

PATHFINDER SOCIETY



Year of the Risen Rune



WORDS OF THE ANCIENTS

By John Compton



WORDS OF THE ANCIENTS

PATHFINDER SOCIETY SCENARIO #4–20

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Pathfinder Society Scenario #4–20: Words of the Ancients is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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

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WORDS OF THE ANCIENTS

BY JOHN COMPTON



Despite being the least aggressive of Thassilon's tyrants, the runelords of Haruka oversaw extensive building projects fueled by a level of slave labor unmatched elsewhere in the empire. Among these slave-wrought marvels lies Desgard's Thousand Columns, a vast field of massive towers in which the many runelords of sloth summoned, bound, and stored legions of outsiders. As each runelord sealed his or her own conjured warriors in unmarked edifices, memories of what previous runelords had stored gradually faded away. Toward the twilight of the Thassilonian empire, runelords found themselves binding armies as much to defend against the unknown thralls bound within their borders as to protect themselves from external factors.

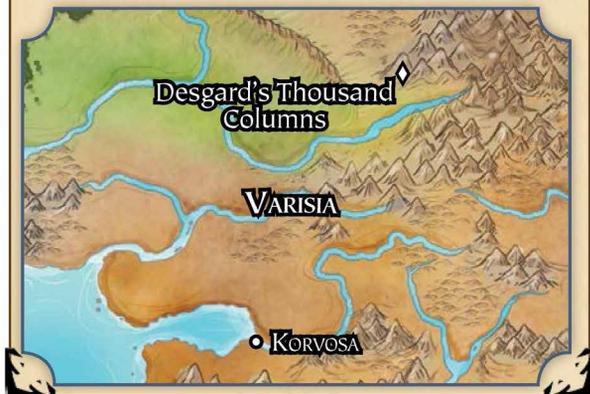
Although Krune stored his fair share of extraplanar terrors in the columns, he secreted away an even more awful legacy: the command words that would revive him. As its members hasten to herald his return, the cult of Lissala has learned of the command words' existence as well as how to find them. Many of the cells operate independently, but many recently uncovered the significance of the so-called Thousandth Spire, believed to be the last of the towers sealed among Desgard's Thousand Columns. What few of the cells realize is that more than just the Pathfinders seek to arrest their recovery of the command words.

First among these is Krune himself, for while he might relish his return to power, he would loathe having to piece together a kingdom through his own effort. As a result, the runelord laid indiscriminate traps and guardians that would test the mettle of even his most dedicated servants; only those able to best his trials would be competent enough to prepare a kingdom ready-made for Krune's slothful enjoyment. Inadvertently serving his purposes is a loose coalition of metallic dragons that banded together at the fall of the Thassilonian empire to raze Xin-Haruka to the ground. Though tales of the coalition's deeds have faded into legend, the descendants still take turns keeping watch over the runelords' storage facility to ensure that no one unleashes a 10,000-year-gone terror.

Finally, there is the Pathfinder Society. Following recent discoveries regarding the cult of Lissala's endeavors to revive the Runelord Krune and the recovery

WHERE ON GOLARION?

Words of the Ancients takes place in the ancient Thassilonian ruin known as Desgard's Thousand Columns in eastern Varisia. The field of countless towers and pylons of jagged crystal were used by the runelords of sloth as arcane foci for conjuring and storing armies of extraplanar forces in the event the realm of Haruka needed to defend itself against a rival runelord's assault. For more information on the lost empire of Thassilon and the despotic runelords who competed to rule it, see *Pathfinder Campaign Setting: Lost Kingdoms*, available in bookstores and game stores everywhere, and online at paizo.com.



of magical tokens believed to trigger his return, Venture-Captain Sheila Heidmarch has spearheaded the effort to keep the last runelord of sloth in the same condition attributed to him for many millennia: dead.

SUMMARY

The adventure begins in Magnimar, where Venture-Captain Sheila Heidmarch briefs the PCs on the society's suspicions regarding a set of inscribed rune plates hidden in a nearly undisturbed Thassilonian ruin. After being teleported to the outskirts of the site, the PCs must navigate Desgard's Thousand Columns to find the Thousandth Spire and recover the plates for safekeeping. At its entrance they meet Zonaladin, a thoroughly bored and wholly capricious copper dragon who guards

GM RESOURCES

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the tower out of a fast-fading sense of duty and heroic novelty. The party must contend with his volatile mix of pride, fickleness, and susceptibility to bribes in order to convince him that they are there to stop Krune forever instead of seeking a way to revive him.

Once inside the Thousandth Spire, the PCs must navigate not only mundane halls but a puzzling series of teleportation portals designed to provide effortless transportation within the massive structure. Unfortunately, among the rooms opened in the course of exploration is a rounded chamber containing a pack of hounds of Tindalos that quickly set themselves to stalking and harrying the party. Unless the PCs deal with these extraplanar predators quickly, the hounds intercept party members as they traverse the teleportation network. In addition, the PCs must contend with the animate dreams of the tower's bound outsiders, possibly even running afoul of an inverted giant roused from stasis.

High in the tower the PCs encounter Glybweote, an imentesh protean bound to protect the rune plates at all costs. Instead of directly fighting them, the protean takes the shape of a sphinx and attempts to defeat them first in a contest of riddles and afterward by feigning honorable defeat and giving directions to a set of fake plates guarded by a devious trap, though the protean attacks mercilessly if the PCs see through its ruse or uncover the real plates nearby. Finally, as the party departs the tower, Zonaladin waylays the party and, depending on how he was treated earlier, must be reassured about the Pathfinders' motives or physically repelled in order to allow them to leave with the plates.

GETTING STARTED

Read or paraphrase the following introduction to get the adventure underway:

The summons from Sheila Heidmarch arrives two hours before dawn, and the venture-captain demonstrates a scarcely contained mix of excitement and anxiety as she motions for everyone to take a seat. "A short time ago, I sent a team of Pathfinders to recover the *refuge* tokens that might grant us access to the Runelord Krune's lair. While that team succeeded

in recovering the tokens, we still lack the proper command words to activate them, and no amount of divination seems able to provide them.

"While we don't know the command words themselves, we do know that the words are etched into a set of rune plates—durable, well-crafted, and roughly parchment-sized tablets bearing ritual instructions—that are held in the Thousandth Spire, one of the many towers at the Thassilonian ruins known as Desgard's Thousand Columns in what was once Haruka. You won't have time to formally chronicle the site today, as you will not be alone. Our divinations also sensed multiple cells of Lissalans converging on the site, and it appears they have a lead. As a result, I have called in a favor from a Lissalan cultist we captured some months ago to have you teleported directly to the site.

"Krune and his predecessors appear to have protected their towers against most forms of divination. As a result, there is little more that I can tell you on short notice. The Thousandth Spire stands near the western end of the site, and its entryway will be marked by these runes," she states, placing a slip of paper on the table. "Don't tamper with any of the other towers unless you know what you are doing; you will be travelling to an eminent site of sloth magic, and there's little telling what products of conjuration magic lie hidden within."

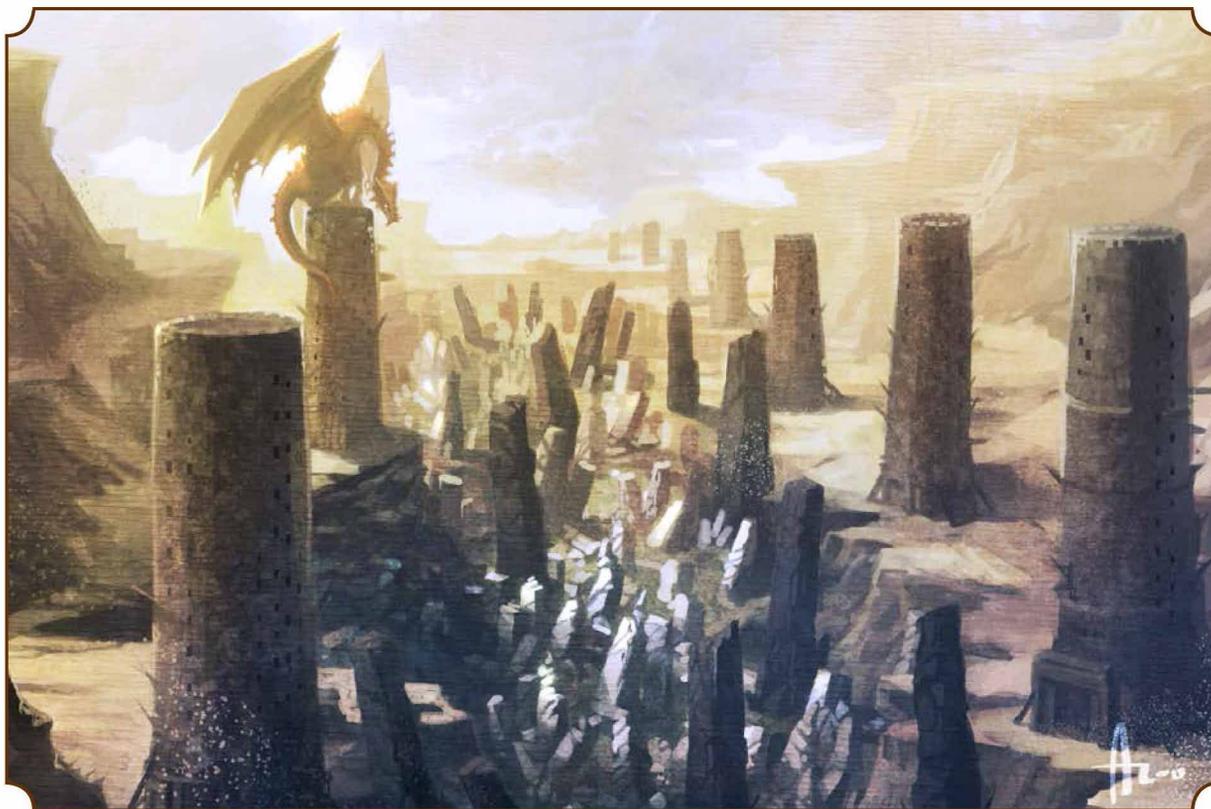
With that, Sheila plants her feet and curtly nods to signal the close of the meeting. "You have your orders: retrieve the rune-plates, exercise discretion, and show initiative. You're among my top agents, and I trust you to do whatever it takes to get the job done. Questions?"

If the PCs have questions for the venture-captain, they may pose them now. Below are some likely questions and Sheila Heidmarch's responses.

Can we teleport ourselves to the site? "The Harukans practically invented conjuration as we know it today, and I understand that only one well-versed in the magic of ancient Thassilon can get anywhere near the site. I am certain that my contact will get you there quickly and flawlessly. But if you wish to expend your own resources to do so, I can't stop you."

How soon will we leave? "After this briefing you will have perhaps 15 minutes to gather what you must, return here, and be ready to depart. Until you arrive and can assess the situation, we must assume that our opposition already has an uncomfortable head start."

Who is this Lissalan cultist you speak of? "Her name is Karethia, and she's one of those who so rudely interrupted a particular auction earlier this year. After we captured her, she willingly accepted Pathfinder oversight and now provides us with magical aid so long as we do not violate her existing oaths. Make certain that you do not let her know about your true mission, lest she feel compelled to interfere. She is indispensable, so do not antagonize her."



Before dismissing the PCs, Sheila informs them that Karethia, the one providing the magical transportation, is not to be informed of the Pathfinders' true mission; she is trusted only to perform teleportation magic at the society's command. The party now has had a chance to gather equipment, memorize spells in unfilled spell slots, and receive their faction mission briefings. Spellcasters seeking information through divination spells about creatures and activities within 500 feet of Desgard's Thousand Columns must succeed at a DC 23 caster level check or the divination fails.

