



WEAPON IN THE RIFT

BY NATHAN KING



WEAPON IN THE RIFT

Pathfinder Society Scenario #5–13

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Pathfinder Society Scenario #5–13: Weapon in the Rift is a
Pathfinder Society Scenario designed for 5th- to 9th-level

characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

Weapon in the Rift makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Magic* (UM), and *Pathfinder RPG Ultimate Equipment* (UE). In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at paizo.com/prd.

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Paizo Publishing, LLC
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WEAPON IN THE RIFT

BY NATHAN KING



When the rift in what once was Sarkoris tore open in 4606 AR, demonic creatures spilled out into the surrounding lands and fell upon the unsuspecting Kellid tribes. By the formal start of the First Mendevian Crusade in 4622 AR, Sarkoris was overwhelmed by demons. Undaunted, the crusaders recruited widely and struck back with a united (albeit motley) army, testing not only their physical limits but also their ingenuity. One of the crusaders, a cleric of Iomedae named Ghalcor, spent the latter half of the conflict developing a potent weapon—one he believed capable of turning the tide of the war by destroying the invaders entirely. He and his team completed their work just as the crusade drew to a close in 4630 AR, and the weapon never saw use in battle. To ensure that the Abyss could never capture the weapon for its own use, Ghalcor created automatic safeguards that would in the event of a direct attack disable the device and seal off the entire tower.

The demons returned 8 years later, initiating the Second Mendevian Crusade, and Ghalcor struggled to arm and activate his weapon in time to halt the oncoming host of fiends. Several demons managed to infiltrate the tower moments before Ghalcor could trigger the weapon, and the tower's safeguards quickly locked down the facility and restrained the intruders. These defense measures also forcibly overrode the weapon's activation, which damaged both the weapon and the defenses, leaving Ghalcor a prisoner in his own fortress. Try as he might, he couldn't reverse the damaged safeguards from where he was trapped, and he perished while attempting to repair the jammed system.

The weapon housed in Ghalcor's Tower is capable of extracting, storing, and channeling holy energy over a wide area to repel or destroy fiends outright. Ghalcor shared his research with few others, fearing that spies might learn of his invention and turn it against the crusade. As a result, the only surviving records of what the weapon does are locked in Ghalcor's Tower. Nonetheless, principles of his research contributed to the creation of the *wardstones* that kept the Worldwound at bay for decades.

WHERE ON GOLARION?

Weapon in the Rift begins in the small fishing village of Gundrun, but most of the action takes place in and around Ghalcor's Tower in the southern reaches of the Worldwound. A once secret weapon of the Crusades, Ghalcor's Tower now stands dormant, waiting for some adventurers to activate it. For more information regarding the Worldwound and Ghalcor's Tower, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: The Worldwound*, both available in bookstores and game stores everywhere, and online at paizo.com.



With the recent destruction of the *wardstones* mere months ago, Nerosyan's leaders seek an edge to quickly and decisively end the demonic threat. Generals identified Ghalcor's Tower as an untapped resource that might grant them the upper hand, so they sent scouts to investigate the site and its fabled weapon. Said scouts returned, reporting both that the tower remained sealed and that demons were also performing reconnaissance as if planning to claim the weapon for Deskari's horde. Worried that the weapon might fall into the wrong hands, Queen Galfrey has dispatched a detachment of troops to hold the location and requisitioned a team of specialists to enter the tower and claim Ghalcor's weapon for the Fifth Crusade.

A DANGEROUS MISSION

Beginning with Season 4, all scenarios operate under the assumption that there are six players in the group and provides notes for scaling down the adventures for smaller groups. *Weapon in the Rift* also provides GMs notes for scaling the difficulty up. Playing an even harder version of the scenario doesn't offer extra rewards; it's available solely to provide groups a legal way to face a greater challenge and win bragging rights. The GM should make this option available to the players before the game begins and should use the notes for scaling up only if all of the players explicitly agree to take on the extra challenge. Be cognizant of the players' desires; if even one is hesitant or has to be pressured into participating on "hard mode," don't use this option.

SUMMARY

The PCs receive their mission from Venture-Captain Jorsal in Gundrun, a village just inside the Worldwound. He explains that the PCs are to travel to Ghalcor's Tower and recover a secret weapon lost during the First Mendevian Crusade. There, they rendezvous with Silver Crusade faction leader Ollysta Zadrian for more details. Ollysta informs the PCs of an oncoming demon army that seeks the weapon to use against the them, and she urges the PCs to act quickly and activate the weapon while the crusaders keep the demons at bay.

Entering and exploring the tower calls on the PCs to solve several puzzles and dodge traps installed by Ghalcor as part of his tower's automatic safeguards. The lockdown also trapped a pair of hound archons as defenders, though continued exposure to both the Worldwound's corruption and Ghalcor's device have twisted their morals and loyalty; the PCs must either defeat them in combat or convince the corrupted archons to stand aside. The spirit of Ghalcor still haunts the tower—in a mad rage, he attacks the PCs. After defeating him, a calmer aspect of his spirit manifests and provides the PCs with instructions about how to activate the weapon, which also sends his restless soul to the afterlife.

As the PCs explore the tower, they find several strange canisters used to store holy energy. According to notes the PCs find, these are essential to activating the tower's weapon. Extracting these holy batteries also deactivates the tower's remaining defenses, leaving it vulnerable to outside attack. As the Pathfinders enter the control room, demons take advantage of the weakened defenses; several smaller demons begin sabotaging the weapon's control panels, and an immense shemhazian demon shatters an outer wall in an attempt to reach the device. Ollysta Zadrian assists the PCs in holding the shemhazian at

bay, but the Pathfinders must arm and activate Ghalcor's weapon if they are to survive the fiends' attack.

GETTING STARTED

The PCs receive instructions to travel to the remote village of Gundrun for this mission, and they can purchase supplies before setting out. They encounter no threats of note during their journey to the village. Once they arrive, read or paraphrase the following to get the adventure underway.

Gundrun is a ramshackle village built on the remains of a once proud clanhold, yet it's among the few proper settlements that eke out a living in what was once Sarkoris. From the rough yet sturdy buildings, a Mwangi man bedecked in polished, nearly golden plate armor emblazoned with the holy symbol of Iomedae steps onto the dirt road and approaches with a friendly wave. It's Venture-Captain Jorsal of Lauterbury.

"Pathfinders, it's good to see you again. Walk with me, if you will," Jorsal requests as he turns toward a crude wooden structure. He gives a quick signal to a standing guard and opens the door, motioning inwards. "Though the Pathfinder Society doesn't have an official lodge here in Gundrun, the locals have allowed us to use part of Clefthorn Lodge as a war room to discuss upcoming missions and objectives. Please take a seat." As the room begins to fill, he closes the door behind him and makes his way to a small desk, where a large parchment map supports a host of red and blue figurines.

"During the First Mendevian Crusade, an Iomedean cleric named Ghalcor and his assistants built a once-secret weapon to combat the encroaching demonic threat; however, the fighting ended before he could put it to use. I say 'once-secret' because the demons heard about the weapon and attacked the tower when combat resumed years later. It seems Ghalcor was caught off-guard. He and his team died in the assault, but not before they triggered special safeguards to keep anyone from capturing the weapon—demon, crusader, or otherwise. Since the weapon was never used, no one knows quite what it does or even how it works. What we *do* know is that we've spotted demons scouting the site as if they intend to break in soon. I trust you understand how that could be worrisome."

He picks up several of the blue figurines and moves them from Gundrun to a site labeled 'Ghalcor's Tower.' "Queen Galfrey has sent some of her forces to hold the area around Ghalcor's Tower, but she needs specialists to find a way in. You," he says with pride, "are those specialists. Travel north to the tower, enter it, handle any hostiles, and find out how the weapon works; you may also be called on to arm and even activate it, if circumstances demand. A brigade of Nerosyan's crusaders is already on-site awaiting your arrival, and the esteemed Ollysta Zadrian is due to arrive soon with a small contingent to reinforce their position. She may have more details once you arrive.

"Make haste, and may the Inheritor guide your actions."

The PCs probably have questions about the upcoming mission. Below are some likely questions and answers given by Venture-Captain Jorsal.

Why is there renewed interest in the weapon? “We’ve never had such a stalemate in previous crusades as we have today. Any ground we gain on the demons, they gain back in another area. By capturing this weapon, we hope to gain significant momentum and conclude the crusade quickly.”

What if we can’t figure out how to use it? “If there is documentation about how the weapon works anywhere, it’s likely in the tower. I have faith that with a little ingenuity and skill, you will succeed.”

Where is Ghalcor’s Tower? “It’s approximately 20 miles north of here. Once you are fully prepared, I have an ally who can provide you swift and reliable transportation.”

Knowledge (History or Religion)

Some scholars may recall information on Ghalcor and his team of engineers.

15+ Ghalcor was a decorated cleric of Iomedae during the First and Second Mendevian Crusades but died in one of the opening skirmishes of the latter war.

20+ Ghalcor handpicked exemplary crusaders with sterling reputations for a secret project, and later studies showed that they heavily researched the nature of the planes and philosophical texts about morality before departing to construct their tower fortress. Ghalcor had a reputation as one who respected scholars of any background.

25+ The few research notes that survived Ghalcor’s death were instrumental in developing other powerful works, such as the *wardstones* that kept the demons at bay until recently.

30+ Iomedae scholars prefer to downplay Ghalcor’s final investigations, which delved into several Sarkorian traditions of bloodletting and self-sacrifice to channel and focus one’s power.

