee. In Subtier 6–7, a green-headed chimera catches the PCs' scent and attacks, opening with its breath weapon.

The monster focuses its initial attacks on PCs that were marked by the animal lure in the previous encounter, or a random PC if none were affected. The creature shifts its attention from its original targets when attacked by another creature with a melee attack.

Subtier 3–4 (CR 5)

MANTICORE

CR 5

hp 57 (*Pathfinder RPG Bestiary* 199)

Subtier 6–7 (CR 8)

ADVANCED CHIMERA

CR 8

(*Pathfinder RPG Bestiary* 44, 294)

CE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +12

DEFENSE

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, –1 size)

hp 103 (9d10+54)

Fort +11, **Ref** +9, **Will** +8

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

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

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

Special Attacks breath weapon (20-ft. cone, 6d8 acid damage, Reflex DC 19 half, usable every 1d4 rounds)

STATISTICS

Str 23, **Dex** 16, **Con** 21, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +9; **CMB** +16; **CMD** 29

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +4, Perception +12, Stealth +6 (+10 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

Treasure: A PC searching the camp who makes a DC 25 Perception check discovers a long-buried satchel under the remains of one of the handful of fire pits cluttered beneath the overhang, it's leather brittle and burnt from the heat of a past fire. In Subtier 3–4, the satchel contains a masterwork silver dagger and 12 bloodstones worth 50 gp each. In Subtier 6–7, the dagger is a +1 *silver dagger* and the gems are 12 chrysoberyls worth 125 each. In both tiers, the satchel also contains a series of journals written in Varisian detailing the journeys of a family of caravan drivers. The final entry in the journals details the first 2 days of a venture by the caravan's most skilled hunters up Antios's Crown.

Mission Notes: Lantern Lodge faction PCs who purposefully put themselves in harm's way to protect a fellow Pathfinder receive 1 Prestige Point. Note that this mission may be completed during any combat encounter over the course of the scenario.

Sczarni faction PCs should be interested in the journals in the satchel. Finding the pages of the books containing references to the Sczarni smuggling ring is simple, but the pages must be removed without any members of other factions seeing. If the pages can be removed in secret, members of the Sczarni faction earn 1 Prestige Point.

Rewards: If the PCs discover the buried satchel and the treasure within, award each subtier thusly:

Subtier 3–4:

Give each PC 126 gp.

Subtier 6–7:

Give each PC 443 gp.

C. Over the Edge (CR 4 or CR 7)

Midday on their second day climbing Mount Antios, the PCs get their first glimpse of the crown when the clouds part and visibility increases. The slope from here on is noticeably steeper (increasing the DC of Acrobatics checks by 5 and Stealth checks by 2). Here the path is only 5 feet wide, limiting the procession to a single-file line.

The clear air provides the first unobstructed view of the massive statues and mausoleums on the mountain's peak, still a good half-day's travel away. Now more than halfway up the mountain, the air is thin and the wind bitterly cold. The narrow path clings closely to the near-vertical rock face as it winds around crags and outcroppings, slowly climbing the massive edifice.

Time Elapsed Since Last Encounter: 16 hours

Altitude Fatigue Save: Fortitude DC 32

Out of the PCs' view, a second ledge extends from the cliff face 20 feet below the footpath, wide enough that a falling PC is not in true danger of plummeting the thousands of feet down the precipice.

Trap: Harvestmaster Quint laid a second, more natural-seeming trap along this section of the trail—a sizable rockslide. Not only does he hope the cascade of scree will kill or maim at least one of the PCs, but he knows this position is visible from the Crown. If the sound of the rockslide is insufficient to warn him of the PCs' approach, he plans to look periodically to see if the rocks have fallen to warn him of the impending interlopers.

In addition to direct damage the falling rocks may deal, the rockslide may also push PCs off the narrow path to the hidden ledge below. Any PC caught in the rockslide's path must make a Reflex save (Subtier 3–4: DC 15; Subtier 6–7: DC 17) to avoid being swept over the edge of the cliff. A creature swept off the ledge falls 20 feet to the lower ledge, taking 2d6 points of damage. If the PCs are tethered to one another with less than 20 feet of slack between characters, any PCs left on the top ledge must make a Strength check to stop themselves from being pulled over the edge by the weight of their companions (DC 14 + 2 per PC pushed over the edge). If more than one tethered PC remains on the trail, each standing PC grants a +2 circumstance bonus to any other PC making a Strength check to keep her footing.

Subtier 3–4 (CR 4)

ROCKSLIDE TRAP

CR 4

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect rockslide (4d6 bludgeoning damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 20-ft. line)

Subtier 6–7 (CR 7)

ROCKSLIDE TRAP

CR 7

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

EFFECTS

Trigger location; **Reset** none

Effect rockslide (6d6 bludgeoning damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 20-ft. line)

D. Corrupted Temple (CR 5 or CR 8)

An arc of tall, flat-topped columns surrounds what appears to be a cyclopean altar in this natural hollow. Centuries of exposure have not been kind to this once-regal structure, and

spider-webbed cracks run the lengths of the bleached marble columns, their coroneted tops reduced to piles of crumbled and broken stone surrounding their bases. The altar, while still massive, has fallen into such disrepair that the deity or person it once honored is no longer easily distinguishable in the carvings on its surface. Behind the altar, a raised tier of earth stands twenty feet off the ground, a steep path up to the summit rising from there. The smell of rotten flesh fills the air.

Time Elapsed Since Last Encounter: 4 hours

Altitude Fatigue Save: Fortitude DC 36

This open-air temple was once a shrine to Sarenrae, cleverly disguised as a memorial to the matriarch of a Taldan family, where those venturing to Antios's Crown could stop and rest before reaching the glorious pinnacle. A DC 15 Knowledge (religion) or DC 20 Knowledge (history or nobility) check reveals the temple to be a shrine to Sarenrae, her holy symbols and icons cleverly disguised as family crests and elements of artistic flair among the carvings on the columns and altar. Worshipers of the goddess, who knew full well the price for their faith, built this shrine inconspicuously, because to do otherwise would have gotten them killed, their heirs' titles revoked, and all assets seized from their family vaults. Instead, it was touted as a great shrine to the matriarch of the family that commissioned it, albeit a memorial unworthy of standing on Antios's Crown itself.

Creatures: A pack of ghouls has taken up residence here, comprising former treasure hunters who fell victim to the dangers of the mountain. A winged *berbalang* lords over the pack, though the vile beast is away from the lair hunting the mountain's lower reaches in Subtier 3–4.

If the ghouls hear the PCs approaching, they hide behind the columns and attack when the PCs have fully entered the hollow. The *berbalang* uses its projection ability, becoming incorporeal while leaving its body on the hollow's upper tier (as indicated on the map). Note the changes to its stats when incorporeal, as outlined in the special abilities section of its stat block. The undead are hungry and fight ruthlessly until destroyed.

Subtier 3–4 (CR 5)

GHASTS (3)

CR 2

Advanced ghouls (*Pathfinder RPG Bestiary* 146)

CE Medium undead

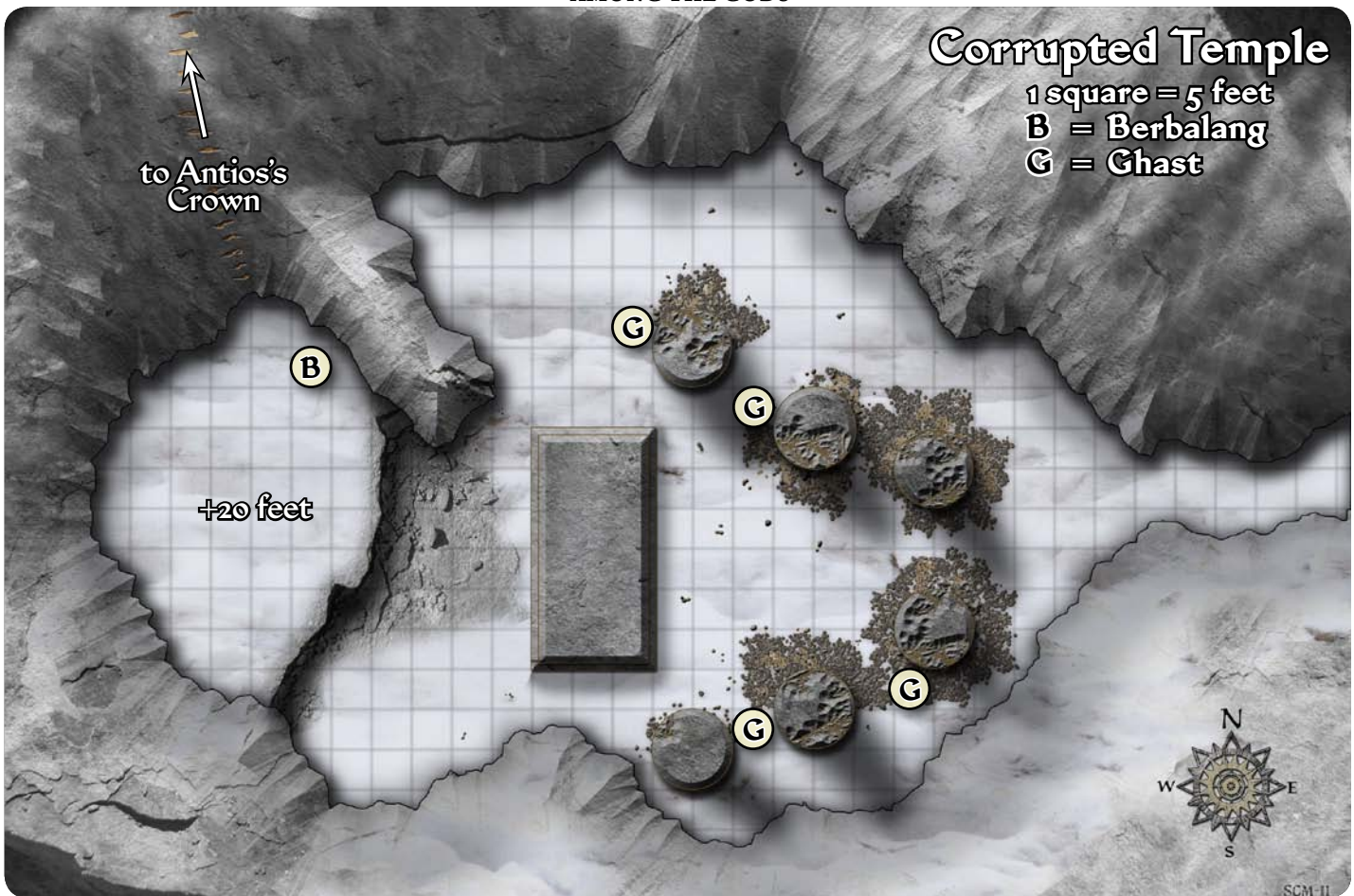
Init +4; **Senses** darkvision 60 ft.; Perception +9

Aura stench (10-foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 each (2d8+8)



Fort +4, Ref +4, Will +7

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

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis), 2 claws +5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15)

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Knowledge (religion) +8, Perception +9, Stealth +9, Survival +6, Swim +5

Languages Common

SPECIAL ABILITIES

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

Subtier 6–7 (CR 8)

BERBALANG

CR 6

(*Pathfinder RPG Bestiary* 340)

CE Medium undead

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

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)

hp 68 (8d8+32)

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

DR 10/good or silver; **Immune** undead traits

Defensive Abilities projection

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +10 (1d6+3 plus paralysis), 2 claws +9 (1d6+3 plus paralysis) or

incorporeal touch +10 (1d4 Con damage)

Special Attacks paralysis (1d4+1 rounds, DC 18)

Spell-Like Abilities (CL 9th; concentration +13)

At will—*bleed* (DC 14), *ghost sound*

3/day—*alter self*, *charm person* (DC 15)

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +6; **CMB** +9; **CMD** 26

Feats Defensive Combat Training, Dodge, Flyby Attack, Mobility
Skills Bluff +10, Escape Artist +10, Fly +17, Knowledge (local) +5, Knowledge (religion) +6, Perception +14, Stealth +15

Languages Common

SPECIAL ABILITIES

Projection (Su) Once per day as a full-round action, a *berbalang* can enter a trance that separates the creature's spirit from its body. This splits the *berbalang*'s current hit points in half between its body and its spirit. The *berbalang*'s spirit body gains the incorporeal subtype and special ability; otherwise, it retains the same statistics as its physical self with the following changes: AC 19, touch 19, flat-footed 10 (+4 Dex, +4 deflection, +1 dodge), single incorporeal touch attack that deals 1d4 Constitution damage on a hit as its sole attack.

This spirit projection can travel no more than 1 mile away from the *berbalang*'s body. Because the creature is

only partially in existence when in this state, its body gains displacement as the spell. When separated in this way, the *berbalang*'s body is unconscious and helpless. If the *berbalang*'s body is injured while in this state, the separated projection immediately returns to its body, and the body loses displacement. If the physical body is slain, the spirit body immediately dies as well. If the spirit is reduced to 0 or fewer hit points, it returns to the body immediately. A *berbalang* in spirit form can end the effect at any time as a standard action, at which point the spirit immediately returns to the body. When a *berbalang*'s spirit form returns to the body, add both the spirit body's hit points and the physical body's hit points back together to determine the creature's current hit point total.

GHOSTS (4)

CR 2

hp 17 each (use the stats in Subtier 3–4)

Mission Notes: Qadira faction PCs should wish to sanctify the area, which they can do by burning the remains of the undead that sullied the temple, followed by the casting of a *consecrate* spell. PCs unable to cast such a spell may instead perform a ritual honoring Sarenrae, requiring a DC 20 Knowledge (religion) check to complete properly. As long as the hollow is cleansed through either means, Qadira faction PCs each earn 1 Prestige Point.

Three of the ruined columns feature glyphs left by Shadow Lodge agents who visited the area prior to the PCs' visit. A DC 15 Perception check allows a PC to locate the glyphs among the crumbling relief sculptures that populate the columns, and a further DC 15 Sense Motive check allows a PC aware of them to recognize them for what they are. A Shadow Lodge PC that removes the glyphs from the columns without revealing his motivations for doing so earns 1 Prestige Point.

Silver Crusade faction PCs will likely want to ensure all undead in this encounter are destroyed. Doing so (as well as destroying the ghouls under Harvestmaster Quint's control in area 2b) earns each member of the Silver Crusade faction 1 Prestige Point.

ACT 2: THE SUMMIT

Antios's Crown is a sprawling network of cyclopean statues, towering obelisks, opulent shrines, and mausoleums large enough to house the dead of entire cities. A layer of snow coats nearly every horizontal surface, and the decorative fountains and pools spread throughout the peak's many



Berbalang

plazas are all frozen solid. From this altitude, the view over the Tandak Plains to the west and south extends nearly two hundred miles.

The vast maze of memorials and burial sites present the PCs with the problem of locating the mausoleum believed to hold the late Lord Tulwin's remains and the Azlanti scepter. They face no specific challenges as they search the many looted, ruined, or magically barred tombs and structures that litter the nearly mile-square summit of the mountain. A DC 25 Perception check allows the PCs to find a mausoleum (opulent by typical standards, but modest compared to many others on Antios's Crown) adorned with a large heraldic coat-of-arms bearing the image of a winged boar above the door after 1d4 hours of searching.

Two rows of three columns each flank the solid gold doors beneath House Tulwin's crest. The doors themselves are unbarred, left vulnerable by Quint when he laid the final element of his elaborate trap.

Mission Notes: Cheliox faction PCs will likely wish to find the tomb of Angatar Dralneen, which they can locate with a DC 18 Perception check and 1 hour of searching. Inside, they find two sarcophagi, one labeled Angatar Dralneen, and the other engraved with the name Eunethia Davian Dralneen. Destroying the latter of the two engravings—removing any evidence of Angatar's wife's maiden name—earns Cheliox faction PCs 1 Prestige Point.

Upon reaching the summit of Antios's Crown, a Grand Lodge faction PC may attempt a DC 18 Knowledge (geography) check to complete a map detailing the route of their ascent, earning 1 Prestige Point.

Osirion faction PCs who spend at least 1 hour searching the necropolis can find examples of Osirian craftsmanship among the many statues and mausoleums that fill Antios's Crown with a DC 15 Knowledge (history) check. A further DC 15 Appraise, Craft (sculptures or stonemasonry), or Knowledge (engineering) check allows a PC to note the techniques employed by the ancient builders to report back to his faction, earning members of the Osirion faction 1 Prestige Point.

A. Crypt of House Tulwin (CR 4 or CR 7)

Time Elapsed Since Last Encounter: 5 hours

Altitude Fatigue Save: Fortitude DC 41

The golden double doors enter into a wide hallway, ten feet wide and twenty feet long, with a decorated ceiling twenty feet high. At the east end of the hallway, a five-foot-wide doorway leads to a stone stairway down. Two stories beneath

the entry chamber, the stairs open into a thirty-foot-by-forty-foot chamber of cold gray stone, its fifteen-foot-high ceiling supported by four granite columns flanking a single stone sarcophagus. Despite the austere decor in the crypt, the lid of the sarcophagus is carved in the form of an obese man with a gaunt face, his bony hands clutching an intricate scepter of interwoven mithril filigree.

Creature: Lord Tulwin knew full well the types of people his children had grown to be, and did not care to share his considerable wealth with any of them. Unbeknownst even to those who learned of his commission of a tomb atop Mount Antios, the bitter lord also commissioned the creation of a golem to protect his final resting place—and the wealth he planned to have interred beside him. This monstrous conglomeration of parts from other creatures has stood watch for centuries, patiently guarding the tomb, keeping special vigilance for a greedy heir of Lord Tulwin's line. There is a 20% chance that the golem mistakes any character of Taldan descent as one of the late lord's unscrupulous descendants, after which point it concentrates all its attacks on that PC until the PC is unconscious, or another combatant deals 15 or more points of damage to the golem with a single attack.

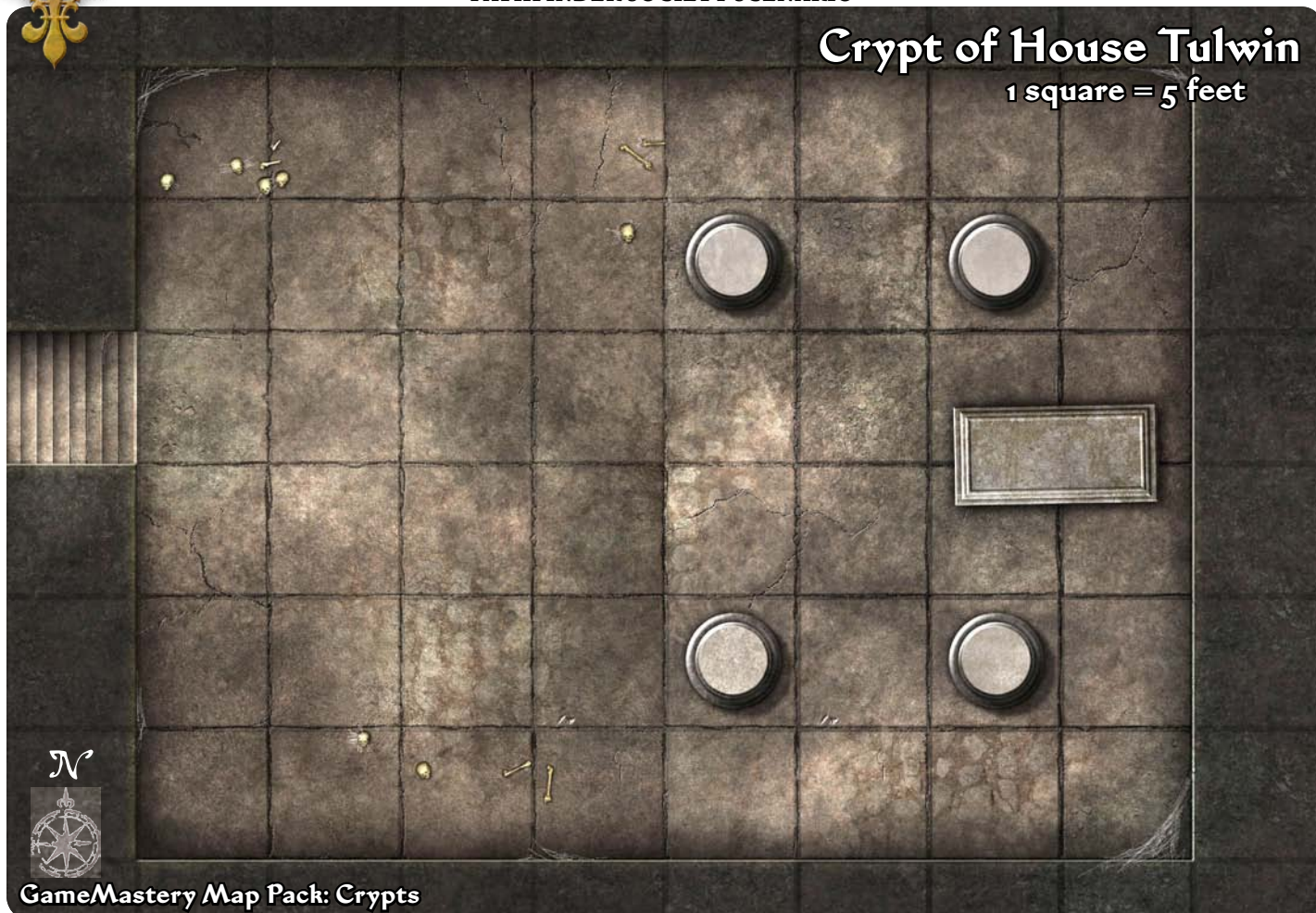
The golem's primary task was to guard Lord Tulwin's remains and the wealth with which he was buried, and the golem fights until destroyed to prevent anyone entering the tomb from leaving with the scepter or any other treasure located therein. If the PCs do manage to get out the door, the golem follows them relentlessly as long as they possess any treasure from the mausoleum. If the PCs return the scepter or any other stolen treasure to the golem, it takes no further action against them unless it has gone berserk or it has identified a PC as one of the late lord's descendants.

Subtier 3–4 (CR 4)

CARRION GOLEM	CR 4
<i>(Pathfinder RPG Bestiary 2 136)</i>	
N Medium construct	
Init +1; Senses blindsense 10 ft., darkvision 60 ft., low-light vision; Perception +0	
Aura foul stench (DC 12, 1 round)	
DEFENSE	
AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)	
hp 42 (4d10+20)	
Fort +1, Ref +2, Will +1	
DR 5/bludgeoning or slashing; Immune construct traits, magic	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +7 (1d8+3 plus disease)	

Crypt of House Tulwin

1 square = 5 feet



GameMastery Map Pack: Crypts

Special Attacks plague carrier**STATISTICS****Str** 17, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +4; **CMB** +7; **CMD** 18**SPECIAL ABILITIES****Foul Stench (Ex)** This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.**Immune to Magic (Ex)** A carrion golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- *Gentle repose* causes a carrion golem to become stiff and helpless for 1d4 rounds if it fails a Will save against the spell.
- *Animate dead* causes the various parts of the golem's body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).
- Any magical attack that deals cold or fire damage slows a carrion golem (as the *slow* spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage hastes a carrion golem (as the *haste* spell) for 2d6 rounds.

Plague Carrier (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this

disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus.

Filth Fever: Slam—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Str damage; *cure* 2 consecutive saves.**Subtier 6–7 (CR 7)****FLESH GOLEM****CR 7****hp** 79 (*Pathfinder RPG Bestiary* 160)**Treasure:** Along with the scepter, which rests prominently in the hands of the statue of Lord Tulwin upon his sarcophagus, there are a number of other treasures in the room, all sequestered within hours of the lord's death and brought here to keep them from his hated children.In Subtier 3–4, the treasures decorating the lord's final resting place include a *lesser silent metamagic rod*, a +1 *longsword*, a +1 *dragonhide breastplate* crafted from black dragonhide, a *wand of false life* with 8 remaining charges, and 100 pp. The treasure trove in Subtier 6–7 contains everything in the lower subtier does, except

the sword is a +1 *flaming longsword*, the armor is a +2 *dragonhide breastplate* crafted from black dragonhide, and it also contains a *ring of protection* +1 and an extra 200 pp.

Mission Notes: Andoran faction PCs should ensure that the golem is destroyed to free it from its ages-long task of protecting Lord Tulwin's tomb. Doing so earns members of the faction 1 Prestige Point.

Taldor faction PCs should wish to open Lord Tulwin's sarcophagus to retrieve his heirloom signet ring. Opening the stone coffin requires a DC 16 Strength check or the use of magic (such as a *stone shape* spell). Inside the coffin lie the late lord's desiccated remains, still wearing on the left hand the gold signet ring, which may be easily removed as the remains of the hand crumble to dust. Retrieving the ring earns Taldor faction PCs 1 Prestige Point.

Rewards: If the PCs loot Lord Tulwin's tomb, award each subtier thusly:

Subtier 3–4:

Give each PC 811 gp.

Subtier 6–7:

Give each PC 2,061 gp.

B. Showdown with the Harvestmaster (CR 6 or CR 9)

Regardless of whether the PCs destroy the golem before taking the scepter, or merely take the scepter and run, the Harvestmaster lies in wait for them outside the tomb as they exit. If the tomb's guardian pursues them, the Harvestmaster waits until the encounter concludes before presenting himself to avoid becoming a target of the golem himself.

Time Elapsed Since Last Encounter: immediate

Altitude Fatigue Save: no additional save required

Creature: Here stands Harvestmaster Quint, the ranking priest of Zyphus in Taldor, the man who set all the wheels turning to bring the PCs to this point. Embittered over the destruction of his cult, the hindrance of his god's plans, and the slaying of his son, Quint is a dark, brooding figure. He does not attack immediately, instead savoring the moment he has been dreaming of for some time. If the PCs attack him, he defends himself; but Quint wants them to know what he has done, that all they have gone through is for nothing. He wants them to suffer, and then he wants them to die.

"So at last it comes to this. Did you fools actually think it would be that easy? Found the great Azlanti scepter, have you? Found a good use for it yet? Witless pawns! You have interfered with Zyphus's plans for the last time! Since you

refuse to die an ignoble and forgettable death, it appears I must do the honors myself! No matter, I will send your heads back to the lodge in Oppara as a message: those that meddle in our affairs will pay the price!"

Prior to the PCs' arrival, the evil cleric commanded a number of ghouls to do his bidding, and he uses the undead minions as fodder for the Pathfinders' attacks while he attacks them from afar.

Subtier 3–4 (CR 6)

HARVESTMASTER QUINT

CR 5

Male human cleric of Zyphus 6

NE Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 armor)

hp 61 (6d8+31)

Fort +8, **Ref** +2, **Will** +8, +1 vs. fear

OFFENSE

Speed 20 ft.

Melee +1 *heavy pick* +12 (1d6+6/x4)

Special Attacks channel negative energy 4/day (DC 14, 3d6), destructive smite (+3, 6/day)

Domain Spell-Like Abilities (CL 6th; concentration +9)

6/day—*bleeding touch* (3 rounds)

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

3rd—*blindness/deafness* (DC 16), *cure serious wounds*, *dispel magic*, *rage*^D

2nd—*aid*, *bear's endurance*, *death knell*^D, *hold person* (DC 15), *lesser restoration*

1st—*cause fear* (DC 14), *divine favor*, *endure elements*, *shield of faith*, *true strike*^D

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *read magic*

D Domain spell; **Domains** Death, Destruction

TACTICS

Before Combat Prior to confronting the PCs, Harvestmaster Quint casts *lesser restoration* to remove his altitude fatigue, *bear's endurance*, *aid*, and *divine favor* (all of which are included in his stats.)