Knowledge (arcana)

Knowledgeable PCs may recall the following information about sin magic and its practitioners, or research such if they can do so quickly.

15+ Sin magic evolved—or more specifically devolved—from the rune magic of Xin, first emperor of Thassilon. Its use virtually died out with the fall of Thassilon.

20+ The magic of sloth emphasized the calling of servants, and elements of its secrets survive in modern conjuration magic. Its practitioners abstained from using evocation and illusion magic.

25+ Traveling scholars who have examined Desgard's Thousand Columns have noted that the towers seem to thrum with stored conjuration magic. A few sages speculate that the site might serve as a storage facility

of untapped arcane power for those so bold as to call upon it.

30+ A traveling conjurer noted that her teleportation and summoning spells behaved unpredictably yet became more powerful when near the ruins—when she managed to control the effect.

35+ In fact, experiments demonstrate that the energies are not uniform but appear to be legions of individual conjuration effects held in stasis.

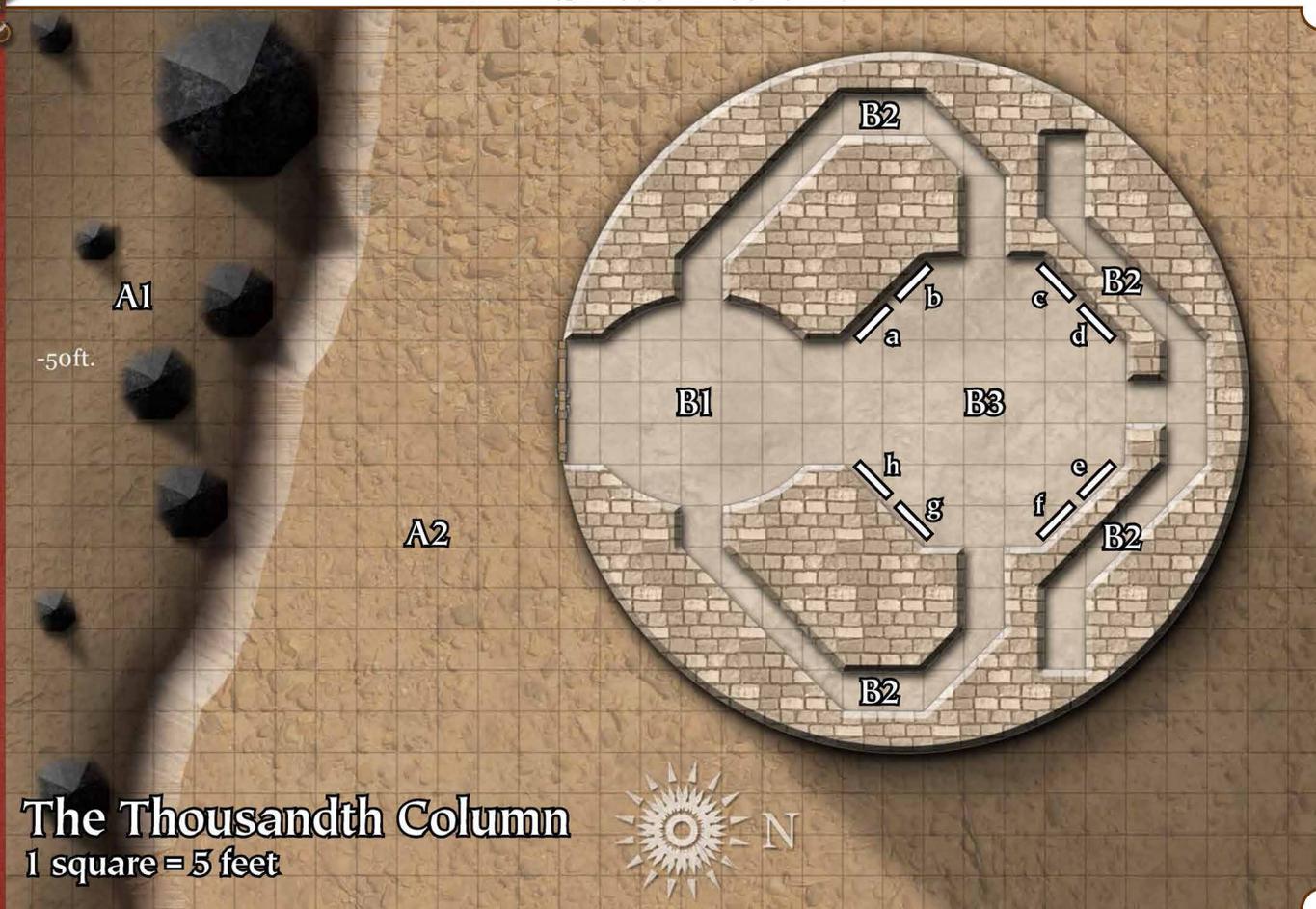
Knowledge (history)

Knowledgeable PCs may recall the following information about the fallen empire of Thassilon, or research such if they can do so quickly.

15+ The empire of Thassilon once covered much of what is now Varisia, but it crumbled in the wake of Earthfall over 10,000 years ago.

20+ Haruka, the domain of sloth, was one of the smallest provinces of Thassilon. Despite its size, Haruka cunningly carved a place for itself through its unrivaled slave trade and prominent role in the worship of Lissala and the Peacock Spirit.

25+ Few vestiges of Haruka remain, particularly given the violent destruction of Xin-Haruka soon after the empire's fall. Historians still debate whether or not a host of metallic dragons razed the city, and the dragons have remained silent on the issue.



The Thousandth Column

1 square = 5 feet

35+ Analysis of the works of a noted bronze dragon historian indicate that perhaps metallic dragons take turns watching over the ruins to ensure that no one unleashes whatever lies in the towers.

Once everyone is prepared, Sheila Heidmarch returns to the meeting room accompanied by a blindfolded Chelaxian woman dressed in blue-green robes. The Thassilonian runes tattooed on the prisoner's left arm are surrounded by a brand of the Glyph of the Open Road. Sheila quickly introduces the other woman as Karethia and urges the PCs to travel to Desgard's Thousand Columns as soon as possible. Karethia has little to say, but she does caution the PCs against toying with the magic of sloth. While she is bound by a *mark of justice* to warn the Pathfinders against dangerous courses of action and provide nonviolent magical assistance, she is not compelled to explain her reasoning or endanger herself. If attacked by the PCs or magically compelled to act against her will, the Glyph of the Open Road on her arm vanishes, allowing her to teleport away and leave the PCs stranded near the edge of the Cinderlands.

A. DESGARD'S THOUSAND COLUMNS

Desgard's Thousand Columns is a vast ruin spanning over a mile of the barren foothills of the Mindspin

Mountains in the badlands region of Varisia known as the Cinderlands. Scores of fortress-like towers line the edges of a deep ravine, each similar to the next but at the same time unique—the result of their construction by dozens of runelords of sloth over the course of centuries. The ravine itself is full of towering, jagged crystal formations that thrum with arcane energy. The runelords of sloth, all of whom were masters of conjuration magic, used this field of natural crystal formations to focus immense quantities of conjuration energy, with which they summoned legions of extraplanar soldiers and bound them within the towers along the ravine's edge. As runelord overthrew runelord, each built a new tower to hold a new army, as much to build the military resources of Haruka as to defend against the mysterious entities bound and enslaved by the preceding runelord.

Travelers on foot can reach Desgard's Thousand Columns from the east or west, where a natural break in the foothills of the Mindspin Mountains allows for relatively easy access. Jagged outcroppings encroach from the north and south, giving the ruins a cramped feel despite their considerable size. The columns unsettle most natural creatures, and animals other than mundane vermin typically avoid the site.

A1. The Ravine

A two-tiered, half-mile long ravine gashes a jagged wound across the dry ground of the Storval Plateau, defining the limits of Desgard's Thousand Columns. A grove of enormous crystalline prisms fills the ravine's bottom, but only a few of the gem-like pillars crest the fifty-foot cliffs to the north and south. Built precariously close to the precipices on either side rise two rows of sturdy stone towers, each bearing irregularly placed spikes that appear to grow from the stone itself.

The PCs arrive several hundred feet from the ruins' western edge. There the ground slopes gradually into the ravine's crystal-strewn bottom, and several boulders nearby bear Shoanti pictographs. The images are warnings left by Shoanti Skoan-Quah, and a PC who speaks Shoanti or makes a successful DC 25 Linguistics check recognizes symbols for "danger," "forbidden," and "slumbering spirit."

The ravine's crystals radiate lingering conjuration and abjuration magic but serve as little more than arcane foci for the powerful enchantments stored within the towers. The crystals range from 15–60 feet in height and require a DC 20 Climb check to scale. All of the towers are securely sealed against intrusion with exterior doors made of magically enhanced stone. Further, each tower's door bears an inscription noting the runelord who commissioned the structure.

Faction Notes: Grand Lodge faction PCs should paint a divination focus on several of the towers. Successfully painting a focus requires a successful DC 20 Craft (painting) check or a successful DC 25 Knowledge (arcana) check. The paint provided is sufficient to paint three foci, and Grand Lodge faction PCs earn 1 Prestige Point for successfully painting at least two foci.

Sczarni faction PCs should find Omar Karela and castigate him for running away. Omar is exploring the crystals at the base of the ravine but hides as soon as he hears movement. Spotting him as he scampers for cover requires a successful DC 15 Perception check, and a PC can easily corner Omar upon spotting him. A young man who sports a moustache in pale imitation of his uncle Guaril, Omar proudly brags about his training to anyone who challenges his survival skills, and he refuses to return home unless persuaded properly. Scaring sense into Omar requires a successful DC 22 Intimidate check or a successful DC 24 CMB check to rough up the errant Varisian, after which he grudgingly promises to return home. Properly convincing Omar to return home earns Sczarni faction PCs 1 Prestige Point.

Taldor faction PCs should perform the memory-cleansing ritual at the nameless tower. Finding the one tower whose entrance's inscription has been removed

CONJURATION AMONG THE THOUSAND COLUMNS

Desgard's Thousand Columns channels and stores sloth magic, and casting conjuration spells or spell-like abilities can tap into this magic in unpredictable ways. To cast a conjuration (teleportation) spell, the caster must make a concentration check (DC 20 + twice the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot.

Casting a conjuration (calling) or (summoning) spell releases a random outsider from one of the towers instead of conjuring the intended creature or creatures. Depending upon the spell's level, one of the following creatures is summoned instead (50% chance of each). The caster must make a caster level check (DC 12 + twice the spell's level) to control the outsider, otherwise the creature attacks the nearest creature for 1 round out of anger and frustration, then attempts to escape the ruins using whatever means necessary, the result of millennia of captivity.

1st-level: lemure (*Pathfinder RPG Bestiary* 79) or Small earth elemental (*Bestiary* 122)

2nd-level: hell hound (*Bestiary* 173) or hound archon (*Bestiary* 19)

3rd-level: bearded devil (*Bestiary* 73) or djinn (*Bestiary* 139)

4th-level: kyton (*Bestiary* 185) or lillend (*Bestiary* 26)

5th-level: celestial giant octopus (*Bestiary* 219, 294) or nabasu (*Bestiary* 64)

6th-level: couatl (*Bestiary* 49) or vrock (*Bestiary* 69)

is not difficult, but performing the ritual requires a successful DC 25 Knowledge (arcana), Spellcraft, or Use Magic Device check. Successfully completing the ritual earns Taldor faction PCs 1 Prestige Point.

A2. The Jaded Sentinel (CR 11 or CR 14)

A small army of bodies lie crumpled, broken, and scattered about this tower. Many of the corpses are partially dissolved, and the parched ground is pitted as if from strong acid. Unlike the entrances of the other towers, this structure's door stands slightly ajar, as if it had been forced open.

Over the past 24 hours, six groups of Lissalan cultists have attempted to enter the Thousandth Spire only to be beaten back and slain by the tower's guardian. One group initiated a ritual to unseal the door but was crushed against it by an enraged dragon. Nobody has disturbed the 27 corpses beyond tossing them away from the tower's entrance, and searching the bodies reveals an assortment of mundane weapons and armor as well as 13 unholy symbols of Lissala.

COPPER DRAGONS

The PCs might know about copper dragons' quirks and vices with a successful Knowledge (arcana) check.

- 10+** Metallic dragons tend to be benevolent and find cruel, evil behavior distasteful.
- 15+** Lesser creatures that acknowledge a dragon's superiority tend to earn the dragon's grudging respect, but praise must be sincere without seeming sycophantic.
- 20+** Although they proudly adopt noble causes, copper dragons are notoriously capricious and can change their moods, loyalties, interests, and opinions with little to no warning.
- 25+** Dragons love treasure, but most metallic dragons see coins as uninspiring gifts. Copper dragons are the only type that enjoys sweet foods and drinks, especially favoring wine and baked goods.
- 30+** Copper dragons appreciate a good tale, and adept storytellers can earn a dragon's trust and appreciation.

Creature: The copper dragon known as Zonaladin, a distant descendant of two of the dragons who razed Xin-Haruka, grew up on stories of high adventure and noble derring-do, and he has founded and abandoned countless causes over the years. As is typical of a copper dragon, his attention span is short, and his passion for any one subject lasts only so long as the topic or endeavor proves stimulating. A few months ago, Zonaladin flew near Desgard's Thousand Columns and encountered the female silver dragon that stood guard there. Fancying himself an equally noble guardian, Zonaladin convinced her that he would honor his ancestors by standing vigil for a time. As the days following the silver's departure turned into weeks and the weeks into months, so too has Zonaladin's righteous devotion devolved into boredom and ennui. Only the arrival of two bands of Lissalan cultists has improved Zonaladin's spirits, but his infatuation with guard duty lasted only as long as his adrenalin. As the PCs arrive, the dragon is picking bits of chainmail from his teeth and lounging at the ravine's edge in front of the Thousandth Spire's entrance.

Zonaladin is a powerful combatant and well-meaning force of good who has been left in an emotionally and morally precarious state due to his increasingly irrelevant vigilance. So long as he is not attacked, Zonaladin happily plays the roles of implacable sentinel, all-knowing sage, object of worship, and guardian in need of a replacement; given his natural playfulness and capriciousness, he switches between these roles without warning. Beneath the lightheartedness, Zonaladin is a prideful creature that takes the threat within the tower seriously, though he does not quite know what that threat involves.

The PCs can convince Zonaladin to allow them safe passage in many ways, but because of Zonaladin's love of attention and conversation, the PCs must succeed at no fewer than three of the following approaches to sate his emotional and logical needs. The skill check DC for any approach is categorized as Easy (DC 18 in Subtier 7–8 or DC 22 in Subtier 10–11), Moderate (DC 22 in Subtier 7–8 or DC 26 in Subtier 10–11), Hard (DC 26 in Subtier 7–8 or DC 30 in Subtier 10–11), or Impossible (DC 34 in Subtier 7–8 or DC 38 in Subtier 10–11).

Over the course of this encounter, the PCs also can accumulate Suspicion Points, representing Zonaladin's growing doubts about the PCs' trustworthiness. Every failed skill check made to convince Zonaladin earns the PCs 1 Suspicion Point. Suspicion Points play an important role in the scenario's final encounter but do not affect this encounter unless the PCs accumulate 10 or more points, at which time Zonaladin refuses to speak further with the PCs and attacks them if they attempt to force their way past him into the tower.

The PCs may attempt any of the following methods of convincing Zonaladin of their intentions and gaining access to the Thousandth Spire.

Bribery (Hard Bluff or Diplomacy): Zonaladin is not easily swayed by treasure, and offering Zonaladin a non-consumable bribe earns no successes. Instead, the PC must succeed on this check or earn 1 Suspicion Point.

Flattery (Hard Bluff or Diplomacy): Zonaladin harbors an ego as immense as he is, and a PC might compliment the dragon's scales, strength, intellect, or other features. If the PC fails, Zonaladin disdainfully brushes off the fawning remarks.

Gifts (Easy Diplomacy): Zonaladin consumed the last of his fine wine a month ago, and a PC wins considerable favor by offering him sweet food or delectable drink. If a PC fails this check, Zonaladin snidely comments on the bribe's transparency.

Glory (Moderate Bluff or Diplomacy): A PC who divulges her mission's details and presents the Pathfinder's plan to defeat Krune might appeal to the dragon's love of heroic narrative. If a PC fails this check, Zonaladin dismisses the plan as too crazy—or not crazy enough—to work.

Intimidation (Impossible Intimidate): Zonaladin is proud and does not appreciate threats. Even succeeding at this check earns the PCs 1 Suspicion Point, and failing earns 2 Suspicion Points.

Kindness (no check): Completely healing Zonaladin's current hit point damage or removing one of his negative conditions automatically earns the PCs a success. Healing all of his damage and all of his conditions also cancels 1 Suspicion Point earned during this encounter (allowing for a negative value if no Suspicion Points have yet been accumulated).

Storytelling (Moderate Perform [oratory]): As far as Zonaladin is concerned, anyone who isn't inherently evil and who can tell a good story must also be a good ally. If a PC fails this check, the dragon critiques the story as being dull, trite, or predictable.

Temptation (Moderate Bluff or Diplomacy): Zonaladin's patience with guard duty has reached the breaking point, and a PC might convince him to abandon his post. If a PC fails this check, the dragon spots the ploy and snorts his displeasure.

Other (Moderate or Hard varies): As an intelligent and mostly rational creature, Zonaladin might be persuaded to stand aside for other reasons. Most tactics will have a difficulty of Moderate or Hard, but as the GM, choose the most appropriate DC and skill check for the PCs' proposed method of convincing the dragon.

Trap: The Lissalans' assault triggered Zonaladin's long-laid traps, and he has not had a chance to reset them. Instead, he has placed a *phantom trap* just in front of the door to the Thousandth Spire to confound anybody attempting to sneak inside while he is distracted or otherwise unaware of their presence.

Subtier 7–8 (CR 11)

ZONALADIN CR 11

Male adult copper dragon (*Pathfinder RPG Bestiary* 106)

hp 167 (currently 138)

TACTICS

Before Combat Zonaladin begins combat with the fatigued condition, a negative level, and only two remaining spells per level due to his long vigil and earlier battles against the cult of Lissala. This imparts upon him a –2 penalty to Strength and Dexterity, as well as a –1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks, and reduces his caster level by 1 when determining level-dependent values using spells or spell-like abilities. The reduction of his maximum hit points has already been calculated into his statistics above. These afflictions, which Zonaladin does not have the capability to remove himself, reduce his Challenge Rating by 1.

During Combat Zonaladin is a cautious fighter and attempts to slow as many enemies as possible before retreating to one of the columns rising from the ravine. From there he harasses the PCs with his breath weapon while physically incapacitating anyone who can reach him. He closes with serious ranged threats to trip and disarm them.

Morale Zonaladin's enjoyment of combat lasts only so long as he is healthy and has an advantage. If reduced to 30 hit points or fewer or made incapable of fighting effectively, he flees, planning to heal and face the Pathfinders when they exit the Thousandth Spire.

Subtier 10–11 (CR 14)

ZONALADIN CR 14

Male old copper dragon (*Pathfinder RPG Bestiary* 106)

CG Huge dragon (earth)

Init +3; **Senses** dragon senses; Perception +27

Aura frightful presence (240 ft., DC 24), slow (5 ft., DC 25, 1 round)

DEFENSE

AC 32, touch 7, flat-footed 32 (–1 Dex, +25 natural, –2 size)

hp 227 (19d12+104; currently 190)

Fort +17, **Ref** +10, **Will** +16

Defensive Abilities uncanny dodge; **DR** 10/magic;

Immune acid, paralysis and sleep, dragon traits; **SR** 26

OFFENSE

Speed 40 ft., fly 200 ft. (poor); climb stone

Melee bite +25 (2d8+12/19–20), 2 claws +25 (2d6+8/19–20), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)

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

Special Attacks breath weapon (100-ft. line, 16d6 acid, Reflex DC 25 for half, usable every 1d4 rounds), crush, slow breath

Spell-Like Abilities (CL 19th; concentration +24)

At will—*grease* (DC 16), *hideous laughter* (DC 17), *stone shape*, *transmute mud to rock* (DC 20), *transmute rock to mud* (DC 20)

Spells Known (CL 11th; concentration +16)

5th (5/day)—*feblemind* (DC 20), *phantasmal web*^{APG} (DC 21)

4th (7/day)—*confusion* (DC 19), *hallucinatory terrain* (DC 20), *resilient sphere* (DC 19)

3rd (7/day)—*dispel magic*, *heroism*, *major image* (DC 19), *wind wall*

2nd (7/day)—*glitterdust* (DC 17), *invisibility*, *phantom trap*, *resist energy*, see *invisibility*

1st (8/day)—*alarm*, *identify*, *magic missile*, *shield*, *silent image* (DC 17)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

TACTICS

Before Combat Zonaladin begins combat with the fatigued condition, two negative levels, and only two remaining spells per level due to his long vigil and earlier battles against the cult of Lissala. The penalty to Str and Dex from fatigue and the reduction of maximum hit points and CMD from his negative levels have already been applied to his statistics. Additionally, he suffers a –2 penalty on ability checks, attack rolls, combat maneuver checks, saving throws, and skill checks from his negative levels, which has not been reflected in his stats. These penalties, which Zonaladin has no way to remove himself, reduce his Challenge Rating by 1.

During Combat Zonaladin is a cautious fighter and attempts to slow as many enemies as possible before retreating to

SCALING ENCOUNTER A2

To accommodate parties of four PCs, make the following adjustment to the encounter in both subtiers. The Lissalans afflicted Zonaladin with *bestow curse*, withering his tail and making it unusable in combat. In addition, Zonaladin failed his saving throw against *waves of exhaustion*, making him exhausted instead of fatigued. The exhausted condition lowers his Strength and Dexterity by 4 beyond the penalties already presented in his statistics, and reduces his speed to half in addition to preventing him from running or charging.

one of the columns rising from the ravine. There he harasses the PCs with his breath weapon while physically incapacitating anyone who can reach him. He closes with serious ranged threats to trip and disarm them.

Morale Zonaladin's enjoyment of combat lasts only so long as he is healthy and has an advantage. If reduced to 30 hit points or fewer or made incapable of fighting effectively, he flees back to his lair, hoping to heal and await the Pathfinders' exit from the Thousandth Spire.



Zonaladin

STATISTICS

Str 27, **Dex** 8, **Con** 23, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +19; **CMB** +29 (+33 trip); **CMD** 38 (44 vs. trip)

Feats Combat Expertise, Greater Trip, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Trip, Improved Vital Strike, Power Attack, Spell Focus (illusion), Vital Strike

Skills Bluff +27, Craft (traps) +35, Diplomacy +27, Fly +13, Knowledge (arcana) +27, Knowledge (history) +27, Perception +27 (+35 vs. traps), Perform (comedy) +24, Sense Motive +27, Spellcraft +27, Use Magic Device +27; **Racial**

Modifiers +8 Perception vs. traps

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling
SQ trap master

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

Development: If the PCs impress Zonaladin by succeeding at three or more skill checks, the dragon willingly allows them to enter the Thousandth Spire. So long as he was not convinced to abandon his post, he also vows to guard the entrance against other bands of cultists, leaving the PCs free to explore without worrying about outside threats. In addition, if the PCs exceed the DC of at least one of the skill checks by 5 or more, Zonaladin gifts the treasure noted below to the PCs from his lair to aid them in the trials ahead.

If the PCs instead fight or otherwise antagonize Zonaladin, the dragon seeks refuge in his lair (and, in Subtier 10–11, seals the entrance with *stone shape*). There he bides his time and plans his later ambush, as detailed on page 19.

Treasure: If the PCs kill or subdue Zonaladin, they may find his lair near the eastern end of the ravine with a DC 25 Perception check. Zonaladin rarely collects more than he can carry, and the lair contains only the following at present: three *potions of cure moderate wounds*; a *pearl of power* (2nd-level spells in Subtier 7–8; 4th-level spells in Subtier 10–11); a scroll containing four castings of *align weapon* (one of each alignment); three *scrolls of cure critical wounds*; 12 uncut emeralds worth 200 gp each; and a *lesser silent metamagic rod* in Subtier 7–8 or a *silent metamagic rod* in Subtier 10–11).

Faction Notes: Cheliox faction PCs should mock Zonaladin by reminding him of the failure of his kin in Cheliox and by assuring him that future attempts against House Thrune are destined to fail, a message that shames Zonaladin if convincingly delivered. Doing so behaves like the intimidation option detailed above, but the PC receives a +15 circumstance

bonus on the check. Succeeding at this check earns all Cheliox faction PCs 1 Prestige Point so long as none of them die during an encounter with Zonaladin.

Shadow Lodge faction PCs should search the cultists' bodies for proof of some connection to the Aspis Consortium. No amount of searching turns up any such evidence, but the GM should still ask for Perception checks from the PCs. Searching them sufficiently allows them to truthfully tell Grandmaster Torch that they found no evidence, and earns each Shadow Lodge PC 1 Prestige Point (see page 21).

Silver Crusade faction PCs should secure Zonaladin's aid in delivering a message to the other metallic dragons in the region, earning 1 Prestige Point if successful. Convincing Zonaladin to act as a messenger chafes at his pride, but a successful DC 25 Diplomacy check convinces him to overlook the slight so long as the message is short and easy to remember; any message longer than a sentence exasperates the dragon and increases the Diplomacy check's DC by 4.

Rewards: If the PCs successfully enter the Thousandth Spire, reward each subtier thusly:

Subtier 7–8:

Give each PC 458 gp.

Subtier 10–11:

Give each PC 1,458 gp.

B. THE THOUSANDTH SPIRE

Though there are many nearly identical towers lining the crystal-filled crevasse that makes up Desgard's Thousand Columns, the structure known as the Thousandth Spire is unique. It holds the distinction of being the final tower constructed, by the last runelord of sloth, the Lissalan high priest Krune. The tower's name is something of a misnomer (as is the name of the entire ruin), for the tower isn't the thousandth of its kind, but as the final tower to be constructed, it took on the ultimate title of the ruin's hyperbolic name. In addition to using the tower as a storage facility for an army of bound outsiders (as his predecessors did in their towers), Krune used the Thousandth Spire to house one of the most important relics of his rule—a series of metal plates recording the command words to activate the *refuge* tokens that would lead his faithful to his place of rest when they had rebuilt his empire in his path.

Unless otherwise noted, floors in the Thousandth Spire are made of smooth stone, and the walls are made of reinforced masonry. Since all the inhabitants of the spire are outsiders, and thus have darkvision, there are no sources of illumination within, except as noted in individual area descriptions.

B1. Hall of Memories (CR 10 or CR 13)

Four entrances lead from the tower's atrium, which rises fifteen feet before disappearing into a cloud of dense, chill mist. A mural depicting a plethora of extraplanar creatures wraps its way around the entire room, focusing on the space above the northern door, where a larger-than-life depiction of a bald man covered in tattooed runes appears to hold the otherworldly creatures in thrall. One of his hands rests upon a bronze panel from which two angels emerge.

This 90-foot-tall cylindrical chamber showcases some of Krune's greatest feats of conjuration, each creature represented being one of the many outsiders bound within the Thousandth Spire or its neighbors. A DC 15 Knowledge (planes) check recognizes the outsiders as angels, daemons, devils, genies, and even creatures of the Dark Tapestry. Any PC who succeeds at a DC 25 Knowledge (planes) check identifies individual species, including cornugon devils, efreeti, a shaggy demodand, denizens of Leng, and an astradaemon, all clearly posed as if offering obeisance to the tattooed master.

Creatures: One of Krune's final acts of conjuration in the Thousandth Spire called a pack of hounds of Tindalos to guard the entryway, for he knew that their tireless pursuit of any trespasser would challenge even the most dedicated tomb robber. When the Lissalans broke the seals on the Spire's entrance prior to being defeated by

Zonaladin, the hounds quickly relocated to area **B1** to wait in ambush. Both invisible and hidden above a *fog cloud*, they take turns observing the PCs through *greater scrying*. The hounds are bound to the Thousandth Spire and cannot leave or use their angled entry ability to *plane shift* until someone removes the adamantine rune plates from the tower.

Subtier 7–8 (CR 10)

HOUNDS OF TINDALOS (3)

CR 7

hp 85 each (*Pathfinder RPG Bestiary 2* 158)

TACTICS

Before Combat The hounds patiently use divination spells to track the PCs and wait to strike until there are vulnerable or isolated targets on the first floor. The hounds then cast *haste* before using their angled entry ability to strike the PCs from two or more directions at once. If the PCs are about to solve the puzzle in area **B3**, the hounds attack even without any advantage.

During Combat The hounds stay mobile, using their angled entry ability to teleport away from melee threats and harry spellcasters and other ranged threats.

Morale Though eager to hunt, a hound of Tindalos uses its angled entry ability to escape combat if reduced to 15 hp or less. A hound also attempts to escape if all other hounds have fled or been killed, though it fights to the death if unable to use angled entry.

Subtier 10–11 (CR 13)

ADVANCED HOUNDS OF TINDALOS (6)

CR 8

hp 105 each (*Pathfinder RPG Bestiary 2* 158, 292)

TACTICS

Before Combat The hounds patiently use divination spells to track the PCs and wait to strike until there are vulnerable or isolated targets on the first floor. The hounds then cast *haste* before using their angled entry ability to strike the PCs from two or more directions at once. If the PCs are about to solve the puzzle in area **B3**, the hounds attack even without any advantage.

During Combat The hounds stay mobile, using their angled entry ability to teleport away from melee threats and harry spellcasters and other ranged threats.

Morale Though eager to hunt, a hound of Tindalos uses its angled entry ability to escape combat if reduced to 20 hp or less. A hound also attempts to escape if all other hounds have fled or been killed, though it fights to the death if unable to use angled entry.

Development: If the hounds of Tindalos fail to overwhelm their prey in the first attack, any surviving hounds withdraw to continue their observations from the

SCALING ENCOUNTER B1

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

Subtier 7-8: Removed 1 hound of Tindalos from the encounter.

Subtier 10-11: Remove 2 advanced hounds of Tindalos from the encounter.

safety of a different floor. Unless they observe one or two PCs who are completely alone—particularly any that lose themselves in the teleportation puzzle in area **B3**—the hounds save their energy to attack once the PCs attempt to leave the tower (see page 20).

B2. Holding Cells

Everburning lanterns placed regularly along these dustless halls illuminate a passage built entirely of dull iron bricks mortared together with lead. Like pictures tightly packed into a gallery hang dozens of broad, bronze panels embossed with scenes of fiendish animals, planar monstrosities, and titanic beasts, each creature with a short inscription engraved next to its image. Dampened roars, muted wails, and barely audible speech sporadically whisper through the halls, ruining the otherwise perfect silence.

These halls are clean, any settled dust having been swept up long ago by the lone gelatinous cube that patrolled the tower. The few inhabitants of Thousandth Spire have little interest in prowling the halls, leaving no sign of creatures' passage. Each floor contains approximately 100 panels distributed evenly throughout the hallways.

Each panel, stretching from floor to ceiling and measuring approximately seven feet wide, is an arcane

focus that allows anyone touching the panel and speaking one of the names inscribed into it to draw the corresponding creature from stasis into an adjacent square. A summoned creature drawn from a panel is bound to serve Krune, and most summoned creatures, enraged at their imprisonment, attack anything in sight before attempting to escape the tower.

Should the PCs begin extracting summoned creatures at random, consult the Conjunction Among the Thousand Columns sidebar on page 7 to randomly determine what type of creature answers the summons, using the highest level spell a PC in the party can cast to determine what level spell effect to use. No creature summoned in this way can be controlled by the PCs, as they are not actively summoning the creatures to the Material Plane, rather releasing them from stasis within the bronze panels.

Faction Notes: Andoran faction PCs should release three captive outsiders from the bronze plates found in these corridors. They may do so blindly, as indicated above, or they may select specific outsiders to free with a DC 25 Knowledge (planes) check. This allows Andoran faction PCs to choose any good- or neutral-aligned captive creatures from the list of available spell levels in the sidebar on page 7. While the specific creatures released are unimportant to the Andoran faction mission, release of creatures that can exit the tower without alerting Zonaladin will benefit the PCs later in the adventure (see page 20). If the PCs release at least three outsiders from their stasis imprisonment, Andoran faction PCs earn 1 Prestige Point.

B3. The Path of the Primes

Four corridors converge orthogonally upon an octagonal space roughly thirty feet across in the tower's center. In the place of more bronze panels stand eight open, rectangular doorframes adorned with metal studs, each doorway's contents obscured by cool, gray mist. Embedded into the floor in the center of the room is a large numeral one crafted of red marble. A small niche in the southeast wall houses a hand-sized, polished granite statuette of a muscular dwarf wearing robes and hefting a hammer.

Krune commissioned this room as an easy means of reaching the tower's upper levels—
at least easy for



THE PATH OF THE PRIMES

Floor Number	Door A	Door B	Door C	Door D	Door E	Door F	Door G	Door H
First	1 (1)	7 (2)*	8 (4)	12 (6)	16 (5)	25 (3)	40 (8)	64 (7)
Second	1 (1)	4 (3)	19 (2)*	20 (6)	21 (4)	24 (8)	64 (7)	81 (5)
Third	1 (1)	2 (2)*	16 (5)	18 (6)	30 (8)	35 (4)	49 (3)	64 (7)
Fourth	1 (1)	4 (3)	8 (4)	11 (2)*	28 (6)	36 (8)	64 (7)	81 (5)
Fifth	1 (1)	3 (2)*	9 (3)	16 (5)	28 (6)	35 (4)	40 (8)	64 (7)
Sixth	1 (1)	5 (2)*	18 (6)	24 (8)	25 (3)	33 (4)	64 (7)	81 (5)
Seventh	1 (1)	12 (6)	15 (4)	16 (5)	25 (3)	36 (8)	47 (2)*	64 (7)
Eighth	1 (1)	20 (6)	21 (4)	24 (8)	31 (2)*	49 (3)	64 (7)	81 (5)

any who understand the system. Walking through a doorframe teleports the individual to an identical room (but without the statuette or access to area **B1**) on another level of the tower corresponding to the number of mathematical factors attributed to the number of studs that decorate the doorframe. Each floor corresponds to a particular number of factors, but only by walking through two prime-numbered doors in a row can the PCs reach Runevault, the treasury that holds the rune plates.

Written above each door is a phrase in Thassilonian, which can also be deciphered with a DC 20 Linguistics check. Placed together in order, the phrases form a poem explaining the puzzle's solution. Starting with the southern entrance and proceeding clockwise, they read:

I the lord of multiple
 Obscure the one from primal sight
 Hidden now by factors few
 A century I wait in night
 Product of the fewest steps
 Rise again the runelord's might
 Twice I strode, the lord of sloth
 Walk these doors to tower's height

To solve the riddle, the PCs must travel through doors with a prime number of studs two times in a row. While there is no trap or hazard tied to entering portals in the incorrect order, the PCs risk wasting a considerable amount of time if they do not solve the puzzle; with 64 permutations, the puzzle takes approximately 1 hour to solve by trial and error. Because the corresponding doors on each floor have a different number of studs, a PC attempting to retrace his steps may become lost. Luckily, the center of each room contains a marble inlay depicting the floor number, so players can use these to keep track of where they've ended up, and hopefully use such information to deduce what doors lead where. Alternatively, a PC may attempt a DC 18 Intelligence check to correctly interpret the poem provided above the doors in each room.

The Thousandth Spire has eight levels, each corresponding to a different number of mathematical

factors; the first floor corresponds to numbers with one factor (1), the second floor to numbers with two factors (2, 3, 5, 7, etc.), and so on. A PC who walks through one doorway exits through a randomly determined doorway on the corresponding floor (use 1d8 to determine from which door a character exits). Each floor contains a doorway to all eight floors, including itself.

Each floor's numbers ascend from least to greatest, beginning with door A and proceeding clockwise around the room. The first floor's doors, for example, read: 1, 7, 8, 12, 16, 25, 40, 64 and lead to floors 1, 2, 4, 6, 5, 3, 8, and 7, respectively.

The table above lists the number of studs on the doors of each floor as well as the number of factors (and thus the destination floor) for each of the values. An asterisk accompanies all prime numbers, indicating the correct door from which to exit a given floor.

Upon exiting through the second consecutive prime-numbered door (which will always be door C on floor 2), a creature is immediately transported to the entrance to Runevault at **C1**.

Creatures: Any surviving hounds of Tindalos from area **B1** anxiously track the PCs using *greater scrying* and *locate creature*, and they quickly converge on any PC who is alone for more than 1 minute.

Faction Notes: Lantern Lodge faction PCs should solve the teleportation puzzle, determining that prime numbers are the key to reaching area **B4**. Should the PCs solve the puzzle only through trial and error, Lantern Lodge faction PCs can attempt a DC 18 Intelligence check to deduce the proper pattern. Solving the puzzle by either method earns Lantern Lodge faction PCs 1 Prestige Point.

Qadira faction PCs should carefully recover the dwarven statuette found in a niche on the first floor. Worried that the gelatinous cube now in area **C2** would absorb the statuette, one of Krune's servants adhered it to the niche using *sovereign glue*. Removing the piece by force requires a DC 20 Strength check, but doing so also damages the statuette. Applying *universal solvent* or making a DC 20 Craft (stonecarving) or DC 27 Disable Device check allows a Qadira faction PC to remove the statuette without breaking it, earning 1 Prestige Point.

GM TIP: MAKING THE PUZZLE WORK

Puzzles that involve player knowledge and deductive reasoning skills may not be a great match for every party. When you begin this encounter, start keeping track of the elapsed time the players spend trying to figure it out. If no PC succeeds at the DC 18 Intelligence check to deduce the puzzle's solution, your players spend more than 10 minutes of real time trying to figure out the solution, or express frustration at being given a math problem in the middle of a fantasy roleplaying game, go ahead and fast-forward through the encounter. This should advance the in-game timeline by 1 hour, affecting any ongoing spells and effects on the PCs, and add to Zonaladin's growing suspicion that the PCs may be up to something other than they indicated. If there are any surviving hounds of Tindalos from encounter **B1**, they simply wait for the PCs to emerge from the Runevault at the end of the scenario rather than hunt them through area **B3**.

C. RUNEVAULT

Successfully navigating the teleportation puzzle in area **B3** deposits the PCs in the southernmost arm of the Runevault, a demiplane accessible only through the Thousandth Spire. The Runevault is a finite plane that extends for 100 feet from the pedestal in area **C4**, and it has normal gravity, normal time, and normal magic. In many ways it resembles the Material Plane except that it is magically morphic, responding to *major creation* and *minor creation*, a fact that the resident proteans have exploited to their fleeting amusement for thousands of years. The PCs arrive soon after the imentesh Glybweote has finished remodeling the walls to resemble the surface of an ochre-hued, artistically melted candle, though the architecture has all the strength of unworked stone. An open doorway resembling those in the Thousandth Spire provides a way back to area **B3** of the tower's first floor. For more information on planar traits, see the *Pathfinder RPG GameMastery Guide*.

C1. A Riddle in Scales

The pockmarked walls of this irregularly shaped room shimmer with a sheen of water that weeps from unseen pores, and vibrant ferns and epiphytes grow from natural cavities and imperfections in the walls. The only truly dry area of the room is an extensive bookcase built into the wall. Three passages lead to the room, though each turns sharply, hiding what lies beyond from easy view.

Krune created this small demiplane for the sole purpose of protecting the rune plates from prying eyes, but his guardians have altered the demiplane's

appearance countless times since being bound here and it now looks little like it did when Krune formed it.

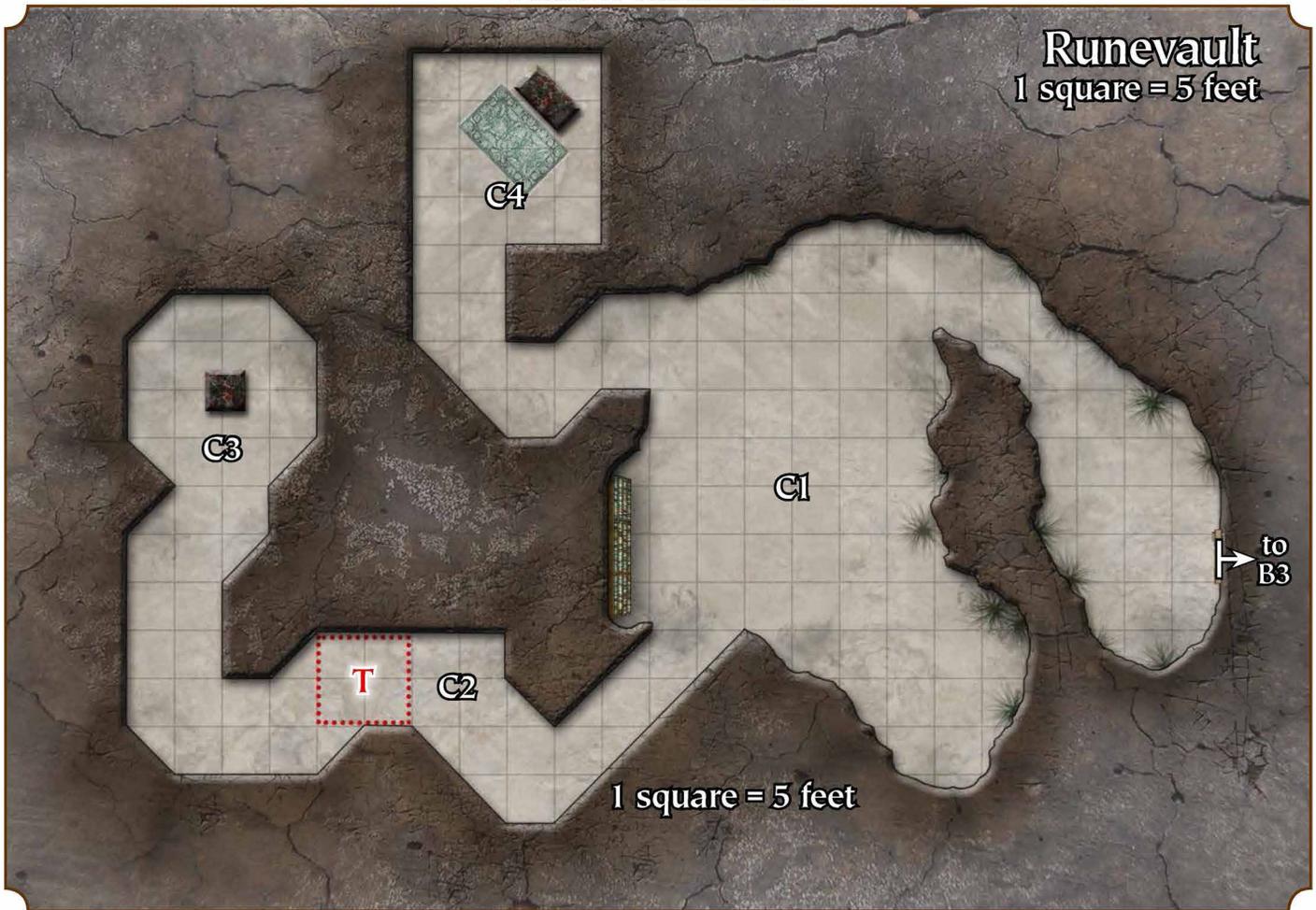
Creatures: Runelord Krune bound three imentesh proteans—Glybweote, Yggirimini, and Autumiothop—to guard the true rune plates however they saw fit (Yggirimini and Autumiothop are absent in Subtier 7–8). For several centuries the proteans contented themselves with reading through the small library left for their amusement, but the memorization and subtle rewriting of the books' contents soon lost its novelty. The proteans turned their attention toward remodeling the demiplane to fit their evolving artistic standards, though 3,500 years ago the outsiders fell victim to the sin of sloth from their regular exposure to the rune plates. After using their spell-like abilities to fashion a fake set of rune plates and an additional tunnel leading from their home to a new vault, the imenteshes resigned themselves to perpetual laziness, and now spend most of their time arguing with one another over who will perform whatever task the other two deem important enough for their companion to undertake in their stead.

Once she hears the portal to the Thousandth Spire activate, Glybweote polymorphs into an androsphinx (*Pathfinder RPG Bestiary* 3 251) using her change shape ability and calmly hails anyone who enters the room; if present, Yggirimini and Autumiothop change shape into gynosphinxes (*Pathfinder RPG Bestiary* 257) and use aid another to support any of Glybweote's deceptions. Glybweote plays the part of a noble sphinx bound to guard a secret treasure, though years of service have broken her spirit. If pressed for details about her imprisonment, Glybweote feigns indignation at the embarrassing question and attempts to change the subject. Likewise, she brushes off any attempts to free her, claiming that she will remain bound until her contract is complete.

The proteans cannot willingly give away the true rune plates, and they are loath to expend energy fighting. Instead, Glybweote explains that each of the two paths beyond leads to a vault, but her master placed the Curse of Xin's Reckoning, a disastrously potent curse, upon one of the vaults and all within it. So long as the PCs agree to a test of riddles, Glybweote promises to point them down the correct path. If they accept the challenge, she nods gravely and recites two riddles.

"What virtue acts long after others, yet rules supreme over six jealous brothers?" The answer is sloth, and Glybweote uses the PCs' answer to assess how much they know of Thassilon.

"He silently sleeps while the world above toils. His slumber stretches countless moons. He awakens to claim Golarion's spoils. His enemies fear this master of runes." The answer is Krune, and Glybweote judges whether or not the PCs are servants of the runelord based on their answer.



In fact, the sphinxes intend to point the PCs down the longer of the two paths and toward the fake rune plates in area C3 no matter how the PCs answer the riddles. So long as the PCs attempt to answer the riddles correctly, Glybweote graciously admits that their answers are sufficient (even if they provided incorrect answers) and then inquires what the PCs intend to do with their prize. She moves aside to allow the PCs entrance to the longer tunnel regardless of the answer, but should the PCs attempt to enter the shorter passage, the sphinxes protest loudly. As appropriate, they claim that a curse will activate if anyone enters the wrong passage, that anyone entering the passage will awaken Krune, or any other convincing argument that might dissuade anyone from approaching area C4. Should the PCs ignore these warnings and attempt to enter area C4 despite the sphinxes' protestations, the proteans attack.

Subtier 7–8 (CR 10)

GLYBWEOTE

CR 10

Female imentesh protean (*Pathfinder RPG Bestiary 2* 214)
 CN Large outsider (chaotic, extraplanar, protean, shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 123 (13d10+52)

Fort +12, **Ref** +7, **Will** +14

OFFENSE

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

Melee 2 claw +20 (2d6+8 plus grab)

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

Special Attacks pounce, rake (2 claw +20, 2d6+8 plus grab), roar (DC 19), sneak attack +4d6

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*detect law, tongues*

At will—*dimension door* (self plus 50 lbs. of objects only),

make whole, major creation, shatter (DC 17), *shrink item*

3/day—*chaos hammer* (DC 19), *dispel magic, slow* (DC 18)

1/day—*break enchantment, dispel law* (DC 20), *haste,*

polymorph any object (DC 23)

TACTICS

Before Combat Glybweote only prepares for combat by casting *haste* when she hears the PCs returning from areas C2 and C3. Her statistics reflect her abilities in sphinx form.

During Combat Glybweote attempts to catch a PC off guard with a sneak attack and her form's pounce ability before using her androsphinx form's roar ability to disable as many

SCALING ENCOUNTER C1

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

Subtier 7–8: Extended proximity to the rune plates has inflicted Glybweote with an unshakable torpor, and there is a 50% chance each round that she is staggered for one round.

Subtier 10–11: Remove one imentesh protean from the encounter.

PCs as possible. She either continues to roar or attacks any active PCs. If reduced to 40 hp or less, the protean reverts back to her natural form as a free action, benefiting from a CL 13th *heal* effect in the process, before resuming the fight.

Morale Krune bound Glybweote to the Runevault with the task of protecting the true adamantine rune plates until his return. As a result, she fights to the death.

Base Statistics When not in the form of a sphinx, Glybweote has the base statistics of a normal imentesh protean presented in the *Pathfinder RPG Bestiary 2*.

STATISTICS

Str 26, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21

Base Atk +13; **CMB** +22 (+26 grapple); **CMD** 35 (39 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Multiattack, Persuasive

Skills Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +16, Fly –3, Intimidate +25, Knowledge (arcana) +22, Knowledge (nature) +19, Knowledge (planes) +22, Knowledge (religion) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +7

Languages Abyssal, Protean; *tongues*

SQ change shape (*greater polymorph*)

Subtier 10–11 (CR 13)

GLYBWEOTE, YGGIRIMINI, AND AUTUMIOTHEP CR 10

Female and male imentesh protean

hp 123 each (use the stats from Subtier 7–8)

TACTICS

Before Combat The proteans only prepare for combat by casting *haste* when they hear the PCs returning from areas **C2** and

C3. Their statistics reflect their abilities in sphinx form, though Yggirimini and Autumiothep do not have the roar special attack granted to Glybweote by her androsphinx form.

During Combat The proteans attempt to catch the PCs off guard with sneak attacks and their sphinx forms' pounce ability. If reduced to 40 hp or less, a protean reverts back to

its natural form as a free action, benefiting from a CL 13th *heal* effect in the process, before resuming the fight.

Morale Krune bound the proteans to the Runevault with the task of protecting the adamantine rune plates until his return. As a result, they fight to the death.

Base Statistics When not in the form of a sphinx, the proteans have the base statistics of a normal imentesh protean presented in the *Pathfinder RPG Bestiary 2*.

Development: So long as the PCs fall for their ruse, the proteans complacently allow them to take the fake rune plates and depart unmolested.

Treasure: The proteans' library contains many interesting titles, several thought to have disappeared completely with the fall of the Thassilonian empire. Although Glybweote altered the texts millennia ago, the collection is actually worth 1,500 gp for its artistic merit alone. If it helps to motivate the PCs to leave, Glybweote willingly offers the PCs the entire collection.

Rewards: If the PCs defeat or bypass the proteans and collect the books in their library, award each PC 250 gp.



C2. The Unlikely Prisoner (CR 6 or CR 9)

This tunnel twists its way toward the false rune plates' vault. The walls mimic the other rooms' melted appearance, though these are somewhat smoother and are dark gray with flecks of green.

Trap: Modern-day scholars believe alchemists and arcanists working in Haruka's now-lost slime pits created the first gelatinous cubes. Whether this is in fact true, Krune included one in the Thousandth Spire to maintain a clean interior with the least effort on his part or that of his minions. After wandering aimlessly throughout the many floors for countless years, the cube accidentally "solved" the teleportation riddle and entered the Runevault. The imentesh Glybweote toyed with the ooze for a time before using *polymorph any object* to turn it into a snail for safekeeping. She then used her spell-like abilities to carve a 40-foot chimney and a series of trapdoors into this tunnel, placing the snail at the very top, sealing the doors, and dispelling the polymorph effect. The gelatinous cube has remained at the top of this chute, fed only when the protean uses *major creation* to toss it short-lived scraps. After enduring countless years of magical food and regular torment by warpwaves, the gelatinous cube has absorbed a hint of its captor's anarchic nature.

Subtier 7–8 (CR 6)

FALLING CUBE TRAP CR 5

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

EFFECTS

Trigger location; **Reset** manual

Effect falling gelatinous cube (all in a 10-ft.-square area); 6d6 bludgeoning damage and engulfed (DC 20 Reflex for half and avoid being engulfed)

ENTROPIC GELATINOUS CUBE CR 3

hp 50 (*Pathfinder RPG Bestiary* 138, *Bestiary 2* 292)

TACTICS

During Combat The gelatinous cube indiscriminately uses its smite law ability before attempting to slam and consume as many targets as possible.

Morale The gelatinous cube fights to the death.

Subtier 10–11 (CR 9)

FALLING CUBE TRAP CR 8

Type mechanical; **Perception** DC 32; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** manual

Effect falling gelatinous cube (all in a 10-ft.-square area); 9d6 bludgeoning damage and engulfed (DC 22 Reflex for half and avoid being engulfed)

ADVANCED ENTROPIC GELATINOUS CUBE CR 4

hp 58 (*Pathfinder RPG Bestiary* 138, *Bestiary 2* 292)

TACTICS

During Combat The gelatinous cube indiscriminately uses its smite law ability before attempting to slam and consume as many targets as possible.

Morale The gelatinous cube fights to the death.

Treasure: The gelatinous cube contains little more than a few rusty coins and two flasks, one sealed and the other cracked open.

Faction Notes: Osirion faction PCs should recover the sealed flask from within the gelatinous cube, which contains an unspoiled sample of bristleberry from ancient Thassilon. A successful Perception check (see trap statblock above for subtier-specific DCs) near the trapdoor reveals the faint smell of fruit, the lingering odor of the few bristleberries that were not sealed tightly enough. Retrieving the flask earns Osirion faction PCs 1 Prestige Point.

C3. The False Plates

This octagonal chamber's finely cut stone walls and floors offer a sharp contrast to the irregular architecture of the sole

passage that opens into it. A dark marble pedestal supports a stack of hand-sized iron plates, and a small pile of gemstones glitters in one of the room's corners.

Glybweote carefully crafted this room to look as official as possible, and transferred what little treasure that she had on her to the room. The stack contains seven iron rune plates, each inscribed on one side with Thassilonian runes. They are fakes, created by the imentesh's *polymorph any object* spell-like ability from an old imperial coin, and any PCs examining them has a chance to recognize the plates' inferior quality.

First, the plates radiate moderate transmutation magic, though a PC making a DC 25 Knowledge (arcana) check recognizes that conjuration or universal magic would be far more likely for rune plates keyed to the *refuge* tokens. Second, the protean's transformation was unable to create valuable materials, and a DC 22 Appraise check reveals that the plates are of inferior workmanship. Third, though the runes on the plates are Thassilonian, a PC who makes a DC 30 Linguistics check recognizes that the syntax, grammar, and idioms are atypical for a native speaker of the language; a PC who can read Thassilonian gains a +5 bonus on this check. Dispelling the magical effect immediately reveals the rune plates as forgeries. Finally, the plates are easily bent with a DC 17 Strength check, indicating that they are not adamantine.

Treasure: The gems include eight topazes worth 450 gp each, five diamonds worth 625 gp each, 1,400 gp, and a *ring of spell knowledge II^{UE}* (*ring of spell knowledge III^{UE}* in Subtier 10–11).

Rewards: If the PCs successfully recover the false rune plates, reward each subtier thus:

Subtier 7–8:

Give each PC 1,620 gp.

Subtier 10–11:

Give each PC 2,245 gp.

C4. The True Plates

The walls and floor of this square chamber are fashioned from massive blocks of stone, and the room is laid out like a small shrine; across from the entrance stands a low table bearing a stack of reddish metal plates stacked in a loose pile. A luxurious carpet bearing geometric designs stretches across the middle of the room. In the rug's center is a three-foot-high marble pedestal holding a dark polished stone sphere. Thassilonian script of inlaid gold encircles the sphere at its base.

Despite the proteans' best efforts, they can't alter this room's appearance, nor can they even enter it. The conditions of Krune's binding prohibit it, and the proteans have long given up in trying to find a workaround

MARK OF THE INKING SPHERE

Those who swear fealty to the runelord of sloth and the Thassilonian realm of Haruka were rewarded for doing so by gaining a living tattoo from a powerful artifact called an *inking sphere*. This tattoo takes the form of the Sihedron, a seven-pointed star that represents the mastery of all schools of rune magic and was believed to have power over all other runes. A character may opt to receive a *Sihedron brand (service)* from the *inking sphere* by touching the relic and reciting the words emblazoned upon the sphere's base. This brand functions in all ways like a magical tattoo as presented on page 16 of *Pathfinder Campaign Setting: Inner Sea Magic*.

SIHEDRON BRAND (SERVICE)

Aura moderate conjuration [evil]; **CL** 6th
Slot none; **Price** 10,000 gp (+1), 17,500 gp (+2)

DESCRIPTION

This dark image of the Sihedron surrounded by arcane runes seems to move, like water trapped beneath two panes of glass. When gained, the brand melds with the largest existing tattoo on your body (or the one with the highest caster level if you have other magical tattoos), otherwise it moves every 1d4 days to a randomly determined location elsewhere on your body.

A character marked with the lesser version of this arcane tattoo receives a +2 profane bonus on attack and damage rolls against creatures brought to the Material Plane via a conjuration (summoning) effect, and gains a +2 profane bonus to AC against attacks from such creatures. Lesser versions of this mark exist, which grant +1 profane bonuses on attack and damage rolls and to AC against summoned creatures instead.

CONSTRUCTION

Requirements Inscribe Magic TattooSM, *summon monster I*;
Cost 5,000 gp (+1), 8,750 gp (+2)

for the master conjurer's command of them within this demiplane. The genuine rune plates consist of a stack of seven adamantine disks bearing Thassilonian runes. These plates radiate strong conjuration magic and are of finest quality.

The polished stone sphere is an ancient relic from the days before Krune found himself forced to go into hiding from the cataclysm of Earthfall, an artifact called an *inking sphere*. When a servant of a runelord of sloth touched the *inking sphere* and spoke the incantation around its base, a portion of the servant's essence was held within the artifact and in turn, the artifact imparted upon the servant power

over summoned creatures befitting one who served the realm of Haruka and the ideals of sloth. Such power took the form of potent magical tattoos, while the combined essences of those who used the sphere held within the artifact eventually grew to make it an intelligent item with no true identity but sentience nonetheless.

The *inking sphere* speaks via telepathy to all who enter the plates' chamber, and tempts them with the power it can bestow. All it asks in return is that the user vow to use the nearby words of power to see the runelord Krune awaken. The sphere has no real memory or concept of time, and knows only that its purpose is to reward those who serve Haruka and the runelords who reign over the realm. It promises dominion over creatures brought to this plane to serve, all in exchange for the promise of fealty.

The runes around the sphere's base read, in Thassilonian, "I proclaim my eternal devotion to the everlasting realm of Haruka, to the power of sloth, and to my runelord. I shall use the powers over my servitors to serve greatest Krune." Any PC who reads this phrase (the *inking sphere* can translate it telepathically to any willing creature) while touching the sphere takes 1 point of ability damage to all six abilities, but also receives a boon in return. This boon takes the form of a tattoo, which appears on the back of the character's hand and slowly works its way under the surface of the skin like water droplets sliding down a window pane. The ink seeks an existing tattoo or brand upon the PC's body, which it melds with, and alters to form a sihedron rune with other arcane symbols surrounding it. If the PC has no existing markings upon its body, the ink moves freely from place to place on the character's

body, shifting locations every 1d4 days.

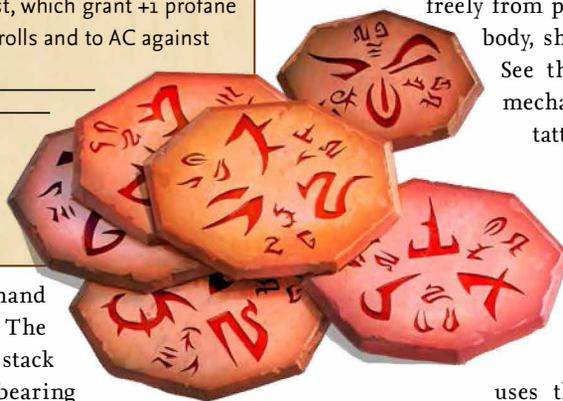
See the sidebar on page 18 for the mechanical effects of receiving such a tattoo. Player characters in Subtier 7–8 receive a lesser Sihedron brand, while those in Subtier 10–11 receive the fully powered magic tattoo.

Treasure: A PC who succumbs to the *inking sphere's* telepathic pressure and

uses the artifact gains the *Sihedron brand* at no cost. While the brand appears on the scenario's Chronicle sheet, only characters who undergo this ritual receive the brand for free.

Rewards: If at least one PC accepts the *inking sphere's* boon, reward each subtier thus:

- Subtier 7–8:**
Give each PC 1,666 gp.
- Subtier 10–11:**
Give each PC 2,916 gp.



AFTERMATH

Once the PCs have retrieved the true rune plates (or the false ones, should they not recognize them as fakes) and they return to previously visited locations in and around the Thousandth Spire, several new encounters await them. The first is a series of nightmares made material who assault them in area **B3**. The second is an additional encounter with Zonaladin in area **A2**, who has used the time while the PCs were within the Thousandth Spire to reconsider his allowing them access to the warded site.

The Sleepers Stir (CR 10 or CR 13)

Despite being locked in stasis, the many conjured and called creatures trapped in the Thousandth Spire can dream, and over millennia these dreams have festered, congealed, and manifested as malevolent spirits.

Creatures: One round after the PCs emerge from Runevault into area **B3**, these animate dreams converge on the party and attack. The dreams take the forms of their respective dreamers, and thus represent a variety of angels, fiends, and other extraplanar creatures at the GM's discretion. The specifics of an animate dream's appearance do not affect its statistics in any way.

Though they are wholly malevolent, the animate dreams do not pursue any fleeing Pathfinders beyond the confines of the Thousandth Spire, and it's possible they couldn't even if they wanted to. The interactions of dreams and conjuration are strange and unpredictable in that way.

Subtier 7–8 (CR 10)

ANIMATE DREAMS (2) CR 8

hp 90 each (*Pathfinder RPG Bestiary 2 29*)

TACTICS

During Combat The animate dreams use Flyby Attack with their touch attacks and spell-like abilities to harass the PCs.

Morale The animate dreams fight to the death.

Subtier 10–11 (CR 13)

ANIMATE DREAMS (6) CR 8

hp 90 each (*Pathfinder RPG Bestiary 2 29*)

TACTICS

During Combat The animate dreams use Flyby Attack with their touch attacks and spell-like abilities harass the PCs.

Morale The animate dreams fight to the death.

Growing Suspicions

As the PCs emerge from the Thousandth Spire back into area **A2**, they once again encounter the copper dragon Zonaladin. If they previously slew the dragon in their initial encounter with him, he is obviously not

SCALING THE ENCOUNTER

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

Subtier 7–8: Replace the two animate dreams with one advanced animate dream.

Subtier 10–11: Remove two animate dream from the encounter.

OPTIONAL ENCOUNTER

The Sleepers Stir is an optional encounter and can be omitted if time is running short. Run this encounter only in one of the two following conditions: if you have more than 2 hours of play time remain, or if the PCs have accumulated fewer than 3 Suspicion Points with 90 minutes of play time remaining; otherwise allow them to pass unhindered from the Thousandth Spire.

here, but if he survived the encounter (whether due to a successful escape or because the PCs convinced him of their intentions without resorting to combat) his time awaiting their egress from the tower has given him (a bit too much) time to think.

Creature: In the PCs' absence, Zonaladin reconsidered their timing and explanations only to conclude that the PCs might be cultists of Lissala in disguise, if not members of an even more nefarious operation. Bracing for a prospective battle, Zonaladin empties his lair of magical items, magically heals himself as necessary, and returns to await the PCs' return. If the PCs have accumulated 6 Suspicion Points by the start of this encounter, Zonaladin hides behind a nearby tower and uses *major image* to create an illusory version of himself, hoping that his foes will expend precious resources on the fake dragon.

After hailing the PCs, the dragon demands the PCs report on what they found within the Thousandth Spire. So long as they cooperate, Zonaladin engages the PCs in conversation in an attempt to confirm or dismiss his suspicions about their true motives. Convincing the dragon of the PCs' innocence and good intentions requires three successful skill checks using the rules from encounter **A2** (see page 7). Every failed skill check earns the party an additional 1 Suspicion Point, each of which increases the DCs of subsequent skill checks and worsens Zonaladin's mood.

Subtier 7–8 (CR 11)

ZONALADIN CR 11

hp 167 (use the stats from Subtier 7–8 on page 9)

DEALING WITH THE DRAGON (AGAIN)

Zonaladin's initial disposition depends upon how many Suspicion Points the PCs have earned in their previous encounter with the dragon.

0–2 Points: Zonaladin is polite but wary. He asks pointed questions but tries to avoid making an explicit accusation.

3–5 Points: Zonaladin is curt but non-violent. He phrases his questions to nettle the PCs' pride, hoping to trick them into revealing their "true" motives. Increase all skill check DCs in this encounter by 2.

6–8 Points: Zonaladin is edgy and has already convinced himself that the PCs are actually cultists, rakshasas, assassins, or worse. He viciously interrogates the party, making absurd accusations and interrupting the PCs should they attempt to defend themselves. Increase all skill check DCs in this encounter by 4.

9+ Points: Zonaladin attacks the PCs without waiting for an explanation.

OTHER SOURCES OF SUSPICION

In addition, other factors can modify the party's total Suspicion Points even before they attempt to once again converse with the dragon.

- +1 point if the PCs refuse to show Zonaladin any of the spire's treasures, including the rune plates.
- +1 point if a PC casts a spell during the discussion without first getting Zonaladin's permission.
- +1 point for every uncontrolled outsider the PCs summoned and allowed to escape the tower via means other than teleportation (which Zonaladin would have no way to know about).
- +3 points if the hounds of Tindalos interrupt the conversation; Zonaladin quickly assumes that the hounds are in league with the PCs.
- +6 points if the PCs attacked Zonaladin when they first met him.
- –2 points if the PCs show Zonaladin the false rune plates and convince him that they are genuine; Zonaladin easily detects the forgery and finds it extremely amusing that anyone would be tricked by the fake plates, but he brushes off his mirth as exultation that the tower's evil will be banished forever.

TACTICS

Before Combat If the PCs have accumulated 6 or more Suspicion Points by the beginning of this encounter, Zonaladin casts *shield* and *grease* on himself when he hears the PCs approach.

During Combat Zonaladin is a cautious fighter and attempts to slow as many enemies as possible before retreating to one of the columns rising from the ravine. There he harasses the PCs with his breath weapon while physically incapacitating

anyone who can reach him. He closes with serious ranged threats to trip and disarm them.

Morale Convinced that the PCs are villains and ne'er-do-wells, Zonaladin fights bravely until reduced to 35 hit points or less, at which point he flees.

Subtier 10–11 (CR 14)

ZONALADIN

CR 14

hp 227 (use the stats from Subtier 10–11 on page 9)

TACTICS

Before Combat If the PCs have accumulated 6 or more Suspicion Points by the beginning of this encounter, Zonaladin casts *shield*, *see invisibility*, and *grease* on himself when he hears the PCs approach. In addition, he uses *transmute rock to mud* to create fields of mud as obstacles then casts *hallucinatory terrain* hide their presence.

During Combat Zonaladin is a cautious fighter and he hangs from the side of the Thousandth Spire or retreats to one of the columns rising from the ravine as soon as he can do so. From there he harasses the PCs with his breath weapon while physically incapacitating anyone who can reach him through his slow aura. He closes with serious ranged threats to trip and disarm them.

Morale Convinced that the PCs are villains and ne'er-do-wells, Zonaladin fights bravely until reduced to 50 hit points, at which point he flees.

Development: If the PCs convince Zonaladin of their honor and good intentions, he apologizes profusely and gives them what treasure he has to smooth over his mistake if he hasn't already given them everything he has. This goodwill lasts for approximately an hour before Zonaladin decides that his debt of honor has been repaid, but during this time he cheerfully assists the PCs in any remaining tasks they wish to accomplish in areas **A1** or **A2**.

Faction Notes: Cheliox faction PCs have one last chance to intimidate Zonaladin during this encounter. If they wait until he has become helpful, any PC making an Intimidate check against the dragon receives an additional +4 circumstance bonus on the check in exploiting Zonaladin's momentary shame. To earn this Prestige Point, no Cheliox faction PC may die in either this encounter or the previous encounter (area **A2** on page .7).

Silver Crusade faction PCs have one last chance to convince Zonaladin to deliver the message to his fellow metallic dragons. If they wait until he has become helpful, any PC making the Diplomacy check receives a +4 circumstance bonus on the check. If Zonaladin dies or flees while hostile, Silver Crusade faction PCs receive no Prestige Points.

CONCLUSION

Karethia meets the PCs as they leave Desgard's Thousand Columns, and she teleports them back to Heidmarch Manor for debriefing. Venture-Captain Sheila Heidmarch asks to see the rune plates immediately. So long as the Pathfinders recovered at least one set of plates, she is overjoyed and informs the PCs that the time to end Krune's threat to Varisia once and for all approaches and that the PCs' assistance at that time will be crucial.

If the PCs recovered the fake rune plates, Sheila Heidmarch does not immediately realize the error as she congratulates the group on a job well done. Some of her support staff quickly do realize the error, though, and Sheila gathers the PCs to express her disappointment.

Faction Notes: Shadow Lodge faction PCs reporting back to Grandmaster Torch find him in a seeming state of desperation as he asks the faction PCs whether they found any evidence linking the Aspis Consortium and the Lissalans. A DC 20 Sense Motive check reveals that Torch is uncharacteristically not in control of his emotions and might not be thinking straight at this time. Any faction PC who provides fabricated evidence receives no Prestige Point, as Torch excitedly follows up on the findings only to be ridiculed later for his baseless claims. Shadow Lodge faction PCs reporting a failure to find evidence earn 1 Prestige Point; Torch's initial disappointment fades, and he thanks the agents for their lesson in integrity.

Success Conditions

If the PCs recover the genuine rune plates and return them to Sheila Heidmarch, they each receive 1 Prestige Point for completing their primary mission.

Faction Missions

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

Andoran Faction: Andoran faction PCs who free at least three captive outsiders from area **B2** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who successfully mock Zonaladin and do not die in combat with the dragon earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who successfully mark a tower with divination foci in area **A1** earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who successfully decode the teleportation puzzle in area **B3** earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who recover the reagents from inside the gelatinous cube in area **C2** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who recover the dwarven statuette from area **B3** without damaging it earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who successfully reprimand Omar in area **A1** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who preserve Grandmaster Torch's integrity by reporting their failure to find evidence of an active link between the Aspis Consortium and cult of Lissala earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who convince Zonaladin to deliver a message to other metallic dragons earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who complete the memory-cleansing ritual in area **A1** earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Andoran



Servant of Freedom,

Your work to strengthen our foothold in Varisia bears fruit already, but there is still much to do.

I believe that the wrongdoings of Thassilon still taint the land. While I realize that the eradication of all residual evil from Thassilon is beyond the realm of possibility, we should nevertheless do what we can. Your current mission presents one opportunity to right an ancient wrong, however, and we cannot afford to not capitalize on such an opportunity. You are soon to head to the ruin known as Desgard's Thousand Columns. Within are believed to be countless imprisoned outsiders from other planes of existence, held waiting for the time their runelord captors need them in times of war. While many of these creatures are pure evil, others may be less malevolent. Release for me at least three such creatures, so that their bondage can be ended.

For a brighter future,

Major Colson Maldris

Chelax



Beloved Savior,

Soon after the rise of House Thrune, a disorganized wealth of freedom fighters wriggled out of the woodwork to challenge Chelaxian supremacy. I'll spare you the unnecessary historical details; they failed.

Among these challengers were several dozen copper dragons that had the gall to harass our armadas and incite rebellion. Several decades have passed since we beat sense into them, but that's just long enough for a scaled beast to forget a properly taught lesson. I know that several of the sharp-tongued brutes reside in Varisia, and it falls to you to remind any such drakes of the price of rebellion. You need not fight the creatures, but your words must be caustic enough to sear their pride. Also, do not compromise the message by failing to survive the experience.

I'll leave the door unlocked this time,

Paracountess Zarta Dralneen

Grand Lodge



Pathfinder,

I trust Sheila Heidmarch has impressed upon you the importance of completing the mission at hand before conducting the comprehensive documentation of Desgard's Thousand Columns. Unfortunately, the same wards against divination magic have prevented the society from peering into the other towers to assess whether or not it would be worthwhile to send another team to explore their interiors.

Included is a pot of specially mixed paint and instructions on how to paint the necessary arcane diagrams. Meticulously paint these images onto the doors of a few other towers, and they shall act as foci for future divination magic.

Good luck,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Pathfinder,

Our role as guardians of the Hao Jin Tapestry following its exploitation by resourcefully villainous Aspis Consortium has brought us much honor in the eyes of the society, yet we must always be on the lookout for new methods of magical transportation so that we might better understand how to protect our charge.

The lost kingdom of Haruka specialized in teleportation magic, and I have been privileged to learn that you will be exploring that very land. Seek out and study the Thassilonians' teleportation magic, and report back to me with details about how to operate their portals.

Ancestors guide your steps,

Venture-Captain Amara Li

WORDS OF THE ANCIENTS

Osirion



Seeker of the cure,

While we ameliorate our beloved prince's condition thanks to your efforts in the field, his affliction is at best held at bay. Just as it is the power of Thassilon that ravages his body now, there is a chance that a potent medicine from that empire might finally banish the disease.

Because of Desgard's Thousand Columns' likely significance in the revival of the runelord Krune, I anticipate he might have stored the fruit of the now-extinct bristleberry vine, a compound legendary for its restorative properties, to speed his recovery. Seek it out and return it to me. Bristleberry is difficult to preserve, so any viable sample will likely be sealed tightly in a metal flask.



Amenopheus
For our ailing prince,
Amenopheus, the Sapphire Sage

Qadira



Champion of the Padishah,

The fall of Thassilon predates the dwarves' so-called Quest for Sky by some thousand years, but the nations traded on a few rare occasions despite the miles of solid rock between them. While you are exploring Thassilonian ruins, make every effort to find and recover any dwarven artifacts that you find. The leaders of Janderhoff would be all too pleased to discuss future trade deals if we gave them so old a relic as a gift.

Ensure that whatever you find is pristine and undamaged. I would rather not make the dwarves suspicious with an artifact that reeks of lingering magic, so do try to avoid any approach that would require reparative sorcery.



Aaqir al'Hakam
To our imminent eminence,
Trade Prince Aaqir al'Hakam

SCZARNI



Discrete Cousin,

We operate a family business, and as family we watch out for one another. Recently, my nephew Omar—a promising scion of our esteemed family—decided to strike out on his own and seek his fortune among the ruins of Thassilon. While we can trust him to survive alone in the wilderness, he is too valuable an asset to let go.

Our family would greatly appreciate his returning willingly. Find him, then impress upon him a lasting lesson in humility before sending him back to us. Scare him or physically bend him a little. Just bruise his ego, but do not break his body.



Watch for opportunities,
Guaril Karela
Guaril Karela

SHADOW LODGE



Loyal Agent,

Despite our best efforts, the Decemvirate and their puppets continue to ignore the threat of the Aspis Consortium in favor of the Lissalan menace. We have uncovered some clues linking the two organizations, but we need more evidence.

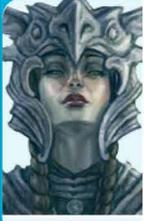
Find a connection—witnesses, marked goods, badges, anything!—between the two and report back to me on your findings. If our work is to be taken seriously, we must have results!



We must not fail,
Torch
Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



Champion of Light,

Decadent Thassilon did not crumble in a day, and it is unlikely that a single event banished the wizards of sin. It is rumored that Xin-Haruka fell to an alliance of metallic dragons so many millennia ago, and I have heard that their descendants still inhabit the area. Should evil ever rise again in Varisia, the forces of good would benefit immensely from the aid of draconic allies. Should you meet a metallic dragon, convince it to deliver a proposal to others of its sept to ally with us should darkness again threaten the region.



Let peace reign,

Ollysta Zadrian

TALDOR



Agent of Taldor,

The Magnimarian elite view us favorably, but remember that having a few choice allies can be just as valuable. We stand to win the undying loyalty of an influential family that traces its roots to the time of Thassilon. The founding matriarch made a habit of dealing with outsiders, who in turn learned many of the family's more troubling secrets. One of the runelords sealed that outsider into the ruins, and it is there that these secrets slumber even today.

As a service to this family, you are to find this runelord's tower—I understand any distinguishing marks have been chipped away—and perform a simple ritual detailed on this scroll at the tower's entrance, cleansing the memory of the outsider bound within.



To new allies,

Lady Gloriana Morilla

WORDS OF THE ANCIENTS

Pathfinder Society Scenario #4–20: Words of the Ancients

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	
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Character #	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/> Prestige Points
Character Name	
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Character #	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/> Prestige Points
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Pathfinder Society Scenario #4–20: Words of the Ancients © 2013, Paizo Publishing, LLC; Author: John Compton.



Pathfinder Society Scenario #4-20: Words of the Ancients

Scenario Chronicle #

 Slow Normal

SUBTIER 7-8	2,209	4,419	MAX GOLD
	3,980	7,960	
SUBTIER 10-11			

This Chronicle Certifies That

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

Items Found During This ScenarioSUBTIER
7-8

- lesser Sihedron rune (service) (10,000 gp)
- lesser silent metamagic rod (3,000 gp)
- pearl of power (2nd-level spell) (4,000 gp)
- potion of cure moderate wounds (300 gp)
- ring of spell knowledge II (6,000 gp; *Pathfinder RPG Ultimate Equipment*)
- scroll of align weapon (150 gp)
- scroll of cure critical wounds (700 gp)

SUBTIER
10-11

- pearl of power (4th-level spell) (16,000 gp)
- ring of spell knowledge III (13,500 gp; *Ultimate Equipment*)
- Sihedron rune (service) (17,500 gp)
- silent metamagic rod (11,000 gp)

SIHEDRON BRAND (SERVICE)

Aura moderate conjuration [evil]; **CL** 6th
Slot none; **Price** 10,000 gp (+1), 17,500 gp (+2)

DESCRIPTION

This dark image of the Sihedron surrounded by arcane runes seems to move, like water trapped beneath two panes of glass. When gained, the brand melds with the largest existing tattoo on your body (or the one with the highest caster level if you have other magical tattoos), otherwise it moves every 1d4 days to a randomly determined location elsewhere on your body.

A character marked with the lesser version of this arcane tattoo receives a +2 profane bonus on attack and damage rolls against creatures brought to the Material Plane via a conjuration (summoning) effect, and gains a +2 profane bonus to AC against attacks from such creatures. Lesser versions of this mark exist, which grant +1 profane bonuses on attack and damage rolls and to AC against summoned creatures instead.

CONSTRUCTION

Requirements Inscribe Magic TattooSM, *summon monster I*; **Cost** 5,000 gp (+1), 8,750 gp (+2)

EXPERIENCE

Starting XP

+	<input type="text"/>	GM's Initial
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XP Gained (GM ONLY)

Final XP Total

FAME

<input type="text"/>	<input type="text"/>
Initial Fame	Initial Prestige

+	<input type="text"/>	GM's Initial
---	----------------------	--------------

Prestige Gained (GM ONLY)

Prestige Spent

<input type="text"/>	<input type="text"/>
Final Fame	Current Prestige

GOLD

Start GP

+	<input type="text"/>	GM's Initial
---	----------------------	--------------

GP Gained (GM ONLY)

+	<input type="text"/>	GM's Initial
---	----------------------	--------------

Day Job (GM ONLY)

+	<input type="text"/>
---	----------------------

Items Sold

=	<input type="text"/>
---	----------------------

Subtotal

-	<input type="text"/>
---	----------------------

Items Bought

=	<input type="text"/>
---	----------------------

Total

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #