

PATHFINDER SOCIETY

YEAR OF THE SERPENT



CAPTIVE IN CRYSTAL

By Monica Marlowe



CAPTIVE IN CRYSTAL

Pathfinder Society Scenario #7–13

Author • Monica Marlowe

Contributing Artists • Matt Dixon, Dion Harris, Ryan Portillo, Scott Purdy, Florian Stitz, and Kieran Yanner

Cartographers • Jason Engle and Sean Macdonald

Development Lead • John Compton

Editor-in-Chief • F. Wesley Schneider

Creative Director • James Jacobs

Executive Editor • James L. Sutter

Senior Developer • Rob McCreary

Developers • John Compton, Adam Daigle, Mark Moreland, and Owen K.C. Stephens

Assistant Developers • Crystal Frasier, Amanda Hamon Kunz, and Linda Zayas-Palmer

Senior Editors • Judy Bauer and Christopher Carey

Editors • Jason Keeley and Josh Vogt

Lead Designer • Jason Bulmahn

Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter

Managing Art Director • Sarah E. Robinson

Art Director • Sonja Morris

Senior Graphic Designer • Adam Vick

Graphic Designer • Emily Crowell

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Vice President of Finance • Christopher Self

Staff Accountant • Ashley Kaprielian

Data Entry Clerk • B. Scott Keim

Chief Technical Officer • Vic Wertz

Software Development Manager • Cort Odekirk

Senior Software Developer • Gary Teter

Project Manager • Jessica Price

Organized Play Coordinator • Tonya Woldridge

Community Team • Liz Courts and Chris Lambertz

Customer Service Team • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez

Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, Lissa Guillet, Julie Iaccarino, Erik Keith, and Scott Spalding

Pathfinder Society Scenario #7–13: Captive in Crystal is a Pathfinder Society Scenario designed for 5th- through 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.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

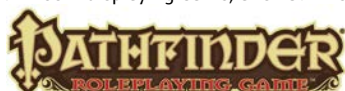
Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters,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

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

Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

Pathfinder Society Scenario #7–13: Captive in Crystal © 2015, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc.



CAPTIVE IN CRYSTAL

BY MONICA MARLOWE



Deep beneath the earth's surface, past the Court of Ether in Nar-Voth, and below the drow matriarchies of Sekamina, lie the Vaults of Orv. Created by the creatures known only as the Vault Builders, crafted through magic, and then abandoned for reasons unknown, the Vaults are vast, unique, underground worlds. Travel into and out of Orv is treacherous at best, normally requiring weeks or even months of clambering through the Darklands' many dangerous tunnels.

Alternatively, one could employ magical means, such as the *wayfinder of many paths*, a variation on the Pathfinder Society's iconic compass that can open doorways to distant lands—each keyed to a different variety of *ioun stone*. Built by one of the first Pathfinders, the *wayfinder of many paths* provides reliable transport, but only to as many sites as there are types of *ioun stone*. The seemingly arbitrary destinations limited its practical applications, and Society scholars filed it away as curiosity. It was only 12 years ago that the then Master of Spells Sorrina Westyr unearthed the *wayfinder* from its dusty grave and began comprehensively cataloguing its many destinations—including previously untested ones. Only a decade has passed since she assembled and led a small, elite team of Pathfinders through an untested portal. They never returned, but the *wayfinder of many paths* did without any explanation, clue to where they had gone, or what type of *ioun stone* they had used. Investigations both magical and mundane turned up few leads, and after several months, the Decemvirate declared the matter closed and promoted Aram Zey to serve as the new Master of Spells.

Unbeknownst to the Society, Sorrina's team had used one of the rarest *ioun stones*, a *sepia ellipsoid*, which, when combined with the *wayfinder*, opened a short-lived gateway to an Orvian Vault called the Crystal Womb, an expansive cavernous region with strong ties to the Plane of Earth. The explorers encountered trouble shortly after their arrival, losing their *sepia ellipsoid* and their one sure path home. They set out to find an

WHERE ON GOLARION?

Captive in Crystal takes place in an Orvian Vault known as the Crystal Womb in the Darklands far beneath the Mindspin Mountains. For more information on the Darklands, Orv, and the Crystal Womb, see *Pathfinder Campaign Setting: Into the Darklands*. This book is available at bookstores and game stores everywhere, and online at paizo.com.



alternate path and slowly lost members to the Vault's crystalline hazards and beasts. As one of two survivors, Sorrina struck an unfavorable deal with a crafty shaitan named Reyshal ik Jalman. He offered to return her to the surface if she would help him uncover a secret in the esoteric library known as the Lucent Archive. She has remained there for years since in a trance, deciphering the archive's lore while sustained by its magic.

A recent attack on the Grand Lodge in Absalom has left the Society without Master of Spells Aram Zey. Although it's a long shot, the most qualified replacement would be Sorrina Westyr, assuming she still lives. As a result, the Decemvirate has re-opened the investigation, and archivist Zarta Dralneen has retraced Westyr's last known activities as well as deduced the type of *ioun stone* she used in her final, ill-fated test. Having set aside supplies appropriate for a wide variety of target destination environments, the Pathfinder Society has

GM RESOURCES

Captive in Crystal makes use of the following Paizo game products: The *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Magic* (UM), *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 2* (B2). All rules referenced in this adventure are available in the free online Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* and *Bestiary 2* are reprinted at the back of the adventure on page 27 for the GM's convenience.

gathered an elite team to track down Aram Zey's predecessor—and save her, if they can.

SUMMARY

The PCs begin their adventure in the Pathfinder Society's Grand Lodge, where they meet with Zarta Dralneen and Master of Scrolls Kreighton Shaine. There, the two leaders explain what they know of Sorrina Westyr's ill-fated journey and the *wayfinder of many paths*. They provide the PCs with this *wayfinder* and one of the few remaining *sepia ellipsoids* so the PCs are capable of retracing Sorrina's steps.

The PCs arrive in the Crystal Womb and soon find surviving trail markers left by Sorrina's expedition. This path leads to a malachite hill where one of her deceased team members perished, leaving behind a written record of the group's initial troubles. Nearby crysmals attack while the PCs investigate, and the shaitan Reyshal ik Jalman joins the PCs in fending off the gem-eating outsiders. As the one who sealed a contract with Sorrina Westyr, he knows where the former Master of Spells was last seen. However, the region harms those native to the Plane of Earth, and although he needs the PCs to check Sorrina's status, he tries to bargain with them to secure greater concessions as compensation for his leading them there.

In the crystalline library known as the Lucent Archive, the PCs find Sorrina, whose long exposure to its magic has transformed her into an oread. She relays that a recent intruder has set the local guards on edge and strengthened the archive's wards against earth-blooded creatures, but even more worryingly, this act has

triggered a dangerous resonance that may be damaging the knowledge stored within.

The intruders are agents of Hshurha, a powerful outsider known as the Duchess of All Winds, who seeks the archive's secrets for her own purposes. These agents are preventing the area's pech guards from reaching the innermost room, and the pechs perceive the PCs as more unwanted intruders to destroy. Once the PCs have defeated these guards, they can break into the inner sanctum, defeat Hshurha's minions, and prevent further damage to the archive.

GETTING STARTED

The PCs begin the adventure at the Pathfinder Grand Lodge in Absalom. Read the following to get the adventure underway.



ZARTA
DRALNEEN

Zarta Dralneen and Master of Scrolls Kreighton Shaine sit atop folding camp stools set before a carefully arranged pile of packed tents, fur-lined parkas, parasols, loose robes, flippers, and other gear flanked by a team of mules on one side and horses on the other. Kreighton Shaine rises to greet his guests, ignoring the eclectic assortment of equipment behind him. "I appreciate your meeting with us here. We have lost many good Pathfinders in the wake of a recent attack by the Aspis Consortium, and we have struggled to fill the vacancies left by the fallen. In particular, I have focused on securing a Master of Spells." He grimaces before adding, "Hopefully just an interim

Master of Spells. The best candidate is one the Decemvirate assumed dead about ten years ago: Aram Zey's predecessor, Sorrina Westyr."

Zarta Dralneen shifts atop her stool for a moment before standing. "That's not to say that the Decemvirate was callous in their decision to certify her death; investigators thought they had exhausted all available leads at the time. My archival team has since located several requisitions that Westyr wrote and approved for extremely rare *ioun stones*, all but one of which she returned to the Society's vaults." She holds up a small lead box. "This is significant because she was researching the nature of *ioun stones* and their interactions with a special *wayfinder* referred to as the *wayfinder of many paths*. The *wayfinder* can open a gateway to any number of locations, but each type of *ioun stone* serves as the key to just one very precise—often inconvenient—point."

Kreighton Shaine finishes feeding a handful of oats to a mule as he adds, "Needless to say, few thought it worth testing

further. However, Sorrina found the contraption intriguing and set to cataloging as many of the destinations as possible. It may be that wherever this stone sent her proved lethal, yet it may also be that she is merely trapped, imprisoned, or otherwise waylaid. We want you to follow Master Westyr's team and bring them back to Absalom if they're alive—or whatever you can learn of their deaths if not."

He takes the lead box from Zarta and places it atop an ornately carved wooden box. "*Sepia ellipsoids* are extremely uncommon, and this is one of a small few remaining in the Society's possession; do not lose it. The other box holds the *wayfinder of many paths*, which I trust you will also keep safe. Perform whatever other preparations you must, and stop back here once you're ready."

The Master of Scrolls do his best to answer questions the PCs may have regarding the *wayfinder* and *ioun stone*. Likely questions the PCs ask and his answers appear below.

What are the powers of a *sepia ellipsoid ioun stone*? "It is a powerful yet dangerously unstable *ioun stone* that, when orbiting a person, sustains them without air, heals minor injuries fairly quickly, and can increase spellcasting abilities." Mechanically, the stone combines the powers of an *iridescent spindle*, a *pearly white spindle*, and an *orange prism ioun stone*.

Why is the *ioun stone* in a lead box? "Some *ioun stones* come with side effects, and this one resists being contained. What's more, it gradually drains the power of other nearby *ioun stones*. I've found that anti-curse magic tends to deactivate it for a short while, those few times I've needed to handle it."

How do we get back? "Activating the *wayfinder of many paths* while it contains an *ioun stone* will take you to a specific destination. If you stand in that same destination and activate the *wayfinder* again at least 24 hours later, its gateway will instead take you back to where you started. If you lose the *sepia ellipsoid*, though, you will be trapped there unless you can secure an alternate way to return. Do be aware that the gateways never stay open for more than two minutes."

If Sorrina disappeared, why do we have her *wayfinder*? "That was one of the more curious developments. One

week after she disappeared, the *wayfinder* reappeared in her study. I don't believe that's part of its intended functions."

What can we expect to find on the other side of the portal? "We don't know. It could be another city, a distant country, or even another plane of existence. That no one has returned in 10 years does not bode well for it being an easily accessed or safe location, though. You should take that into consideration while you make your preparations for departure, for you will only be certain of the resources you carry with you."

Who else accompanied Sorrina Westyr?

"She had a fairly eclectic team. Braethin was a halfling disciple of Gorum who was remarkably even-tempered. Nissira was one of Master Westyr's closest friends when they were initiates, often accompanying the latter on missions as a tracker. Setik of Averaka served as their interpreter and authority in spiritual matters, always holding himself to a higher standard to offset any prejudices against half-orcs. Finally, there was Grave Treader, a Shoanti scholar whose powers of observation and prolific submissions to the

Pathfinder Chronicles were unmatched."

What equipment can you provide? Kreighton Shaine lightly kicks the pile of gear. "I've requisitioned everything you see here for your use. Once the portal's open, we might have a better sense of what you're up against." The equipment includes cold weather outfits, hot weather outfits, pitons, tents, lanterns, and virtually any other mundane gear in the *Core Rulebook* that the GM deems appropriate. There are also three *potions of cure moderate wounds*, a *potion of water breathing*, a *scroll of tongues*, two *+1 dragon bane crossbow bolts*, and one *silversheen*. There is also one riding horse and one mule for each PC; each animal has a riding or pack saddle and enough feed for three days.

THE CRYSTAL WOMB

Once the PCs have secured any other supplies they desire, they meet back with Kreighton Shaine and Zarta Dralneen. The Master of Scrolls reviews the operation of the *wayfinder of many paths*, including its command word, how to vary the gateway's diameter from 5 to 20 feet, and words of warning that it functions only once every 24 hours and creates a gateway that lasts less than two minutes. After answering any final questions, Zarta Dralneen activates



MASTER OF SCROLLS
KREIGHTON SHAINÉ

SEPIA ELLIPSOID IOUN STONE		PRICE 68,000
SLOT none	CL 18th	WEIGHT —
AURA strong abjuration		
<p>This dark stone appears to be made of transparent crystal filled nearly to the brim with dark ink. It provides the benefits of an <i>iridescent spindle</i> (sustains one without air), <i>pearly white spindle</i> (regenerate 1 hit point per 10 minutes), and an <i>orange prism</i> (+1 caster level). However, it has two drawbacks. First, once set loose to orbit your head, it dislikes being contained (including being placed in a <i>wayfinder</i>) and frees itself to orbit again 1d4+1 hours after being removed from its spinning path. Second, it drains the power out of other active <i>ioun stones</i>, rendering them dull gray and powerless at a rate of one every 24 hours. Thus, it is an excellent and valuable item if you only have one <i>ioun stone</i>, but hard to conceal and dangerous to your other treasures. A <i>remove curse</i> or similar spell can put the stone at rest and prevent it from returning to its orbit. In theory, one could place it directly into a <i>wayfinder</i> rather than ever letting it orbit, though conflicting reports suggest the <i>sepia ellipsoid</i> may be able to drain power out of orbiting stones even when contained in this way.</p>		
CONSTRUCTION REQUIREMENTS		COST 34,000 GP
<p>Requirements Craft Magic Arms and Armor, <i>mage's disjunction</i>, <i>regenerate</i>, <i>water breathing</i>, creator must be 12th level</p>		

the *wayfinder* with the *sepia ellipsoid* implanted within, opening a gateway to the Crystal Womb. The following description gives the PCs their first glimpse of the area.

The portal opens into a shadowy cavern illuminated only by the ambient light of Absalom's afternoon sun, but even this is enough to make the field of malachite stalactites sparkle. On the ground, clear quartz crystals splay into spiky bushes, low gypsum roses wrap around blue crystal archways, and great purple and green spires rise beyond view in a jungle of countless mineral marvels.

Shaine and Dralneen look at the cavern and share a knowing glance before the elf announces in a wry tone, "Well, I suppose you won't be needing the horses." He and Zarta quickly help the PCs choose the best gear suitable for underground exploration, hand over the *wayfinder of many paths* with the *sepia ellipsoid*, and then hurry the PCs through the gateway before it closes.

Knowledge (dungeoneering)

Once in Orv, the PCs can take stock of their surroundings, study the area, and make an educated assessment of where they likely are. Based on the results of a Knowledge (dungeoneering) check, each PC notes all of the information whose DC is less than or equal to the result of her check.

15+: Many of the crystalline structures seem to have formed in previously unknown—possibly unnatural—ways; the processes necessary to form one type of crystal here are vastly different than those to create others in the same area. At least among Pathfinders, this regional attribute does not match the description of any well-known cave system. A PC who succeeds at this check DC can also properly catalogue the formations here, helping the group retrace their steps, find where the portal had opened, and use the *wayfinder of many paths* to return the team to Absalom.

20+: Although there seems to be a slight extraplanar signature, a closer investigation suggests that this cavern is not on the Plane of Earth. There are no planar traits that would modify magic cast here.

25+: Dwarven legends speak of a cavern called the Crystal Womb, supposedly found in the deepest reaches of the Darklands: Orv. There one can find gems and precious metals of nearly any kind, though the legends also warn of guardians from the Plane of Earth who protect its wealth from any greedy trespassers. This is very likely that Vault, and there is no direct route from it to the surface; such a trip would take many weeks or even months.

Much like an old growth forest, this part of the Vault hosts countless large formations, yet has a floor relatively free of "underbrush," making it easy for the PCs to traverse the cavern. However, determining where to go is more difficult. Sorrina Westyr's team predicted that finding their way back to their portal's landing site might be difficult, so at regular intervals, the half-orc Setik left his *arcane mark* on the "front" of a prominent crystal, and Sorrina left her *arcane mark* on the "back." Over the past decade, gradual crystallization has encased these *arcane marks*, leaving them visible but partly obscured by mineral deposits.

Following the trail to area A takes 2 hours of walking (about 3 hours for a group with a 20-foot movement speed) and requires a successful DC 20 Perception or Survival check to spot Setik's trail markers. Alternatively, a PC able to cast *detect magic* at will can follow the trail with a successful DC 15 Knowledge (arcana) check. If the PCs succeed, they arrive in area A without incident. In Subtier 8–9, increase these DCs by 5. If the PCs exceed either check by 5 or more, they also find a cairn near one of the trail markers where the expedition buried Braethin after

he perished defending the group from hostile xorns (See the Treasure entry below).

If they fail this check, the PCs repeatedly lose their way and suffer a series of minor hazards such as stepping on deceptively jagged outcroppings of toxic stone, brushing against sharp formations, or even wandering into radioactive areas before rediscovering the path. As a result, each PC must succeed at a DC 16 Fortitude save (DC 18 in Subtier 8–9) or take 1d3 Dexterity damage and 1d3 Constitution damage. Travel takes twice as long, but the PCs still eventually reach area A.

Treasure: Sorrina’s team had originally planned to explore for 24 hours before returning to the Grand Lodge, but misfortune struck early with the halfling Braethin’s death in battle. The survivors interred him beneath loose chunks of quartz to hide his body until the *wayfinder of many paths* had recharged, planning to retrieve and restore him to life upon their return to Absalom. They traveled onward but, due to their eventual and unfortunate circumstances, were never able to recover Braethin’s remains. He is buried with his Small +1 *greatsword* and Small masterwork chain shirt with armor spikes. In Subtier 8–9, he is buried with a Small +1 *adamantine greatsword* and his Small +1 *chain shirt* with masterwork armor spikes. His personal *wayfinder* is also buried there, and contains a remarkably preserved piece of folded parchment, a handwritten note that reads, “Hail our noble comrade, Braethin. May your blade taste battle once more in this life or another.”

The crystalline structures throughout the Vault vary considerably in grade and value. While a PC might be able to break off a few attractive souvenirs, earning any significant amount of gold by prospecting in this region would require considerable time, labor, and other resources. As a result, this scenario presents no reward value for the myriad unpolished gems the PCs might pass and collect, though at the conclusion of the adventure, certain PCs have an opportunity to earn additional gold with their Day Job checks.

Faction Notes: Finding Braethin’s makeshift cairn contributes to the Grand Lodge faction’s goals, and those PCs who do so should either show his remains respect (likely by reburying them) or find a way to return his body to the Grand Lodge for a more official funeral.

Rewards: If the PCs fail to find Braethin’s burial, reduce each PC’s gold earned as follows.

Subtier 5–6: Reduce each PC’s gold earned by 216 gp.

Out of Subtier: Reduce each PC’s gold earned by 385 gp.

Subtier 8–9: Reduce each PC’s gold earned by 554 gp.

A. CRYSMAL NEST (CR 8 OR CR 11)

Read or paraphrase the following as the PCs enter this area from the path on the southeast side of the map.

WAYFINDER OF MANY PATHS

PRICE
57,750

SLOT none

CL 18th

WEIGHT 1 lb.

AURA strong conjuration

The *wayfinder of many paths* behaves like a normal *wayfinder* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 299), allowing it to shine (as per *light*) on command and granting its user a +2 circumstance bonus on Survival checks to avoid getting lost. It has a small indentation designed to hold a single *ioun stone*, and when an *ioun stone* is placed within, the owner of the *wayfinder* gains the stone’s normal benefits as if it were orbiting his head.

Once per day, on command, a *wayfinder of many paths* with an implanted *ioun stone* can be used to create a 5-to-20-foot-diameter gateway, similar to the *gate* spell. The exact destination depends on the type of *ioun stone* slotted into the *wayfinder*; *ioun stones* of the same type always lead to the same location. The gateway remains open for up to 18 rounds, but the user can drain the socketed *ioun stone*, rendering it dull gray and powerless, to keep the gateway open for up to 18 additional rounds. If fitted with an *ioun stone* while in that stone’s attuned location, a *wayfinder of many paths* can open a gateway back to the location in which it was last used, allowing its user to make a return trip after at least 24 hours have passed.

CONSTRUCTION REQUIREMENTS

COST 28,875 GP

Requirements Craft Wondrous Item, *gate*, *know direction*, *light*

The Pathfinders’ trail through the mineral jungle twists and turns to follow the undulating landscape, climbing above saline river that winds through a field of tiny green prisms below. Facedown in front of a large boulder is a human-sized body covered in fine, glassy filaments.

This hilly outcropping has steep sides and uneven terrain. Following the counterclockwise path to the hill’s summit is not considered difficult terrain, but ascending the side requires a DC 15 Climb check. The sharp crystals deal 1d4 points of piercing and slashing damage to anyone who succeeds at the check to climb, and this damage increases to 2d4 against any creature that fails the climb attempt. Exceeding the check’s DC by 5 or more negates the damage entirely.

The humanoid body is that of the half-orc Pathfinder Setik Kadudah, who perished here when he returned to the *wayfinder of many paths*’s attuned location after the

A. Crysmal Nest



- G : Crysmal
- CK : Crysmal King
- GC : Greater Crysmal
- R : Reyshal's Arrival Point
- S : Setik's Body
- T : Traps

1 square = 5 feet

Pathfinder Flip-Mat: Hill Country

team experienced more deaths and lost the *sepia ellipsoid*. There, he attempted to jury-rig the device using the Use Magic Device skill to reopen the gateway to Absalom and summon help, but his attempt only resulted in the *wayfinder* being transported back, leaving Setik stranded. He then tried to follow the trail back to reunite with the other survivors, but stumbled upon a territorial earth elemental that struck him dead. With few scavengers and decomposers around, his body has naturally mummified and is cocooned in fragile, glassy fibers that have formed over the past decade and are petrifying his body in a centuries-long process.

Traps: The shaitan Reyshal ik Jalman patrols this region. He hopes to destroy the invasive crysmals (see below), and has created several magical snares that also trigger a mental alarm he alone can hear. The crysmals have spotted and avoided a few of these traps along the main trail, but there is at least one on the northern slope that they do not know about.

Creatures: Several centuries have passed since a large cluster of crysmals arrived from the Plane of Earth and began rampantly reproducing in this Vault. Most of the other Plane of Earth natives view these crysmals as a nuisance at best and, at worst, an invasive species that must be exterminated before they can destroy the Crystal Womb's natural beauty. Ever since this outcropping's resident earth elemental departed for darker caverns several years ago, a pack of crysmals has frequented the area in order to harvest the many valuable gems and reproduce. These crysmals are present as the PCs arrive in area A, and the outsiders view these intruders as threats to their nursery. Soon after the PCs inspect Setik's body and recover his journal (see the Treasure entry on page 11), the crysmals attack—some clambering down the slope, and others using *dimension door* to strike. A PC who succeeds at a DC 20 Perception check can spot the largest crysmal, which watches at a distance, waiting to attack unless directly provoked.

Early in the encounter, one of the smaller crysmals triggers the snare of **Reyshal ik Jalman** (LN male noble shaitan), which alerts the genie to trouble in the area. He quickly uses his earth glide ability to travel to the area, arriving at the beginning of the fourth round of combat at the location marked on the map. He bellows a challenge in Terran to the crysmals before attacking them; if he spots any of the PCs during the fight, he informs them in Common that he has no quarrel with them. Rather than roll an additional combatant's attack rolls, assume that Reyshal's attacks against a crysmal automatically hit and deal 15 slashing damage (10 points after applying damage reduction), and he can attack up to four times as a full-round action with 10-foot reach. Should the crysmals retaliate, his Armor Class is 24, his Reflex save bonus is

SCALING ENCOUNTER A

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

Subtier 5–6: The shaitan's snare trap instantly kills one of the smaller crysmals that climbs over it, rather than entangling it. Afterward, the remaining Small crysmals gain the shaken condition for the rest of the encounter.

Subtier 8–9: The shaitan's snare trap instantly kills one of the greater crysmals. Each of the greater crysmals has already used its shard spray ability, and the lethal trap also gives the remaining greater crysmals the shaken condition for the rest of the combat.

+7, and he has 170 hit points. He avoids endangering the PCs when possible, and if attacked by them in earnest, he accuses them of "pyrite-stained treachery" before withdrawing from the encounter.

All Subtiers

SHAITAN'S SNARE

Type magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger location; **Reset** none

Effect earth softens and ensnares the target, immobilizing it (entangled for 1d4+1 rounds, Reflex DC 13 [DC 18 for creatures with the earth subtype] negates) and sounding a mental alarm.

Subtier 5–6 (CR 8)

GREATER CRYSMAL

CR 6

Variant crysmal (*Pathfinder RPG Bestiary 2* 61)

N Large outsider (earth, elemental)

Init +0; **Senses** darkvision 60 ft., crystal sense; **Perception** +14

DEFENSE

AC 17, touch 9, flat-footed 16 (+8 natural, –1 size)

hp 66 (7d10+28)

Fort +11, **Ref** +7, **Will** +3

Defensive Abilities adaptive resistance 10; **DR** 5/bludgeoning;

Immune cold, fire

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee sting +14 (3d8+12)

Ranged crystal shard +6 (2d6+12)

Special Attacks shard spray (4d6, 10-foot cone, DC 17 Reflex half)

Spell-Like Abilities (CL 7th; concentration +10)

At will—*detect magic*, *ghost sound* (DC 13), *mage hand*, *silent image* (DC 14)

3/day—*dimension door*, *sanctuary* (DC 14), *touch of idiocy*

TACTICS

During Combat The greater crysmal uses *dimension door* and its Dimensional Assault feat to charge a PC. It continues to sting and use its shard spray ability to shred the intruders.

Morale The greater crysmal fights to the death to defend its territory.

STATISTICS

Str 27, **Dex** 10, **Con** 19, **Int** 6, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +16; **CMD** 26 (38 vs. trip)

Feats Dimensional Agility^{uc}, Dimensional Assault^{uc}, Great Fortitude^b, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +10, Climb +18, Perception +14, Stealth +6 (+8 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

Languages Terran

SPECIAL ABILITIES

Adaptive Resistance (Su) A greater crysmal can change its mineral structure as a swift action in order to gain resistance 10 to acid, electricity, or sonic damage. This also causes its body to change color, and the resistance lasts until the greater crysmal uses this ability again to gain a different resistance.



CRYSMAL

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Crystal Shard (Ex) As a standard action, a greater crysmal can fling a shard of crystal. This is a ranged attack with a maximum range of 60 feet and no range increment. The shard deals piercing damage.

Shard Spray (Ex) Once per day as a standard action, a greater crysmal can eject a spray of razor-sharp crystals from its body, dealing 4d6 damage to targets in a 15-foot cone (DC 17 Reflex half). The crystals deal piercing and slashing damage. The save DC is Constitution-based.

CRYSMALS (3)

CR 3

hp 26 each (*Pathfinder RPG Bestiary* 2 61; see page 9)

TACTICS

During Combat At least one crysmal climbs down the slope toward the PCs, triggering the shaitan's snare trap; others might use *dimension door* to move into position. The crysmals favor attacking anyone with visible gemstones—especially any PC with active *ioun stones*. A crysmal doesn't hesitate to attempt a steal combat maneuver to snatch an *ioun stone*. If it succeeds, it uses *dimension door* in the next round to flee the combat with its prize.

Morale The crysmals fight to the death so long as the greater crysmal lives. Otherwise, they flee if reduced to 8 or fewer hit points.

Subtier 8–9 (CR 11)

CRYSMAL KING

CR 9

Variant crysmal (*Pathfinder RPG Bestiary* 2 61)

N Huge outsider (earth, elemental)

Init +0; **Senses** darkvision 60 ft., crystal sense; Perception +21

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size)

hp 115 (11d10+55)

Fort +14, **Ref** +9, **Will** +6

Defensive Abilities adaptive resistance 10; **DR** 5/bludgeoning;

Immune cold, fire

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee 2 stings +20 (3d8+11)

Ranged crystal shard +8 (3d8)

Special Attacks shard spray (6d8, 15-foot cone, DC 20 Reflex half)

Spell-Like Abilities (CL 8th; concentration +12)

At will—*detect magic*, *ghost sound* (DC 14), *mage hand*, *silent image* (DC 15)

3/day—*dimension door*, *sanctuary* (DC 15), *touch of idiocy*

TACTICS

During Combat The crysmal king uses *dimension door* and its Dimensional Dervish feat to attack the

PCs. It continues to sting and use its shard spray ability to shred the intruders.

Morale The crysmal king fights to the death to defend its territory.

STATISTICS

Str 32, **Dex** 10, **Con** 21, **Int** 6, **Wis** 13, **Cha** 18

Base Atk +11; **CMB** +24; **CMD** 34 (46 vs. trip)

Feats Dimensional Agility^{uc}, Dimensional Assault^{uc}, Dimensional Dervish^{uc}, Great Fortitude⁸, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +14, Climb +25, Perception +21, Stealth +6 (+8 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

Languages Terran

SPECIAL ABILITIES

Adaptive Resistance (Su) A crysmal king can change its mineral structure as a swift action in order to gain resistance 10 to acid, electricity, or sonic damage. This also causes its body to change color, and the resistance lasts until the greater crysmal uses this ability again to gain a different resistance.

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet, as if using the scent ability.

Crystal Shard (Ex) As a standard action, a crysmal king can fling a shard of crystal. This is a ranged attack with a maximum range of 60 feet and no range increment. The shard deals piercing damage.

Shard Spray (Ex) Once per day as a standard action, a crysmal king can channel a spray of razor-sharp crystals through its body, dealing 6d8 piercing damage to targets in a 15-foot cone, plus 1d8 additional damage for each greater crysmal within 60 feet that has not used its shard spray ability (DC 20 Reflex half). The crysmal king cannot choose not to add this additional damage, which comes from ripping crystals out of nearby crysmals' bodies. Each greater crysmal in the area loses access to its shard spray ability for 24 hours. The crystals deal piercing and slashing damage. The save DC is Constitution-based.

GREATER CRYSMALS (3)

CR 6

hp 66 each

Use the statistics from Subtier 5–6.

TACTICS

During Combat At least one greater crysmal climbs down the slope toward the PCs, triggering the shaitan's snare trap; others might use *dimension door* to move into position. The crysmals favor attacking anyone with visible gemstones—especially any PC with active *ioun stones*. A crysmal doesn't hesitate to attempt a steal combat maneuver to snatch an *ioun stone*. If it succeeds, it uses *dimension door* in the next round to flee the combat with its prize. After the crysmal king uses its shard spray, the shard spray of any greater crysmal within 60 feet is deactivated for 24 hours. The greater crysmals do not use their shard spray while the crysmal king is alive.

Morale The greater crysmals fight to the death so long as the crysmal king lives. Otherwise, they flee if reduced to 8 or fewer hit points.

Treasure: Though few scavengers here care for flesh, they made off with any of Setik's gear that incorporated significant amounts of metal or gemstones long ago. All that remains for the PCs to find are scraps of his torn explorer's outfit, several bent inkpens, two days' rations (now withered and inedible), and a leather-bound journal that bears his *arcane mark* on the front. There is no sign of his iguana familiar, Taskar.

The journal contains numerous entries beginning in 4701 AR and ending in 4703. His last several entries describe the group's journey through the Vault, the fight with xorns in which Braethin died, and an attack by flying, screeching fiends that doused the area in darkness—an assault that separated their group. Give the PCs **Player Handout #1**, the journal's last entry.

Finally, although the crysmals were not carrying any treasure, they frequented this location due to its rich gem deposits. Over the years, they have extracted the most valuable specimens, but there remain several exceptional gems. In Subtier 5–6, these include four emeralds worth 500 gp each, one diamond worth 750 gp, and a special *earth elemental gem* that summons a Large earth elemental shaped like a crysmal (possesses only one slam attack that deals 4d6+10 damage). In Subtier 8–9, the emeralds are worth 850 gp each, and the diamond is worth 1,000 gp. Furthermore, the PCs instead find a *primal earth elemental gem* that summons a Huge, crysmal-shaped earth elemental (possesses only one slam attack that deals 4d8+13 damage).

Development: Reyshal ik Jalman parleys with the PCs once the dust has settled in the crysmal fight (see the Deals with Reyshal encounter below for more details). If the PCs attacked Reyshal during the fight, he approaches them once more shortly after they conclude their search of the area. If they again attack him, he withdraws to alert his allies and then spies on the PCs by using *veil* to appear as sundry rock formations.

Although the shaitan is the key to the PCs' reaching the Lucent Archive and finding Sorrina Westyr, it is possible—albeit challenging—to accomplish their mission without the genie's help. The *arcane mark* trail signs eventually stop, marking the point at which unidentified screeching creatures scattered the expedition. Because the few erosive forces that exist in the Crystal Womb work extremely slowly, it is still possible to discern the approximate path that Sorrina and Grave Treader took while guided by Reyshal with a successful DC 30 Survival check (this takes 8 hours to accomplish). Further refining their destination requires parleying with and interviewing several subterranean

inhabitants—a process that requires a successful DC 20 Knowledge (dungeoneering or planes) check to identify talkative locals followed by a successful DC 30 Diplomacy check by a PC who can speak Aklo or Terran. If the PCs succeed at these checks, they gather enough clues to guide them to the Lucent Archive without Reyshal's help.

Failing the Survival check by 5 or more causes the PCs to become lost for 24 hours and exposes them to some of the rare radioactive elements decaying in the Vault. Each PC must attempt a DC 15 Fortitude save or take 1d2 points of Constitution drain; this is a poison effect. Finding the trail back to area A after getting lost requires a successful DC 20 Survival check. Failing the Diplomacy check by 5 or more angers the elemental or aberration that the PCs approached. Rather than spend time running a combat,

the GM can choose to instead deal 5d6 points of damage to each PC (8d6 in Subtier 8–9) to represent the creature's attacks before assuming that the Pathfinders killed it, chased it off, or managed to escape with their lives. The PCs can repeat these checks as often as they like, but with each failed Diplomacy check, that check's DC increases by 2 to reflect the PCs' growing difficulty in finding anyone willing to help them.

Faction Notes: Grand Lodge faction PCs should take a special interest in recovering Setik's body and either provide him a proper burial—or any other funerary rites to honor his sacrifice in the pursuit of knowledge—or bring his body back to the Grand Lodge.

Rewards: If the PCs fail to defeat the crysmals, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 666 gp.

Out of Subtier: Reduce each PC's gold earned by 837 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,008 gp.

REYSHAL IK JALMAN

Towering more than 12 feet in height, Reyshal ik Jalman looks like a proud man carved from dark stone studded with small gems as though they were birthmarks. Further enhancing his powerful appearance are his black-lacquered golden armor and elegantly forged scimitar. Once combat with the crysmals has ended, he sizes up the PCs, sheathes his sword, and performs an elaborate but shallow bow before introducing himself.

Reyshal belongs to an extended network of shaitans who defend the Vault from greedy interlopers, including crysmals and dwarves—the latter whom he eyes disdainfully but avoids antagonizing. He does not inhabit the Crystal Womb by choice. Rather, he is an exile from the Opaline Vault, a planar metropolis that is the capitol of the shaitan empire on the Plane of Earth. There, his family loyally served Sultana Ashadieeyah bint Khalid before being cast out or imprisoned following accusations of dealing in bad faith. Reyshal believes his family innocent and suspects someone framed them. When not hunting interlopers, he looks for whatever scant evidence he can to exonerate his family. Even after decades of exile, he retains the proud and regal bearing of his esteemed ancestors.

Years ago, he encountered Sorrina and Grave Treader soon after they were separated from Nissira and Setik, and the shaitan bargained with the two, offering a means of escape in exchange for their assistance. Once it became clear that Sorrina could speak Terran, he offered her a *wish* that would return her to Absalom in exchange for her entering the Lucent Archive—an esoteric library warded against those who consider the Plane of Earth home—and uncovering the location of three jewels his family had lost. Because Grave Treader possessed no knowledge of Terran, Reyshal offered her a different deal: serve his extended family in the Opaline Vault for 1,000 days in exchange for her weight in silver and a return trip to Absalom at the end of that term. Both women initially refused, though as their situation became more dire, they finally accepted the deal.

Although he has no accurate means of judging time, the shaitan nevertheless knows that Sorrina should have succeeded in her research long ago, yet she has never emerged from the Lucent Archive. Considering her betrayal unlikely, he instead suspects that something befell her, meaning he now lacks agents who can investigate the library for him. If the PCs demonstrate



REYSHAL IK
JALMAN

knowledge of Sorrina, show special care for Setik's body, wear a visible *wayfinder*, or the like, Reyshal infers the PCs might also be Pathfinders (whom he mistakenly remembers being called "trail seekers"). Once he suspects the PCs might need his aid, he attempts to bargain with them, exchanging his knowledge of past events and Sorrina's location for the PCs' assistance. See the Development section below for more information about the bargain.

Reyshal is also willing to answer some of the PCs' questions, though he prefers to escort them to his camp about 20 minutes' travel away so that he can summon them a sumptuous feast and entertain them properly. Likely inquiries and his answers are below.

How do you know about the Pathfinders? "Not too long ago, two of them stumbled into my lands, lost and trapped in the Crystal Womb. They called themselves Sorrina and Grave Treader, and I found them in fair health but poor spirits. I offered them my hospitality and aid in exchange for their assistance."

Where are Sorrina and Grave Treader now? "Both have traveled where I cannot, yet I know where each now dwells. Each agreed to perform services for this humble jeweler in exchange for assistance, but Sorrina has yet to honor our deal."

Why do you live in Orv? Reyshal readily hams up his story with dramatic flourishes and emotion, both because he does truly feel strongly about the subject and also in order to win the PCs' sympathies when he negotiates with them later. "Ah, but that is a tale of sadness to make the very rocks weep! My father, the esteemed yet much-maligned Master Sakhra ik Jalman, was one of the jewelers for Her Radiance, Sultana Ashadieeyah bint Khalid—may she reign forever. The sultana commissioned my father to reset Sairazul's Tears, three golden pear-shaped diamonds, from a belt buckle her father wore into a new necklace. When the belt buckle arrived in my father's care, he found that someone had replaced the diamonds with fakes! None had worn the belt in centuries, so the deception might have occurred long before it came to him.

"Always true to the empire, my father reported the theft, yet some in court sought to shame him for their own villainous gain; they used their influence to accuse him of theft and sway the implacable mind of justice itself. To her everlasting credit, the glorious sultana would not have my father executed for this fabricated crime. She instead had my parents imprisoned and offered my siblings and I the choice of life in captivity or despair in exile. I chose the latter, believing that I might one day find evidence of my family's innocence—and the identity of the true thief—beyond the gleaming walls of my beloved homeland."

He pauses in proud yet sorrowful contemplation before adding, "It was Sorrina who promised to aid me in exchange for my kindness. I prefer to believe that despite her failure to emerge from the Lucent Archive, my family has not earned betrayal a second time."

What is the Lucent Archive? "I have heard that those who made this place," says Reyshal, motioning to the great cavern and its crystalline vista, "also left the archive as a record of the past and a way to record the ages to come. It seems that those creators also distrusted the creatures of Orv, for its grand galleries are warded against shaitans, elementals, and other true beings of earth. As a person of flesh and bone, Sorrina could both understand the language of stone and enter unharmed to learn the fate of Sairazul's Tears."

How do we reach the Lucent Archive? Will you take us to Sorrina? Where is Grave Treader? If any of these questions are asked, the answers involve much more valuable information that Reyshal divulges only after negotiating a deal. Like many shaitans, Reyshal ik Jalman is a crafty negotiator, and he verbally maneuvers to gain as much as he can from any deal with the PCs. Although he hopes to win the PCs' cooperation in finding Sorrina Westyr and ensuring she finishes her task, he might also trick the PCs into owing him future favors or accepting a deal that leaves the whole Pathfinder Society financially or politically beholden to him. From his perspective, the Pathfinders might become long-term friends and allies, but until that is apparent, business is business.

If he can help it, Reyshal prefers to keep any bargaining informal until it comes time to finalize the terms, at which point he uses his magic to imprint the terms of the deal into a copper tablet and asks to clasp hands with a PC to seal the contract. No matter how convivial the negotiation seems, the shaitan works to slip in ambiguities, present his assistance as a cost to himself (rather than as an arrangement for mutual gain), and leverage his hospitality as a reason for social or financial reciprocity in the future. He prefers disarming any accusations that he is being dishonest by taking offense at (or acting hurt by) the PCs' impoliteness and audacity.

While this is a roleplaying scene that benefits from in-character dialogue, the PCs' ability to secure a fair deal and avoid making any inconvenient promises hinges on three DC 22 skill checks (DC 25 in Subtier 8–9). A PC can attempt one of these checks using Bluff, Diplomacy, Intimidate, Linguistics, Profession (merchant), or Sense Motive; however, Reyshal is quick to adapt his strategies, and each time the PCs attempt to use the same skill for a subsequent check, the DC increases by 5. If the players present especially clever or convincing arguments while roleplaying, the GM might award them as much as a +5 bonus on the check.

LUCENT ARCHIVE PROPERTIES

The Crystal Womb has a strong connection to the Plane of Earth, and that elemental saturation is especially strong within the Lucent Archive. Keep the following in mind while the PCs explore the area.

Light: The crystalline pillars each emit a small amount of light, providing dim illumination to the entire area.

Movement: Exploring the site requires clambering up and down the crystalline pillars, many of which jut out at roughly horizontal angle and make ascending or descending somewhat easier than climbing a tree's branches. Because the encounters take place near the bottom of the cavern, where the surface is relatively level, there is no need to account for different terrain heights.

Wards: The Lucent Archive absorbs minerals from the surrounding region in order to fuel the crystals' growth. This is a very gradual process except when a creature with the earth subtype enters the area, and the archive quickly begins siphoning such creatures' energy and memories to add to the archive. Such creatures take 5 points of damage each round that ignores any damage reduction or hardness. Each round such a creature takes damage, all crystalline objects in a 50-foot radius gain 5 temporary hit points that last for 1 round. This has no effect on creatures that have a strong connection to the Plane of Earth but lack the earth subtype (e.g. oreads), but as a swift action, such a creature can voluntarily take damage as though she had the earth subtype. Ending this effect is a free action.

Creatures with the aberration type instead take 3d6 damage per round and must succeed at a DC 20 Fortitude save or be staggered until they are at least 100 feet from the Lucent Archive's entrance.

The PCs can request additional conditions in the deal, but each such request increases the check DCs by 5. The most likely favor is Reyshal's transporting the PCs back to Absalom—a feat he can easily accomplish with a *wish*. The PCs can also haggle with him to grant a *wish* that provides them a magic item worth 8,500 gp or less, such as a +2 *weapon* or a wand containing a 2nd-level spell. Finally, the PCs can request that Reyshal also divulge what happened to Grave Treader. Before concluding the deal, the PCs can abandon any additional requests to reduce the skill check DCs back to normal for subsequent checks. Attempting to add an additional condition partway through the negotiation increases the next check's DC by 10 (rather than by 5).

Whether the PCs succeed at all of the checks or none of them, Reyshal readily concludes any deal that involves guiding the PCs to the Lucent Archive, searching for Sorrina Westyr, and helping her recover the information he desires. The number of successful checks instead

determines how good of a deal the PCs made, which in turn affects the later boons and Prestige Points the PCs might earn.

3 Successes: The PCs secure an extremely good deal that leaves them with no obligation to the shaitan (much to his chagrin), earning each PC the Expert Negotiator boon on her Chronicle sheet.

2 Successes: The PCs secure a relatively fair deal that might inconvenience them later but introduces no lasting consequences.

1 Success: The PCs accidentally agreed to several terms that Reyshal might later use to conscript their assistance in dangerous tasks or confiscate a portion of their wealth. In addition, the PCs do not receive any additional concessions they requested except passage back to Absalom.

No Success: The PCs have inadvertently left the entire Pathfinder Society beholden to the shaitan's whims. The organization's leadership can likely renegotiate less onerous terms, but the entire debacle is an embarrassment to the Society. In addition, the PCs do not receive any additional concessions they requested except passage back to Absalom, and the PCs automatically fail the scenario's secondary success conditions.

Treasure: Any magic items the PCs receive as part of a *wish* are theirs to use for the remainder of the adventure. These do not appear on the Chronicle sheet, and the only way in which they contribute to the scenario's rewards is by offsetting any gold lost if the PCs failed to find Braethin's burial site.

Development: Reyshal honors his end of the bargain, providing the PCs a place to rest, if desired, followed by his services as a guide to the Lucent Archive (area B). Because he has the earth subtype, the shaitan cannot actually enter the Lucent Archive without considerable pain, so he waits for them a short distance outside. If they convinced him to share where Grave Treader went, he explains that she agreed to serve his extended family in the Opaline Vault (on the Plane of Earth) for 1,000 days in exchange for financial compensation and passage home. He can provide the PCs several addresses and contacts within the shaitans' capitol city where the Society might find her—or at least find someone who knows where the Shoanti woman went when her term concluded.

If the PCs refuse to negotiate or accept a deal entirely, Reyshal makes a basic effort to convince them to reconsider, but he respects their refusal in the end. As a gracious host, he continues to entertain them until they have finished their meal, at which point he politely requests they depart and respect the wonders of the Crystal Womb. See the Development section in area A on page 11 for more information about how the PCs can find the Lucent Archive on their own.

Faction Notes: The Grand Lodge seeks information regarding the lost expedition, and learning the current location and likely status of Grave Treader contributes to the faction's goals.

B. THE LUCENT ARCHIVE

The legendary Vault Builders abandoned Orv ages ago, leaving behind the many Vaults of Orv with artificial environments sustained by their creators' magic. Although conventional wisdom suggests the Vault Builders left for good, the Lucent Archive is one clue that they might one day return for unknown purposes. Built into a rarely frequented corner of the Crystal Womb, the strange library is a high-ceilinged cavern that slopes steeply downward and is lined with countless octagonal crystalline pillars. As the pillars grow over time, each stores seismic vibrations within their crystalline structure—much as a tree's rings reflect yearly weather conditions—allowing one fluent in Terran to decipher these records. Each structure is a trove of terrestrial lore, recording events as simple as the excavation of a well to monumental developments like the movement of tectonic plates. That the Vault Keepers created this place to record history in their absence suggests that they might one day return to reclaim it. That wards protect the Lucent Archive from most of the Vault's inhabitants seems to support this theory.

Because she was a human without the earth subtype, Sorrina Westyr could enter the Lucent Archive and explore it without adverse effects. There she studied the crystalline pillars, learning the time-consuming ways to divulge their secrets and translate the information stored within. As she has worked to "read" these records, so too has her exposure to these magic-infused minerals gradually changed her, transforming the composition of her flesh, suppressing her need for mortal sustenance, and allowing her to continue communing with the pillars in a decade-long trance. She has now transformed into an oread (*Pathfinder RPG Bestiary 2* 205) who still bears some of her old Garundi features, and has little sense of how much time has elapsed since she began her research. Had she remained undisturbed for decades more, it is quite possible she might have petrified completely.



**SORRINA
WESTYR**

Read or paraphrase the following as the PCs approach the Lucent Archive.

The sparse scrubland of rose-hued crystalline fans ends several hundred feet from a small cave entrance that glows softly with white light. Within, the cave opens into a steeply sloped shaft hundreds of feet in diameter and crisscrossed with multifaceted prisms—some laced with veins of metal. Many of these pillars extend only several feet from the ground, creating a jagged staircase that leads to especially large columns near the bottom of the cavern.

Creatures: Few creatures ever visit the Lucent Archive, and even the pechs that typically patrol it have withdrawn to area B1 to combat an ongoing problem. Those who visit seeking answers often overstay their welcome, gradually petrifying as they study the pillars and becoming permanent additions to the library; several vaguely anthropomorphic crystalline statues dot the broad tunnel, though these have grown and changed shape so much that even casting *stone to flesh* on one produces a twisted mass of flesh that perishes over the course of several minutes.

The only living visitor is **Sorrina Westyr** (N female oread cleric of Nethys 10), whom the PCs can find without difficulty as she generates a soft humming by slowly

brushing a moistened finger along the surface of a pillar. She is barely cognizant of the Pathfinders' approach, and her thoughts have slowed to nearly geological speeds; however, after several minutes of stretching and taking in her surroundings, she returns to her full mental faculties and breaks free from where several glassy filaments had rooted her. She then experimentally opens her jaw a few times before announcing in a deep, feminine voice, "So, someone has finally followed in my footsteps. Welcome to the Crystal Womb."

Sorrina introduces herself as the Pathfinder Society's Master of Spells and listens with interest as the PCs identify themselves. Any news of her companions' deaths sadden her and elicits a heartfelt prayer that the Society honors their sacrifice in the name of knowledge, yet she takes in stride any news of her replacement by Aram Zey or the discovery that many years have passed. She is hardly even cognizant of her transformation into an oread,

SCALING ENCOUNTER B1

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

Subtier 5–6: Remove one pech from the encounter. In addition, the pech shardshaper has nearly exhausted her powers while attempting to maintain this tower; reduce her attack and damage bonuses with her earth blast and kinetic blade abilities by 3.

Subtier 8–9: Remove one pech cavern seer from the encounter. In addition, the pech prism warden has nearly exhausted her powers while attempting to maintain this tower; reduce her attack and damage bonuses with her earth blast and kinetic blade abilities by 3.

though the discovery fascinates more than it troubles her. As she takes stock of her situation, she readily answers what questions she can. Likely inquires and her responses appear below.

Where are we? “This is one of the many Vaults of Orv, called the Crystal Womb. Dwarven legends speak of it as a realm of infinite riches, yet earth elementals and shaitans guard the caverns from treasure hunters. The true wealth is stored within this, the Lucent Archive.”

What is the Lucent Archive? “Just as the rings of a tree can speak to its surroundings in ages past, so too can the echoes of all elemental earth imprint itself in the right crystals. Each of these prisms stores memories of mountains, continents, planets, and even other worlds for those able to understand it. Some can sing their stories like so,” she says, running a wetted finger over the nearby pillar. “Another, called halite, is one you can taste, and it catalogs Golarion’s waterways as they cut fissures into the earth. My favorite is an amethyst stump that speaks through the dreams of whoever sleeps upon it. I have barely scratched the surface of what resides here.”

How have you survived all this time? “Soon after I arrived, the fey guardians and I negotiated a deal, allowing me to remain as long as I pleased so long as I did not trespass in the library’s deepest reaches. With Nethys’s magic, I created my own meals, yet long ago my hunger for knowledge supplanted my hunger for food.”

What happened to the other members of your expedition? “Braethin perished while defending us from xorns soon after we arrived. We were later assaulted by screeching fiends who separated us with darkness and pack tactics, and I managed to reunite only with Grave Treader; I do not know what became of Nissira and Setik, who had the *wayfinder* we needed to return to Absalom. A shaitan genie found the two of us, and we negotiated our passage back to the Grand Lodge in exchange for our service. As a linguist, I was able to research a conundrum of his. My Shoanti

friend instead agreed to serve his family—an opportunity she felt would help her understand a distant land.”

Why haven’t you left? “I have not yet discovered the location of Sairazul’s Tears, though I have traced where that information might appear: an area I am forbidden to enter, called the Sapphire Stacks. The fey guard it vigilantly, though I have not seen them recently.” She studies the nearby pillars for a moment before adding, “Several of these hum with dissonant tales, and this one has developed surface cracks, almost as if the Lucent Archive were suffering. I had assumed that the fey were giving me room to work, but perhaps they are instead combating this malady instead.”

Will you accompany us? “My one attempt to reach the library’s lowest levels was fruitless, and it seems that my bargain with the fey was binding. I shall travel with you as far as I can. Until then, perhaps my magic can follow where I cannot.”

How will we know what to retrieve? Sorrina hesitates before answering. “I have never been inside one of the towers, and if the information contained within is physically anchored, you may need to research and transcribe it as best you can. If there is a way to disrupt the wards, that might provide me a chance to enter and find what we need. If you can extract the records in a way that won’t harm them, that would be simplest. Once you have seen and overcome any dangers within, we can assess the best course of action.”

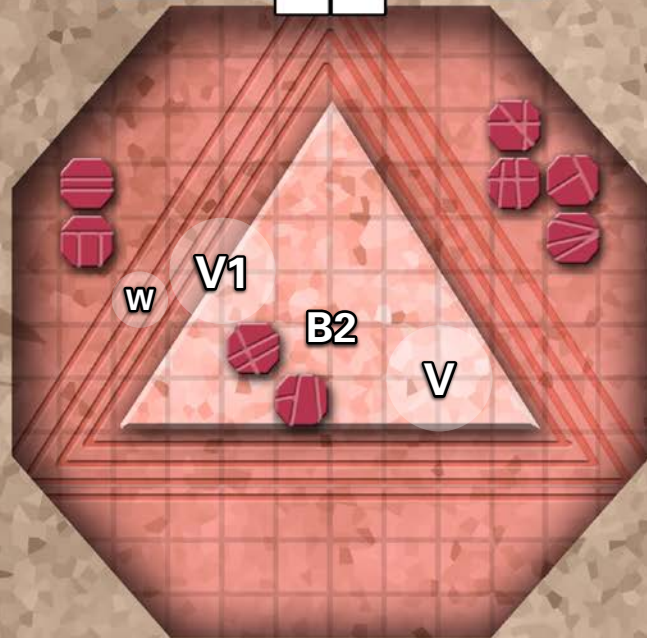
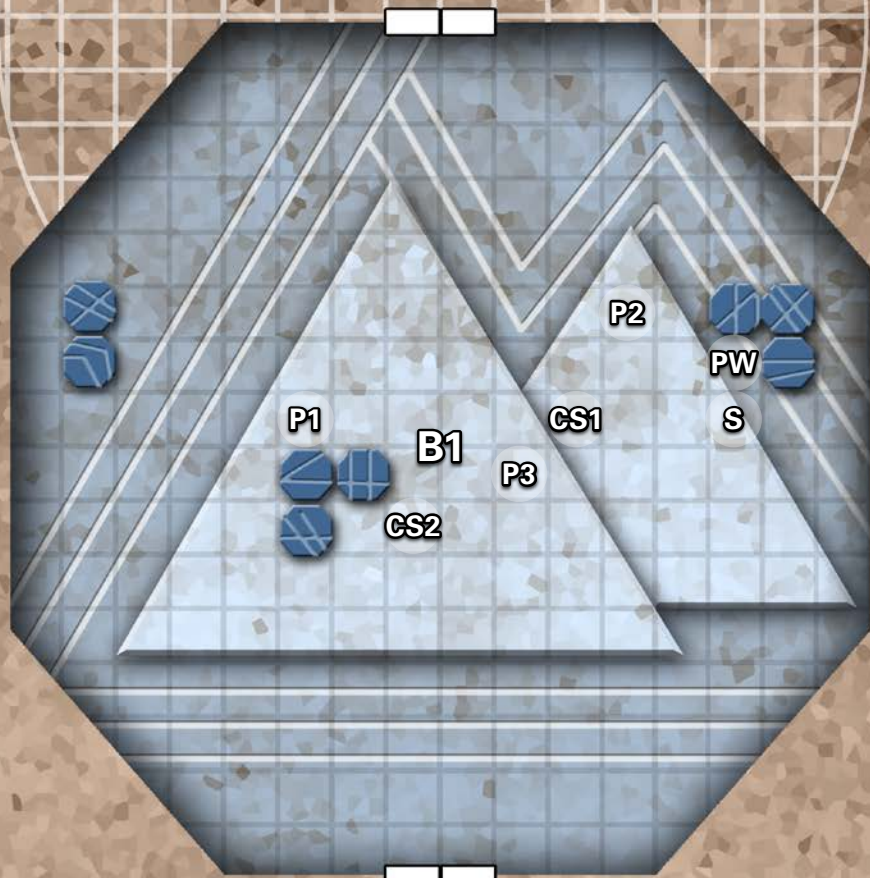
Sorrina is a powerful cleric who still has a modest number of spells prepared (CL 10th). In Subtier 5–6, she can cast each of the following once: *aid*, *air walk*, *bear’s endurance*, *imbue with spell ability (protection from evil [DC 16])*, *sanctuary [DC 16]*, *cure moderate wounds*, *magic vestment*, *make whole*, *remove fear*, and *shield of faith*. She only casts *imbue with spell ability* on a PC who can demonstrate the ability to cast spells or spell-like abilities, observing that Nethys’s greatest gifts cannot be shared with the uninitiated. In Subtier 8–9, she can also cast *freedom of movement* and *spell resistance* once each. In both subtiers, Sorrina has enough healing magic to restore up to 50 hit points to any injured PC.

B1. Sapphire Tower (CR 8 or CR 11)

Several especially large, octagonal formations jut from the bottom of the Lucent Archive. Unlike the other prisms, these are hollow and contain one or more rooms each. The method of entering each varies; the tower Sorrina believes holds the secret she seeks has a high-peaked set of double doors made from blue-tinted glass and silver. Only the tower’s northernmost facets are visible, for the rest of the structure is within the cavern’s wall.

As she approaches within 100 feet of the towers, Sorrina’s stony flesh begins to crack and fleck. Although

B. The Lucent Archive



CS : Pech Cavern Seer

P : Pech

PW : Pech Prism Warden

S : Pech Shardshaper

V : Vault Defender

W : Will-o'-Wisp

1 square = 5 feet

she does not have the earth subtype, her transformation has left her vulnerable to the stronger wards here; oread PCs are not adversely affected. Positing that she could become a liability if the wards become stronger, she waits here and casts any spells the PCs need before they proceed. Once they enter the tower, read or paraphrase the following.

Triangular designs etch the floor of this octagonal chamber, whose smooth walls of bluish crystal rise eighty feet to a peaked, eight-sided dome. A pair of two-foot-tall triangular daises of blue-tinged stone stands between double doors set into the north and south walls. Stacks of hundreds of inch-thick glassy plates tower higher than the doorframes.

Some secrets are more valuable than others, and the Lucent Archive's creators tasked its custodians not only with maintaining the site's safety but also with curating the most important "texts." When important news forms within one of the lesser prisms outside, the pechs carefully extract that portion and store it in one of the great towers. Each of the plates stacked here contains information about a critical event in the history of the Darklands, Golarion, the solar system, or even the multiverse (specifically in places where its connection to the Plane of Earth is strong). A PC who understands Terran can ascertain this much by spending at least 1 hour studying the plates. Because deciphering them is such a slow process, even the equivalent of skimming the titles takes 1 minute per plate.

While inside the chamber, a PC who succeeds at a DC 20 Perception check can sense a dissonant hum that sends faint vibrations through the entire tower. Any creature with tremorsense finds the phenomenon especially unsettling, and the range of any tremorsense is halved in area B. These pulses grow stronger the closer the PCs get to the southern door, and they originate from one or more hostile agents that recently infiltrated the Lucent Archive and now occupy area B2.

The walls are not perfectly smooth, and a creature can climb them with a successful DC 25 Climb check.

Creatures: For ages, spindly fey known as pechs have loyally maintained the Lucent Archive and several other important landmarks in the Crystal Womb, hoping the Vault Builders might return one day. Many pechs have grown languid without further guidance, yet the arrival of an invader in the most sacred libraries has given them a renewed sense of service. Unfortunately, the intruder is naturally invisible, and any attempts by the pechs to enter the innermost area would trigger the defenses left by the Vault Builders. Hoping that they can trap it inside, repair any damage, and wait for it to expire, the pechs remain and keep watch here. The fey have special dispensation

by the archive's creators to be here, sparing them any damage from the Lucent Archive's wards. However, the pechs' command of elemental energies lets them supply the tower with necessary resources such as minerals to assimilate and heal.

The standoff has continued for days now, and despite working in shifts, the fey are considering other solutions to save their records or destroy the invader. They view the arrival of any other creature as a threat. Stretched thin, the pechs call the PCs "agents of Hshurha" and warn them to leave immediately in a combination of Aklo, Terran, and Undercommon. The PCs might buy themselves a few seconds in which to learn that the pechs blame the attack on the Lucent Archive on a creature called Hshurha, and that one of "your allies" has violated the ancient treaties. Even if the PCs convince the pechs that they mean no harm, the fey insist that none but their masters may enter these sacred spaces. Attempting to push further into the tower or ascertain much more than that drives the pechs to violence.

All of the pechs' abilities that would function on earth or stone also function for any crystalline feature in the Lucent Archive.

Subtier 5–6 (CR 8)

PECH SHARDSHAPER	CR 6
Pech geokineticist 5 (<i>Pathfinder RPG Bestiary 2</i> 206, <i>Pathfinder RPG Occult Adventures</i> 10)	
N Small fey (earth)	
Init +10; Senses darkvision 60 ft., low-light vision; Perception +17	
DEFENSE	
AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)	
hp 84 (11 HD; 6d6+5d8+38; the pech has accepted 11 points of nonlethal damage, see the burn special ability)	
Fort +12, Ref +14, Will +10	
DR 4/adamantine, 5/cold iron; Immune petrification; SR 14	
Weaknesses light blindness	
OFFENSE	
Speed 20 ft., climb (earthen or stone surfaces) 20 ft.	
Melee kinetic blade +15/+10 (3d6+6) or mwk heavy pick +14/+9 (1d4+6/x4)	
Special Attacks earth mastery, kinetic blast, metakinesis (empower), stone knowledge	
Spell-Like Abilities (CL 10th; concentration +10) 3/day—stone shape, stone tell	
Kineticist Wild Talents Known	
Defense—flesh of stone	
Infusions—bowling infusion (CMB +8), extended range, kinetic blade	
Blasts—earth blast +13 (3d6+8)	
Utility—basic geokinesis, earth climb, earth walk	

TACTICS

Before Combat The shardshaper accepts 1 point of burn to augment her flesh of stone defense talent, increasing her DR and providing her the bonuses listed in the elemental overflow ability (already calculated into her statistics).

During Combat The shardshaper uses her earth blast to strike the PCs at a safe distance. If attacked in melee, she uses her earth climb ability to clamber up the sides of the room and throws more earth blasts while repositioning herself near vulnerable targets. Once there, she uses her kinetic blade ability and makes her stand.

Morale The shardshaper assumes that failure will result in the archive's destruction and her disgrace in the eyes of the Vault Builders. As a result, she fights to the death.

Base Statistics Without having accepted any points of burn, the shardshaper's statistics are **Melee** kinetic blade +14 (3d6+6); **Ranged** earth blast +12 (3d6+6).

STATISTICS

Str 22, **Dex** 18, **Con** 17, **Int** 14, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 25

Feats Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (kineticist blast)

Skills Acrobatics +17, Climb +27, Craft (stonemasonry) +17, Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Perception +17, Profession (miner) +14, Sense Motive +14, Stealth +23; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)

Languages Aklo, Terran, Undercommon

SQ burn (1 point/round, max 6), elemental overflow +1, gather power, infusion specialization 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** *mwk heavy pick*, *boots of friendly terrain (underground)^{APG}*, *cloak of resistance +1*, four mithral xorn figurines (worth 250 gp each)

SPECIAL ABILITIES

Burn (Ex) A kineticist can overexert herself to channel more power than normal, augmenting her abilities. Some of her abilities are stronger if she accepts burn, and others require her to accept burn to activate them; each ability that

uses the burn mechanic lists the burn cost in its description. For each point of burn she accepts, the pech takes 11 points of nonlethal damage. Only a full night's rest can heal this damage, and it can't be reduced or redirected. She can accept at most 1 point of burn per round, up to a total of 6 points per day. Whenever she would take burn from adding one or more infusions to a blast, reduce the combined burn cost of the infusions by 1. For example, kinetic blade has a listed burn cost of 1, so she can use it without spending burn.

Earth Mastery (Ex) A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a -4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

Pech Magic (Sp) Four pechs working together can cast *wall of stone* (DC 16) once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting.

Stone Knowledge (Ex) A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering), and Profession (miner) are always class skills for a pech.

PECHS (3)

CR 3

hp 27 each (*Pathfinder RPG Bestiary 2* 206; see page 18)

TACTICS

During Combat The pechs engage targets in melee, hoping to punch through any armored foes and harass any lightly armored spellcasters and archers.

Morale The pechs fight to the death.

Subtier 8–9 (CR 11)

PECH PRISM WARDEN

CR 9

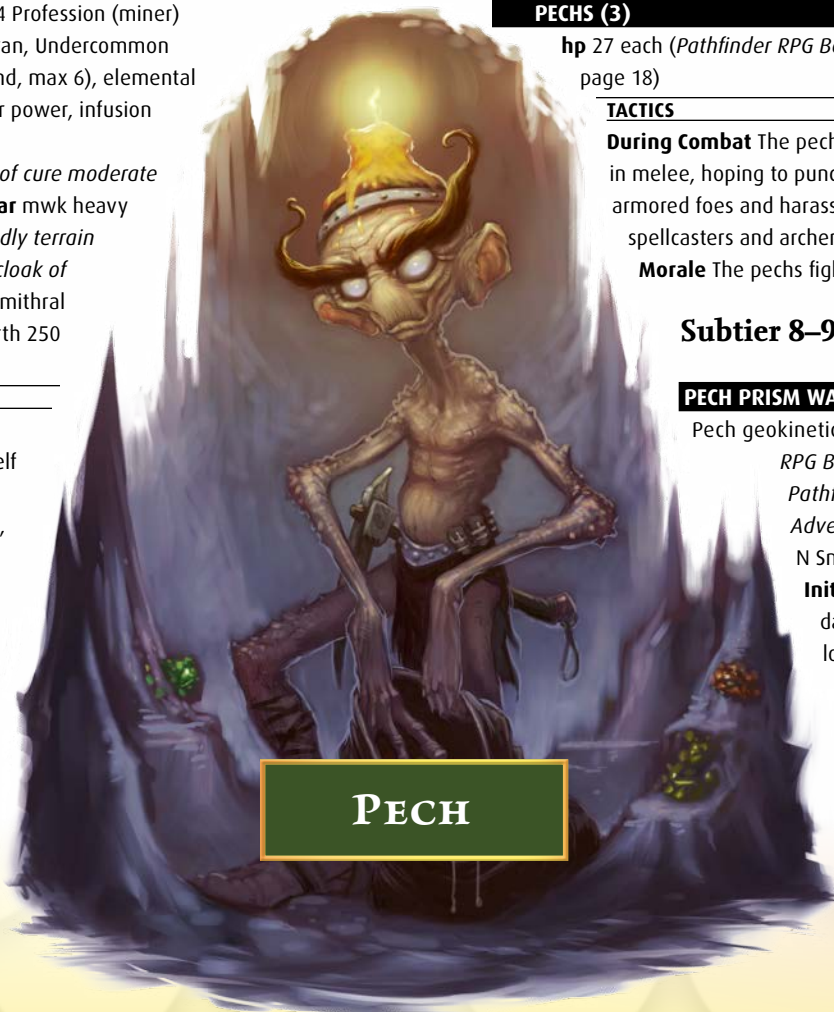
Pech geokineticist 8 (*Pathfinder RPG Bestiary 2* 206, *Pathfinder RPG Occult Adventures* 10)

N Small fey (earth)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 24, touch 15, flat-footed 20 (+5 armor, +4 Dex, +4 natural, +1 size)



PECH

hp 138 (14 HD; 6d6+8d8+78; the pech has accepted 42 points of nonlethal damage, see the burn special ability)

Fort +16, **Ref** +17, **Will** +11

Defensive Abilities 15% chance to negate critical hits and sneak attacks; **DR** 8/adamantine, DR 5/cold iron; **Immune** petrification; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 20 ft., climb (earthen or stone surfaces) 20 ft.

Melee kinetic blade +19/+14 (4d6+9) or kinetic whip +19/+14 (4d6+9)
mwk heavy pick +17/+12 (1d4+6/x4)

Special Attacks earth mastery, kinetic blast, metakinesis (empower), stone knowledge

Spell-Like Abilities (CL 10th; concentration +10)
3/day—*stone shape*, *stone tell*

Kineticist Wild Talents Known

Defense—flesh of stone
Infusions—bowling infusion (CMB +13), extended range, kinetic blade, kinetic whip, pushing infusion (CMB +13)
Blasts—earth blast +18 (4d6+13), metal blast +18 (8d6+17)
Utility—basic geokinesis, earth climb, earth walk, kinetic cover, tremorsense

TACTICS

Before Combat The kineticist accepts 3 points of burn and expends her internal buffer to augment her flesh of stone defense talent, increasing her DR and providing her the bonuses listed in the elemental overflow ability. The effects of this expenditure are included in her statistics.

During Combat The prism warden uses her earth blast to strike the PCs at a safe distance. If attacked in melee, she uses her earth climb ability to clamber up the sides of the room and throws more earth blasts while repositioning herself near vulnerable targets. Once there, she uses her kinetic blade ability and makes her stand.

Morale The prism warden assumes that failure will result in the archive's destruction and her disgrace in the eyes of the Vault Builders. As a result, she fights to the death.

Base Statistics Without having accepting any points of burn, the prism warden's statistics are **Init** +10; **hp** 124; **Fort** +15, **Ref** +16; **Melee** kinetic blade +17/+12 (4d6+9); **Ranged** earth blast +16 (4d6+9); **Dex** 18, **Con** 18; **Skills** Acrobatics +20, Stealth +26.

STATISTICS

Str 22, **Dex** 20, **Con** 20, **Int** 14, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 29

Feats Cleave, Extra Wild Talent^{OA}, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (kineticist blast)

Skills Acrobatics +21, Climb +30, Craft (stonemasonry) +13, Knowledge (dungeoneering) +13, Knowledge (engineering) +11, Perception +20, Profession (miner) +14, Sense Motive +18, Stealth +27; **Racial Modifiers** +4 Craft (stonemasonry),

+4 Profession (miner)

Languages Aklo, Terran, Undercommon

SQ burn (2 points/round, max 7), elemental overflow +2, expanded element (earth), gather power, infusion specialization 2, internal buffer 1

Combat Gear *potion of cure serious wounds* (2); **Other Gear** +1 *chain shirt*, mwk heavy pick, *boots of friendly terrain* (underground)^{APG}, *cloak of resistance* +1, 142 gp

SPECIAL ABILITIES

Burn (Ex) A kineticist can overexert herself to channel more power than normal, augmenting her abilities. Some of her abilities are stronger if she accepts burn, and others require her to accept burn to activate them; each ability that uses the burn mechanic lists the burn cost in its description. For each point of burn she accepts, the pech takes 14 points of nonlethal damage. Only a full night's rest can heal this damage, and it can't be reduced or redirected. She can accept at most 2 points of burn per round, up to a total of 7 points per day. Whenever she would take burn from adding one or more infusions to a blast, reduce the combined burn cost of the infusions by 2. For example, kinetic whip has a listed burn cost of 2, so she can use it without spending burn.

Earth Mastery (Ex) See the description in Subtier 5–6.

Pech Magic (Sp) See the description in Subtier 5–6.

Stone Knowledge (Ex) See the description in Subtier 5–6.

PECH CAVERN SEER (2)

CR 7

Pech witch 6 (*Pathfinder RPG Bestiary* 2 206, *Pathfinder RPG Advanced Player's Guide* 65)

N Small fey (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 19 (+4 armor, +2 Dex, +4 natural, +1 size)

hp 84 each (12d6+42)

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

DR 5/cold iron; **Immune** petrification; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee +1 *heavy pick* +14/+9 (1d4+10/x4)

Ranged light crossbow +9 (1d6/19–20)

Special Attacks earth mastery, hexes (cackle, fortune, healing, slumber), stone knowledge

Spell-Like Abilities (CL 10th; concentration +11)

3/day—*stone shape*, *stone tell*

Witch Spells Prepared (CL 6th; concentration +10)

3rd—*meld into stone*, *ray of exhaustion* (DC 17), *share senses*^{APG} (DC 17)

2nd—*bull's strength*, *glitterdust* (DC 16), *stone call*^{APG}, *web* (DC 16)

1st—*cure light wounds*, *divine favor*, *ill omen*^{APG}, *mage armor*
0 (at will)—*detect magic*, *guidance*, *message*, *stabilize*

Patron Strength

TACTICS

Before Combat The seers use *share senses* on their familiars to scout the area surrounding the Lucent Archive, and the familiars are elsewhere when any combat occurs. As the PCs approach, the seers cast *mage armor*.

During Combat The seers use their hexes and spells to slow down any foes, buying time to cast spells that boost their combat abilities. They then wade into combat, using their heavy picks to strike down intruders.

Morale The seers fight to the death.

Base Statistics Without *mage armor*, the cavern seers' statistics are **AC** 17, flat-footed 15.

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 18, **Wis** 11, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 23

Feats Cleave, Combat Casting, Extra Hex^{APG}, Furious Focus^{APG}, Great Fortitude, Power Attack

Skills Acrobatics +11, Climb +21, Craft (stonemasonry) +19, Escape Artist +17, Knowledge (arcana, engineering, and dungeoneering) +13, Perception +15, Profession (miner) +13, Spellcraft +13, Stealth +15, Use Magic Device +16; **Racial**

Modifiers +4 Craft (stonemasonry), +4 Profession (miner)

Languages Aklo, Orvian, Sylvan, Terran, Undercommon

SQ stone magic, witch's familiar (dinosaur, compsoognathus)

Combat Gear *pearl of power* (1st level), *wand of cure light wounds* (10 charges), *wand of stonemasonry* (2 charges); **Other Gear** +1 heavy pick, light crossbow with 10 bolts, masterwork stonemasonry tools, spell component pouch (2), 106 gp

SPECIAL ABILITIES

Earth Mastery (Ex) A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a -4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

Earth Mastery (Ex) See the description in Subtier 5–6.

Pech Magic (Sp) See the description in Subtier 5–6.

Stone Knowledge (Ex) See the description in Subtier 5–6.

Treasure: There are hundreds of crystalline plates here, though none of them contain any information about Sairazul's Tears. However, if a PC who understands Terran spends at least 1 hour sorting through the crystalline plates and succeeds at a DC 20 Knowledge (arcana) check, he uncovers a broad disk entitled *Steel Meditations*. This treatise presents the ageless koans of an earth elemental mystic, and it functions as a unique spellbook with a special preparation ritual (*Pathfinder RPG Ultimate Magic* 121). This item's details appear on the adventure's Chronicle sheet at the end of the adventure.

Development: The pechs' ongoing ministrations have kept the sonic vibrations emanating from area **B2** from destroying the tower. About one minute after the

SCALING ENCOUNTER B2

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

Subtier 5–6: The sonic resonance reduces the animated objects' hardness to 3, and the thunder wisp's terror tempest ability prevents it from becoming invisible again for an additional round.

Subtier 8–9: Remove one animated object from the encounter. The thunder wisp's terror tempest ability prevents it from becoming invisible again for an additional round.

PCs conclude any combat here, the hum grows loud enough for all PCs to notice, and hairline fractures begin appearing in the walls. Over the course of the next day, the tower and its contents gradually fracture before crumbling entirely, killing the creature in area **B2** and dealing 12d6 bludgeoning and slashing damage to any PCs who remain within. The PCs can potentially keep the tower intact for days by casting spells or using abilities that modify earth or have the earth descriptor, but the only long-term solution involves breaking into area **B2** and destroying the invader.

If the PCs subdued any pechs, the fey can reveal little of what lies beyond. There is a smaller chamber of red crystal which they are forbidden from entering except for brief visits to deposit their most important discoveries. If the PCs try to enter area **B2** while a pech is conscious, it does everything in its power to stop them.

Rewards: If the PCs fail to defeat the pechs, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 777 gp.

Out of Subtier: Reduce each PC's gold earned by 1,061 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,346 gp.

B2. Ruby Tower (CR 8 or CR 11)

A two-foot-high triangular dais occupies the center of this octagonal chamber, and shallow grooves ripple outward from the platform. Stacks of red-hued crystalline plates are scattered throughout the room. A thrumming buzz causes minute distortions in the air, and the ruby walls seem to flex and bend slightly from invisible forces.

Several of the Lucent Archive's towers contain secondary chambers like this, most of which store critical records of the most important geological activities and events that the planets themselves have witnessed. By opening the doors, the PCs drastically change the room's acoustics, and the destructive sound waves become even more powerful.

During this encounter, the collection of crystalline disks has 100 hit points and 8 hardness (sonic damage deals full damage), and the destructive resonance deals 2d8 sonic damage to them each round; as inanimate objects, the disks take only half damage from acid, cold, electricity, and fire effects. Any damaging effects that include at least one stack of disks deals damage to the whole collection. The collection's hit point total at the end of the encounter reflects how many of the room's disks remain intact and legible enough to gain information from. Note that the PCs might summon creatures with the earth subtype to grant the room temporary hit points (see the sidebar on page 14). In addition, including at least two stacks of disks in a *silence* spell's area halves the damage the collection takes from the resonance. Including at least five stacks in an area of *silence* negates the resonance's damage altogether and can salvage the entirety of the collection if such a tactic is employed.

Creatures: The cause of these destructive sound waves is a rare type of will-o'-wisp known as a thunder wisp. For decades it lurked in the rain-soaked coast of the Sodden Lands, but the Eye of Abendego tore open a short-lived rift to the Plane of Air that offered it new opportunities. There, it entered the service of Hshurha, the evil elemental lord of air whose love of terror and invisible creatures fit the wisp's interests perfectly. Recent events have caused a stir in Hshurha's court, and the wisp was one of many agents sent across the multiverse to destroy any records that might threaten its mistress. Thanks to its natural invisibility, it easily slipped through the claustrophobic tunnels and past the pech guards, though the Lucent Archive itself sensed an intruder and tried to protect itself. Thus far, the wisp has avoided the tower's clumsy defenses while using its command of sonic energies to destroy the crystalline records—ideally in such a way that lets the wisp revel in the pech guardians' tears as their eon-long vigil comes crashing down.

The Vault Keepers anticipated these libraries would accumulate exceptionally valuable lore that their enemies might pilfer and use in their ongoing conflicts. To guard it, they granted the chamber itself rudimentary sentience and mobility that allow it to fend off invaders. Failing that, the chamber can attempt to destroy its contents before collapsing entirely. These effects manifest as one or more animated, spiny insect legs that extend from the wall or floor, and they can glide across the room's surfaces as if skating on ice. Once destroyed, a leg reforms one round later in the space where it was destroyed (or the nearest space that it can occupy), though it begins its turn prone. This continues so long as the wisp's sonic resonance continues.

Subtier 5–6 (CR 8)

THUNDER WISP **CR 6**

Variant will-o'-wisp (*Pathfinder RPG Bestiary* 277)

DEFENSE

AC 24, touch 24, flat-footed 13 (+3 deflection, +9 Dex, +1 dodge, +1 size)

hp 40

OFFENSE

Melee shock +16 (2d8 electricity or sonic)

TACTICS

During Combat The thunder wisp uses its invisibility and mobility to strike the PCs. It activates its terror tempest against groups of targets, relying on its fast healing to repair any damage the PCs might inflict while it's visible. Although its mission is to find and destroy a specific record, its inability to decipher or even move these disks has frustrated it; once the door opens, the wisp hopes to destroy the entire room's contents while causing as much suffering as possible. It does not turn its natural attacks on the collection of crystalline plates unless there are no more living targets remaining in area **B**.

Morale The thunder wisp's dedication to Hshurha only extends so far, and it attempts to flee through the Lucent Archive and into the Crystal Womb once reduced to 8 or fewer hit points.

SPECIAL ABILITIES

Terror Tempest (Ex) As a full-round action, a thunder wisp can create a short-lived storm in a 20-foot radius centered on itself. Driving rain grants all creatures within concealment, and all ranged attacks that pass through the area take a –4 penalty on attack rolls. All other creatures in the area take 3d8 electricity damage and 1d8 sonic damage (Reflex DC 14 halves) and must succeed at a DC 14 Will save or gain the shaken condition for 1d4+1 rounds. Using this ability causes the thunder wisp to glow (negating its natural invisibility), and it cannot extinguish its glow until the start of its next turn. A thunder wisp can create a terror tempest once every 1d4 rounds.

Vault Guardians (2) **CR 3**

Medium animated objects (*Pathfinder RPG Bestiary* 14)

hp 36 each

TACTICS

During Combat The guardians attack any visible living creatures. When in reach of multiple targets, they always target the thunder wisp.

Morale The guardians fight until destroyed. The room continues to create new guardians until the thunder wisp dies or flees the tower, at which point the guardians fight for one more round and then meld back into the floor.

STATISTICS

SQ (additional movement [climb], stone)

Subtier 8–9 (CR 11)

GREATER THUNDER WISP CR 11

Advanced will-o'-wisp (*Pathfinder RPG Bestiary* 277)

CE Small aberration (air)

Init +14; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 27, flat-footed 16 (+5 deflection, +10 Dex, +1 dodge, +1 size)

hp 91 (14d8+28)

Fort +8, **Ref** +14, **Will** +12

Defensive Abilities natural invisibility; **Immune** immunity to magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +21 (4d8 electricity or sonic)

TACTICS

During Combat The thunder wisp uses its invisibility and mobility to strike the PCs. It activates its terror tempest against groups of targets, relying on its fast healing to repair any damage the PCs might inflict while it's visible. Although its mission is to find and destroy a specific record, its inability to decipher or even move these disks has frustrated it; once the door opens, the wisp hopes to destroy the entire room's contents while causing as much suffering as possible. It does not turn its natural attacks on the collection of crystalline plates unless there are no more living targets remaining in area B.

Morale The thunder wisp's loyalty to Hshurha only extends so far, and it attempts to flee through the Lucent Archive and into the Crystal Womb once reduced to 20 or fewer hit points.

STATISTICS

Str 1, **Dex** 30, **Con** 14, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +10; **CMB** +4; **CMD** 30

Feats Alertness, Blind-fight, Dodge, Great Fortitude, Improved Critical, Improved Initiative, Weapon Finesse

Skills Acrobatics +27, Bluff +16, Escape Artist +27, Fly +37, Perception +24, Sense Motive +5, Stealth +31

Languages Aklo, Auran, Common

SQ feed on fear

SPECIAL ABILITIES

Feed on Fear (Su) Any time a thunder wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Thunder wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Thunder wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible.

Terror Tempest (Ex) As a full-round action, a thunder wisp can create a short-lived storm in a 20-foot radius centered on itself. Driving rain grants all creatures within concealment,

and all ranged attacks that pass through the area take a –4 penalty on attack rolls. All other creatures in the area take 4d8 electricity damage and 2d8 sonic damage (Reflex DC 19 halves) and must succeed at a DC 19 Will save or gain the shaken condition for 1d4+1 rounds. Using this ability causes the thunder wisp to glow (negating its natural invisibility), and it cannot extinguish its glow until the start of its next turn. A thunder wisp can create a terror tempest once every 1d4 rounds.

VAULT DEFENDERS (2) CR 6

Advanced animated object (*Pathfinder RPG Bestiary* 14)

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception –3

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 52 each (4d10+30)

Fort +1, **Ref** +2, **Will** –2

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee slam +11 (1d8+12)

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

TACTICS

Use the vault guardian tactics in Subtier 5–6.

STATISTICS

Str 26, **Dex** 12, **Con** —, **Int** —, **Wis** 5, **Cha** 5

Base Atk +4; **CMB** +13; **CMD** 24

Skills Climb +16

SQ construction points (additional movement [climb], integrated, stone)

SPECIAL ABILITIES

Integrated (Ex) A vault defender is a natural extension of area B2's walls and floor, and as a result, it is especially sturdy. Its CMD against awesome blow, bull rush, drag, reposition, and trip combat maneuvers increases by 4, and it receives a +4 resistance bonus on saving throws against spells and effects that would forcibly move it or cause it to fall prone.

Treasure: This chamber not only serves as a repository for important texts, but is also where the pechs stored several magically enhanced crystals that grew in the earth-infused cavern. In Subtier 5–6, this includes a *pale blue rhomboid ioun stone* and two coin-sized quartz discs that function as *eyes of the eagle*. In Subtier 8–9, there is also a smoothly polished opal that can be set into a ring to create a *minor ring of spell storing*, in addition to a small slab of agate that functions as a *brooch of shielding* once incorporated into a pin.

Development: Once the thunder wisp has either died or fled, the dangerous resonance dissipates, the animated defenders meld back into the walls, and the wards that protect the Lucent Archive fall dormant for several

days. This provides Sorrina Westyr sufficient time to enter the tower, secure the inscribed plates she needs to track Sairazul's Tears, and fulfill her obligation to Reyshal ik Jalman. The shaitan provides sumptuous accommodations while the former Master of Spells takes several hours to read the text. She then reports that the diamonds departed the Plane of Earth approximately a century ago, and the tunnels the thieves traveled once echoed with the name Bralkashik. Sairazul's Tears now reside within the City of Brass (the infamous metropolis in the Plane of Fire), though the city's connection to elemental earth is too tenuous to pinpoint their location.

Reyshal pounds a fist into his hand and utters a curse upon all efreeti before explaining that the Bralkashik are "efreeti who squabble for the Grand Sultan's favor like starving dogs over a discarded bone." Fortunately, this record might convince the court of Sultana Ashadieeyah bint Khalid that he and his family deserve a chance to prove their innocence and redeem their name. He bows low to Sorrina and the PCs and promises his hospitality should they ever travel to the Opaline Vault to witness its beauty. He then declares Sorrina's debt to him repaid, and if he still owes the PCs transportation to Absalom, he fulfills the promise once they are ready.

Rewards: If the PCs fail to defeat the thunder wisp, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 875 gp.

Out of Subtier: Reduce each PC's gold earned by 1,687 gp.

Subtier 8–9: Reduce each PC's gold earned by 2,500 gp.

CONCLUSION

Sorrina Westyr observes that the wards defending the Lucent Archive should return to full power in a matter of days and continue to protect its lore for future generations. Nonetheless, she packs several of the crystalline disks to take back to the Grand Lodge, claiming that they might help her piece together unanswered mysteries. Traveling back to the location attuned to the *wayfinder of many paths* is relatively safe and simple, and so long as the PCs possess the *sepia ellipsoid*, they return to the Grand Lodge without any complications. If they lost the *ioun stone*, Sorrina observes that the *pale blue rhomboid ioun stone* found in area **B2** is attuned to the Cairnlands outside Absalom, and from there they can walk to the Grand Lodge. In the event that the PCs lost the *sepia ellipsoid* and failed to recover the other *ioun stone*, they have a long, grueling, and exceedingly dangerous journey ahead to reach the surface—one that costs each PC 5 Prestige Points as if they were paying for body recovery.

Several agents know to watch for the PCs return and alert Kreighton Shaine, who hurries out to greet the PCs soon after they return. He initially doesn't recognize the

transformed Sorrina Westyr, who jokingly reprimands him for becoming unobservant with age. Kreighton marvels at the change but then wastes no time catching her up to speed on the past decade's events, asking her about her travels, and introducing her to nearly anyone they come across—including the PCs, despite their having rescued her. The two meet with several high-ranking Pathfinders, and early the next day, Venture-Captain Ambrus Valsin announces the appointment of Sorrina Westyr as interim Master of Spells, pending the safe return of Aram Zey.

Sorrina meets with the PCs several days later to thank them again for traveling into the unknown to rescue her team. Placing the salvaged crystalline plates on a nearby table, she explains that many of the Lucent Archive's library prisms had a storage layer near their surface that recorded a great tragedy on the Plane of Earth—or something associated with it—much like a volcanic eruption might coat the entire planet in a thin layer of ash. In studying the stored information, she learned that a great treasure that gave one power over the air itself disappeared during that catastrophe. There the records cease, suggesting that the relic is far beyond the reach of stone and soil, sailing through the sky. Sorrina suggests the trail may have gone cold for now, but she encourages the PCs to keep a watch on the sky.

Day Job: Although the number of deadly denizens and territorial guardians make it nearly impossible to sustain a mining operation in the Crystal Womb, any PC who uses Craft (gem cutting) or Profession (miner) for her Day Job check at the end of this adventure earns double the normal amount of gold from that check (maximum 450 gp total). This is a one-time benefit and does not apply to future adventures.

Primary Success Condition

PCs who return to Absalom with Sorrina Westyr fulfill their primary mission and earn 1 Prestige Point.

Secondary Success Conditions

The PCs' secondary goals involve safeguarding the rare tools loaned to them by the Pathfinder Society, preserving as much of the Lucent Archive's knowledge as possible, and avoiding any unfair deals made in the Society's name. To succeed, the PCs must fulfill at least three of the following four conditions: Return the *sepia ellipsoid ioun stone* to Kreighton Shaine, earn at least two successes when negotiating with Reyshal during the establishment of their deal (or reach the Lucent Archive without making a deal in the first place), conclude the encounter in area **B2** with the crystalline plates retaining 65 or more hit points, or conclude the encounter in area **B2** with the crystalline plates

retaining 30 or more hit points. Success earns each PC 1 additional Prestige Point.

Faction Notes

Members of the Grand Lodge faction should rescue as many lost Pathfinders as they can manage, recover the remains of those who perished, and return with news of any others. To fulfill this objective, the PCs must complete the adventure's primary success condition as well as two of the following three goals: find and either

record the location of Braethin's burial or return his remains to the Grand Lodge; find Setik's body and either properly bury it (or perform other proper funerary rites) or, alternatively, return his remains to the Grand Lodge; or convince Reyshal ik Jalman to share where Grave Treader went. Learning of Nissira's fate is beyond the scope of this adventure.

If the Grand Lodge faction PCs fulfill this objective, they receive the Favor of Lost Spells boon on their Chronicle sheets.

PLAYER HANDOUT #1: SETIK'S LAST ENTRY

11 PHARAST, 4703

I AT FIRST SHARED SORRINA'S EXCITEMENT WHILE EXPLORING THIS "VAULT," WHICH SHE BELIEVES IS DEEP BELOW GOLARION'S SURFACE IN THE LEGENDARY REALM CALLED ORV. THE CAVERNS ARE FULL OF GLITTERING WONDERS, BUT AMONG THOSE CRYSTALS HIDE COUNTLESS CREATURES THAT RESENT OUR INTRUSION AND ATTACK WITH THE SLIGHTEST PROVOCATION. WE LOST BRAETHIN TO THE XORNS, AND ONLY NISSIRA AND I MANAGED TO ESCAPE THE SCREECHING FIENDS THAT FELL UPON US FROM THE HIGHEST STALACTITES. SHE HAS ELECTED TO STAY NEAR OUR TRAIL IN THE HOPE OF FINDING GRAVE TREADER AND MASTER SORRINA, AND AS THE ONE SORRINA ENTRUSTED TO CARRY THE SPECIAL WAYFINDER, IT IS MY DUTY TO RETURN TO ABSALOM AND SEEK ASSISTANCE.

TASKAR'S CLAWS DIG INTO MY SHOULDERS, SO I SHALL REPORT MY OTHER OBSERVATIONS LATER. THE SCALY BASTARD DOES SEEM TO HAVE A SIXTH SENSE FOR DANGER.

APPENDIX 1: BESTIARY

The following creatures appear in this scenario.

MEDIUM ANIMATED OBJECT CR 3

Pathfinder RPG Bestiary 14

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** -4

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points (additional movement [climb], stone)

CRYSMAL CR 3

Pathfinder RPG Bestiary 2 61

N Small outsider (earth, elemental)

Init +2; **Senses** darkvision 60 ft., crystal sense; Perception +11

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 26 (4d10+4)

Fort +7, **Ref** +8, **Will** +2

DR 5/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee sting +7 (2d6+3)

Special Attacks shard spike +7 (3d6, range increment 60 ft.)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13)

3/day—*dimension door*, *sanctuary* (DC 13), *touch of idiocy* (DC 14)

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 6, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 17 (29 vs. trip)

Feats Great Fortitude^B, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

Languages Terran

DESCRIPTION

An animated cluster of translucent crystals shaped disturbingly like a gemstone scorpion scuttles into an aggressive stance.

SPECIAL ABILITIES

Crystal Sense (Sp) Crystals can sense the presence of any

crystals or gems within 30 feet as if using the scent ability.

Shard Spike (Ex) Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

PECH CR 3

Pathfinder RPG Bestiary 2 206

N Small fey (earth)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 27 (6d6+6)

Fort +5, **Ref** +6, **Will** +6

DR 5/cold iron; **Immune** petrification; SR 14

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee mwk heavy pick +9 (1d4+6/x4)

Special Attacks earth mastery, pech magic, stone knowledge

Spell-Like Abilities (CL 10th; concentration +11)

3/day—*stone shape*, *stone tell*

STATISTICS

Str 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +13, Craft (stonemasonry) +14, Knowledge

(dungeoneering) +10, Knowledge (engineering) +10,

Perception +10, Profession (miner) +14, Stealth +14; **Racial**

Modifiers +4 Craft (stonemasonry), +4 Profession (miner)

Languages Terran, Undercommon

DESCRIPTION

This pale yellow humanoid has blank, bulging white eyes and gangly arms and legs. It clutches a pickaxe in its knobby hands.

SPECIAL ABILITIES

Earth Mastery (Ex) A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a -4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

Pech Magic (Sp) Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.

Stone Knowledge (Ex) A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against

creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering), and Profession (miner) are always class skills for a pech.

WILL-O'-WISP **CR 6**

Pathfinder RPG Bestiary 277

CE Small aberration (air)

Init +13; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 26, touch 26, flat-footed 16; (+5 deflection, +9 Dex, +1 dodge, +1 size)

hp 40 (9d8)

Fort +3, **Ref** +12, **Will** +9

Defensive Abilities natural invisibility; Immune magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +16 touch (2d8 electricity)

STATISTICS

Str 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +0; **CMD** 24

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25

Languages Aklo, Common

SQ feed on fear

DESCRIPTION

This faintly glowing ball of light bobs gently in the air, the nebulous image of what might be a skull visible somewhere in its depths.

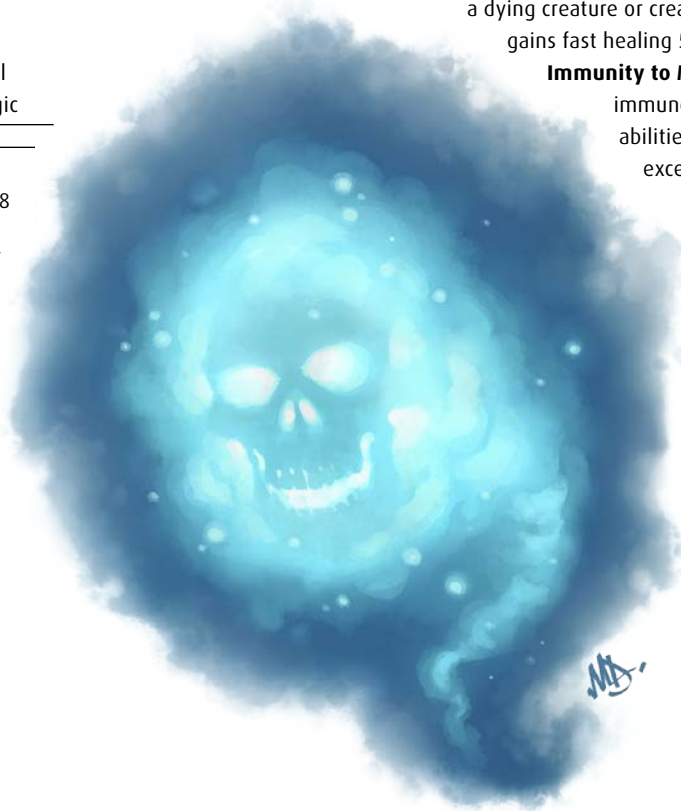
SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

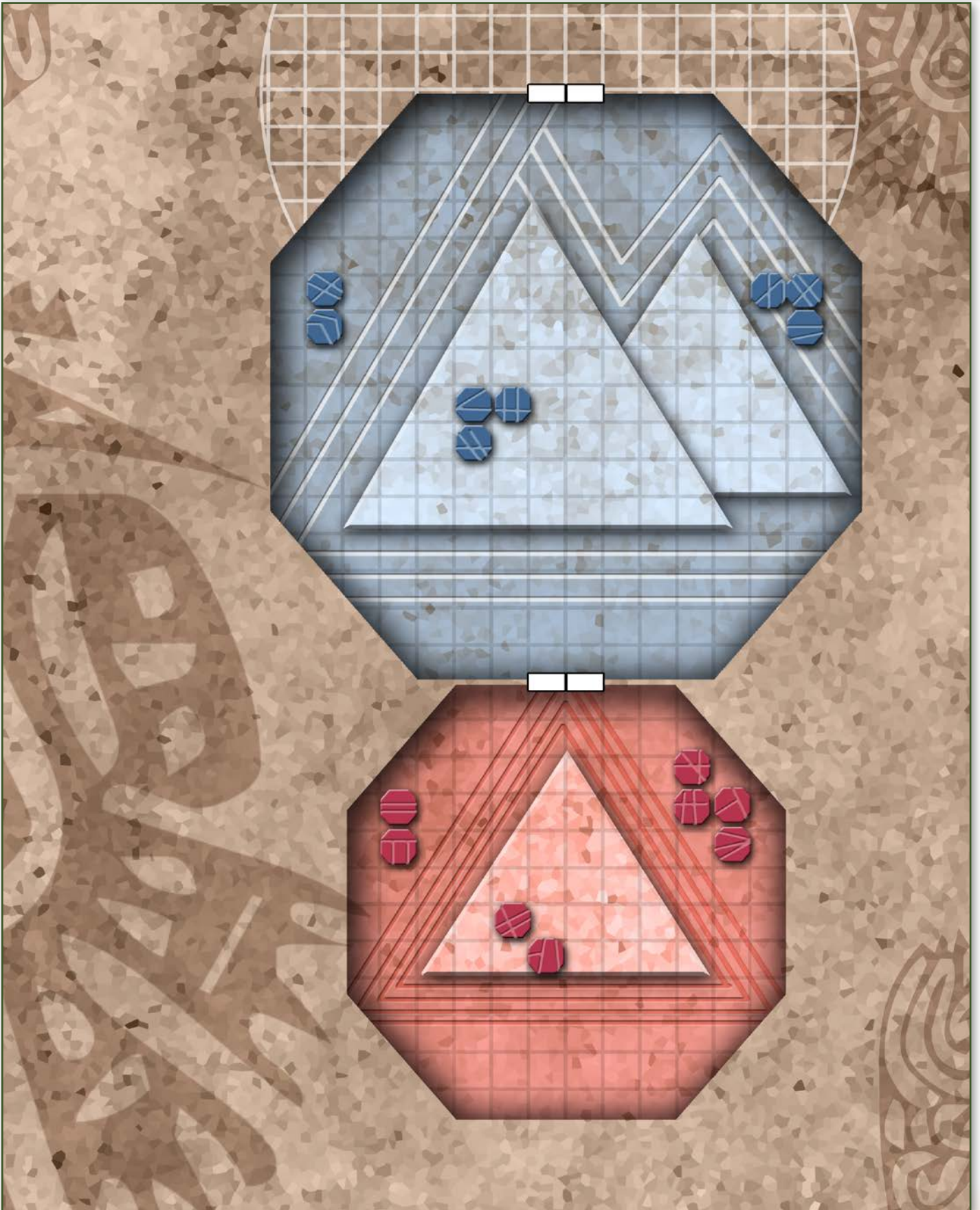
Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex)

Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.



CAPTIVE IN CRYSTAL



Pathfinder Society Scenario #7-13: Captive in Crystal

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
Character # _____	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input style="width: 30px; height: 30px; border: 1px solid black;" type="text"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

Pech from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Society Scenario #7-13: Captive in Crystal © 2015, Paizo Inc.; Author: Monica Marlowe



Pathfinder Society Scenario #7-13: Captive in Crystal

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Elemental Saturation (Earth): The Lucent Archive is suffused with powerful elemental energy, and long-term exposure can transform a humanoid's body. Before you begin an adventure, you can expend 20 Prestige Points and check the box that precedes this boon to permanently transform yourself into an oread. In doing so, you must retrain any race-related options associated with your original race (e.g. alternate favored class bonuses, race-specific archetypes, and race-specific spells) at no cost. Any of your equipment resizes to Medium size at no additional cost, and if you lost proficiency with a weapon (such as by losing the dwarven weapon training racial trait), you may sell back the weapon at full price. When creating a new 1st-level PC, you may instead spend 10 Prestige Points and check the box that precedes this boon to create an oread PC.

If any of your PCs possesses the Oread's Favor boon, halve the Prestige Point cost of using this boon. In order to use either of the above benefits, you must bring a copy of one of the following rulebooks as if the oread were a legal race permitted on the Additional Resources page: *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Bestiary 2*, or *Pathfinder Campaign Setting: Inner Sea Races*.

If you are a kineticist, you can select the earth child utility talent (*Pathfinder Campaign Setting: Occult Realms* 9) as if it appears on the Additional Resources page.

Expert Negotiator: You managed to out-haggle a genie, and you can use this confidence to impress others. You can cross this boon off your Chronicle sheet to gain a +4 bonus on one Bluff, Diplomacy, or Intimidate check. If you are using that check to influence a genie or any creature with the air, earth, fire, or water subtype, you may also roll the check twice and take the better result.

Favor of Lost Spells (Grand Lodge faction): You played a key role in rescuing former Master of Spells Sorrina Westyr. When you would spend Prestige Points to purchase a spellcasting service, you can check one of the boxes that precede this boon to have Sorrina Westyr augment the spell's power; increase the spell's effective caster level by 5. When you check the last box, cross this boon off your Chronicle sheet.

STEEL MEDITATIONS (LEVEL 7 TRANSMUTER)

This large crystalline disk contains countless, minute inscriptions that trace their way through its interior.

Opposition School Air

Value 2,300 gp

SPELLS

4th—*elemental body I, stone shape, stoneskin*

3rd—*gentle repose, protection from energy*

2nd—*bear's endurance, glitterdust, shatter, stone call*^{APG}

1st—*detect secret doors, endure elements, expeditious excavation*^{APG}, *magic weapon, stone fist*^{APG}

PREPARATION RITUAL

Deep Earth Mysteries (Su) Once per day as a swift action, expend this boon's effect when you cast one of the following spells on yourself to gain a +2 enhancement bonus to your Strength or Constitution score for the duration of the spell (maximum 20 minutes): *elemental body I-IV* (earth only), *stone fist*, or *stoneskin*. You must prepare at least three spells (not including cantrips) from this spellbook in order to use this boon.

All Subtiers	Subtier 8-9
<p><i>crystal gem</i> (functions as an <i>earth elemental gem</i> that summons a Large earth elemental with one slam attack that deals 4d6+10 damage; 2,500 gp, limit 1)</p> <p><i>boots of friendly terrain</i> (underground; 2,400 gp; <i>Advanced Player's Guide</i> 301)</p> <p><i>cloak of resistance +1</i> (1,000 gp)</p> <p><i>Steel Meditations</i> (2,300 gp)</p> <p><i>pale blue rhomboid ioun stone</i> (8,000 gp)</p> <p><i>eyes of the eagle</i> (2,500 gp)</p>	<p><i>primal crystal gem</i> (functions as an <i>earth elemental gem</i> that summons a Huge earth elemental with one slam attack that deals 4d8+13 damage; 3,300 gp, limit 1)</p> <p><i>brooch of shielding</i> (1,500 gp)</p> <p><i>minor ring of spell storing</i> (18,000 gp)</p>

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,267	2,534
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Out of Subtier	1,986	3,971
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	8-9	2,704	5,408
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
	Starting XP	GM's Initials	
GOLD	+	XP Gained (GM ONLY)	
	=	Final XP Total	
	Initial Prestige	Initial Fame	
GOLD	+	Prestige Gained (GM ONLY)	
	-	Prestige Spent	
	Current Prestige	Final Fame	
GOLD	Starting GP	GM's Initials	
	+	GP Gained (GM ONLY)	
	+	Day Job (GM ONLY)	
GOLD	-	Gold Spent	
	=	Total	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
-------	------------	------	-------------------------	-------------------------