The PCs have an opportunity to purchase supplies before departing, but at this time, the only gear with a market price of 750 gp or less is available for sale in Gundrun. When they are ready to travel, Jorsal introduces them to a Kellid woman who wears a mask and requests he preserve her anonymity. She casts *mass*



GM RESOURCES

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phantom steed to create five quasi-real horses, noting that they will last long enough to take their riders to Ghalcor’s Tower. If there are more than five PCs or other creatures in need of swift transportation, Jorsal enters a heated, whispered debate with her to demand she create more mounts, concluding in his passing her a small pouch of coins before she creates more mounts or bestows a speed-enhancing effect on any larger animal companions that would not otherwise be able to keep up. Jorsal wishes the PCs luck before preparing to depart to aid the

Society elsewhere.

APPROACHING THE TOWER

Ghalcor’s Tower looms over the surrounding wasteland on a plateau that plummets down to the defiled Sarkora River below. At a distance, the tower looks like nothing more than a large outcropping of weathered rock, though this is an illusion maintained by the towers safeguards to help it avoid attention; the mirage fades away at a distance of 100 feet to reveal an octagonal keep of smoothed stone with a central tower that soars more than 100 into the air. Surveying from the foundation to the top of the tower, there’s no obvious entrance; the structure appears sealed.

Several hundred crusaders have erected a palisade crowned with cold iron spikes around the tower. Dozens of tents fill the enclosed space. Nearest the tower stands a large command pavilion, where a dozen crusaders strategize over battle plans and maps. As the PCs approach, the crusaders call to them to identify themselves and state their business. Ollysta Zadrian, a paladin and retired Pathfinder, joins the crusaders to vouch for the PCs, welcoming them into the camp.

"Thank you for coming on such short notice, Pathfinders," Ollysta states calmly. "I hope that Venture-Captain Jorsal explained the situation to you fully because the demonic scouts that we found surveying the tower, have sent for reinforcements. Our movements have not gone unnoticed, and we spotted a large contingent of demons and fiend-spawn moving this way. There are more numerous than we had anticipated, so we are relying on you to secure and prepare Ghalcor's weapon. I intend to assist in the defense of the camp, and everyone is placing their faith in your success. Venture-Captain Jorsal chose each of you for a reason, and I am confident in his decision." With that, she dons her helmet, walks out of the tent, and calls to her crusaders.

Ollysta's crusaders form a circle around her. If there are any Silver Crusade faction PCs, she motions for them to join in as she speaks to those under her command. "Without a doubt, the evil we face today is a challenge. It is a challenge of our skill at arms, and we shall be victorious. It is a challenge of our valor, and we shall bravely face the most dreadful threats as a united whole. Last of all, it is a challenge of our grace, for the Silver Crusade fights here not to conquer but to liberate. Do everything that you can to ensure that the weapon within this tower does not fall into the hands of the demons. Go, and bring light to this forsaken land. I trust each of you to do what you believe is right in accomplishing this goal, for the Society is watching and judging the merits of good by your actions." With that, she gives the PCs an encouraging clap on the back and nudges them in the direction of their fellow Pathfinders.

A. GHALCOR'S TOWER

Ghalcor and his assistants were certain to incorporate an emergency defense plan should some tragedy befall their tower. These safeguards drew upon the same power source that powered the tower's weapon: pure holy energy that could bring grievous harm to demons. At first Ghalcor experimented with siphoning the raw holiness of the outer planes, but the material proved too volatile; it would dissipate in moments and could not be stored or combined to create a bigger effect. After trial and error, Ghalcor learned that he could more reliably channel

the power of good through mortal conduits, namely the faithful of Iomedae. The research team placed several sacred prisms—canisters filled with a liquid alchemical medium—throughout the tower to capture the prayers of the holy, charging the divine batteries to power the immense weapon in area A8. The principles of this power through prayer also maintained the *wardstones* before their recent failure.

Although his inventions were cutting edge, Ghalcor could neither plan for every contingency nor understand every consequence of his creation.

The sacred prisms that stored holy energy were powerful, capable of leeching the very essence of good from nearby creatures in the absence of prayers and leaving its hosts less noble, less benevolent, and less holy over the course of several years.

Ghalcor also misjudged how his safeguards would interact with the weapon if they interrupted the latter as it charged. When the demons attacked the tower and triggered its defenses, both systems attempted the draw upon the same power source, causing the weapon to malfunction and the safeguards to activate improperly. When working properly, the safeguards would seal the tower's doors, discharge a burst of energy

to stun any demons inside, and sustain a magical field that would disguise the tower, strengthen its walls, and prohibit teleportation into and out of the structure—all while allowing Ghalcor the ability to unlock select sections of the tower to travel through the tower at will, repair systems, and eventually deactivate the wards. However, when the safeguards received insufficient power, the sacred prisms were overtaxed and began to siphon extra energy from Ghalcor and his allies while systematically cutting power to secondary features such as the cleric's ability to repair or navigate the tower.

Thus far, the magical field around the tower has stymied both crusader and abyssal efforts break inside, but for all of this, the field is surprisingly delicate; it resonates with a powerful resonance that is easily disrupted by anything with a similar resonance field, such as the one created by a *wayfinder*. As the PCs approach within a few dozen feet of the tower, their *wayfinders* emit a pulsing tone, and the compass needles spin with each



beat. Each pulse simultaneously sends minute motes of light dancing across the surface of the tower like ripples in a pond that emanate from the point closest to the *wayfinder*. A PC who casts *detect magic* can sense the field that surrounds the tower, and succeeding at a DC 20 Knowledge (arcana) or Spellcraft check allows the PC to discern that the field has a resonance similar to that of a *wayfinder*, which could cause them to disrupt one another. When a PC brings a *wayfinder* within 5 feet of the tower, the motes of pulsing light converge on a point at the northeast corner of the tower, and bringing a *wayfinder* near that point illuminates a hidden, unlocked door into area A1. This merely suppresses rather than collapses the tower's defensive field, which remains in effect until the PCs disable the defenses inside.

Though unlikely, it's possible that none of the PCs have a *wayfinder* with which to open the tower. In this event, Ollysta Zadrian approaches the tower after a few minutes to inquire about the PCs' progress. As she does, the *wayfinder* inscribed with the holy symbol of Sarenrae (which she keeps as a memento of her time as a Pathfinder) begins to resonate. She lends it to the PCs, noting that they are welcome to use it if it helps them in their mission.

The interior of the tower has floors tiled with stone. Unless noted otherwise, everburning torches hang from wall sconces at regular intervals; however, the sacred prisms' constant demands for more power have drained away some of the torches' magic, so they only provide dim light. Narrow pipes near the ceiling channel muted, blue-white light along the building's perimeter, which helps to maintain the defensive field. Removing a sacred prism (see sidebar on page 10) from its niche extinguishes the torches and the illuminated pipes. The ceilings are 10 feet in height everywhere except in area A8.

A1. The Gauntlet of Justice (CR 8 or CR 11)

A curving corridor angles to the north before disappearing around a bend. The walls and floors bear gashes and holes, bearing testament to a terrible battle long ago, and a mass of corpses—some humanoid, some demonic, and all dead—litter the cold, tiled floor.

This hallway creates a killing field thanks to both its narrowness and the multitude of traps installed along its length—some easy to find and others considerably more difficult to spot. The corpses are those of Ghalcor's assistants who attempted to keep the invading demons at bay as well as those of dretches, babaus, succubi, and other smaller demons that attempted to force their way in.

Traps: Dozens of holes that connect to now-empty arrow traps pepper the floor, walls, and ceiling of this hallway. Pressure plates on the floor trigger most of

SCALING ENCOUNTER A1

To accommodate a party of four PCs, reduce the damage dealt by the *faith orb* launcher trap by 2d6.

For groups that explicitly agreed to a greater challenge, increase the *faith orb* launcher trap's saving throw DC to 20, and increase the damage dealt by the trap by 1d6.

the traps, though in places, broken wires attest to traps intended to catch flying intruders. Most of these traps are long since broken or expended, causing an ominous click when a PC steps on the trigger. One trap still possesses both a functioning trigger and ammunition. When a PC steps on the trigger plate, the trap depresses a stud on a *faith orb* (a magical grenade) and then launches it into the hallway, where it detonates a split second later at the center of the trap's trigger area. In Subtier 8–9, one of the arrow traps is still armed with a +2 *planar arrow* (*Pathfinder RPG Ultimate Equipment* 141). Disabling a trap also allows a PC to recover the trap's ammunition.

Subtier 5–6 (CR 8)

EMPTY ARROW TRAP

CR 0

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

EFFECTS

Trigger location; **Reset** manual

Effect The firing mechanism clicks loudly.

FAITH ORB LAUNCHER TRAP

CR 8

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

EFFECTS

Trigger location; **Reset** manual

Effect detonating *faith orb* (*flame strike* 9d6 divine and fire damage, Reflex DC 17 half); multiple targets (all creatures in a 10-foot-radius burst)

Subtier 8–9 (CR 10)

PLANAR ARROW TRAP

CR 3

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +20 ranged (1d8+3/×3 damage)

FAITH ORB LAUNCHER TRAP

CR 10

Type mechanical; **Perception** DC 30; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** manual

Effect detonating *faith orb* (*flame strike* 12d6 divine and fire damage, Reflex DC 17 half); multiple targets (all creatures in a 10-foot-radius burst)

A. Ghalcor's Tower

1 square = 5 feet

N



S

A

A8

A7

A6

A4

A5

A3

A2

A1

S : Shemhazian Demon

A : Abrikamdilu Demon

Treasure: Some of the equipment worn by the fallen crusaders may be useful to the PCs. In Subtier 5–6, the PCs can find a +1 *mithral chain shirt* and two *potions of cure moderate wounds*. In Subtier 8–9, there is instead a suit of +1 *mithral full plate* and a *potion of cure serious wounds*.

Development: If the PCs don't disarm or trigger the *faith orb* launcher trap, it later strikes Ollysta Zadrian and her allies when they enter the tower (See the sidebar “Ollysta and the Demon” sidebar on page 18), dealing 10 damage to each NPC.

Rewards: If the PCs fail to encounter the traps or find the treasure, reduce their gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 412 gp.

Out of Subtier: Reduce each PC's gold earned by 664 gp.

Subtier 8–9: Reduce each PC's gold earned by 916 gp.

A2. The Acts of Iomedae (CR 5 or CR 8)

Flowing script of inlaid silver lines the polished walls of this octagonal chamber. A thick, iron door reinforced by four thick, horizontal bars of stone blocks the way to the west, and an open passage leads to the east. A niche in the north wall contains a glass octagonal prism clasped between a set of steel prongs. Liquid that glows with a blue-white radiance fills much of the prism's interior. A stout lever is set into the wall next to the door.

The words in this chamber are written in Celestial and are little more than semi-coherent phrases praising The Inheritor Iomedae. In fact, the words merely frame lightly etched images of Iomedae's miraculous feats and moments of greatest triumph. Each of the four bars across the door has four dials, each numbered from zero to nine with an eleventh blank facet, and each bar also bears a unique inscription in Common and Celestial; give the players **Player Handout 1**, which presents the inscriptions in descending order.

Trap: Ghalcor knew that should the tower's safeguards activate, it should be possible for the crusaders to enter the tower but difficult for demons to do the same. For this, he devised a puzzle based on *The Acts of Iomedae*, a text that describes the then-mortal goddess's feats of heroism before she ascended. Opening the door without solving the puzzle is difficult (hardness 10, hp 60, Strength DC 30). Each time the door is struck, forced, or activated with the incorrect number sequence, a trap activates, explosively channeling the energy from the nearby sacred prism into the area. The PCs can easily remove the prism from its socket, but doing so deactivates the mechanism that opens the door. Each time the trap triggers, it drains 2 charges from the sacred prism (which contains 6). Even if the prism is drained of all charges, it has just enough power to operate the door's lock, so opening the door through trial and error is possible.

FAITH ORBS

FAITH ORB

Aura moderate evocation; **CL** 9th

Slot none; **Price** 2,250 gp; **Weight** —

DESCRIPTION

This brass orb is a bit larger than a human fist. It's covered with symbols of goodness and law and thick studs. If used as an improvised weapon, it deals 1d6 points of bludgeoning damage and serves as a good weapon for the purpose of overcoming damage reduction.

The *faith orb* is activated when a special stud is depressed, usually marked by a different color metal. Activating the orb is a standard action, though the orb may be thrown as a ranged touch attack (10-foot range increment) as part of the same action used to activate it. At the end of the action or when it hits its target, it triggers a *flame strike* centered on the orb. Creatures caught in the blast area suffer 9d6 damage as the spell (Reflex DC 17 half). The *faith orb* is consumed in the process.

CONSTRUCTION

Requirements Craft Wondrous Item, *flame strike*

Solving the puzzle requires the PCs to set the correct combination on all four sets of dials before pulling the door's lever. Each inscription references two or more of Iomedae's eleven acts; the correct number combination for that door is those numbers in that order. For example, an entry that references the tenth and third acts would lead to the combination 1–0–3 with a blank digit at either the beginning or the end of the combination.

The PCs can remember *The Acts of Iomedae* with Knowledge (history), Knowledge (religion), or Intelligence checks. If a PC succeeds at a DC 13 check, give the players **Player Handout 2**. If any exceed the check by 5 or more, also give them **Player Handout 3**. If any exceed the check by 10 or more, give them **Player Handout 4**. The correct combinations from top to bottom are 6–7–9–Blank, 4–8–Blank–Blank, 1–3–1–1, and 2–5–1–0.

If the PCs trigger the trap three times (thus draining the prism), have them try once more. If they fail, describe them eventually opening it due to the trap being without power.

Subtier 5–6 (CR 5)

HOLY SMITE TRAP

Type magic; **Perception** DC 29; **Disable Device** 29

EFFECTS

Trigger touch; **Bypass** correct combination (see above); **Reset** automatic

Effect spell effect (*holy smite*, 4d8 damage, DC 16 half); multiple targets (all creatures within a 20-ft.-radius burst)

SACRED PRISMS

Ghalcor's weapon is powerless without a reliable source of holy energy, so the ingenious cleric designed a rudimentary battery capable of storing the essence of good for later use. A sacred prism that's fully charged contains 8 charges, though most contain fewer. A PC can learn the following by examining a sacred prism with a successful DC 20 Craft (alchemy, planes, or religion) or Spellcraft check.

In addition to its use as a battery, a PC can use a sacred prism to augment spells he casts with the good descriptor, expending 2 charges to increase the spell's caster level by 1, 4 charges to increase the caster level by 2, or 8 charges to increase the caster level by 3. A PC can also throw a prism as a splash weapon that destroys the prism and replicates a *holy smite* spell (Will DC 16) with a caster level equal to the number of remaining charges.

A PC can recharge a prism in several ways. The prism absorbs spells with the good descriptor cast directly at it, regaining a number of charges equal to the spell's level. When affected by a channel energy effect augmented by the Alignment Channel feat to harm evil outsiders or heal good outsiders, a prism regains a number of charges equal to the number of dice the PC would roll for the effect. Finally, a good-aligned creature can grasp a prism and concentrate as a full-round action to restore 1d4 charges, though doing so also gives the PC 1 temporary negative level for 24 hours. Prisms cannot hold more than 8 charges.



radiates blue-white light. In contrast, the floor is a mess of red and brown stains. A single iron door seals the room to the south, and a set of heavy double doors blocks the east exit.

In the event of a conventional assault, Ghalcor designed a series of choke points where he and a limited number of defenders could hold off overwhelming odds. In less dangerous times, this served as a training yard for the martial priests. The door to the south is sealed by the tower's safeguards, but removing or emptying the sacred prisms from both this area and area A2 disables the locking mechanisms. A *teleportation circle* maintained by the tower's sacred prisms fills the eastern alcove of this room. Until recently, the tower's defensive field prevented it from operating, but by the time the PCs reach this area, their actions have either deactivated or suppressed of some of the tower's defenses—meaning the circle has returned to working order. Finding the circle requires a successful DC 34 Perception check. The hound archons (see below) are unable to use the circle, bound as they are to this area.

Creatures: To assist Ghalcor in this task, he conjured a pair of powerful hound archons—celestial legionnaires—to guard the tower for a year at a time, during which their own prayers and magic would bolster the priests' efforts in charging the sacred prisms. So long as Ghalcor regularly cycled out tired archons with

fresh ones, none of the outsiders experienced ill effects; in fact, most perceived their contributions as a minor yet righteous sacrifice to end the Worldwound.

When the tower's safeguards triggered, the tower's defensive field blocked teleportation effects, nominally to prevent demons from teleporting directly into the structure. Inadvertently, it also prevented the hound archons from returning to their home plane when their service concluded, so they've remained in this room for decades as the sacred prisms continued to siphon their extraplanar essence. As a result, the hound archons were drained of their intrinsic holiness and left vulnerable to the influence of the Worldwound; they have changed in appearance and demeanor in insidious ways. Each has developed bony spurs that pierce erupt from their skin at the joints, crimson eyes, and ash-gray fur. With a successful DC 25 Knowledge (planes) check, a PC can determine that their condition has not progressed so far as to change them into another outsider, but reversing the damage would require extended exposure to a particularly strong good-aligned plane or possibly even require atonement.

Subtier 8–9 (CR 8)

HOLY SMITE TRAP

Type magic; **Perception** DC 31; **Disable Device** 31

EFFECTS

Trigger touch; **Bypass** correct combination (see page 9); **Reset** automatic

Effect spell effect (heightened empowered *holy smite*, 5d8 damage plus 50%, DC 19 half); multiple targets (all creatures within a 20-ft.-radius burst)

Development: Once the PCs enter the correct combination and pull the lever, the stone bars retract into the wall, and the door clicks open.

A3. The Eternal Fight against Evil (CR 8 or CR 11)

The walls of this large, irregular room are bare but for a gold-capped prism socketed into a niche along the south wall and

They cling to their assigned duty to defend the tower, but their interpretation of that order has evolved over time. They have difficulty recognizing the Iomedaen faithful that should be friends from demons. When the PCs first encounter the archons, the outsiders are hostile, though cautiously optimistic that they might have an opportunity to escape their imprisonment, so the PCs have a brief opportunity to change the archons' attitude with Diplomacy check (DC 28 for Subtier 5–6, DC 25 for Subtier 8–9). Ensuring them that the PCs have the means to secure their release grants up to a +4 bonus on Diplomacy checks depending on how confident and specific the PCs are in their promises. The archons constantly scan the PCs with *detect evil*, and each evil aura they detect (such as from clerics of evil gods, evil familiars, or even Thassilonian brands) imposes a cumulative –4 penalty to the check. Failing to convince the archons not to attack leads to violence.

Subtier 5–6 (CR 8)

CELESTIAL LEGIONNAIRES (2) CR 6

CN advanced fiendish hound archon (*Pathfinder RPG Bestiary* 19, 294, 295)

hp 51 each

TACTICS

Before Combat When the celestial legionnaires hear the doors to area **A2** begin to open, they cast *aid* on themselves.

During Combat The celestial legionnaires fight cautiously, using Power Attack only after confirming that a target is easy to hit.

Morale The celestial legionnaires were commanded to protect further entry into the tower; they fight to the death.

Subtier 8–9 (CR 11)

CELESTIAL LEGIONNAIRES (2) CR 9

Male fiendish hound archon fighter 5 (*Pathfinder Bestiary RPG Bestiary* 19, 295)

CN Medium outsider (archon, extraplanar)

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

Perception +13

Aura aura of menace (20 ft., DC 15)

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 armor, +2 Dex, +9 natural)

hp 109 each (6d10+5d10+49)

Fort +12, **Ref** +8, **Will** +6 (+1 vs. fear); +4 vs. poison

Defensive Abilities bravery +1; **DR** 10/good; **Immune** electricity, petrification **Resist** cold 15 fire 15; **SR** 15

OFFENSE

Speed 40 ft.

Melee +1 *cold iron greatsword* +16/+11/+6 (2d6+6/19-20), bite +13 (1d8+4) or slam +14 (1d4+3), bite +14 (1d8+3)

SCALING ENCOUNTER A3

Make the following changes to accommodate a group of 4 PCs.

Subtier 5–6: Remove the advanced simple template from the celestial legionnaires.

Subtier 8–9: The celestial legionnaires have the sickened condition as a result of their extended exposure to the sacred prisms.

Make the following changes for groups that explicitly agreed to a greater challenge.

Subtier 5–6: Replace the two celestial legionnaires with one celestial legionnaire from Subtier 8–9.

Subtier 8–9: Add a third celestial legionnaire to the encounter.

Special Attacks smite good (+0 to hit, +11 damage), weapon training (heavy blades +1)

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

Constant—*detect evil*, *magic circle against evil*

At Will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

TACTICS

Before Combat When the celestial legionnaires hear the doors to area **A2** begin to open, they cast *aid* on themselves.

During Combat The celestial legionnaires attempt to disarm combatants, favoring weapons wielded by strong melee combatants. The archons carefully study their foes, using Power Attack against those they can hit easily.

Morale The celestial legionnaires were commanded to protect further entry into the tower. They fight to the death, using their Bolstered Resilience feat when reduced to 25 or fewer hit points.

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 13, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +14 (+16 disarm); **CMD** 26 (28 vs. disarm)

Feats Bolstered Resilience^{UC}, Combat Expertise, Combat Reflexes, Disarming Strike^{APG}, Improved Disarm, Improved Initiative, Iron Will, Power Attack, Toughness

Skills Acrobatics +14 (+18 jump), Intimidate +10, Knowledge (planes) +13, Knowledge (religion) +9, Perception +13, Sense Motive +12, Stealth +15, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*beast shape II*), armor training 1

Other Gear +1 *cold iron greatsword*, +1 *haramaki*^{UE}

Development: As called creatures, the archons remain in this room even if slain. Resolving the encounter peacefully results in one of two ways. If the PCs agreed to free the archons, the only way for the archons to escape involves their being escorted out by someone with a *wayfinder* or a

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PC touching a *wayfinder* to an outer wall to create a small breach through which the archons can teleport. If the PCs cannot assist the archons in leaving, the outsiders remain in this room but allow the PCs to pass.

It's possible for the PCs to bypass the archons by using the *teleportation circle* to reach area **A6**, but this hinders Ollysta Zadrian when she later enters the tower to warn and help the PCs. (See the sidebar "Ollysta and the Demon" sidebar on page 18.)

Treasure: The sacred prism in this room is partially drained, with only 4 charges due to the hound archons' change in alignment.

Faction Notes: By avoiding combat with the archons (or using nonlethal tactics to subdue them), Silver Crusade PCs can impress both Ollysta Zadrian and the Mendevian crusaders. This contributes to the Silver Crusade's goals for this scenario.

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

Subtier 5–6: Reduce each PC's gold earned by 333 gp.

Out of Subtier: Reduce each PC's gold earned by 646 gp.

Subtier 8–9: Reduce each PC's gold earned by 959 gp.

A4. Alchemy and Magical Workshop

Two long countertops and a workbench occupy this workshop. The work surfaces are covered with religious symbols, quills, broken glass, and small metal components as well as with dusty alchemical supplies that have not seen use in years. A niche in the southeast wall holds a gold-capped prism that glows with blue-white light. Doors lead to the north, south, and east, and a heavier iron door stands in the room's northwest corner.

Here Ghalcor and his assistants assembled the smaller pieces of the tower's weapon using both magical and alchemical techniques. Ventilation pipes run along the ceiling, providing ventilation for areas **A4**, **A5**, and **A6**, though the insides of the pipes are now coated in dry soot. When the safeguards activated, Ghalcor found it impossible to open or even batter down the iron door, so he made heavy use of this room to try and devise some means of cleansing the tower of demons and repairing the malfunctioning defensive field.

Treasure: Several magical items of particular value lie scattered about this room under a thick coat of dust. These include two *hybridization funnels* (*Pathfinder RPG Ultimate Equipment* 304), a *potion of cure moderate wounds*, and two *potions of resist fire*. In Subtier 8–9, there is also a *preserving flask* (2nd-level extract; *Pathfinder RPG Ultimate Equipment* 316). The sacred prism here holds four charges.

Rewards: If the PCs fail to recover the alchemical and magical treasure in this area, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 191 gp.

Out of Subtier: Reduce each PC's gold earned by 262 gp.

Subtier 8–9: Reduce each PC's gold earned by 333 gp.

A5. The Tower Barracks

Five cots line the west wall of this barracks. A dusty table, counters, and a hearth share the east side of the room.

The tower's occupants used this room as their living quarters, and except for a layer of dust, the space remains clean and organized. The hearth's chimney vents into a pipe that runs along the ceiling and through the south wall. With a successful DC 16 Perception check while searching the room, a PC uncovers a small diary hidden under one of the cot mattresses; give the players **Player Handout 5**.

A6. The Tower Armory

A large forge flanked by large bellows dominates the east wall, though they and the nearby anvil are caked in soot. Half-full weapon racks hold an assortment of daggers, spears, and swords, and low piles of arrowheads, coal, and metal ingots line the southwest wall.

Ghalcor's assistants forged larger pieces of equipment in this smithy, which also served to maintain the tower's armory. During Ghalcor's final days, he attempted to create replacement parts with the forge, but the tower's safeguards sealed the ventilation pipes as surely as they did the rest of the tower; a few ill-fated attempts to heat the coal clogged with ashes and consumed much of the breathable air before Ghalcor admitted defeat.

The western corner of the room contains a *teleportation circle*, the partner of the circle found in area **A3**. Finding the circle requires a successful DC 34 Perception check.

Treasure: Much of this room is bare, though there are still a few weapons left that the crusaders did not carry into battle. These include three *+1 axiomatic bolts* and four *+2 seeking sling bullets*. In Subtier 8–9 there is also a set of *pauldrons of the bull* (*Pathfinder RPG Ultimate Equipment* 267).

Rewards: If the PCs fail to recover the armory's remaining equipment, reduce their gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 489 gp.

Out of Subtier: Reduce each PC's gold earned by 759 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,030 gp.

A7. The Staging Room (CR 8 or CR 11)

A long coat rack laden with baggy leather suits and a wooden wardrobe comprise the only furnishings in this room. A desiccated body lies slumped against the north wall, cradling

WEAPON IN THE RIFT

a glowing prism in its limp arms. A second prism lies at the body's side. Iron doors lead to the north and west.

Although intended for use as a storage room, Ghalcor repurposed this area to hold protective gear once he determined just how dangerous the tower's weapon could be; early experiments demonstrated that being particularly close to the weapon when it activated could harm even a pious mortal. The leather suits are designed to cover one's entire body, complete with glass panels to allow a wearer to see normally and filtered ports to facilitate breathing. There are five suits fitted for Medium humanoids and two fitted for Small humanoids. A PC can don a suit in 1d2+1 rounds to receive its full benefits or don it hastily in 1 round for partial benefits that come into play in area A8. The wardrobe contains a variety of spare parts, specialized tools, and herb-infused oils necessary to keep the weapon in working order. (The PCs can discover more about these suits by asking Ghalcor's ghost; see Development on page 14.)

Creatures: The corpse is that of Ghalcor, who perished here as he channeled his remaining energy into a sacred prism following a desperate hypothesis that he could override the defenses with a fully charged prism. The strain killed him, and his restless spirit has tried in vain to test his hypothesis ever since, despite not being able to manipulate physical objects.

Subtier 5–6 (CR 8)

GHALCOR

CR 8

Male unique Allip (*Pathfinder RPG Bestiary* 3 12)

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +13

Aura babble (30 ft., DC 19)

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

hp 85 (9d8+45)

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

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +9 (1d4 Wisdom damage)

Special Attacks babble, touch of insanity (DC 19)

TACTICS

During Combat Ghalcor babbles and attacks any living creature, focusing on priests of good-aligned gods because they remind him of his life's work and tragic demise.

Morale Ghalcor fights until destroyed.

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 15, **Wis** 15, **Cha** 20

Base Atk +6; **CMB** +9; **CMD** 25

SCALING ENCOUNTER A7

Make the following changes to accommodate a group of 4 PCs.

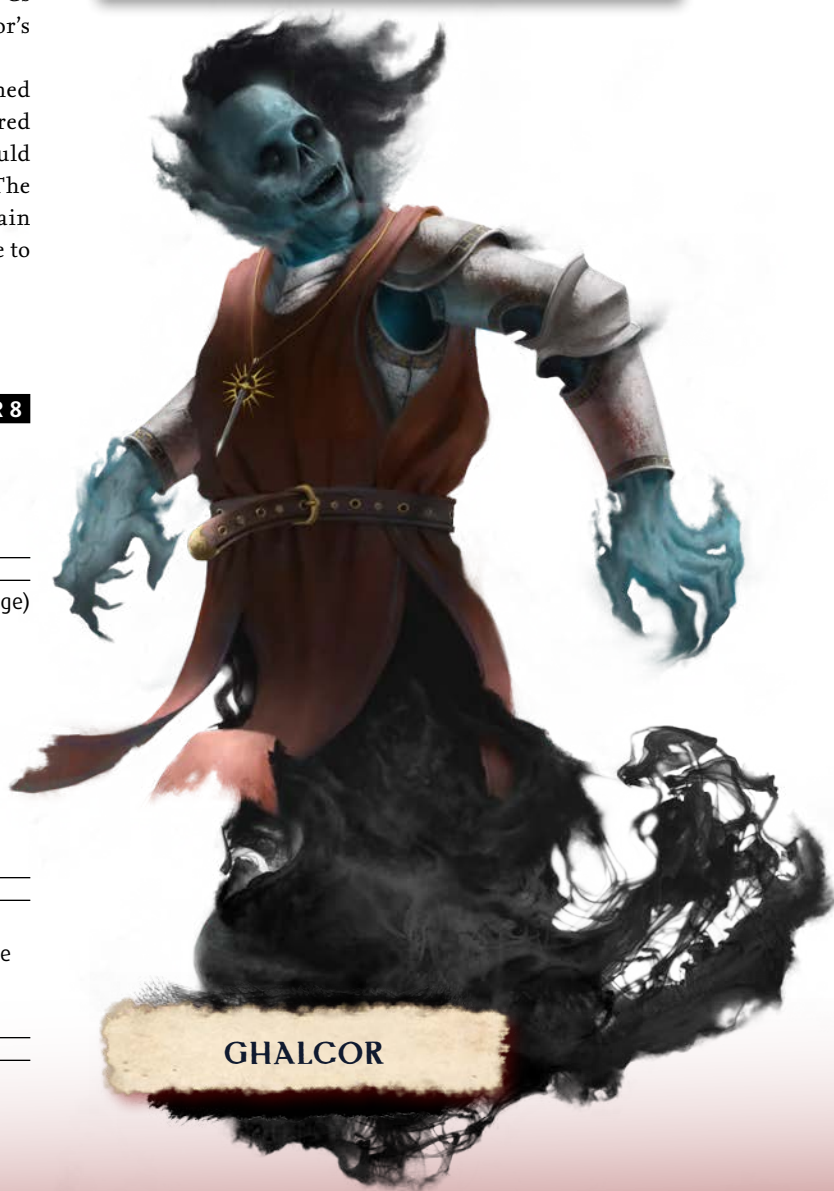
Subtier 5–6: Reduce the saving throw DCs of Ghalcor's babble and touch of madness abilities by 2.

Subtier 8–9: Reduce the saving throw DCs of Ghalcor's babble and touch of madness abilities by 2, and reduce the saving throw DCs of his spells and oracle revelations by 1.

Make the following changes for groups that explicitly requested additional challenge.

Subtier 5–6: Ghalcor had an assistant who also rose as an allip. Add an advanced allip to the encounter. Increase the Wisdom damage dealt by Ghalcor's touch attack to 1d6.

Subtier 8–9: Ghalcor's had an assistant who also rose as an allip. Add a unique allip (using the stats from Subtier 5–6) to the encounter.



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Feats Dodge, Flyby Attack, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes

Skills Fly +22, Intimidate +14, Knowledge (engineering) +10, Knowledge (planes) +10, Knowledge (religion) +13, Perception +13, Sense Motive +8, Stealth +11

Languages Abyssal, Aklo, Common

SQ madness, relentless compulsion

SPECIAL ABILITIES

Relentless Compulsion (Su) Ghalcor constantly tries to recalculate how he failed and why, relentlessly pursuing a perfect solution that is just out of reach. Thus, he's adept at predicting failure allowing him to re-roll any one d20 roll and taking the higher result, even after knowing the results.

Subtier 8–9 (CR 11)

GHALCOR CR 11

Male allip oracle 10 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 3 12)

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +14

Aura babble (60 ft., DC 18)

DEFENSE

AC 20, touch 20, flat-footed 16 (+6 deflection, +3 Dex, +1 dodge)

hp 147 (4d8+10d8+84)

Fort +10, **Ref** +9, **Will** +12

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +13 (1d4 Wisdom damage/19–20)

Special Attacks babble, touch of insanity (DC 18)

Oracle Spells Known (CL 10th; concentration +16)

5th (4/day)—*greater command* (DC 21), *lesser planar binding* (DC 21), *mass inflict light wounds* (DC 21)

4th (6/day)—*confusion* (DC 20), *dismissal* (DC 20), *inflict critical wounds* (DC 20), *terrible remorse*^{UM} (DC 20),

3rd (7/day)—*bestow curse* (DC 19), *borrow fortune*^{APG}, *inflict serious wounds* (DC 19), *invisibility purge*, *vermin shape*^{UM}

2nd (8/day)—*desecrate*, *grace*^{APG}, *inflict moderate wounds* (DC 18), *oracle's burden*^{APG} (DC 18), *resist energy*, *sound burst* (DC 18)

1st (8/day)—*bane* (DC 17), *doom* (DC 17), *endure elements*, *inflict light wounds* (DC 17), *murderous command*^{UM} (DC 17), *protection from law*, *sanctuary* (DC 17)

0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *virtue*

Mystery outer rifts^{SWG}

TACTICS

Before Combat Ghalcor casts *resist energy* (fire) as soon as he detects intruders in his tower. He then waits just inside the

room's floor and casts *invisibility purge* when he hears the doors to area A4 open.

During Combat Ghalcor babbles and attacks any living creature, focusing on priests of good-aligned gods because they remind him of his life's work and tragic demise. He uses spells like *confusion* and *greater command* to slow down attackers.

Morale Ghalcor fights until destroyed.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 13, **Wis** 13, **Cha** 22

Base Atk +10; **CMB** +13; **CMD** 30

Feats Ability Focus (touch of insanity), Combat Casting, Dodge, Improved Critical (incorporeal touch), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes

Skills Disable Device +10, Fly +18, Intimidate +19, Knowledge (engineering) +11, Knowledge (planes) +14, Knowledge (religion) +14, Perception +14, Sense Motive +9, Spellcraft +14, Stealth +13

Languages Abyssal, Aklo, Common

SQ madness, oracle's curse (wrecker), relentless compulsion, revelations (balefire, planar haze, unearthly terrain)

SPECIAL ABILITIES

Balefire (Su) Ghalcor's balefire oracle revelation allows him to burn his foes with eldritch fires drawn from the Abyss itself twice per day. As a standard action, he causes one target within 30 feet to become wreathed in flames; the target takes 10d6 points of fire damage and is staggered for 1 round (Reflex DC 21 half and negate staggered).

Planar Haze (Su) As a swift action, Ghalcor can fill an area with a *fog cloud*, like the spell of the same name, except it originates at the center of the spell effect and cannot expand beyond the spell's area.

Relentless Compulsion (Su) See Subtier 5–6.

Unearthly Terrain (Su): As a standard action, Ghalcor can turn one 20-foot square into difficult terrain for 1 round per level. He can use this ability 9 times per day.

Wrecker (Su) Any held objects by Ghalcor gain the broken condition when he attempts to use or equip them but regain their actual condition if employed by anyone else. If a held item is restored to unbroken condition, it becomes broken again the following round.

Development: Once the PCs destroy the allip, there is a brief respite before a calm and peaceful ghost of Ghalcor rises from his corpse and bows to the Pathfinders.

"For the second time, demons draw near," he explains. "If you have made it this far, then I trust you have disabled many of my tower's defenses—contingencies that trapped even me when they triggered. The weapon awaits beyond, though I suspect it lacks the energy to activate properly. The prisms that you have seen store the essence of Heaven itself, which I harvested out of hubris. You will see places to slot them in the control panel at the top of the stairs. Once you are ready to fire the weapon,

turn both keys at once, and I shall pray that my creation is powerful enough to banish the scourge of Sarkoris.”

Having said his piece, Ghalcor slowly begins to fade. The PCs can ask him a question or two before he disappears. Typical questions and their answers are below.

What does the weapon do? “My creation channels holy energy over a massive area, as if Iomedae herself had spoken a single word of ineffable holiness. All who are evil shall feel its wrath.”

What are these suits for? “The Mendevian Crusade welcomes all warriors, even if they are not truly devout and pure of heart. Those suits help to shield our less zealous allies.”

How can we charge these prisms? “Those who can channel the power of good can direct it into the prisms. I fed these prisms my every prayer and very vitality, though I miscalculated once again and lost my life in the process. Be careful.”

If the PCs have removed at least two sacred prisms from their niches (see areas **A2**, **A3**, and **A4**), then when Ghalcor’s spirit goes dormant, the tower’s remaining safeguards weaken enough that the north door is no longer barred. He trapped demons in area **A8** awaken, begin to resume their destruction of the tower’s weapon. The PCs can hear this vandalism with a successful DC 10 Perception check through the doors.

At this point, the scenario is on a countdown, for each round the demons spend sabotaging the weapon, the harder it is to activate properly. At the same time, from outside the tower, Ollysta Zadrian spots a shemhazian demon bound for the tower, and she rushes inside to alert the PCs. The consequences of Ollysta’s actions are detailed in the “Ollysta and the Demon” sidebar on page 18.

Treasure: Several treasures rest with Ghalcor’s corpse: a *cassock of the clergy* (*Pathfinder RPG Ultimate Equipment* 214), a *scroll of align weapon*, and a *potion of shield offaith* (CL 12th). In Subtier 8–9, there is also a *celestial shield* (*Pathfinder RPG Ultimate Equipment* 131). In addition, the sacred prism in Ghalcor’s arms is fully charged (8 charges), and a sacred prism with no charges is next to him.

Rewards: If the PCs fail to defeat Ghalcor, reduce each PCs gold earned as follows.

Subtier 5–6: Reduce each PC’s gold earned by 645 gp.

Out of Subtier: Reduce each PC’s gold earned by 902 gp.

Subtier 8–9: Reduce each PC’s gold earned by 1,160 gp.

A8. THE CONTROL ROOM (CR 9 OR CR 12)

The entire room hums with energy. An immense column of silver and steel rises through the center of this tower, almost touching the ceiling nearly one hundred feet above, where it’s

capped by an elaborate device much like an astrolabe of gold and glass. Stairs made of metal mesh round the perimeter of the tower clockwise before reaching a platform twenty feet off the ground. A C-shaped console occupies much of the platform.

Ghalcor’s weapon—the fruit of the cleric’s tireless labor—resides in this chamber along with the control panel that controls its armament and activation. The weapon incorporates four distinct features: the control panel, the astrolabe-like device at the tower’s top that channels the energy from the control panel, the column that elevates the device to help it project its effect across a large area, and the panels at the top of the tower that open to project and direct the weapon’s blast. When charged and fired, the weapon creates an effect similar to the *holy word* spell with an immense radius, albeit less devastating to creatures with neutral alignments. Unfortunately, one of the weapon’s weaknesses is that to arm and activate it requires drawing on all of the tower’s energy, including that which powers its defenses. Once the PCs open the doors into this area, the enchantments that veil and harden the walls drop, leaving the structure vulnerable.

The control panel has four octagonal slots in its center panel that can each fit one sacred prism, allowing the weapon to draw on the prisms’ energy and use their charges. The weapon requires at least 17 charges to fire properly, though it can create a lesser effect with as few as 14 charges and operate with fewer than four prisms. Each round that an abrikandilu demon (see “Creatures,” below) spends sabotaging the control panel (a full-round action) makes the device less efficient, increasing the number of charges needed to activate the weapon by 1. Firing the weapon requires the operators to simultaneously turn two dials located at opposite ends of the control panel—likely requiring two creatures to cooperate unless one were to have extraordinary reach.

The control panel also has several dozen labeled controls that are fairly intuitive, including switches labeled “safety” and “arm weapon,” dials labeled “activate weapon” and “open windows,” and various gauges that measure the state of the weapon’s systems and the energy available for use. Using the controls requires no special training, though a PC can operate the controls with finesse and a successful DC 15 Intelligence check or DC 20 Use Magic Device check to coax greater performance out of the weapon; this treats the weapon as having 1 additional charge available when being activated, plus 1 additional charge for every 5 points by which the PC exceeded the check’s DC.

These procedures take time. Loading a sacred prism into one of the slots is a move action. One must then spend a full-round action operating the controls to begin arming the weapon, which provokes an attack of opportunity. The following round, PCs can turn the

PATHFINDER SOCIETY SCENARIO

dials that fire the weapon as standard actions (turning both dials as a single standard action if a creature can reach them). A PC can perform any of these actions while averting his gaze, but increase the time taken to perform an action by one step (move becomes a standard action, full-round becomes 2 rounds) for blind PCs.

Creatures: When Ghalcor first attempted to activate the tower's weapon years ago, two abrikandilu demons were able to clamber through the tower's windows, slide down the central column, and begin tearing apart the device—actions that triggered the tower's safeguards and locked the offending demons in a form of stasis. When the PCs deactivate the tower's defenses by detaching sacred prisms and defeating Ghalcor, the demons awaken and loudly resume their work. If the PCs somehow bypass Ghalcor or enter this area without detaching two or more sacred prisms, the demons are insubstantial hazes that are immune to damage until someone deactivates the tower's defenses.

The tower's vulnerability doesn't go unnoticed, and a powerful shemhazian

demon batters through the defending crusaders in an attempt to destroy or capture the weapon. When combat begins, the PCs hear Ollysta Zadrian shouting a warning and urging the Pathfinders to activate the weapon as quickly as possible.

"Focus on the activating the weapon! I will hold off the demon for as long as I draw breath!"

On initiative count 15 when the PCs enter the area, the shemhazian demolishes approximately 15 feet of the northeast wall as well as a 5-foot section of the stairs as it tears into the tower. On initiative count 10, Ollysta arrives with two crusaders, and the trio tries to hold off the shemhazian while the PCs combat the abrikandilu demons and activate the weapon.

It's not necessary to roll individual attacks for these NPCs, whose actions are described in the "Ollysta and the Demon" sidebar on page 18. Instead, the demon's intended threat takes three forms. First, the demon's gaze affects all creatures within 30 feet of it (including those on the mesh stairs), paralyzing any non-evil creature for 1 round (Fortitude DC 19 negates; DC 21 in

Subtier 8–9). Second, the shemhazian makes an attack of opportunity against any creature that passes through its threatened area, including those leaping the gap in the broken staircase. In Subtier 5–6, it uses its pincer (+23 to hit, 1d12+6 damage), and in Subtier 8–9 it uses its claws (+25 to hit, 2d6+12 damage). Finally, some of the demon's actions can harm the PCs, as noted in the "Ollysta and the Demon" sidebar.

The encounter's Challenge Rating accounts for the shemhazian behaving as a threatening hazard, not as a traditional combatant that targets PCs with full-attack actions and similarly brutal tactics that the PCs are not prepared to handle. The demon should only favor targeting a PC under extraordinary circumstances, such as charging the demon alone, and even then the GM is advised to use less damaging combat options such as the Awesome Blow feat to throw the PC back into the fight with the abrikandilu demons.

Follow the script presented in the "Ollysta and the Demon" sidebar as closely as possible, understanding



SHEMHAZIAN DEMON

that the actions may change slightly depending on the PCs' choices. The PCs are free to assist the crusaders with healing, attacks, and helpful spells, though with the exception of healing hit points, the script does not account for the PCs' aid in an exact way; the GM is welcome to reduce the damage dealt to an aided target by 5 to 15 points to reflect a PC's significantly assisting the crusaders during a round. Ollysta has 80 hit points at the start of this battle, and each of her crusaders have 40 hit points.

Remember that the PCs may have bypassed the traps in area A1 or bypassed the corrupted archons in area A3, which deal 10 damage to the NPCs. Even if delayed, the PCs can hear Ollysta coming and shouting to them to activate the weapon.

All Subtiers

SHEMHAZIAN DEMON CR 16
hp 246 (*Pathfinder RPG Bestiary 2* 80)

TACTICS

Before Combat The shemhazian already used its *blasphemy* spell-like ability earlier in the battle.

Morale If reduced to 40 or fewer hit points, the shemhazian extracts itself from the tower and uses *greater teleport* to escape.

Subtier 5-6 (CR 9)

ABRIKANDILU BERSERKERS (2) CR 6

Abrikandilu barbarian 3 (*Pathfinder Campaign Setting: The Worldwound* 42)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 15, touch 10, flat-footed 13 (+2 Dex, +5 natural, -2 rage)

hp 79 each (8 HD; 5d10+3d12+27)

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

Defensive Abilities uncanny dodge, trap sense +1; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Weaknesses hatred of mirrors

OFFENSE

Speed 40 ft.

Melee bite +14 (1d6+6 plus mutilation), 2 claws +14 (1d4+6)

Ranged improvised weapon +10 (1d6+6)

Special Attacks destructive attacks, mutilation, rage (9 rounds/day), rage powers (1)

Spell-Like Abilities (CL 5th; concentration +5)

3/day—*cause fear* (DC 11), *shatter* (DC 12)

1/day—*summon* (level 1, 1 abrikandilu 50%)

TACTICS

Before Combat One berserker noisily begins breaking apart the control panels as the other one inspects its surroundings.

SCALING ENCOUNTER A8

To accommodate a group of only four PCs, the shemhazian casts *telekinesis* rather than an inflict spell to disarm one of the crusaders during the second round. The abrikandilu berserkers are sickened for the first 3 rounds of combat as they recover from their stasis, and an abrikandilu takes twice as long to damage the control panels.

Make the following changes for groups that explicitly requested additional challenge.

Subtier 5-6: The shemhazian demon uses its claw for attacks of opportunity and casts *mass inflict moderate wounds* rather than *mass inflict light wounds*. Add the advanced simple template to the abrikandilu berserkers.

Subtier 8-9: The shemhazian demon uses its bite attack for attacks of opportunity and still has not used its *blasphemy* spell-like ability. It uses *blasphemy* during the second round instead of its normal tactics just as the crusaders charge, instantly killing the two crusaders and weakening Ollysta; halve any damage dealt by allied NPCs for the rest of the battle. Finally, apply the advanced simple template to the abrikandilu berserker on the stairs.

During Combat The abrikandilu berserker on the platform takes cover behind the control panel and continues to damage it, redirecting its attacks to nearby enemies. The other abrikandilu defends the stairs, throwing hunks of rubble and metal at distant foes. The demons delight in breaking smaller weapons, wands, and potions.

Morale After decades of stasis, the demons are itching for a chance to destroy something. They fight to the death.

Base Statistics When not raging, the abrikandilu demon's statistics are **AC** 17, touch 12, flat-footed 15; **hp** 63; **Fort** +8, **Will** +5; **Melee** bite +12 (1d6+4 plus mutilation), 2 claws +12 (1d4+4); **Str** 19, **Con** 12; **CMB** +12, **CMD** 24; **Skills** Climb +15.

STATISTICS

Str 23, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +8; **CMB** +14 (+16 sunder); **CMD** 24 (26 vs. sunder)

Feats Improved Sunder, Iron Will, Power Attack, Throw Anything⁸, Vital Strike

Skills Acrobatics +10 (+14 when jumping), Appraise +7, Climb +17, Disable Device +13, Perception +16; **Racial**

Modifiers +4 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ fast movement

SPECIAL ABILITIES

Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, they gain a +5 racial bonus on Strength checks made to break or destroy objects.

Mutilation (Su) An abrikandilu's bite causes hideous, ugly wounds that not only mar beauty but supernaturally

OLLYSTA AND THE DEMON

The conflict between Ollysta and the shemhazian demon is a thrilling backdrop for this encounter; however, managing several high-level combatants as part of this combat could slow down the action and severely detract from the dramatic atmosphere. As a result, the script below establishes the NPCs' actions as the PCs manage their own fight. During rounds 1 to 5, reduce any damage dealt to the shemhazian by the NPCs by 5 for each incapacitated crusader.

Remember that the PCs may have bypassed the traps in area **A1** or bypassed the corrupted archons in area **A3**; each bypassed situation deals 10 damage to the NPCs.

Round 1: With an immense roar, the shemhazian breaks into the tower. Ollysta and two crusaders arrive through the southern door.

Round 2: The shemhazian casts *mass inflict light wounds* (*mass inflict serious wounds* in Subtier 8–9) on Ollysta, the crusaders, and any PCs nearby. Ollysta and the crusaders charge toward the demon, deal 40 damage to it, use their lay on hands class feature, and take a net 30 points of damage each for the round.

Round 3: The shemhazian shakes the tower, which showers all creatures in area A8 with rubble, dealing 3d6 bludgeoning damage (Reflex DC 15 half); the NPCs take 5 points each. It then swats Ollysta with its Awesome Blow feat, knocking her back 10 feet. She stands and rejoins the melee, suffering attacks of opportunity before healing herself to take a net 30 damage for the round (20 hit points remaining). The crusaders attack, miss, and heal themselves, regaining a net 5 hit points.

Round 4: The shemhazian casts *mass inflict light wounds* (*mass inflict serious wounds* in Subtier 8–9) on Ollysta and any other targets nearby (dealing 15 damage to the NPCs). Ollysta and her crusaders use their lay on hands ability (recovering damage dealt this round), attack, and deal 60 points of damage.

Round 5: The shemhazian performs a full attack action, first slaying the two crusaders before focusing its attacks on Ollysta. She falls to an attack only to cast *heroic defiance*^{APG} to remain standing with only 5 hit points remaining. She strikes the demon for 30 points of damage.

Round 6: The shemhazian performs a full attack action with Power Attack, dealing up 120 points of damage to Ollysta. Ollysta dies.

Round 7: The shemhazian casts *mass inflict light wounds* (*mass inflict serious wounds* in Subtier 8–9) on nearby PCs.

Round 8: The shemhazian spends its turn breaking open a larger hole to climb through.

Round 9: The shemhazian tries to break the weapon's central column, which causes a horrid screeching.

Round 10: The shemhazian breaks the weapon's central column, which prevents the PCs from firing the weapon. On subsequent rounds it attacks any surviving PCs.

diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 15 Fortitude save or gain a –1 penalty on all Charisma-based checks. This penalty can stack as high as a –5 penalty with multiple bites and failed saves. This lasts even after the wounds are healed; the penalty decreases by 1 point every 24 hours. This is a curse effect. The save DC is Constitution-based.

Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

Subtier 8-9 (CR 12)

ABRIKANDILU BERSERKERS (2)

CR 9

Abrikandilu barbarian 6

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 17, touch 11, flat-footed 14 (+3 Dex, +6 natural, –2 rage)

hp 121 each (11 HD; 5d10+6d12+50)

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

Defensive Abilities improved uncanny dodge, trap sense +2;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Weaknesses hatred of mirrors

OFFENSE

Speed 40 ft.

Melee heavy pick +17/+12/+7 (1d6+9/×4), bite +12 (1d6+3 plus mutilation)

Ranged improvised weapon +14 (1d6+6)

Special Attacks destructive attacks, mutilation, rage (15 rounds/day), rage powers (knockback, raging climber +6, smasher^{APG})

Spell-Like Abilities (CL 5th; concentration +5)

3/day—*cause fear* (DC 11), *shatter* (DC 12)

1/day—*summon* (level 1, 1 abrikandilu 50%)

TACTICS

Before Combat One abrikandilu noisily begins breaking apart the control panels as the other one inspects its surroundings.

During Combat The abrikandilu berserker on the platform takes cover behind the control panel and continues to damage it, redirecting its attacks to nearby enemies. The other abrikandilu defends the stairs, throwing hunks of rubble and metal at distant foes. The demons delight in breaking weapons, armor, wands, and potions as well as using the knockback rage ability to push enemies off the stairs and platform.

Morale After decades of stasis, the demons are itching for a chance to destroy something. They fight to the death.

WEAPON IN THE RIFT

Base Statistics When not raging, the abrikandilu demon's statistics are **AC** 19, touch 13, flat-footed 16; **hp** 99; **Fort** +10, **Will** +6; **Melee** heavy pick +15/+10/+5 (1d6+6/x4), bite +10 (1d6+2 plus mutilation); **Str** 19, **Con** 12; **CMB** +15, **CMD** 28; **Skills** Climb +18.

STATISTICS

Str 23, **Dex** 16, **Con** 16, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +11; **CMB** +17 (+21 sunder); **CMD** 28 (30 vs. sunder)

Feats Greater Sunder, Improved Sunder, Iron Will, Power Attack, Throw Anything[®], Toughness, Vital Strike

Skills Acrobatics +11 (+15 when jumping), Appraise +7, Climb +26, Disable Device +17, Perception +19; **Racial**

Modifiers +4 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ fast movement

Other Gear mwk studded leather, heavy pick, *amulet of natural armor* +1, thieves' tools

Development: When the PCs fire the weapon, blue-white energy explodes from the devices at the top of the tower and crashes over everything in a one-mile radius. If the weapon activated with at least 17 charges, this works like a *holy word* spell with a caster level of 20 and a saving throw DC equal to the number of charges used. Halve the effect's caster level against lawful neutral, neutral, and chaotic neutral creatures (unless such a creature has an evil aura). A creature wearing one of the leather suits from area **A7** treats his effective hit dice as six higher when determining the weapon's effects and gains a +6 resistance bonus on saving throws against the effect; these benefits are halved if he donned the suit hastily. The effect also destroys non-artifact magic items with evil auras within 100 feet, though such an item protected by one of the leather suits receives a saving throw to resist destruction.

Triggering the weapon with between 14 and 16 charges creates a similar effect, and though it fails to kill the shemhazian and many stronger demons, they flee as quickly as they can. Activating the weapon with only this much power causes key pieces to jam and fracture, which ensures the weapon will not be available for use without extensive repairs. Nonetheless, the PCs actions secure for the crusaders a much-needed respite.

If the PCs flee the tower before activating the weapon, the shemhazian commands the abrikandilu demons to cease their destruction. The demon army allows the PCs and crusaders to run away so that they might spread the word of Deskari's new weapon and sow seeds of terror among their allies.

Faction Notes: This encounter presents Silver Crusade faction PCs with multiple opportunities to champion the power of good and impress the Mendevian crusaders, though faction PCs needn't accomplish all of them to

make a good impression. First, they can fire the weapon before the start of the fifth round, which saves the crusaders outside from being overwhelmed. Second, a PC can directly aid Ollysta and her companions in their fight against the shemhazian by dealing 30 or more points of damage to it (45 or more for Subtier 8–9), heal Ollysta and the crusaders for a combined total of 25 points of damage or more (40 points or more in Subtier 8–9), or use the aid another action to aid her attacks or Armor Class at least twice during the combat; even though Ollysta ordered the PCs to focus on the weapon, she can admire a PC's zeal in challenging the most dangerous foe (this is an individual accomplishment). Finally, if the PCs fire the weapon with 22 or more charges, the resulting flare is visible for miles and bolsters the crusaders's resolve.

Rewards: If the PCs fail to activate the tower's weapon, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 458 gp.

Out of Subtier: Reduce each PC's gold earned by 770 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,083 gp.



**ABRIKANDILU
DEMON**

CONCLUSION

Activating Ghalcor's weapon marks an important turning point on the southern front as the PCs destroy or banish a large army of demons, boost crusader morale, and rattle the nerves of those fiends too far away to experience the weapon's wrath. Crusaders cheer the PCs as they emerge from the tower and hastily send messages to inform Queen Galfrey of their success. With the tower reclaimed, the Pathfinder Society has an opportunity to examine an early crusade site and the notes of an innovative and battle-hardened scholar. The Mendevian Crusade acquires an invaluable fortress defended by a nearly unstoppable weapon. The discovery that Ghalcor's creation is unable to move hardly dampens the crusaders' spirits.

If Ollysta survived the battle, she praises the PCs for their valor and heroism.

"Since the attack on the Starrise Spire several months ago, the Pathfinder Society has been working tirelessly to assist the people of Nerosyan. While performing rescue missions, diplomatic assignments, and stealth operations, you Pathfinders have shouldered great responsibilities and realized even greater goals. I applaud all of you for your tireless pursuit in fighting for what is right. In this time of need, it is good to see a team such as yourselves work together to complete what was thought impossible. For this, Mendev—truly all of Avistan—shall remember you."

If Ollysta perished before the PCs activated the weapon, members of the Silver Crusade gather to praise her deeds and dedication before pooling their funds to secure her return to life. The crusaders do not fault the PCs for her death—for the right cause, even death can seem an insignificant sacrifice.

If the PCs fail to activate the weapon, the demons spend several weeks repairing the damage and corrupting the invention. The product of their toil is a fearsome creation able to blast battlefields with pure evil, open additional rifts in the Worldwound, or perhaps worse. Whatever the case, the Pathfinder Society has failed the Mendevian Crusade in its time of need.

Primary Success Conditions

The PCs successfully complete their main mission so long as they activate the weapon in Ghalcor's Tower using at least 14 charges. Doing so earns each PC 1 Prestige Point and the Ghalcor's Spellcraft and Mendevian Commendation boons on her Chronicle sheet.

Secondary Success Conditions

The PCs successfully complete their secondary success condition if they both activate the weapon in Ghalcor's Tower using at least 17 charges and prevent Ollysta Zadrian from dying during the scenario. Doing so earns each PC 1 Prestige Point.

Faction Notes

Members of the Silver Crusade have an opportunity to impress the Pathfinder Society, the Mendevian crusaders, and Ollysta Zadrian through their deeds. If a Silver Crusade PC accomplishes two of the following four conditions, she earns the Champion of Ghalcor's Legacy boon on her Chronicle sheet: use Diplomacy or nonlethal methods to resolve area **A3**, directly aid Ollysta Zadrian in her fight against the Shemhazian, activate the weapon within four rounds during area **A8**, or activate the weapon using at least 22 charges. Specific details for fulfilling these conditions are found in the faction notes section in area **A8** on page 19.

PLAYER HANDOUT 1: INSCRIPTIONS

A broken sword is reborn in knight-saving blood so that Absalom might withstand evil.

Inspired by her courage by fight of the righteous, the Black Prince was judged in the Halls of Aroden.

By escaping the wound, her royal servants helped her slay the King of the Barrowood, ascending her to godhood.

Because of The Battle of Three Sorrows, the cities of Eleder and Kantaria prospered with freedom and wealth.

PLAYER HANDOUT 2: ACTS OF IOMEDAE

You recall some of the eleven acts of Iomedae—deeds she performed while still a mortal.

Sixth: After the Whispering Tyrant used magic to break her sword, she fused it together with a prayer and an oath to bring an end to his evil, with her pure heart and righteous ire reforging it in an instant.

Eighth: She convinced the graveknight known only as the Black Prince to throw himself upon his sword as punishment for his evil. This reversed his undead state, redeeming his soul and allowing him to be judged in the Halls of Aroden.

Eleventh: At the Pit of the Starstone in Absalom, she cast her cloak of common wool before her. It straightened and expanded to become a firm walkway across the gap, allowing her to enter the Cathedral and take the Test.

PLAYER HANDOUT 3: ACTS OF IOMEDAE

You recall several of the eleven acts of Iomedae—deeds she performed while still a mortal.

Fourth: With heartfelt words and a prayer to Arazni, she convinced a regiment of mortally wounded knights at the Second Battle of Encarthan to hold back a wave of wraiths long enough for reinforcements to arrive at dawn to save them.

Seventh: An image of Iomedae appeared at a shrine to Aroden in Absalom, healing anyone virtuous who touched it and burning wicked folk who came too near. When she later became a goddess, the shrine was expanded into a temple dedicated to her, named the Seventh Church.

Ninth: She gave nine drops of her blood to free nine righteous knights imprisoned by the vampire-mage Basilov; she and the knights then slew him when he attempted to recapture them.

Tenth: She ruled the city of Kantaria for a year and a day while its lord, heirless patriarch of House Narikopolous, was missing. The city prospered despite constant attacks by shapechanging horrors—horrors which she battled personally.

PATHFINDER SOCIETY SCENARIO

PLAYER HANDOUT 4: ACTS OF IOMEDAE

You recall all of the eleven acts of Iomedae—deeds she performed while still a mortal.

First: She slew the fell beast Nakorshor'mond and cut the still-sleeping bodies of her circle from its gullets.

Second: She defeated a coven of Garundi witches, freeing the city of Eleder from their tyranny.

Third: While riding a griffon in an aerial battle, she cut the wings from Segruchen the Iron Gargoyle, so-called King of the Barrowood. While falling and before he could escape, she pursued and slew him.

Fifth: She smote Erum-Hel, Lord of the Morghs, at the Battle of Three Sorrows (where the Whispering Tyrant returned Arazni's body to the Knights of Ozem). This drove Erum-Hel to flee, crippled, to Orv.

PLAYER HANDOUT 5: FINAL JOURNAL ENTRY

Everything! I've tried everything, and still my creation defies me! I would pull all the sacred prisms from their sockets to deactivate the defenses if I could, but even now those same defenses I insisted on creating prevent me from reaching the only things that could allow me to stop the defenses, which would allow me to reach them were it not for the defenses, which keep me from reaching them!

Am I even making sense anymore?

I have resolved to charge the remaining prisms. Perhaps their energy will enable me to override the system. Ideally I could remove the prisms and actually open all of the doors properly.

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Pathfinder Society Scenario #5-13 Weapon in the Rift © 2014, Paizo Publishing, LLC; Author: Nathan King

Pathfinder Society Scenario #5-13: Weapon in the Rift

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"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
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Character Name			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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Character #	<input type="text"/>	Prestige Points	<input type="text"/>
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Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
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Pathfinder Society Scenario #5–13: Weapon in the Rift

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Champion of Ghalcor's Legacy: Over the course of a short battle, you laid to rest a fallen cleric's restless spirit, battled a powerful demon, and reclaimed a weapon that routed the hordes of the Abyss. Needless to say, Ollysta Zadrian was impressed by your valor. Halve the cost of Silver Crusade faction vanities you purchase with Prestige Points (maximum discount 4 PP). In addition, reduce the Fame requirement for qualifying for the Silver Crusader vanity (*Pathfinder Society Field Guide* 22) to 30.

Ghalcor's Spellcraft: Following the battle at Ghalcor's Tower, you were able to study the dead cleric's notes and discovered that he also developed a handful of powerful spells. Now the Pathfinder Society and the Mendevian Crusade can wield these in the fight against the Worldwound. So long as you possess this boon, all of your Pathfinder Society Organized Play characters have access to the following spells from *Pathfinder Player Companion: Demon Hunter's Handbook* as if they appeared on the Additional Resources page: *burst with light*, *detect demon*, and *righteous blood*.

Mendevian Commendation: You have received a medal for your service to Mendev and the Fifth Crusade. For every Mendevian Commendation you have, you gain a cumulative +1 bonus on Charisma-based skill and ability checks made to influence crusaders of Mendev (maximum +3).

FAITH ORB

Aura moderate evocation; **CL** 9th**Slot** none; **Price** 2,250 gp; **Weight** —

DESCRIPTION

This brass orb is a bit larger than a human fist. It's covered with symbols of goodness and law and thick studs. If used as an improvised weapon, it deals 1d6 points of bludgeoning damage and serves as a good weapon for the purpose of overcoming damage reduction.

The *faith orb* is activated when a special stud is depressed, usually marked by a different color metal. Activating the orb is a standard action, though the orb may be thrown as a ranged touch attack (10-foot range increment) as part of the same action used to activate it. At the end of the action or when it hits its target, it triggers a *flame strike* centered on the orb. Creatures caught in the blast area suffer 9d6 damage as the spell (Reflex DC 17 half). The *faith orb* is consumed in the process.

CONSTRUCTION

Requirements Craft Wondrous Item, *flame strike*

All Subtiers

+1 *axiomatic bolt* (267 gp, limit 3)
+1 *planar arrow* (267 gp, limit 1; *Pathfinder RPG Ultimate Equipment* 146)
+2 *seeking sling stone* (267 gp, limit 4)
cassock of the clergy (4,600 gp; *Pathfinder RPG Ultimate Equipment* 214)
faith orb (2,250 gp, limit 1)
potion of shield of faith (CL 12th; 600 gp, limit 1)

Subtier 8–9

celestial shield (13,170 gp; *Pathfinder RPG Ultimate Equipment* 131)
pauldrons of the bull (10,000 gp; *Pathfinder RPG Ultimate Equipment* 267)
preserving flask (2nd-level extract; 4,000 gp; *Pathfinder RPG Ultimate Equipment* 316)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	5–6	1,264	2,528
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	Out of subtier	2,002	4,004
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	8–9	2,740	5,481
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—
MAX GOLD	Starting XP		
	+		GM's Initials
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
EXPERIENCE	Initial Prestige		Initial Fame
	+		GM's Initials
	Prestige Gained (GM ONLY)		
	=		
	Prestige Spent		
FAME	Current Prestige		Final Fame
	Starting GP		
	+		GM's Initials
	GP Gained (GM ONLY)		
	+		GM's Initials
Day Job (GM ONLY)			
GOLD	Gold Spent		
	=		
	Total		