During Combat The Harvestmaster directs his ghoul thralls to attack PCs while he casts ranged attack spells. If approached in melee, he uses his destructive smite and channel smite abilities to deal the most damage to his attacker. If he finds himself getting hit often, he sacrifices a round of attacking to cast *shield of faith*. The Harvestmaster alternates channeling to heal his undead minions and harm the PCs if his other methods of attack prove ineffective.

Morale The last of his cult in Taldor, Harvestmaster Quint fights to the death.

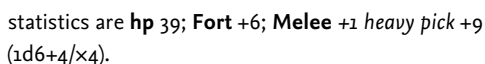
Base Statistics Without his spells, Harvestmaster Quint's



1 square = 5 feet

Q = Quint

G = Ghoul



STATISTICS

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

Base Atk +4; CMB +7; CMD 17

Feats

Undead, Weapon Focus (heavy pick)

Skills Craft (traps) +8, Knowledge (religion) +5, Spellcraft +8

Languages Common

SQ aura

Gear +1 *full plate*, +1 *heavy pick*, silver unholy symbol of Zyphus

GHOULS (2)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146)

Subtier 6–7 (CR 9)

HAVESTMASTER QUINT

CR 8

Male human cleric of Zephyus 9

NE Medium humanoid

Init +0; Senses Perception +3

DEFENSE

AC 22, touch 10, flat-footed 22 (+11 armor, +1 natural)

hp 95 (9d8+51)

Fort +9, Ref +3, Will +9

OFFENSE

Speed 20 ft.

Melee +1 heavy pick +14/+9 (1d6+7/x4)

Special Attacks channel negative energy 5/day (DC 16, 5d6), destructive aura (+4, 9 rounds/day), destructive smite (+4, 6/day)

Domain Spell-Like Abilities (CL 9th; concentration +12)
6/day—bleeding touch (4 rounds)

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*mass inflict light wounds* (DC 18), *slay living* (DC 18)

4th—*inflict critical wounds* (DC 17)^D, *divine power*, *unholy blight* (DC 17)

3rd—bestow curse (DC 16), blindness/deafness (DC 16), cure serious wounds, dispel magic, rage^D

2nd—aid, bear's endurance, death knell^D, hold person (DC 15),
lesser restoration, resist energy

1st—*cure light wounds, divine favor, doom (DC 14), endure elements, shield of faith, true strike^D*

o (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *read magic*

D Domain spell; **Domains** Death, Destruction

TACTICS

Before Combat Prior to confronting the PCs, Harvestmaster Quint casts *lesser restoration* to remove his altitude fatigue, *bear's endurance*, and *divine power* (all of which are included in his stats.)

During Combat The Harvestmaster directs his ghoul thralls to attack PCs while he casts ranged attack spells from afar. If approached in melee, he uses Power Attack and his destructive smite and channel smite abilities to deal the most damage to his attacker. If he finds himself getting hit often, he sacrifices a round of attacking to cast *shield of faith*. The Harvestmaster alternates channeling to heal his undead minions and harm the PCs if his other methods of attack prove ineffective.

Morale The last of his cult in Taldor, Harvestmaster Quint fights to the death.

Base Statistics Without his spells, Harvestmaster Quint's statistics are **hp** 74; **Fort** +7; **Melee** +1 heavy pick +11/+6 (1d6+4/x4); **Con** 14; **CMB** +9

STATISTICS

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

Base Atk +6; **CMB** +12; **CMD** 19

Feats Armor Proficiency, Heavy, Channel Smite, Command

Undead, Power Attack, Toughness, Weapon Focus (heavy pick)

Skills Craft (traps) +11, Intimidate +5, Knowledge (religion) +5, Spellcraft +8

Languages Common

SQ aura, death's embrace

Gear +2 full plate, +1 heavy pick, amulet of natural armor +1, silver unholy symbol of Zyphus, 92 gp

GHOULS (3)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146)

Rewards: If the PCs defeat Quint, award each subtier thusly:

Subtier 3–4:

Give each PC 329 gp.

Subtier 6–7:

Give each PC 761 gp.

CONCLUSION

If the PCs destroy Harvestmaster Quint, they effectively remove the immediate Zyphen threat to the Pathfinder Society and to Taldor as a whole. If the Harvestmaster defeats the PCs, however, the Pathfinder Society is left with more unanswered questions, and, at least for the time being, Quint is free to pursue his goals without Pathfinder interference. Whether or not the PCs kill Quint, the scepter is a welcome addition to the Pathfinder Society's collection of ancient Azlanti artifacts, and though nonmagical, it earns the Pathfinders who retrieved it considerable fame within the organization.

Success Conditions

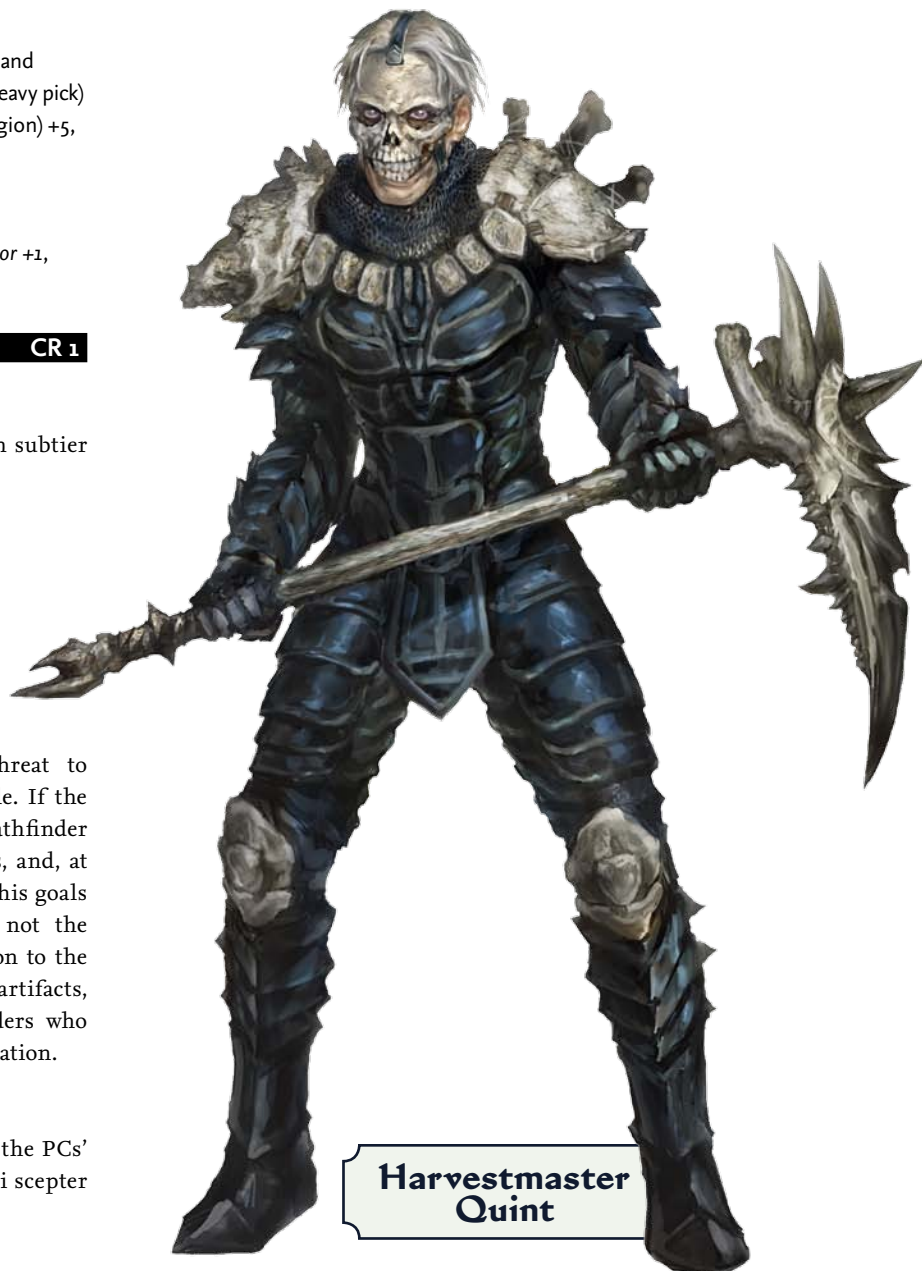
In order for the Pathfinder Society to consider the PCs' mission a success, they must retrieve the Azlanti scepter

from Lord Tulwin's tomb and return it to a venture-captain (likely Venture-Captain Muesello in Oppara). Once the Zyphen threat is revealed, PCs are expected to have eliminated Harvestmaster Quint to preclude future retaliation from the cult against the Society in Taldor or elsewhere. If the PCs both retrieve the scepter and kill or capture Quint, award all PCs 1 Prestige Point.

Faction Missions

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

Andoran Faction: Andoran faction PCs who destroy the golem in Lord Tulwin's crypt earn 1 Prestige Point.



Harvestmaster Quint

PATHFINDER SOCIETY SCENARIO

Cheliox Faction: Cheliox faction PCs who locate the tomb of Angatar Dralneen and destroy any reference to his wife in Act 2 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who create a map of their ascent for future Pathfinder expeditions to use earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge PCs who obviously put themselves between danger and other Pathfinders at any time during the scenario receive 1 Prestige Point.

Osirion Faction: Osirion faction PCs who successfully locate and analyze examples of Osirian architecture or stonemasonry in Act 2 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who consecrate the Sarenite shrine in Act 1 earn 1 Prestige Point.

Scarzni Faction: Sczarni faction PCs who locate the Varisian journals at the campsite in Act 1 and destroy the pages incriminating the Sczarni earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who correctly identify and then remove the Shadow Lodge agents' glyphs from the Sarenite shrine in Act 1 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who ensure all undead in the scenario are destroyed receive 1 Prestige Point.

Taldor Faction: Taldor faction PCs who retrieve Lord Tulwin's ancestral signet ring from his tomb in Act 2 earn 1 Prestige Point.

Andoran



Hero of Freedom,

I hear you have been tasked with traveling to the mountaintop necropolis known as Antios's Crown. The Taldans show their never-ending hubris even in their geography. History paints this Lord Tulwin as a miserly sort who kept his wealth to himself even in death. Such a man no doubt has enslaved some creature to protect his tomb from grave robbers and greedy descendants, angry that he took their inheritance with him to his grave. If you encounter such a creature, ensure that it is released from its enslavement, through the creature's merciful death, if necessary.

For the Free People of Andoran,

Major Colson Maldris

Cheliox



Tender Flesh Puppet,

I trust this finds you in good health, for the moment. So, it is to be Antios's Crown, is it? In this instance, I care nothing for the scepter that is purported to be in residence upon that decrepit and decaying monument to Taldan "glory." But while you're there, you can aid me in something that has become a problem of late. Thrune inquisitors have begun poking about my family's history, insinuating that my noble title and position in the Chelish Embassy here in Absalom are in jeopardy. I need you to destroy anything identifying the wife of my ancient forebear, Angatar Dralneen, who was buried atop Mount Antios when Cheliox was still part of Old Taldor. Remove this evidence from the face of Golarion and I'll reward you in ways more creative than your imagination can fathom.

Whatever It Takes,

Paracountess Zarta Dralneen

AMONG THE GODS

GRAND LODGE



Fellow Seeker,

This is a great opportunity! The vast necropolis of Antios's Crown holds potential treasures and history that we have only begun to tap. Were it not for the location's harsh geography, we'd have sent agents there countless times already, I'm sure. To aid in future expeditions, please map your route up Mount Antios, and double-check its accuracy from the mountain's summit. If you perform your task well, generations of Pathfinders to come will remember your name for aiding in their discoveries.

May Your Road Ever Be Open,

Venture-Captain Ambrus Valsin

Lantern Lodge



Friend of the East,

As the Lantern Lodge is still a new player in the Inner Sea region, we must do what we can to establish relationships with those of influence and power. Make your support known so that our alliances may continue to grow and strengthen. Be overt in your aid of others so that word of our honor can spread throughout the Pathfinder Society. When danger strikes, protect your compatriots. If harm should come to you in doing so, your name will be doubly honored. For the moment, we need allies, and indebted allies are even more beneficial.

Tread Well,

Venture-Captain Amara Li

Osirion



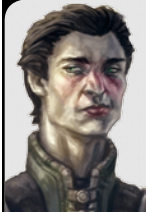
Noble Servant of the Ruby Prince,

Antios's Crown! While the Taldans claim it as a monument to their greatness, many among our allies believe the building techniques used by the self-centered emperor Antios to construct the original statues and shrines there were stolen from Osirion's most skilled architects and stonemasons. Sadly, many of these techniques have been lost to us over the ages. You must regain this knowledge so that we may once again rise to the glory of the Osirion of old.

In Honor of Our Ancestors,

Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

We have been waiting for an opportunity such as this for quite some time. Antios's Crown is believed to be the site of a hidden shrine to the Dawnflower, created by Sarenrae's faithful among Taldor's own population, even after Stavian I outlawed her veneration. If you encounter such a location, ensure it is pure and sanctified so that any of her faithful visiting the site in modern times can find solace there. Such Taldans will likely be sympathetic to our cause should the situation with Taldor heat up to a point where things become uncomfortable for us.

Sincerely,

Trade Prince Aaqir al'Hakam

PATHFINDER SOCIETY SCENARIO

SCZARNI



Most Trusted Friend,

I hear you will soon be traveling to Mount Antios! How fortuitous this is for us, you see, as I believe a group of our brethren to have been lost on the mountain some time ago when venturing up its treacherous slopes from their passing caravan. When they were lost, so too were some important documents they were carrying. Locate these if you can, and remove any evidence they may contain linking the missing Varisians to anything unbecoming of our noble clan. I trust none will see you nor suspect you of anything unexpected of a Pathfinder.

Watch your back,

Guaril Karela

Shadow Lodge



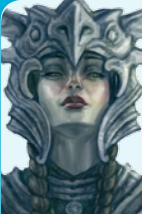
Eyes and Ears,

Continue to work with your brothers and sisters of the Pathfinder Society. We have been recognized, and therefore any antagonism must be stopped. Keep an eye out for coded markings left by our rogue members to communicate with one another. These markings should be removed without others noticing if at all possible. While our goals may now be similar to the aspirations of those who still eat from the Decemvirate's open palms, we need not announce where our rogue members—or we ourselves—have been prior this tenuous alliance. This is our mess and I would prefer to clean it up in house.

Careful,

Grandmaster Torch

Silver Crusade



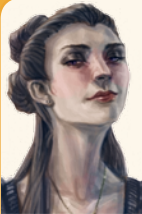
Noble Friend,

Word comes to me that you are being sent to Antios's Crown. Such holy places of memory and honor demand respect and sanctity. As such they should be kept clear of the foul undead that so often haunt the resting places of the dead. Ensure the destruction of any such abominations, and the light of your goodness will be a beacon to the rest of the Society. May your allies learn from your shining example.

Blessings Upon You,

Ollysta Zadrian

TALDOR



Hero of the Glorious Empire!

Your journey to the magnificent Antios's Crown will allow you a glimpse of the Taldor that once was, and one I'd very much like to see rise again. You are being sent to the tomb of Lord Tulwin, who history tells left a veritable multitude of squabbling inheritors behind when he passed. Many have fallen to obscurity over the centuries, married into other families or moved from their homeland penniless and without title. Retrieve for me Lord Tulwin's signet ring, no doubt still on his miserly finger, so that we may use it restore House Tulwin to its former glory. Another house indebted to us and our cause will do nothing but strengthen Taldor as she restores dominion over the Inner Sea.

To Future Magnificence,

Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO #3-08: AMONG THE GODS

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

Character #	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor		

Character #	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor		

Character #	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor		

Character #	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor		

Character #	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor		

Character #	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor		

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

Pathfinder Society Scenario #3-08: Among the Gods © 2011, Paizo Publishing, LLC; Author: Michael Kenway.



PATHFINDER SOCIETY SCENARIO #3-08

AMONG THE GODS

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	633	1,266
3-4		
SUBTIER	1,632	3,265
6-7		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame	Current Prestige
------------	------------------

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
ALL

Harvestman's Bane: Word spreads of your involvement in the elimination of the cult of Zyphus in Taldor. You gain a +2 bonus on Intimidate checks against worshipers of Zyphus.

SUBTIER
3-4

+1 dragonhide (black) breastplate (1,700 gp, limit 1)
Lesser silent metamagic rod (3,000 gp)
Wand of false life (8 charges; 720 gp, limit 1)

SUBTIER
6-7

+1 flaming longsword (8,315 gp)
+2 dragonhide (black) breastplate (4,700 gp, limit 1)
+2 full plate (5,650 gp)
amulet of natural armor +1 (2,000 gp)
ring of protection +1 (2,000 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #