

PATHFINDER SOCIETY

YEAR OF THE SERPENT



THE IRONBOUND SCHISM

By John Compton and Linda Zayas-Palmer



THE IRONBOUND SCHISM

Pathfinder Society Scenario #7-04

Authors • John Compton and Linda Zayas-Palmer
Contributing Artists • Helge Balzer, Marko Horvatin,
and Eric Lofgren
Cartographer • Sean Macdonald

Creative Director • James Jacobs
Editor-in-Chief • F. Wesley Schneider
Executive Editor • James L. Sutter

Development Leads • John Compton and Linda Zayas-Palmer

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 • Joe Homes and Jason Keeley
Lead Designer • Jason Bulmahn

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

Managing Art Director • Sarah E. Robinson
Senior Art Director • Andrew Vallas
Art Director • Sonja Morris
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

Licensing Coordinator • Michael Kenway

Community Team • Liz Courts and Chris Lambertz

Customer Service Team • Sharaya Kemp, Katina Mathieson,
Sara Marie Teter, and Diego Valdez

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

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

Pathfinder Society Scenario #7-04: The Ironbound Schism is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7-11, Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product 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 #7-04: The Ironbound Schism © 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.; Giantslayer, 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.



THE IRONBOUND SCHISM

BY JOHN COMPTON AND LINDA ZAYAS-PALMER



For centuries the seven runelords of Thassilon ruled over northwestern Avistan, each commanding a kingdom that reflected her own school of sin magic. Belimarius, the runelord of envy, lorded over what is now the Ironbound Archipelago, where her subjects harvested the land's bounty of gems, timber, iron, and animals—all while fending off their greedy neighbors, who included elves. Like her colleagues, Belimarius predicted Earthfall and took steps to preserve herself and awaken to rule after the dust had settled. Yet, as history can attest, she has never returned to reclaim her shattered throne. Nonetheless, she left many of her most valued sites protected with powerful, often-concealed abjurations.

Several of the warded sites have survived the 10,000 years since, including one on Flintyreach, a rocky island known for its rampaging giants and Averaka, the half-orc settlement that boldly resists the giants' depredations. Most of the rune wards simply force intruders to turn away, forgetting that a ruin ever existed. However, one of the resident ettins recently stumbled across a more insidious abjuration intended to prevent any giants that once served Thassilon from plundering the runelord's treasures. The trap should have turned the offending giant into a runeslave that would toil to rebuild the lost kingdom of Edasseril's glory. Instead, the trap only succeeded in taking control of one of the ettin's heads, leaving the "survivor" confused by her partner's sudden zeal to recruit allies, unearth ruins, and built monuments.

So far, nobody has quite discerned the true nature of this Thassilonian revival, but the ettin's actions have rippled across the island in troubling ways. The hill giant Gorgnak has ruled the kingdom of Thunderhold for years, and he knows that a rogue giant is conscripting his subjects. As a result, the chieftain has dispatched several warriors to bully or kill the upstart. The citizens of Averaka are aware there is a growing schism in the giants' political landscape, but the half-orcs have focused more on its military ramifications and less on its cultural nuances; suspecting the giants' forces are split due to the infighting, the Averakans are preparing a raid on Gorgnak's territory in order to cripple the giants and secure Averaka's relative safety for another few years.

WHERE ON GOLARION?

The Ironbound Schism takes place on the island of Flintyreach, a rocky isle inhabited by many giants in the Ironbound Archipelago off the coast of the Lands of the Linnorm Kings. This is also the site of Averaka, the largest half-orc settlement in the Inner Sea region. Further details about the location and town appear in *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Campaign Setting: Lands of the Linnorm Kings*, and *Pathfinder Player Companion: Bastards of Golarion*. These are available at bookstores and game stores, as well as online at paizo.com.

Lands of the Linnorm Kings



SUMMARY

The adventure begins in Magnimar, where Venture-Captain Calisro Benarry drops off the PCs, secures them passage to Flintyreach, and relates that the Averakans recently contacted her regarding a fresh ruin spotted in the island's interior. Recent infighting among the giants has encouraged the half-orcs to strike now while Gorgnak's forces are disorganized, and Averaka's leaders have invited Benarry and her agents to investigate the ruins—and perhaps slay a few trolls—while the giants are distracted.

The PCs arrive in Averaka in time for the half-orcs' war council, and the leaders invite the PCs to attend as

GM RESOURCES

This adventure makes use of the following Pathfinder RPG products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Monster Codex* (MC). You can find these rules in the Pathfinder Reference Document online at paizo.com/prd, and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

friends of Venture-Captain Benarry. The half-orcs are willing to provide directions and a token escort, but they are spread too thinly to provide more support. The PCs can help refine the Averakans' battle plans and provide magical support to free up soldiers who can accompany the Pathfinders.

The first obstacle in the PCs' path is a crude dam the giants constructed to control Averaka's water supply. With the assistance of any half-orcs they recruited, the PCs can defeat the hill giant defenders and dismantle the dam safely. Tracks lead to an outpost further into the hills, and any survivors relay that Gorgnak's lieutenant, a powerful troll named Shrakas, is responsible for hunting down a rogue giant who has conscripted Gorgnak's lackeys and forced them to excavate some strange ruins.

To find the ruins, the PCs must confront the exceptionally lazy Shrakas, who has camped out in a giant-sized keep. The PCs can persuade him to explain where the ruins are if, in return, they will defeat the ettin responsible for the recent troubles. If the PCs defeat him, they can instead find crude depictions of the peak where the ruins lie—enough to proceed.

At the ruins, the PCs confront the ettin runeslave Pahg-Vahr, whose right side (Pahg) is under the influence of Thassilonian magic while her left side (Vahr) cooperates but desperately seeks some way to return her partner to normal. The PCs can attempt to build a rapport with Vahr before Pahg orders her ogre conscripts to attack, and friendly PCs might hinder the ettin by convincing one half to restrain the other. Partway through the fight, a twisted Thassilonian horror bursts from the ruins, indiscriminately attacking both parties. Once the PCs triumph, they can explore the few parts of the ruins that are accessible. Further study, however, requires many months of work and powerful magic.

GETTING STARTED

The adventure begins in a corner booth in the Whale's Belly, a rough drinking hall in Magnimar that dockworkers and laborers frequent. Set aside **Player Handout #1** if there are any members of the Scarab Sages faction present, and give them the handout once the

briefing has concluded. Read or paraphrase the following to get the adventure started.

"I've finished the arrangements," declares Venture-Captain Calisro Benarry as she clasps a mug in one hand and motions to the open seats around the table. She lowers her voice to avoid being overheard. "On the way north I was telling you about some Thassilonian ruins that just resurfaced, and it's time to tell you the whole story. There's an island called Flintyreach a few hundred miles northwest of here, and thanks to all of the giants, the only folk with the guts to live there are half-orcs. Averaka's the largest half-orc town the world's ever seen, so as you might imagine," she notes, gesturing at her green skin, "that we get along pretty nicely.

"One of their scouts spotted fresh ruins recently, and the plan had been to have you along as we checked it out. The trouble is that the trek north took a lot longer than I'd hoped, and I'm past due to get back south to Garund and the Gloomspires. The long and short of it is that the Thassilonian site's all yours now, if you're still interested. I've secured a ship to take you there in good time, and I'll finish up a letter to introduce you to the Averakans in just a bit."

Benarry leans in over the table. "There's some better news, though. For about ten years, Chief Gorgnak has ruled the local giants. It sounds like one of his underlings has rebelled and started capturing Gorgnak's cronies to work for her, and the chief is right pissed. My Averakan pal in Magnimar let me know that our half-orc kin are planning a big assault to strike the giants while they're squabbling, and you can use that chaos to slip through contested territory, check out the ruins, and make sure that anything you can't explore or bring back isn't likely to fall into the trolls' hands before we can send a bigger team to finish the job.

"Once the *Griming Pixie* is sufficiently re-provisioned, I'm sailing south as fast as I can. That gives us a little while to talk if you have questions."

The PCs might have questions for Calisro Benarry, and likely inquiries and her answers are below.

What are you doing down in Garund? "Heard of the Gloomspires? They're strange towers that rise from the sea and are only navigable at certain times of the year. I have some magical assistance to make it easier, but it's tricky enough that I can't miss this window."

What dangers can we expect in Averaka? "Averaka is only dangerous if you pick fights with the locals. It's the rest of the island that's scary, thanks to all of the giants. Averaka's been trying to wipe them out for decades, but it's hard to get rid of trolls forever."

Who will we meet in Averaka? "You'll find some of the finest folk in Avistan, that's who. One of the three councilors—Bravok—is a close friend of mine, and he travels widely to spread the word about Averaka. We

half-orcs aren't all bloodlust and carnage like the rumor mill would suggest, and Bravok's a fine ambassador of our better qualities. Kalla is in charge of the guards and patrols, with a decorated past working for the one and only White Estrid. Suota Iron-Tongue guides our lore, arts, and culture, helping define us not as half-breeds but as a true people. They may be stubborn at times, but there are few people I respect more."

Knowledge (history)

Based on the result of a Knowledge (history) check, the PCs might know more about Thassilon and the kingdom of Edasseril. They learn all of the information whose DC is equal to or less than the result of their check.

15+: The region known as the Ironbound Archipelago was once known as Edasseril, one of the seven states that formed ancient Thassilon. The so-called Kingdom of Envy was rich in minerals and herds of various animals, and it was known to skirmish frequently and bloodily with its elven neighbors.

20+: The most infamous of Edasseril's rulers was Belimarius, runelord of envy. She was a master of abjuration, though if her arcane wards protected her during Earthfall, nobody witnessed her return.

25+: Records suggest that Edasseril was once a peninsula, not an archipelago. A common theory suggests that large portions of Edasseril sank into the sea following Earthfall. These same seismic movements may have buried the most impressive ruins, many of which doubtlessly remain hidden.

Knowledge (local)

Based on the result of a Knowledge (local) check, the PCs might know more about Averaka and the giants of Flintyreach. They learn all of the information whose DC is equal to or less than the result of their check.

15+: Flintyreach is one of the larger islands in the Ironbound Archipelago, though few settlers have risked living there thanks to the many giants that rule its interior. The exception is Averaka, a thriving town comprised almost entirely of half-orcs.

20+: Nearly all of Flintyreach's giants pay homage to Gorgnak, a surprisingly charismatic hill giant who also has trolls, ettins, and a few ogres as part of his ragtag kingdom.

25+: A council of three leads Averaka. Councilor Kalla Tusk-Breaker oversees military endeavors, Councilor Bravok oversees religious matters, and Councilor Suota Iron-Tongue oversees cultural interests. Learning this information before traveling to Averaka gives the PCs additional time to prepare for their meeting, and this grants all of the PCs a +1 bonus on all checks made to impress the three different councilors during the war council meeting.

IMPRESSING THE HALF-ORCS

Soon after arriving in Averaka, the PCs are invited to help plan an offensive and strike at Chief Gorgnak's forces. The half-orc councilors appreciate having another handful of capable combatants to harry the giants from yet another front, but the leaders do not assume that the PCs have a great deal to contribute. By impressing the councilors and improving the battle plan, the PCs can recruit allies to assist them during their initial foray into giant territory.

To track this favor, the PCs can earn one or more Influence over the course of the war council. Keep track of how much the PCs earn, and use this total to calculate changes to the encounter in area **A**. The total also contributes to the PCs' earning a boon on their Chronicle sheets. Remember that the more the councilors' behavior and comments reflect their improved attitudes, the better the players can sense that they are doing the right thing.

The DC of checks to earn Influence applies to Subtier 7-8. Increase each DC by 4 in Subtier 10-11. A half-orc PC receives a +4 bonus on all checks made to impress the councilors (this stacks with the +1 bonus from a high Knowledge [local] check).

AVERAKA

The PCs make good time to Averaka on the ship that Venture-Captain Calisro Benarry hired, and several half-orc longshoremen hail the vessel as it approaches the town's docks—most of which are crowded with fishing boats and more fearsome craft. As the PCs disembark, the half-orcs warmly greet any half-orc PCs and ask any others about their business on the island. Voicing an affiliation with the Pathfinder Society or an ambition to slay giants sets the longshoremen at ease, and they lead the group toward Averaka's meeting hall. Along the way, citizens approach the Pathfinders and inquire where Calisro Benarry is; learning that she is not there instigates loud grumbling and complaints that their favorite Pathfinder did not visit as she had promised. For the PCs, this serves as a warning that the town's leaders won't be happy to hear that Benarry is not present, and addressing this diplomatically could be to their advantage.

Averaka's residents are diverse, representing the tastes of orc-blooded migrants from at least a dozen nations. Most are rowdy and brash, emboldened by living in a community that celebrates their heritage rather than fearing it. Several dozen humans and dwarves labor amicably alongside their green-skinned neighbors, and several groups of half-orc children busily practice mathematics and reading outside. In a matter of minutes, the PCs reach a stout wooden longhouse, and their escorts open the doors to admit the guests inside.

The War Council

As the PCs enter the meeting hall, read or paraphrase the following aloud.

A warm, smoky haze permeates this broad hall, where three half-orcs lean over a table covered in a map and painted wooden tokens. To the left stands a pensive woman in simple clothing with a book hanging from her belt and a leather satchel brimming with paintbrushes at her feet. To the right towers a man wearing a blue and white robe, smiling slightly and touching a butterfly-shaped amulet as he ponders the situation. In the center is a battle-hardened warrior who grips the table as she looms over the map, as if she were a predator gazing at unsuspecting prey.

These are Councilor Suota Iron-Tongue, Councilor Bravok, and Councilor Kalla Tusk-Breaker, the three key members of Averaka's minimalist government. One of the half-orcs escorting the PCs announces the visitors and introduces them to the three councilors before departing. Bravok calmly inquires about the PCs' reason for visiting Averaka, confirms that they are Pathfinders, and begins explaining that he and his colleagues are planning an attack on the inland giants. Kalla interrupts, banging her fist on the table and demanding to know where Calisro Benarry is. If a PC can explain her absence and succeed at a DC 22 Bluff or Diplomacy check, the PCs earn 1 Influence; apply as much as a +5 bonus or -5 penalty on the check for especially tactful or rude responses respectively.

With the matter of Benarry's absence explained, Kalla explains the upcoming plans.

"We invited Benarry to join us in our attack on the giants. Chief Gorgnak has lost control of some of his tribe to another giant, and he is spending so much attention trying to reclaim command that he has left himself undefended here and here." Councilor Kalla fiercely prods the table, causing several of the nearby tokens to bounce. "In the meantime, several of his other giants have driven off our scouts to the west and diverted or dammed the Little Thunder. It's our main source of fresh water, but our cisterns are still full enough that I'm not worried.

"That's where you come in. While I lead our forces around the north, you can check the river and see what mischief the giants have caused at the river. Our attack should prevent any reinforcements from arriving, so once you're done at the river, you should meet minimal opposition in exploring the ruins. Familiarize yourself with our plan, and we shall make ready to set out at dusk."

Councilor Iron-Tongue loudly clears her throat, and Kalla scowls for a moment before adding, "The scout who reported the ruins never returned. He sent a messenger bird back to us with the general location, but we have not heard from him since. Hagal is cunning, but deep in hostile territory."

The councilors invite the PCs to study their battle plan and make their own preparations, but by looking at the map, it's apparent that the PCs can expect almost no direct aid from the half-orcs; nearly all available forces are dedicated to the northern assault or guarding Averaka, leaving the PCs almost alone in reclaiming the western pass. By gaining Influence (see the sidebar on page 5), the PCs can coax the councilors into redirecting some of their forces to the west, making the PCs' mission much less deadly.

There are five principle means of earning Influence: the PCs can impress each of the councilors, point out tactical improvements to the battle plan, and impress Dhiara (a guest who arrives partway through the meeting). Break the war council into three phases, giving each PC an opportunity to perform one of the actions below. A PC can only gain Influence using a particular skill once, but multiple PCs can use the same skill. Each successful check earns the PCs 1 Influence. The GM should encourage some roleplaying, but remember that this is only the beginning of the adventure, so consider concluding each phase within 10 minutes to have plenty of time for other encounters.

At the end of the first phase of the war council, the elven monk Dhiara enters the building, introduces herself, and helps plan the coming attack. See the Impressing Dhiara entry below.

Improving the Battle Plan (DC 18): The Averakans are canny leaders, but there are still some imperfections in



the plan that a high-level PC might point out. Using the map, a PC might plot out a more effective use of the local terrain (**Knowledge [geography]**) or employ traditional military tactics (**Profession [soldier]**). A PC proficient with at least one martial weapon can instead roll 1d20 and add her base attack bonus plus the higher of her Intelligence or Wisdom modifiers. If a PC has a bonus on attack rolls against giants—such as a racial bonus or the favored enemy class feature—he adds it on any check made to improve the battle plan. Likewise, a PC with the favored terrain (mountain) class feature can add that bonus to any of these checks.

Impressing Councilor Kalla Tusk-Breaker (DC 22): Kalla leads the town guards and oversees the patrols around Averaka. She once served as a captain to White Estrid before retiring to Flintyreach. Aggressive and ambitious, Kalla appreciates decisive action that benefits her home, though there are still some parts of the plan that don't feel quite right to her. A PC can impress her by matching her tough demeanor (**Intimidate**), demonstrating knowledge of outdoor skills (**Survival**), or judging which parts of the plan worry her the most and addressing those (**Sense Motive**). She rebuffs diplomatic prose, saying, "Words will not save us when the giants attack."

Impressing Councilor Bravok (DC 22): Bravok serves as Averaka's chief ambassador, traveling throughout the Inner Sea region to spread the word of Averaka and attract more half-orc settlers to the island. Venture-Captain Calisro Benarry has ferried him from port to port several times, and the two are good friends. Bravok also manages the town's largest temple, preaching the lessons of his patron Desna in addition to helping half-orcs understand the lessons of other non-evil, chaotic deities. Tactful overtures (**Diplomacy**) and confident speeches (**Perform [oratory]**) resonate well with Bravok's style. He also respects those who connect on a religious level (**Knowledge [religion]**) so long as they do not praise evil-aligned gods.

Impressing Councilor Suota Iron-Tongue (DC 22): Suota maintains Averaka's lore and society, serving as a teacher for children, artists, and craftspeople alike. She promotes curiosity and education, valuing less how well the PCs present themselves but noting the wisdom of what they say. Those learned in cultural lore (**Knowledge [local]**) and classical education (**Knowledge**



SCALING THE ENCOUNTER

At the end of the war council, grant a group of four PCs 4 additional Influence. Grant a group of five PCs 2 additional Influence at the end of the war council.

[**history**]) earn her respect, as do capable wordsmiths and educators (**Linguistics**).

Impressing Dhiara (DC 25): After the first phase of the war council, read or paraphrase the following.

Daylight spills in through the main door as an elven woman slips into the building. Despite wearing loose garments better suited for desert travel, she seems unperturbed by the cold. A gleaming holy symbol hangs from her waist.

"Ah, Dhiara," declares Councilor Bravok. "We were not expecting you for several hours. How did you—"

"I ran," the elf states matter-of-factly. "These islands have an austere beauty, but with giants on the move, there was no time for dawdling. Have I arrived in time to assist?"

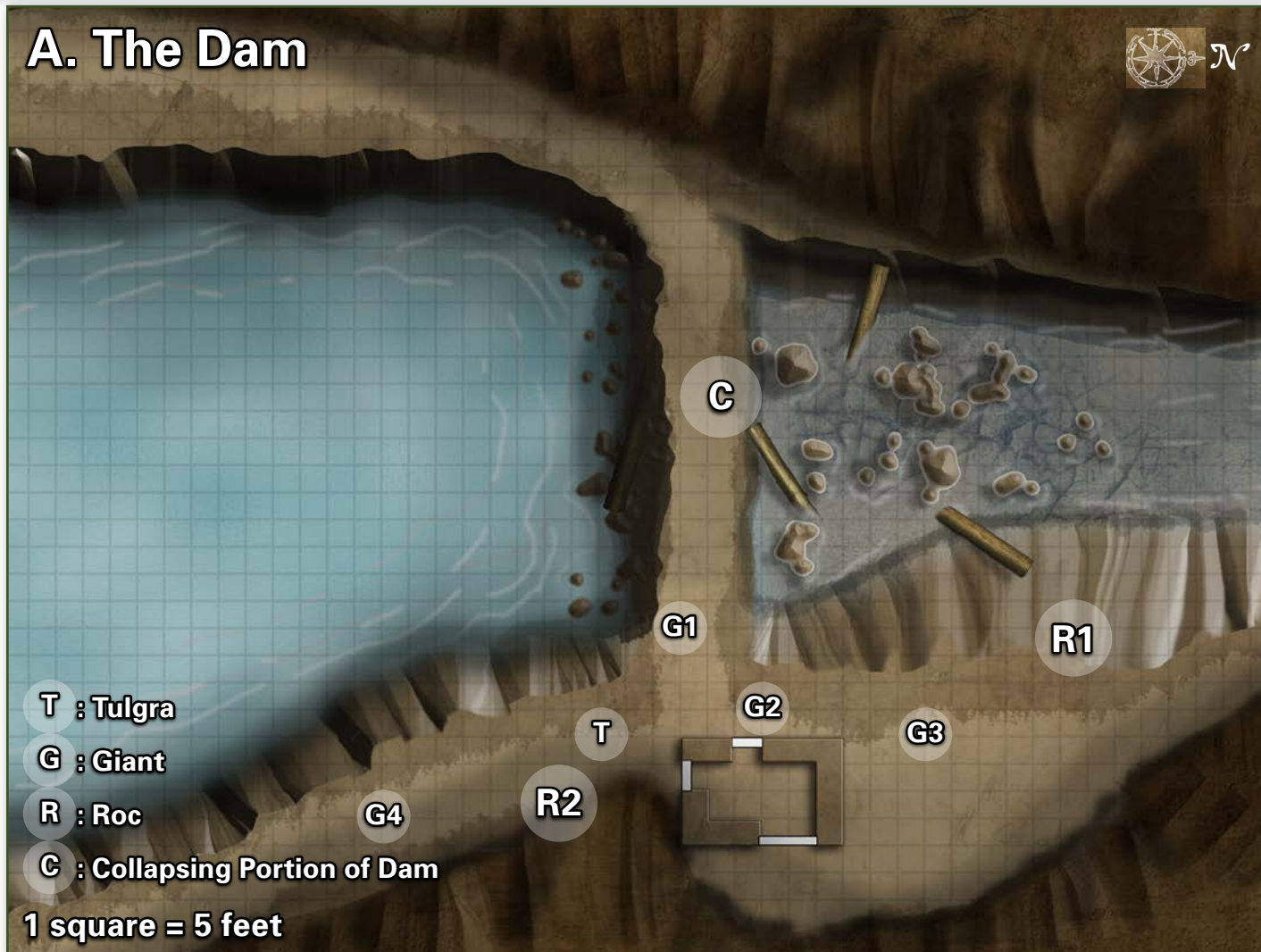
"Of course," Bravok replies. "Pathfinders, may I introduce Dhiara, paragon of Tar Kuata and most recently Scourge of Tanglebriar. She arrived unexpectedly with the intention of aiding our battle, and we are proud to have her."

The elf momentarily scowls. "Titles encourage complacency by dwelling on the past, dear Bravok. We must prepare for the trials ahead."

Although the councilors respect Dhiara and her insights, she has limited sway over where the half-orc forces deploy; the PCs can only gain 1 Influence by impressing her, no matter how many PCs try and succeed. She responds well to calm, measured arguments (**Diplomacy**), especially those that relate to her dedication to Irori (**Knowledge [religion]**). She is a highly accomplished monk who trained in Osirion and has spent the past several decades traveling the world, combating evil, and testing her skills against the Inner Sea region's villains. As a result, she respects those who are well traveled and have learned lessons from the places they have seen (**Knowledge [geography]**). During the council, she occasionally remarks that certain actions would endanger the Averakans, volunteering to handle the most dangerous tasks.

Development: After the third phase concludes, Councilor Kalla ends the war council and encourages everyone to get some rest before departing at dusk a few hours later. Averaka is sizable enough that the PCs can

A. The Dam



T : Tulgra

G : Giant

R : Roc

C : Collapsing Portion of Dam

1 square = 5 feet

purchase any magic item worth 1,500 gp or less. Once they are ready, they set out with a small force of half-orcs and Dhiara in tow.

Faction Notes: Tahonikepsu, leader of the Scarab Sages, hopes to meet with Dhiara, assess worthiness in person, and recruit her to join the organization's leadership. However, Tahonikepsu relies on the PC faction members to be her mouthpiece. Dhiara is unimpressed if a PC simply asks her to join the faction; only an emissary who is both eloquent and morally upstanding can convince her to attend the meeting. If a member of the Scarab Sages faction succeeds at a check to impress her during one phase of the war council, all members of the faction have fulfilled half of their faction's objectives during this scene.

A. THE DAM (CR 11 OR CR 14)

The Little Thunder comes to a sudden stop at a crude dam, built with mud, stones, and logs. Muddy water trickles through the dam and drifts sluggishly to the north. A small

stone outpost on the east bank of the river has been heavily damaged, its outside walls chipped and scraped.

The PCs and their allies approach the dam from the southwest corner of the map.

Creatures: A group of hill giants defends the dam. In Subtier 10–11, the hill giant dire werebear Tulgra and a pair of trained rocs assist in the defense. For the hill giants' rock throwing ability, there is no need to track numbers of rocks—sizable rocks are plentiful around the dam.

Hazard: The hill giants' dam is not particularly durable. If the dam sustains 3 attacks from hill giants, it begins to shake every round at initiative rank 10. This shaking occurs after the Averakans deal damage to the hill giants (see the Allies from Averaka sidebar on page 9). When the dam shakes, it attempts a trip combat maneuver against each creature standing on the dam (CMB +13, CMB +16 in Subtier 10–11). If the dam sustains 6 attacks from hill giants, the dam immediately shakes, and then the weak point in the center of the dam collapses (the area marked C on the map). A creature standing on the collapsing

portion may attempt a Reflex save to jump to safety (DC 19, DC 23 in Subtier 10–11); if the creature does not succeed on the saving throw, it plummets onto a pile of debris and washes away with the sudden surge of water. Prone creatures within 15 feet of the collapsed portion slide down the dam and are also caught in the collapse if they do not succeed at a Reflex save (DC 17, DC 20 in Subtier 10–11). Any creature caught in the collapse takes 8d6 points of damage (11d6 points of damage in Subtier 10–11). The surge moves creatures downstream at 100 feet per round. Swimming through the surge requires a successful DC 20 Swim check.

A PC who succeeds at a DC 30 Knowledge (engineering) check identifies the dam's weak point before the dam starts to shake. The DC decreases to 20 after the first time the dam shakes. A PC who succeeds at this Knowledge (engineering) check also realizes that the Averakans are standing in a place that will take a direct hit from the surge of water if the dam bursts. If the PCs warn the Averakans about this danger and the dam still collapses, reduce the amount of damage that they take from the collapse to 2 points. If they are not warned, the Averakans take 3 points of damage.

SUBTIER 7–8 (CR 11) HILL GIANTS (4) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 150, see page 25)

TACTICS

During Combat One of the hill giants throws rocks at the Averakans, while the other three target the PCs. When the PCs approach within 30 feet of the dam, two of the hill giants who were attacking the PCs move up onto the dam and begin smashing it with their greatclubs. If they destabilize the dam (see the Hazard above), they retreat back to the eastern bank and throw rocks at the dam in an effort to collapse it entirely. Any time the PCs engage a hill giant in melee, regardless of what it was previously doing, it switches tactics to attack the PCs with its greatclub.

Morale A hill giant attempts to flee if it is reduced to fewer than 20 hit points, and surrender if fleeing is not possible.

Subtier 10–11 (CR 14)

HILL GIANTS (4) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 150, see page 25)

TACTICS

During Combat Two of the hill giants throws rocks at the Averakans, while the other two target the PCs. When the PCs approach within 30 feet of the dam, the hill giants who were attacking the PCs move up onto the dam and begin smashing it with their greatclubs. If they destabilize the dam (see the Hazard above), they retreat back to the eastern bank and throw rocks at the dam in an effort to collapse it entirely. Any time the PCs engage a hill giant in melee, regardless of what it was previously doing, it

ALLIES FROM AVERAKA

The PCs are not alone in their battle at the dam. The amount of assistance they have in this fight depends upon the success of their efforts in Averaka.

The PCs allies in this combat are somewhat abstracted, to avoid cluttering the map with miniatures. The Averakans have a pool of hit points, and deal a fixed amount of damage each round at initiative rank 10. If the Averakans have 4 or more hit points remaining, they deal 10 points of damage each round to each giant, and apply one of the following conditions to each of the giants for one round: entangled, shaken, or sickened. If the Averakans have fewer than 4 hit points remaining, they deal 3 points of damage each round to each giant, but do not inflict conditions. When the Averakans are reduced to 0 hit points, the survivors scatter and flee.

The Averkans' starting number of hit points depends upon the amount of Influence the PCs earned with the War Council.

0–4 Influence: 1 hit point

5–9 Influence: 3 hit points

10–14 Influence: 5 hit points

15+ Influence: 7 hit points

As a whole, the Averakans have 11 AC, and each successful attack from a giant deals 1 point of damage to them. If the dam collapses, the Averakans take 3 points of damage. As long as the Averakans have at least 1 hit point remaining, Dhiara assists the PCs in combat. Up to twice during the encounter, she can grant a PC a reroll on an attack roll or saving throw.

If the PCs come up with creative solutions and expend at least a standard action to protect their allies, allow their efforts to have a tangible influence on the battle. For example, a well-placed *wall of stone* might give the Averakans a chance to take total cover, not attacking but also being immune to the giants' damage. A PC who succeeds at a DC 20 Profession (soldier) check as a standard action could give the Averakans defensive advice that increases their AC by 5 for the round. Use these examples as a rough guide to the power level of the advantages that the PCs can grant.

switches tactics to attack nearby PCs with its greatclub.

Morale A hill giant attempts to flee if it is reduced to fewer than 20 hit points, and surrender if fleeing is not possible.

ROCS (2) CR 9

hp 120 each (*Pathfinder RPG Bestiary* 236, see page 25)

TACTICS

During Combat The rocs fly up and attack the PCs once they reach the dam, or if they start using ranged attacks. They target PCs who have demonstrated that they have ranged attacks first.

SCALING ENCOUNTER A

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

Increase the effect of the PCs' Averakan allies. If the Averakans have 5 or more hit points remaining, they deal two of the listed status ailments to each giant. If they have fewer than 5 hit points remaining, they deal one of the listed status ailments to each giant.

Morale A roc attempts to flee if it is reduced to fewer than 30 hit points.

TULGRA (HYBRID FORM) CR 12

Female cleric hill giant natural dire werebear (*Pathfinder RPG Monster Codex* 246, *Pathfinder RPG Bestiary* 150, *Pathfinder RPG Bestiary* 2 181)

CE Large humanoid (giant, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 28, touch 11, flat-footed 26 (+7 armor, +2 Dex, +10 natural, -1 size)

hp 164 (12d8+110)

Fort +16, **Ref** +7, **Will** +10

Defensive Abilities rock catching; **DR** 10/silver

OFFENSE

Speed 30 ft.; *air walk*

Melee +1 *greatclub* +21/+16 (2d8+17) or bite +19 (1d8+11 plus curse of lycanthropy), 2 claws +19 (1d8+11 plus grab)

Ranged rock +11 (1d8+16)

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

Special Attacks rock throwing (120 feet)

Spells Prepared (CL 12th; concentration +17)

4th—*air walk*

3rd—*cure serious wounds*, *invisibility purge*

2nd—*aid*, *bull's strength*

TACTICS

Before Combat Tulgra casts *aid*, *air walk*, and *bull's strength*.

The effects of these spells are already included in her statistics. She takes her hybrid form, appearing as a bipedal bear with vicious fangs and sharp claws. The effects of this form are also included in her statistics.

During Combat Tulgra focuses her efforts on the PCs, gleefully entering melee when she gets the chance. If she suspects invisible creatures, such as if she notices one of the PCs vanishing into thin air, or if there is a lull in the battle, she casts *invisibility purge*. Tulgra does not use her change shape ability, instead remaining in her hybrid form—she believes that this form is particularly sacred to Urazra.

Morale Tulgra lives for the thrill of bloody battle, and she fights to the death to protect the dam.

Base Statistics Without *aid* and *bull's strength*, Tulgra's statistics are **hp** 150; **Melee** +1 *greatclub* +19/+14 (2d8+14) or bite +17 (1d8+9 plus curse of lycanthropy), 2 claws +17 (1d8+9 plus grab), **Ranged** rock +11 (1d8+13); **Str** 29; **CMB** +19; **CMD** 31; **Skills** Climb +15, Intimidate +13, Swim +13.

STATISTICS

Str 33, **Dex** 15, **Con** 25, **Int** 6, **Wis** 20, **Cha** 5

Base Atk +9; **CMB** +21 (+25 grapple); **CMD** 33

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (*greatclub*), Power Attack, Toughness, Weapon Focus (*greatclub*)

Skills Acrobatics +2, Climb +17, Diplomacy -3, Handle

Animal +2, Intimidate +15, Perception +11, Swim +15;

Racial Modifiers +4 Swim

Languages Giant

SQ change forms (hill giant, hybrid, and dire bear; *polymorph*), lycanthropic empathy (bears and dire bears)

Gear +1 *greatclub*, +1 *chainmail*, *belt of mighty constitution* +2, *cloak of resistance* +1, *headband of inspired wisdom* +2

SPECIAL ATTACKS

Change Shape (Su) Tulgra has three forms—a hill giant form, a dire bear form, and a hybrid form. A natural lycanthrope, Tulgra can shift to any of its three alternate forms as a move-equivalent action. She reverts to her hill giant form if she is slain.

Curse of Lycanthropy (Su) Tulgra's bite attack can afflict a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy (Ex) Tulgra can communicate and empathize with bears and dire bears. She can attempt Diplomacy checks with a +4 bonus to alter their attitudes.

Treasure: The outpost contains four large burlap sacks filled with the hill giant's most prized possessions. While most of the items are nearly worthless to the PCs, such as the log with hundreds of hair-covered nails and the strips of shredded clothing roughly sewn together into a blanket, other items are valuable. The sacks contain a masterwork dire flail, a masterwork halberd, a *phylactery of faithfulness* with its scripture torn out, and a *stone of alarm*. They also contain the following art objects, worth a total of 5,000 gp: an ivory-and-jet cloak clasp, a darkwood ship's figurehead depicting a roaring linnorm, a platinum crown stripped of gems, a leather satchel stuffed with cat's eye opals of varying sizes, a golden flute with its holes stoppered with wax, and a collection of masterfully painted ceramic jugs containing ale of dubious quality.

Development: If the PCs interrogate one of the hill giants, they learn that the giants have never heard of the scout Hagal. These giants have spent the better part of the last two weeks taking apart the outpost and building the dam. However, they know that Chief Gorgnak sent

Underchief Shrakas with a group of trolls and ogres to deal with an ettin who thought she was in charge. They make fun of Underchief Shrakas for being lazy and making other giants fight for him instead of proving his own strength, and for being ugly even for a troll.

If the PCs investigate the outpost, they discover a folded letter labeled “deliver to Averaka” (**Player Handout #2**). The letter is a record of Hagal’s plans, and bears his printed name and signature at the bottom, as well as a crude map of his planned route, which shows that he plans to cross the Little Thunder at a bridge to the north, then take cover behind a ridge of trees at the foot of the mountains as he journeys west.

Faction Notes: To fulfill the second half of their mission, members of the Scarab Sages faction must protect their Averakan allies from coming to undue harm during this encounter. If the Averakans do not take more than 3 hit points worth of damage in this encounter, and are not reduced to 0 hit points, then the Scarab Sages succeed at the second half of their mission, as long as at least one member of the Scarab Sages took an action that helped protect the people from Averaka. Such actions include attacking the hill giant targeting the Averakans before finishing off the giants targeting the PCs, and coming up with a creative solution to protect them that takes at least a standard action to execute (see the Allies from Averaka sidebar for more details).

Rewards: If the PCs do not defeat the giants at the dam, reduce each PC’s gold earned as follows.

Subtier 7–8: Reduce each PC’s gold earned by 1,213 gp.

Out-of-Subtier: Reduce each PC’s gold earned by 1,744 gp.

Subtier 10–11: Reduce each PC’s gold earned by 2,276 gp.

B. THE WINTER LODGE (CR 10 OR CR 13)

The trek from the dam on the Little Thunder takes four hours—assuming that the PCs’ lowest speed is 30 feet—by which point the sun is well above the horizon. Read or paraphrase the following when the PCs reach the lodge.

The trails lead to an immense lodge built from coarsely shaped boulders and mortar with a heavy slate roof. Massive doors stand slightly ajar, but they are so thick that even the steady gusts from the Steaming Sea hardly shift them. Deep chortling punctuated with dull chopping sounds drifts out from the structure along with wisps of smoke.

This is one of several permanent outposts controlled by Chief Gorgnak and employed by various giant bands as they wander the island in search of forage. It contains enough space to house 10 giants with ease, though much of the furniture, made of rough-hewn timbers, shows signs of heavy wear and stains from countless debauched feasts. The fire pit contains hundreds of glowing embers that deal 1d6 points of fire damage to any creature that moves through that area or begins its turn there.

Creatures: Currently, a band of trolls lives in this lodge. In order to quash the rogue ettin’s rebellion, Gorgnak commanded Underchief Shrakas, one of his ranking troll subordinates, to take care of the problem. Shrakas commandeered several other trolls as well as some ogres that had recently made their way to the island, and they got as far as this lodge before the trolls’ gluttony and laziness dragged the operation to a halt. The trolls coerced the ogres to travel to the ruins alone and stop the upstart, though the ogres have never returned; Pahg-Vahr subdued them and



**UNDERCHIEF
SHRAKAS**

B. The Winter Lodge



S : Shrakas

H : Hroku

T : Troll

1 square = 5 feet

Pathfinder Flip-Mat: Giant Lairs

forced them to join her in excavating the ruins in areas C and D.

Shrakas doesn't know about this latest development, and he hardly cares. The winter lodge is still stocked with plundered grain, alcohol, and salted meat—much of which he and his cohorts have already eaten. Furthermore, if Chief Gorgnak sends a courier to check on the mission's progress, Shrakas is prepared to blame the ogres for ruining the whole operation. As the PCs arrive, Shrakas sits in one of the elevated seats while several other trolls sit at the larger table. They are engaged in a brutal game of chance that revolves around speed, dice, and lopping off other players' fingers with a hatchet—all to see who gets to eat a salted goat carcass that sits on one end of the table.

Perched atop a chair next to Shrakas looms Hroku, a powerful peryton who cackles at the trolls' pain as they lose and regenerate fingers. Hroku and the troll underchief first met when the peryton attacked him and tore out his heart. Unfamiliar with the regenerative properties of trolls, Hroku was astounded to see Shrakas's heart grow back in a matter of minutes. The troll is proud of the story and happily retells it with embellishments, such as how Hroku swore allegiance to Shrakas in recognition of his strength. In truth, the peryton lingers out of morbid curiosity fed by the trolls' violent games, and her minimal command of the Giant language limits how well she can correct Shrakas's tall tales. When she tires of their antics, she either leaves to hunt or mauls a troll, causing all but the underchief to treat her with respect.

The PCs' arrival is an opportunity for Underchief Shrakas, for his laziness has reached the point that he's amenable to deputizing a band of scrawny humanoids to go find out what happened to his ogres and finish the job. From across the hall, he hails the PCs in Giant and asks them what business they have with the mighty Shrakas. He and his minions fight back if the PCs respond with violence, but he invites them in to eat and talk if they wish to negotiate. If the PCs express an interest in finding old Thassilonian ruins, the troll explains his mission to find a rebellious ettin to the west, where he knows there are recently uncovered ruins; in fact, he knows of these ruins only after having captured, interrogated, and then eaten the half-orc scout Hagal. If asked about the scout, he denies any knowledge of the person, though the half-orc's personal effects are stowed in the western storeroom. The knife that Shrakas has upon the elevated table is actually a Medium longsword that once belonged to the scout, and a PC can identify its Averakan maker's mark with a successful DC 20 Perception check followed by a DC 15 Knowledge (nobility) or DC 20 Knowledge (local) check.

SCALING ENCOUNTER B

Make the following changes to this encounter to accommodate a group of four PCs.

Subtier 7–8: Remove the additional trolls from the encounter. Shrakas and Hroku are here alone.

Subtier 10–11: Replace the troll brutes with three trolls without class levels (CR 5 each).

In exchange for directions, information about the ettin, and the right to leave peaceably, Shrakas commands the PCs to go to the ruins, kill the ettin there, and order the ogres to crawl back to the lodge and beg forgiveness. The underchief is mostly sincere, though all of the giants and the peryton long for violent sport and all become restless as the time comes for the Pathfinders to depart. A PC can sense that, despite the troll's genuine offer, the giants' bloodlust is building. If a PC succeeds at a DC 22 Intimidate check, a DC 25 Bluff check, or a DC 30 Diplomacy check, she can seal the deal and buy the PCs a chance to escape. These DCs each increase by 5 in Subtier 10–11. If the PC fails the check by 4 or fewer, the trolls laugh at the Pathfinders, but there is still one last opportunity to succeed at a second check. If the PCs fail by 5 or more, the enemies attack.

Subtier 7–8 (CR 10)

HROKU

CR 7

Variant peryton (*Pathfinder RPG Bestiary* 2 207)

CE Medium magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision;

Perception +13

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +10, **Will** +6

DR 5/magic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee gore +15 (1d6+6/18-20), 2 hooves +9 (1d4+3)

Special Attacks horrific critical, shadow mark

TACTICS

During Combat Hroku prefers attacking isolated targets—especially those that favored magic or ranged attacks.

Morale Hroku attempts to flee once reduced to 15 or fewer hit points. She does not surrender and instead fights to the death if unable to escape.

STATISTICS

Str 23, **Dex** 18, **Con** 18, **Int** 11, **Wis** 14, **Cha** 13

Base Atk +8; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Flyby Attack, Improved Initiative, Iron Will, Weapon Focus (gore)

Skills Fly +15, Perception +13, Stealth +11

Languages Common, Giant

SPECIAL ABILITIES

Horrific Critical (Ex) Hroku's gore attack threatens a critical hit on an 18–20. If she kills a humanoid foe with a critical hit, she can tear out the victim's heart with her wolf-like teeth as a free action. Any creature that witnesses this savage event must make a DC 15 Fortitude save or be shaken for 1 round. This is a mind-affecting fear effect.

Shadow Mark (Su) As a free action, Hroku can make a ranged touch attack by flying over a humanoid target—the maximum range of this attack is 300 feet. If Hroku hits, her shadow transforms to match the shadow of the creature struck. Once Hroku has established this link, she gains a +2 morale bonus on attack and damage rolls against that target, and every time she hits that target with an attack, the creature must make a DC 15 Will save or become frightened for 1 round. This is a mind-affecting fear effect.

SHRAKAS CR 7

Troll brute (*Pathfinder RPG Monster Codex* 227, see page 25)
hp 125

TROLLS (2) CR 5

hp 63 each (*Pathfinder RPG Bestiary* 268, see page 25)



HROKU

Subtier 10–11 (CR 13)

HROKU CR 9

Variant half-fiend peryton (*Pathfinder RPG Bestiary* 171, *Pathfinder RPG Bestiary* 2 207)

CE Medium outsider (native)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 23, touch 16, flat-footed 17 (+6 Dex, +7 natural)

hp 84 (8d10+40)

Fort +11, **Ref** +12, **Will** +8

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +15 (1d6+7), gore +16 (1d6+7/18-20), 2 hooves +15 (1d4+7)

Special Attacks horrific critical, shadow mark, smite good

Spell-Like Abilities (CL 5th; concentration +7)

3/day—darkness, poison

1/day—desecrate, unholy blight

STATISTICS

Str 25, **Dex** 22, **Con** 20, **Int** 15, **Wis** 18, **Cha** 15

Base Atk +8; **CMB** +15; **CMD** 31 (35 vs. trip)

Feats Flyby Attack, Improved Initiative, Iron Will, Weapon Focus (gore)

Skills Acrobatics +17, Bluff +10, Fly +21, Knowledge (geography) +10, Knowledge (local) +10, Perception +15, Sense Motive +12, Stealth +17

Languages Common, Giant, Skald

SPECIAL ABILITIES

Abyssal Hooves (Ex) Hroku's hooves strike with demonic fury, and they are treated as primary weapons. She does not gain claw attacks.

Horrific Critical (Ex) Hroku's gore attack threatens a critical hit on an 18–20. If she kills a humanoid foe with a critical hit, she can tear out the victim's heart with her wolf-like teeth as a free action. Any creature that witnesses this savage event must make a DC 16 Fortitude save or be shaken for 1 round. This is a mind-affecting fear effect.

Shadow Mark (Su) As a free action, Hroku can make a ranged touch attack by flying over a humanoid target—the maximum range of this attack is 300 feet. If Hroku hits, her shadow transforms to match the shadow of the creature struck. Once Hroku has established this link, she gains a +2 morale bonus attack and damage rolls against that target, and every time Hroku hits that target with an attack, the creature must make a DC 16 Will save or become frightened for 1 round. This is a mind-affecting fear effect.

TROLL BRUTES (3) CR 7

hp 125 each (*Pathfinder RPG Monster Codex* 227, see page 25)

UNDERCHIEF SHRAKAS

CR 11

Male troll barbarian 6 (*Pathfinder RPG Bestiary* 268)

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

DEFENSE

AC 23, touch 11, flat-footed 19 (+6 armor, +4 Dex, +6 natural, -2 rage, -1 size)

hp 150 (12 HD; 6d8+6d12+84); regeneration 5 (acid or fire)

Fort +19, **Ref** +10, **Will** +10; +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Defensive Abilities improved uncanny dodge, trap sense +2

OFFENSE

Speed 40 ft.

Melee bite +19 (1d8+10), 2 claws +19 (1d6+10)

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

Special Attacks rage (19 rounds/day), rage powers (quick reflexes, strength surge +6, superstition +3), rend (2 claws, 1d6+15)

STATISTICS

Str 30, **Dex** 18, **Con** 25, **Int** 8, **Wis** 11, **Cha** 6

Base Atk +10; **CMB** +21; **CMD** 33

Feats Great Rend, Intimidating Prowess, Iron Will, Mighty Bite, Raging Regeneration, Skill Focus (Perception)

Skills Acrobatics +9, Climb +17, Intimidate +18, Perception +19, Swim +17

Languages Giant

SQ fast movement

Combat Gear *gloves of arrow snaring, potion of protection from fire*; **Other Gear** +2 chain shirt, amulet of natural armor +1, cloak of resistance +2, barbed troll claws

SPECIAL ABILITIES

Barbed Troll Claws When Shrakas hits with a claw attack while wearing these metal claw sheaths, he can either keep the sheaths on his hand (in which case the claw attack deals 1 extra point of damage) or allow the four sheaths on that hand to slide off and become embedded in the wound (in which case the claw attack deals 1 point of bleed damage).

Great Rend (Ex) If Shrakas uses his rend ability on the same turn that he also succeeds at a bite attack, his rend deals 5 additional points of damage.

Mighty Bite (Ex) If Shrakas deals damage to a creature with his rend ability, the critical threat range of his bite attack becomes 18–20 until the start of his next turn.

Raging Regeneration (Ex) While raging, fire and acid damage don't cause Shrakas's regeneration to stop functioning on the round following the attack. It instead reduces the number of hit points regained by regeneration each round by 2 until the end of his next turn.

Treasure: All that remains of the half-orc scout Hagal are his few surviving possessions, which Shrakas unceremoniously crammed into an empty beer barrel in the northwestern storeroom. Finding these requires a successful DC 20 Perception check. Among the effects are a badly torn explorer's outfit, three broken potion bottles, and an oilskin-wrapped notebook that logs his discoveries. In Subtier 7–8 only, there is also a heavily scuffed *robe of blending*.

Hagal has noted the location of the Thassilonian ruin to the west, where he spotted ogres laboring to uncover more of the site while directed by an ettin with a single tattoo on her face. The notebook also contains dozens of other observations of giant movements, construction, and plans that he would have returned to Councilor Kalla, had the trolls not captured him. This information is sufficient to guide the PCs to area C.

Development: If the PCs negotiate with Shrakas and convince him to refrain from attacking, he provides the PCs suitable directions to reach the recently uncovered Thassilonian ruins to the west. He also reminds them to drive any of his surviving ogre subordinates back to the lodge.

If the PCs defeat Shrakas and his allies, they can find several different clues that point them toward the ruins. First, Hagal's belongings are stowed in the northwest storeroom (see *Treasure* above), and his notes describe



PAHG-VAHR

how to reach the site. Second, in order to show the ogres how to reach the ruins, Shrakas had to draw a picture of the hills near the site using the fire pit's soot, complete with a large "X" where the ruins should be. Using this picture as a reference, a PC who succeeds at a DC 15 Knowledge (geography) or Survival check or a successful DC 25 Perception check can spot the hilly profile and guide the group to area C.

Rewards: If the PCs fail to defeat or negotiate with Shrakas, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,158 gp.

Out of Subtier: Reduce each PC's gold earned by 1,810 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,463 gp.

C. EXCAVATION SITE

The muddy path leads into a large circular clearing, free of the boulders and trees that adorn most of the mountainside. In the center of the clearing, the last embers of a fire burn underneath charred logs. A haphazard pile of grimy furs and skins covers the ground near the fire pit. To the north, a ten-foot-wide tunnel leads into the mountain, but a pile of rubble blocks the tunnel's entrance entirely.

The section marked R on the map is the rubble that blocks the tunnel's entrance.

Creatures: The ettin Pahg-Vahr rests here, along with several ogres that she has conscripted to her aid. She and the ogres managed to clear the tunnel's entrance and discovered a Thassilonian ruin within. Unfortunately for the giants, the ruin is not abandoned. An inverted giant, a fierce perversion of giantkind constructed with Thassilonian magic, fell upon the excavators as soon as they reached the ruin. In Subtier 10–11, a pair of these twisted creatures guards the tunnel. Several of Pahg-Vahr's conscripts lost their lives to its fury, but the rest managed to collapse the tunnel's entrance to prevent the horror within from escaping.

Pahg-Vahr's situation is desperate. A few months ago, she was exploring the spires of a nearby Thassilonian ruin when an ancient curse triggered. The curse, which can only affect giants, forces its target to excavate the ruin inside the now-collapsed cave. However, the wizard who wove the curse did not take ettins into account; Pahg-Vahr's right head, Pahg, is cursed, while her left head, Vahr, maintains free will. Since the curse struck, Vahr has watched in horror as the curse buried Pahg's personality behind a single-minded drive to follow the strange orders in her head, and she is desperate to find a cure before Pahg gets her killed.

If the PCs sneak up on the camp, they hear a pair of ogres fearfully speaking in Giant about the inverted giant:

"I could swear it was lookin' at me."

"Wasn't lookin' at you. Didn't have a head."

"I felt it lookin' at me."

When the PCs reveal themselves, Pahg-Vahr addresses them while arguing with herself. Pahg-Vahr speaks a pidgin of Giant, Goblin, and Orc. A creature that can speak one of these languages must succeed on a DC 15 Intelligence check to communicate with the ettin. If the creature speaks two of these languages, the DC is 10, and if the creature speaks all three of these languages, the DC is 5.

"You!" shouts the head on the left. "Why are you here? Are you here to help?" The head on the right replies, "You dig or you die, tiny scum." The head on the left counters with, "She didn't mean that. Actually, she did mean that. But, much better if you help. She keeps saying to dig all day, telling other giants they must dig too. Day and night, nothing but dig. Something is wrong with Pahg." Pahg snarls, "Why you talk to puny humans, Vahr? I say we crush them."

The PCs can interrupt the ettin's argument, and attempt to convince her not to fight. A PC who succeeds at a DC 15 Sense Motive check discerns that Pahg wishes to kill them, and that while Vahr dislikes them, she is desperate for assistance and is willing to hear them out. The PC also realizes that intimidating the giant is likely to be difficult. The constant fighting between giants and smaller humanoids on Flintyreach has left both groups at best intensely suspicious of each other.

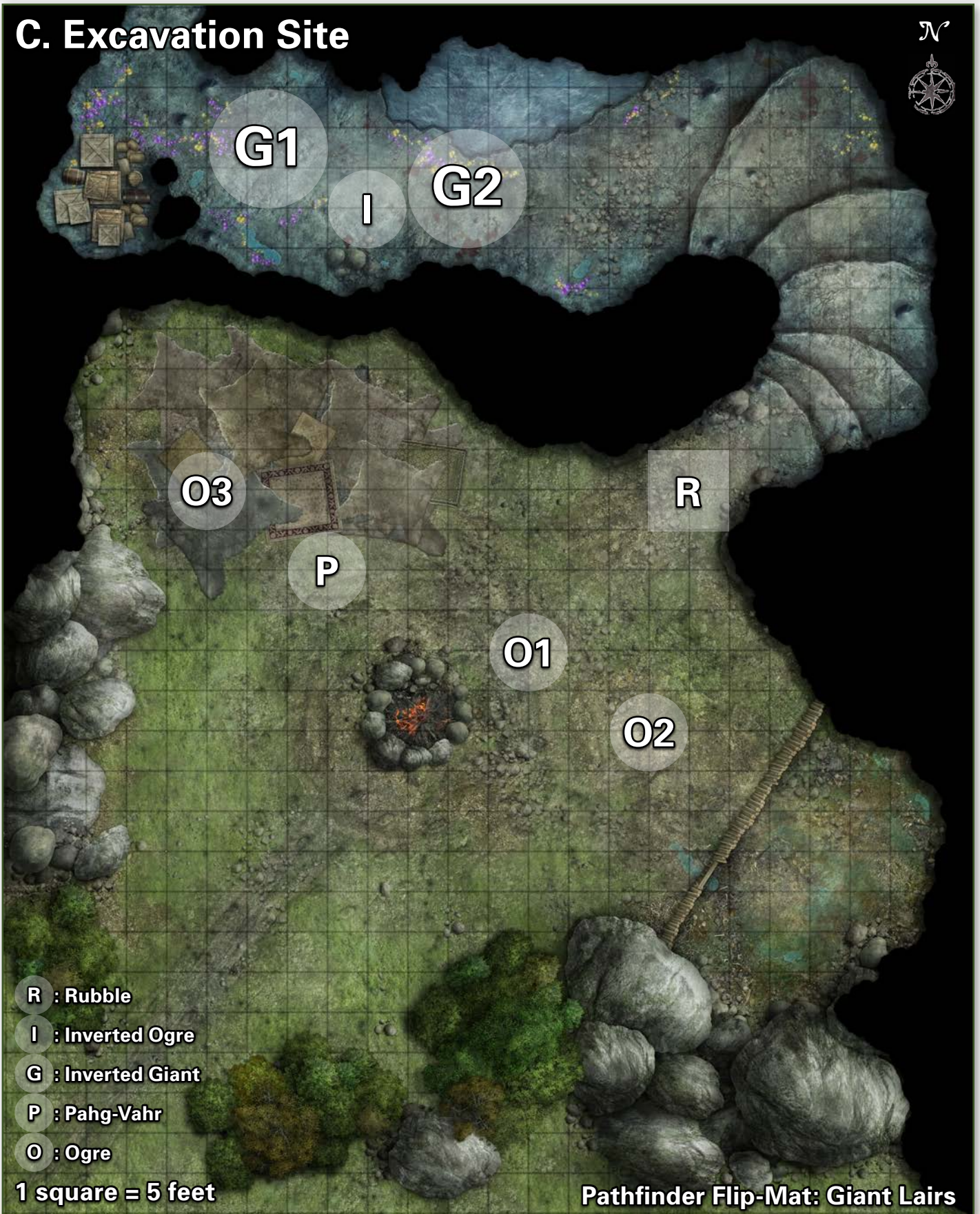
If the PCs do not prove that they can assist Pahg-Vahr, Vahr does not consider it worthwhile to waste her effort keeping Pahg's murderous desires in check. The ogres of the camp would rather kill the PCs than let them leave, but they are willing to spare the PCs if Pahg-Vahr orders them to do so.

Unless the PCs come up with an extraordinary argument for peace, they cannot talk the ettin down without either convincing her that they can remove the curse on Pahg, or that they can be trusted to help excavate the site.

Any time the PCs appeal to Vahr, Pahg also replies with a crude but topical rebuttal. For example, if the PCs claim that they can free the ettin from her curse, Pahg snaps, "We want to serve!"

The PCs can use several different skills to convince Vahr to hold Pahg in check. Their level of success in this negotiation influences the difficulty of the likely encounter with Pahg-Vahr. See Pahg-Vahr's tactics for the effects of this negotiation. The base DC of a Bluff or Diplomacy check to influence Pahg-Vahr is 15 (or 19, in Subtier 10–11). Intimidating this mighty giant is particularly difficult, as she is accustomed to intimidation and is inherently unimpressed by smaller creatures. As a result, the base DC of an Intimidate check to influence Pahg-Vahr is 20 (or 24, in Subtier 10–11). The PCs can achieve more favorable results from these skill checks if they succeed by a significant margin. Make a note if the PCs exceed the

C. Excavation Site



- R : Rubble
- I : Inverted Ogre
- G : Inverted Giant
- P : Pahg-Vahr
- O : Ogre

1 square = 5 feet

Pathfinder Flip-Mat: Giant Lairs

SCALING ENCOUNTER C

To accommodate a group of four PCs, make the following adjustments to encounter C.

Subtier 7–8: The distracting conflict between her two heads gives Pahg-Vahr the sickened condition. The ogres are shaken from their encounter with the inverted ogre. The collapse badly damaged one of the inverted ogre’s arms, reducing its number of claw attacks to one per round.

Subtier 10–11: Use Pahg-Vahr’s statistics from Subtier 7–8. Replace one of the inverted giant guardians with an inverted ogre from Subtier 7–8.

skill check’s DC by 10 or more, and if they exceed the skill check’s DC by 20 or more.

The DCs to succeed at these checks by a significant margin are high; fortunately, the PCs have multiple methods at their disposal to gain circumstance bonuses. The PCs may use aid another to assist the PC rolling the skill check. Additionally, the PCs gain a +2 circumstance bonus on their skill check for each of the facts below that they reveal during their conversation. PCs using Bluff can reveal slightly inaccurate versions of the facts below to gain the same bonuses.

A PC who succeeds at a DC 15 Knowledge (history) or Linguistics check knows that the symbols on Pahg’s face are the Thassilonian runes for wrath and sloth, suggesting that the curse originates from the ancient empire of Thassilon (a PC who speaks Thassilonian automatically succeeds at this check). A PC who succeeds at a DC 25 Knowledge (history) or DC 30 Knowledge (local) check knows that the rulers of Thassilon, a group of powerful wizards known as runelords, developed a curse that they used to force giants into slavery.

A PC who succeeds at a DC 25 Knowledge (arcana) check knows that the curse forces its target to follow a specific command until it dies, and can only be removed with the most powerful of spells (*limited wish*, *wish*, or *miracle*).

Pahg’s murderous rage eventually wins out, and Pahg-Vahr and her ogres attack the PCs. The giants do not receive a surprise round. The inverted ogre (or inverted giants, in Subtier 10–11), bursts forth from a weak point in the side of the mountain on the second round of combat.

If the PCs manage to remove the curse, Pahg-Vahr’s attitude immediately improves to helpful, and she assists the PCs against the inverted giant, which bursts out in response to her cheering about her freedom.

Subtier 7–8 (CR 11)

INVERTED OGRE CR 9

Variant inverted giant (*Pathfinder Campaign Setting: Lost Kingdoms* 60)

CE Large humanoid (giant)

Init +8; **Senses** blindsight 60 ft.; Perception +8

Aura fear aura (60 ft., DC 18)

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)

hp 110 (13d8+52); fast healing 3

Fort +12, **Ref** +8, **Will** +6

Defensive Abilities rock catching; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee bite +15 (1d10+7 plus grab), 2 claws +15 (1d6+7 plus 1d4 energy)

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

Special Attacks claws, runes, rock throwing (120 ft.), swallow whole (1d10+10 bludgeoning damage, AC 15, 11 hp)

TACTICS

Before Combat The inverted ogre smashes through the side of the mountain between it and the PCs.

During Combat Overwhelmed with rage and pain, the inverted ogre attacks any creatures it sees. It uses its Awesome Blow to toss lightweight opponents out of its way, and attempts to swallow its most threatening foe. It attacks the PCs first before turning its attention to the Pahg-Vahr and her ogres, if those giants are still visible.

Morale The inverted ogre is compelled to guard this area, and it fights to the death.

STATISTICS

Str 25, **Dex** 18, **Con** 18, **Int** 9, **Wis** 11, **Cha** 12

Base Atk +9; **CMB** +17 (+19 bull rush, +21 grapple); **CMD** 31 (33 vs. bull rush)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Vital Strike

Skills Climb +14, Intimidate +8, Perception +8

Languages Thassilonian, Giant (can’t speak)

SPECIAL ABILITIES

Claws (Ex) An inverted ogre can channel arcane energy into its fists whenever it makes a successful claw attack, dealing 1d4 points of energy damage (cold, electricity, or fire, chosen when the inverted giant attacks) in addition to the damage its claws normally deal.

Runes (Ex) Whenever an inverted ogre is affected by a spell or spell-like ability, it can cause the runes covering its body to flash with light. All creatures within 10 feet of the giant must succeed at a DC 17 Fortitude saving throw or be blinded for 1 round. The save DC is Charisma-based.

OGRES (2) CR 3

hp 30 each (*Pathfinder RPG Bestiary* 220, see page 25)

TACTICS

Before Combat The ogres watch the PCs warily.

During Combat The ogres move to flank with Pahg-Vahr, setting her up to make full attacks.

Morale The ogres are loyal to Pahg-Vahr, but they are not suicidal. If an ogre is reduced to fewer than 10 hit points, or if Pahg-Vahr flees or falls unconscious, the ogre flees.

PAHG-VAHR CR 9

Female runeslave ettin rogue 4 (*Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition* 412, *Pathfinder RPG Bestiary* 130)

CE Large humanoid (giant)

Init +6; **Senses** low-light vision; Perception +21

DEFENSE

AC 23, touch 11, flat-footed 21 (+4 armor, +2 Dex, +8 natural, -1 size)

hp 137 (14d8+74)

Fort +12, **Ref** +9, **Will** +6

Defensive Abilities evasion, resist pain, trap sense +1, uncanny dodge; **Immune** exhaustion, fatigue, fear

Weaknesses arcane decay, spellward curse

OFFENSE

Speed 60 ft.

Melee 2 +1 *bastard swords* +18/+13 (2d8+9/19-20)

Ranged 2 javelins +11 (1d8+8)

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

Special Attacks arcane surge, sneak attack +2d6

TACTICS

Before Combat Pahg-Vahr sizes up the PCs.

During Combat Pahg-Vahr's behavior during the combat depends upon the PC's actions. If the PCs did not succeed at a skill check to influence her, she attacks the PCs at full force. If the PCs succeeded, Vahr hesitates in attacking them, and does not use her iterative attack (this adjustment removes the iterative attack from one of the bastard swords). If the PCs succeeded by 10 or more, Vahr does not use either of her attacks (this adjustment removes one of the bastard swords entirely). If the PCs succeeded by 20 or more, Vahr does not attack, and instead actively interferes with Pahg's attacks, preventing her from dealing sneak attack damage.

Morale If the PCs did not succeed at a skill check to influence Pahg-Vahr, she fights to the death. Otherwise, she attempts to flee when she is reduced below 25 hit points.

STATISTICS

Str 27, **Dex** 14, **Con** 18, **Int** 8, **Wis** 10, **Cha** 7

Base Atk +10; **CMB** +19 (+21 overrun); **CMD** 31 (33 vs. overrun)

Feats Cleave, Diehard^B, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Iron Will, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Toughness^B

Skills Acrobatics +15 (+27 to jump), Climb +12, Handle Animal +6, Intimidate +13, Perception +21, Stealth +5; **Racial Modifiers** +4 Perception

Languages pidgin of Giant, Goblin, and Orc

SQ rogue talents (stand up, strong impression^{APG}), superior two-weapon fighting, trapfinding +2

Combat Gear *potion of cure serious wounds*, *scabbard of vigor*^{APG}; **Other Gear** mwk chain shirt, +1 *bastard swords* (2), javelin (4), 152 gp

SPECIAL ABILITIES

Arcane Decay (Su) The symbols etched upon a runeslave's body put great stress on its physical form, choking its mind and ultimately killing the giant in time. Each runeslave has Thassilonian runes associated with the schools of magic inscribed on its body. The slow decay of a runeslave's mental faculties manifests as a gradual loss of life and sanity, represented by the accumulation of rune-shaped scars all over the body. After acquiring 20 such scars, a runeslave dies. Only *limited wish*, *miracle*, or *wish* can prevent or cure arcane decay, but in so doing removes the entire template, reverting the runeslave back to the base creature. Multiple successful Fortitude saves only delay the decay and do not cure the creature of the disease.

Arcane Decay—save Fortitude DC 15; frequency 1/week; effect gain one runescar

Arcane Surge (Su) Once per day as a swift action, a runeslave can gain the benefits of the spell *haste* for 6 rounds. Using this ability forces the giant to make an additional Fortitude save against arcane decay, even if it has already made its weekly save to resist the disease.

Resist Pain (Ex) Runeslaves like Pahg-Vahr can continue to function even after taking great punishment. They are immune to nonlethal damage. Against effects that inflict pain (such as a *symbol of pain* spell), a runeslave gains a +4 bonus on all saving throws.

Spellward Curse (Su) Pahg-Vahr's runeslave curse is not her only malady. She is also under the effects of a curse from within the caverns that she has been excavating. This curse gives her SR 19 against all harmless spells and spell-like abilities. Unlike typical spell resistance, she cannot lower this spell resistance as a standard action.

Subtier 10–11 (CR 14)

INVERTED GUARDIANS (2) CR 11

Inverted giants (*Pathfinder Campaign Setting: Lost Kingdoms* 60)
CE Huge humanoid (giant)

Init +6; **Senses** blindsight 60 ft.; Perception +9

Aura fear aura (60 ft., DC 21)

DEFENSE

AC 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

hp 152 each (16d8+80); fast healing 4

Fort +15, **Ref** +7, **Will** +7

Defensive Abilities rock catching; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +19 (2d8+9 plus grab), 2 claws +19 (1d8+9 plus 1d6 energy)

Space 15 ft., **Reach** 15 ft.

Special Attacks grab (Large), rock throwing (120 ft.), runes, swallow whole (2d8+13 bludgeoning damage, AC 17, 15 hp)

TACTICS

Before Combat The inverted giants smash through the side of the mountain between them and the PCs.

During Combat Overwhelmed with rage and pain, the inverted giants attack any creatures they see. They use their Awesome Blow to toss lightweight opponents out of their way, and attempt to swallow their most threatening foes. They attack the PCs first before turning their attention to the Pahg-Vahr and her ogres, if those giants are still visible.

Morale The inverted giants are compelled to guard this area, and they fight to the death.

STATISTICS

Str 29, **Dex** 14, **Con** 20, **Int** 9, **Wis** 11, **Cha** 16

Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 35

Feats Awesome Blow, Cleave, Critical Focus, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Vital Strike

Skills Climb +17, Intimidate +11, Perception +9

Languages Giant, Thassilonian (can't speak)

SPECIAL ABILITIES

Claws (Ex) An inverted giant can channel arcane energy into its fists whenever it makes a successful claw attack, dealing 1d6 points of energy damage

(cold, electricity, or fire, chosen when the inverted giant attacks) in addition to the damage its claws normally deal.

Runes (Ex) Whenever an inverted giant is affected by a spell or spell-like ability, it can cause the runes covering its body to flash with light. All creatures within 10 feet of the giant must make a DC 21 Fortitude save or be blinded for 1 round. The saving throw is Charisma-based.

OGRES (3)

CR 3

hp 30 each (*Pathfinder RPG Bestiary* 220, see page 25)

TACTICS

Before Combat The ogres watch the PCs warily.

During Combat The ogres move to flank with Pahg-Vahr, setting her up to make full attacks.

Morale The ogres are loyal to Pahg-Vahr, but they are not suicidal. If an ogre is reduced to fewer than 10 hit points, or if Pahg-Vahr flees or falls unconscious, the ogre flees.

PAHG-VAHR

CR 11

Female runeslave ettin rogue 7 (*Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition* 412, *Pathfinder RPG Bestiary* 130)

CE Large humanoid (giant)

Init +6; **Senses** low-light vision; Perception +24

DEFENSE

AC 24, touch 12, flat-footed 21 (+4 armor, +2 Dex, +1 dodge, +8 natural, -1 size)

hp 168 (17d8+92)

Fort +13, **Ref** +10, **Will** +7

Defensive Abilities evasion, resist pain, trap sense +2, uncanny dodge; **Immune** exhaustion, fatigue, fear

Weaknesses arcane decay, spellward curse

OFFENSE

Speed 60 ft.

Melee 2 +1 *bastard swords* +21/+16/+11 (2d8+10/19-20)

Ranged javelin +13 (1d8+9)

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

Special Attacks arcane surge, sneak attack +4d6

TACTICS

Before Combat Pahg-Vahr sizes up the PCs.

During Combat Pahg-Vahr's behavior during the combat depends upon the PCs' actions.

If the PCs did not succeed at a skill check to influence her, she attacks the PCs at full force. If the PCs succeeded, Vahr hesitates in attacking them, and does not use her iterative attack (this adjustment removes the iterative attack from one of the bastard swords). If the PCs succeeded by 10 or more, Vahr does not use either of her attacks (this adjustment removes one of the bastard swords entirely). If the PCs succeeded by 20 or more, Vahr does not attack, and instead actively



**INVERTED
GUARDIAN**

interferes with Pahg's attacks, preventing her from dealing sneak attack damage.

Morale If the PCs did not succeed at a skill check to influence Pahg-Vahr, she fights to the death. Otherwise, she attempts to flee when she is reduced below 35 hit points.

STATISTICS

Str 29, **Dex** 14, **Con** 18, **Int** 8, **Wis** 10, **Cha** 7

Base Atk +12; **CMB** +22 (+24 overrun); **CMD** 35 (37 vs. overrun)

Feats Cleave, Diehard^B, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Iron Will, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Step Up, Toughness^B

Skills Acrobatics +21 (+33 to jump), Climb +12, Handle Animal +6, Intimidate +25, Perception +24, Stealth +4; **Racial Modifiers** +4 Perception

Languages pidgin of Giant, Goblin, and Orc

SQ rogue talents (slow reactions, stand up, strong impression^{APG}), superior two-weapon fighting, trapfinding +3

Combat Gear *potions of cure serious wounds* (2), *scabbard of vigor*^{APG}; **Other Gear** mwk chain shirt, +1 *bastard swords* (2), sling (20 bullets), *belt of giant strength* +2, 352 gp

SPECIAL ABILITIES

Arcane Decay (Su) Each time Pahg-Vahr gains a runescar, her sanity slips a little further. See Subtier 7–8 for further details. *Arcane Decay*—save Fortitude DC 15; *frequency* 1/week; *effect* gain one runescar

Arcane Surge (Su) Once per day as a swift action, a runeslave can gain the benefits of the spell *haste* for 6 rounds. Using this ability forces the giant to make an additional Fortitude save against arcane decay, even if the runeslave has already made its weekly save to resist the arcane decay.

Resist Pain (Ex) Runeslaves like Pahg-Vahr can continue to function even after taking great punishment. They are immune to nonlethal damage. Against effects that inflict pain (such as a symbol of pain spell), a runeslave gains a +4 bonus on all saving throws.

Spellward Curse (Su) Pahg-Vahr's runeslave curse is not her only malady. She is also under the effects of a curse from within the caverns that she has been excavating. This curse gives her SR 22 against all harmless spells and spell-like abilities. Unlike typical spell resistance, she cannot lower this spell resistance as a standard action.

Development: With the hostilities between the PCs and the giants finally resolved, the PCs are free to explore the cave as they wish.

Rewards: If the PCs do not defeat Pahg-Vahr, her ogres, and the inverted ogre (or inverted giants) reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 2,020 gp.

Out-of-Subtier: Reduce each PC's gold earned by 2,547 gp.

Subtier 10–11: Reduce each PC's gold earned by 3,074 gp.

OPTIONAL ENCOUNTER

The trap in the ruins entrance is optional. If there are fewer than 20 minutes remaining in which to complete the scenario, quickly summarize what the PCs find in the room, including the *staff of Edasseril's denial*, and continue to the Conclusion of the scenario. Do not include the spellwarding trap.

D. INTO THE CAVERN (CR 9 OR CR 12)

The mutilated corpses of several ogres are scattered about the chamber haphazardly. Pahg-Vahr's giants cleared out many tons of rubble from these caverns, and this revealed a small portion of the opaque ivory-colored sphere that guards one of Runelord Belimarius's caches of highly prized possessions. One of these items was caught outside of the sphere, and it currently rests against a wall: the *staff of Edasseril's denial*. If the PCs use divinations to analyze the magic auras in this room, they discover that the entire room radiates a strong aura of abjuration magic, and the sphere radiates an overwhelming aura of abjuration magic. Investigation around the barrier with effects such as *earth glide* reveals that it is spherical, and attempts to use dimensional magic to travel through the barrier automatically fail. Any spells of the abjuration school cast on the barrier rebound upon the caster—for example, a caster who attempts to remove the barrier with *dispel magic* automatically fails, and is instead the target of her own *dispel magic* spell.

The PCs enter the cavern from the south.

Trap: A PC who enters the cavern triggers the spellwarding trap. A PC who can disable magical traps can attempt to do so without entering the cavern. If the PCs trigger the trap, there are no signs that the trap triggered. Instead, each PC rolls her saving throw against the curse when she exits the cavern. In Subtier 7–8, the trap only affects the first 3 PCs who enter the cavern each hour. A PC who touches the spherical barrier, strikes it with a melee weapon, or includes it in the area of a non-abjuration spell takes a –5 penalty on this saving throw.

SPELLWARDING TRAP

CR 9

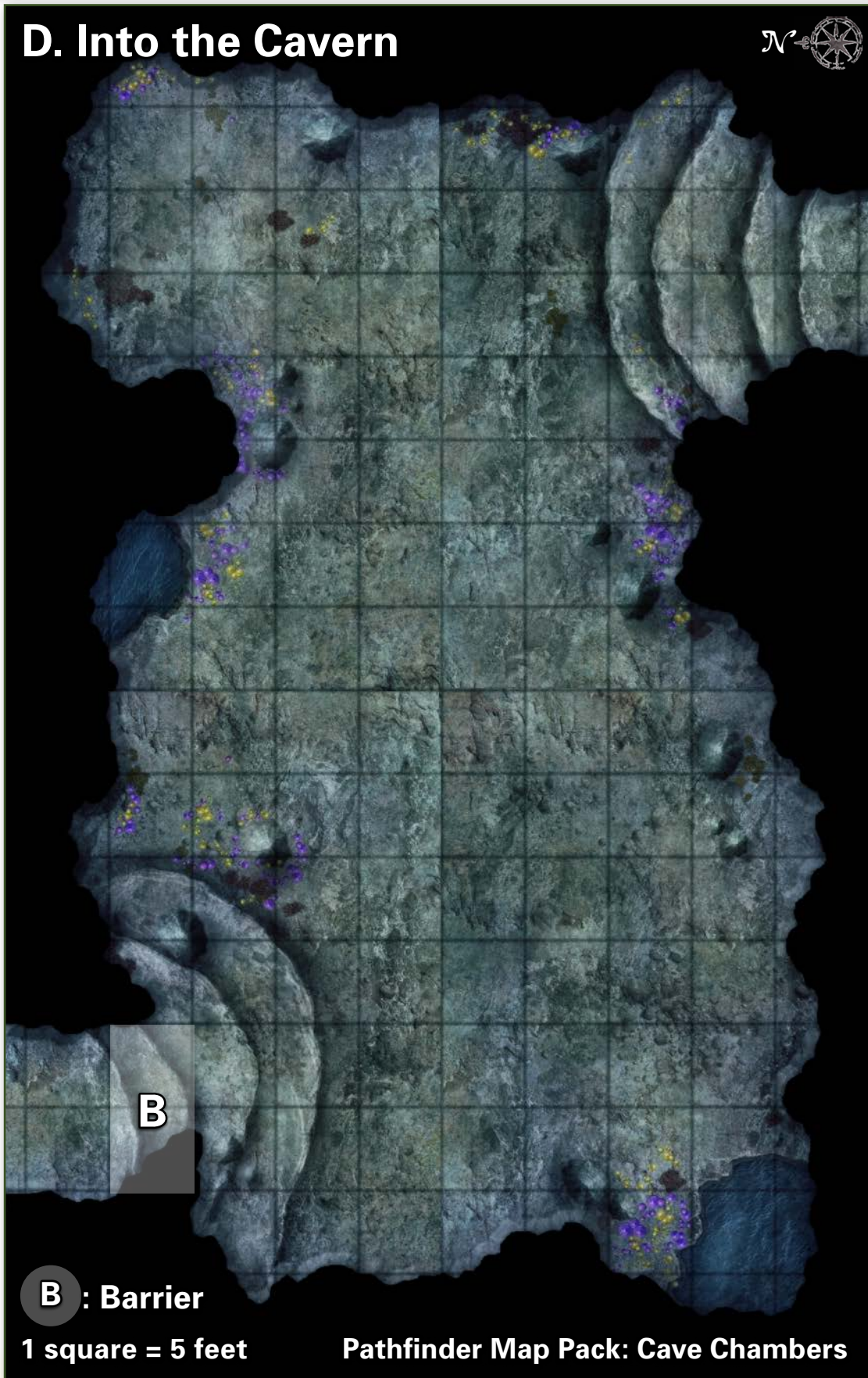
Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger proximity (alarm); **Reset** automatic (1 hour)

Effect *Spellward Curse*—You gain spell resistance equal to 5 plus your Hit Dice, which only applies against harmless spells (DC 18 Will negates). Unlike typical spell resistance, you cannot lower the spell resistance from this curse. Only *limited wish*, *wish*, or *miracle* can remove the curse.

D. Into the Cavern



B : Barrier

1 square = 5 feet

Pathfinder Map Pack: Cave Chambers

SPELLWARDING TRAP

CR 12

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger proximity (alarm); **Reset** automatic

Effect *Spellward Curse*—You gain spell resistance equal to 5 plus your Hit Dice, which only applies against harmless spells (DC 21 Will negates). Unlike typical spell resistance, you cannot lower the spell resistance from this curse. Only *limited wish*, *wish*, or *miracle* can remove the curse.

Treasure: The magic staff is a unique item from Runelord Belimarius's personal collection. In Subtier 7–8, it is a *staff of Edasseril's scorn*, and in Subtier 10–11 it is a *staff of Edasseril's denial*. See the Chronicle sheet for more details.

Development: If this trap curses any PC, he receives the Curse of Belimarius boon on his Chronicle sheet. Cross the boon off the sheet for any PC who is not cursed.

CONCLUSION

The portion of the ruins excavated by Pahg-Vahr and her ogre conscripts represents a modest fraction of the entire site, yet the magical wards are more than sufficient to keep any of the island's giants from causing much damage. Further exploration would require considerable effort by a larger team of Pathfinders and staff, and so long as the PCs have made a positive impression on the Averakan during their brief alliance, the half-orcs happily provide a base of operations for future forays to the ruins. In time, Society scholars might unravel the wards sealing the ruins' interior.

When the PCs return to Averaka, they meet the first of several squadrons returning from the northern half of Flintyreach. The half-orcs report success in chasing the giants from a large lowland area and fighting their foes deeper into the hills. There the giants were able to entrench themselves and fend off the Averakan assault, but not before Chief Gorgnak suffered a terrible wound and lost several key lieutenants as he fled the battlefield. With the PCs' assistance in dislodging the giants from the Little Thunder, the water supply to Averaka returns to normal, and the half-orcs' spirits are high. The councilors thank the PCs for their assistance, and a local captain sails the PCs back to Magnimar in her ship.

Reporting Notes

If the PCs killed Shrakas in area **B**, check box A on the reporting sheet. If the PCs successfully negotiated with Shrakas, check box B instead. If the PCs successfully fulfilled the secondary success conditions, check box C.

Primary Success Conditions

The PCs complete their primary mission if they secure and explore the Thassilonian ruins in area **D**. Doing so requires sufficient investigation to trigger or disable the optional trap. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs' secondary goals involve working well with and making good impression on the people of Averaka. To do so, the PCs must fulfill two of the following three objectives: Earn 11 or more Influence while in Averaka, conclude the encounter in area **A** with the 3 or more NPC hit points, or return Hagal's notebook (see area **B**) to Averaka. Fulfilling this goal earns each PC 1 additional Prestige Point and earns each PC the Averaka-Trained boon on her Chronicle sheet.

Faction Notes

Members of the Scarab Sages faction should endear themselves to Dhiara and demonstrate their and their faction's worth to the elf. To fulfill this objective, a member of the faction must earn 1 Influence with her during the war council in Averaka; a faction PC fulfills this objective even if a member unaffiliated with the Scarab Sages earns the 1 Influence that Dhiara can grant. Second, a member of the faction must perform an exceptional deed in area **A** in order to mitigate damage to the half-orc soldiers, such as by disabling a hill giant that is attacking the Averakans, directing half-orcs to increase their armor class, or a similarly noteworthy action at the GM's discretion.

If the Scarab Sages faction PCs fulfill this objective, they automatically cross the Curse of Belimarius boon off their Chronicle sheets and increase the number of boxes they can check on any Scarab Sages faction journal card by 1 for this adventure.

PLAYER HANDOUT #1: PAPYRUS MISSIVE

Elite Agent of the Sages,

The monastery of Tar Kuata in southwestern Osirion is an esteemed school of history and enlightenment. Several of your colleagues visited it recently in search of someone who might command the power of a sage jewel, only to learn that the most honored student has spent many years traveling the world to better understand its challenges. Her letters to the monastery suggest she is now in Averaka.

Find her, and encourage her to meet with me. I doubt a direct appeal will work, so I am relying on you to earn her trust and admiration. Show her that the Jeweled Sages are a worthy cause through your own actions and words.

*In eternal service,
Tahonikepsu, The Diamond Sage*

PLAYER HANDOUT #2: SCOUT'S LETTER

I've noticed an unusually high amount of giant activity nearby. Most pressingly, I spotted a group of trolls and ogres heading with purpose toward the west, in the direction of the Winter Lodge. I'm heading to the Winter Lodge to investigate. I've sketched my planned route below. From there, I will go wherever the giants lead me. If you find this update, please deliver it to Averaka.

APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

HILL GIANT CR 7

CE Large humanoid (giant) (*Pathfinder RPG Bestiary* 150)

Init -1; **Senses** low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities rock catching

OFFENSE

Speed 30 ft.

Melee greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

Gear hide armor, greatclub

DESCRIPTION

This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle.

OGRE CR 3

CE Large humanoid (giant) (*Pathfinder RPG Bestiary* 220)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft.

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

Gear hide armor, greatclub, javelins (4)

DESCRIPTION

This lumbering giant's beady eyes are devoid of wit or kindness, and its puffy face features a wide mouth with ill-fitting teeth.

ROC CR 9

N Gargantuan animal (*Pathfinder RPG Bestiary* 236)

Init +6; **Senses** low-light vision; Perception +15

DEFENSE

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)

hp 120 (16d8+48)

Fort +13, **Ref** +14, **Will** +8

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +18 (2d6+9/19-20 plus grab), bite +17 (2d8+9)

Space 20 ft.; **Reach** 15 ft.

STATISTICS

Str 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +12; **CMB** +25 (+29 grapple); **CMD** 37

Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +7, Perception +15

DESCRIPTION

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

TROLL CR 5

CE Large humanoid (giant) (*Pathfinder RPG Bestiary* 268)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

DESCRIPTION

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

TROLL BRUTE CR 7

Troll barbarian 2 (*Pathfinder RPG Monster Codex* 227)

CE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 21, touch 11, flat-footed 18 (+4 armor, +1 deflection, +3 Dex, +6 natural, -2 rage, -1 size)

hp 125 (8 HD; 6d8+2d12+80); regeneration 5 (acid or fire)

Fort +19, **Ref** +6, **Will** +5; +2 vs. magic

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+9), 2 claws +15 (1d6+9)

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

Special Attacks rage (14 rounds/day), rage powers (superstition +2), rend (2 claws, 1d6+13)

TACTICS

Before Combat The brute drinks her potion and rages.

Base Statistics When she's not raging, the barbarian's statistics are **AC** 23, touch 13, flat-footed 20; **hp** 109; **Fort** +17, **Will** +3; **Melee** bite +12 (1d8+7), 2 claws +13 (1d6+7); rend (2 claws, 1d6+10); **Str** 25, **Con** 27; **CMB** +14, **CMD** 28; **Skills** Intimidate +11.

STATISTICS

Str 29, **Dex** 16, **Con** 31, **Int** 6, **Wis** 11, **Cha** 4

Base Atk +6; **CMB** +16; **CMD** 28

Feats Intimidating Prowess, Mighty Bite*, Raging Regeneration*, Weapon Focus (claw)

Skills Intimidate +13, Perception +11

Languages Giant

SQ fast movement

Combat Gear *potion of bull's strength*; **Other Gear** chain shirt, *amulet of natural armor +1*, *cloak of resistance +1*, *ring of protection +1*, barbed troll claws, 130 gp

SPECIAL ABILITIES

Barbed Troll Claws When a troll brute hits with a claw attack while wearing these metal claw sheaths, it can either keep the sheaths on its hand (in which case the claw attack deals 1 extra point of damage) or allow the four sheaths on that hand to slide off and become embedded in the wound (in which case the claw attack deals 1 point of bleed damage).

THE IRONBOUND SCHISM

Pathfinder Society Scenario #7-04: The Ironbound Schism

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade 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 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.

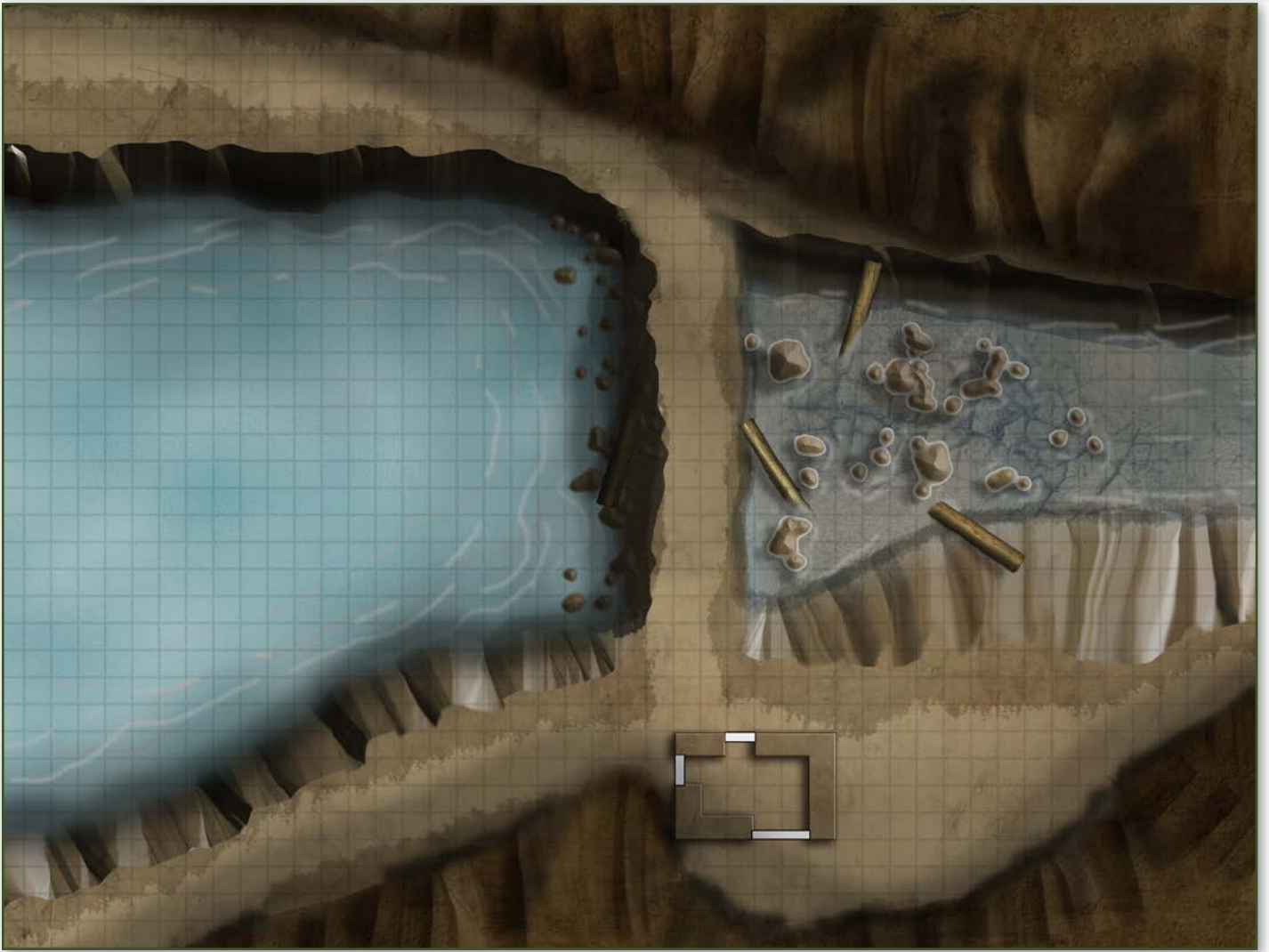
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

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.

Pathfinder Society Scenario #7-04: The Ironbound Schism © 2015, Paizo Inc.; Author: John Compton and Linda Zayas-Palmer





Pathfinder Society Scenario #7-04: The Ironbound Schism

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Averaka-Trained: By cooperating closely with the half-orcs of Averaka, you have forged a close partnership and opened up new avenues for training. So long as you possess this boon, all of your Pathfinder Society Roleplaying Guild characters have access to the Averaka Arbiter archetype on page 15 of *Pathfinder Player Companion: Bastards of Golarion* as if it appeared on the Additional Resources page. If one of your characters is a half-orc bard, you may check the box that precedes this boon in order to retrain any of that character's bard class archetypes and replace them with the Averaka Arbiter archetype at no cost.

Curse of Belimarius: You have triggered one of the defensive wards left by a powerful Thassilonian wizard—possibly the runelord of envy, Belimarius herself. You gain spell resistance equal to 5 plus your Hit Dice, though this applies only against harmless spells. Unlike typical spell resistance, you cannot voluntarily lower the spell resistance from this curse. Only *limited wish*, *wish*, or *miracle* can remove the curse, which allows you to cross it off your Chronicle sheet. For the purpose of this curse, you may instead pay 8 Prestige Points to secure a *limited wish* to remove the effect.

COVETOUS AURA

School abjuration; Level arcanist 5, sorcerer/wizard 5, witch 5

CASTING

Casting Time 1 round

Components V, S

EFFECT

Range personal

Area 25-ft.-radius emanation centered on you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Anytime a harmless (so noted by a spell's saving throw description) spell of 3rd level or lower is cast within a covetous aura's area of effect, you may choose to immediately gain the benefit of that spell as if it had also targeted you. The intended target still gains the effect of the spell. You gain the benefits of this duplicated spell only if the caster is in range of the *covetous aura*. Each time a covetous aura duplicates a spell effect, the remaining duration of the *covetous aura* is reduced by a number of rounds equal to the spell level of the spell effect that is duplicated.

This spell appears on page 418 of *Rise of the Runelords Anniversary Edition*.

All Subtiers

amulet of natural +1 (2,000 gp)
ring of protection +1 (2,000 gp)
robe of blending (8,400 gp)
scabbard of vigor (1,800 gp; *Pathfinder RPG Advanced Player's Guide* 309)
staff of Edasseril's scorn (16,200 gp; CL 9th; this magic staff can cast the following spells: *covetous aura* [2 charges], *lesser spellcrash* [2 charges; *Pathfinder RPG Advanced Class Guide* 194], and *stunning barrier* [1 charge; *Advanced Class Guide* 194])

Subtiers 10-11

cloak of resistance +2 (4,000 gp)
gloves of arrow snaring (4,000 gp)
headband of inspired wisdom +2 (4,000 gp)
staff of Edasseril's denial (23,650 gp; CL 11th; this magic staff can cast the following spells: *spellcrash* [2 charges; *Pathfinder RPG Advanced Class Guide* 193], *covetous aura* [2 charges], and *stunning barrier* [1 charge; *Advanced Class Guide* 194])

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,196	4,391
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Out of Subtier	3,051	6,102
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,907	7,813
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
	Starting XP		
GOLD	+	XP Gained (GM ONLY)	
	=	Final XP Total	
	Initial Prestige		
EXPERIENCE	+	Prestige Gained (GM ONLY)	
	-	Prestige Spent	
	Current Prestige	Final Fame	
GOLD	Starting GP		
	+	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 #