

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-22

Levels 7-10

**BREAKING THE
STORM: EXCISING
RUINATION**

By Nicholas Wasko





AUTHOR

Nicholas Wasko

DEVELOPMENT LEAD

Thurston Hillman

ADDITIONAL DEVELOPMENT

Linda Zayas-Palmer

DESIGN LEAD

Mark Seifter

EDITING LEAD

K. Tessa Newton

EDITOR

Avi Kool

COVER ARTISTS

Nicolas Espinoza and Sebastian Rodriguez

INTERIOR ARTISTS

Carol Azevedo, Nicolas Espinoza, Harumi Namba, Scott Purdy, and Sebastian Rodriguez

CARTOGRAPHER

Robert Lazzaretti

ART DIRECTION

Tony Barnett

GRAPHIC DESIGN

Tony Barnett

ORGANIZED PLAY MANAGING DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 7-10



PLAYERS: 3-6



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

BREAKING THE STORM: EXCISING RUINATION

TABLE OF CONTENTS

| | |
|---------------------------------------------|----|
| Adventure | 3 |
| Appendix 1: Level 7-8 Encounters | 16 |
| Appendix 2: Level 9-10 Encounters | 21 |
| Appendix 3: Game Aids | 27 |
| Organized Play | 30 |

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary*, and *Pathfinder Bestiary 2*

Maps: None

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.



METAPLOT



VIGILANT SEAL

SUMMARY

Eando Kline of the Pathfinder Society's Vigilant Seal faction gathers the PCs to assist in a ritual to locate and lock down the malevolent spirit possessing Sapphire, a member of the Society's leadership. The ritual reveals the spirit's location just as the spirit begins its own ritual. Sapphire, still possessed, conjures an Abyssal firestorm to set the surrounding countryside ablaze. This triggers a race to the top of the Khadaim Colossus, a massive stone structure, to stop and rescue Sapphire. Along the way, the PCs contend with the rain of fire, undead cyclopes, shadow demons, and fey seers determined to make their visions of catastrophe come to pass. When the PCs reach the top of the statue, they face off against the cyclops spirit possessing Sapphire in a climactic battle to try to save Golarion from ruination!

BREAKING THE STORM: EXCISING RUINATION

By Nicholas Wasko



ADVENTURE BACKGROUND

When the Pathfinder Society launched a large-scale survey of the cyclopean ruins of Min-Khadaim in the distant northern lands of Iobaria, their otherwise promising expedition ended in disaster. Disturbing the ruins awakened the restless soul of a cyclopean disciple of Urxehl, the demon lord of disasters and storms. This malignant spirit assailed Sapphire, a member of the Society's masked Decemvirate leadership. In the time since, the Society learned that the spirit merged with Sapphire, and the two have become a hybrid being. The possessed Sapphire has gone on to slowly reactivate ancient cyclops ritual sites across the region to summon a massive demonic firestorm into effect over Iobaria and beyond.

Faced with a mysterious and otherworldly foe, the Society dispatched a team of Pathfinders into Sarkoris to enlist the aid of the Farheaven Clan, led by the god caller Nelket and the clan's divine eidolon, Dolok Darkfur. Dolok and Nelket have faced both demonic hordes and Iobarian spirits and survived, providing experience perfectly suited for countering the menace possessing Sapphire. The Society has assisted the Farheaven Clan many times in the past, and the Farheaven Clan leaders were eager to return the favor after Pathfinders helped them fend off a demonic attack against a cleansing ritual for the Forest of Embers in Sarkoris (events detailed in *Pathfinder Society* #2-20: *Breaking the Storm: Bastion in Embers*).

Since their efforts in Sarkoris, Dolok and Nelket have travelled to the Society's Iobarian base camp in Min-Khadaim. The two stand ready to assist the Pathfinders in finding the possessed Decemvirate member and stopping the abyssal threat. However, the Society doesn't realize that Sapphire is closer than they expect, and the demoniac spirit possessing them is about to enact the final step of its millennia-old plan.

GETTING STARTED

The adventure begins at the Pathfinder base camp near the ruins of Min-Khadaim. The PCs gather around a

WHERE ON GOLARION?

This scenario occurs on the western edge of the Finadar Forest in northwestern Iobaria. A gazetteer of Iobaria appears in *Pathfinder Adventure Path* #33: *The Varnhold Vanishing*, part of the Kingmaker Adventure Path.



table sporting a huge map of the Finadar Forest just outside the central command tent. Read or paraphrase the following when the PCs are settled.

Eando Kline of the Vigilant Seal faction steps out of the command tent, holding the canvas flap open for his guests: a woman wrapped in Sarkorian furs, and a ten-foot-tall black bear with a mantle of multicolored feathers growing across his shoulders. The three move around a large table adorned with a map of the surrounding landscape that indicates Pathfinder teams positioned throughout the wilderness.

"Thank you for joining us," Eando says, his voice low and determined. "I'm sure you recognize our allies from the Farheaven Clan, God Caller Nelket and her clan's deity, Dolok Darkfur." He gestures to the woman and the bear, respectively. "They've agreed to help us with a sensitive and dangerous mission. An evil spirit that once resided in the nearby ruined city has possessed a member of the Decemvirate. This member is known to you as Sapphire. The spirit has used Sapphire as a vessel to carry out preparations

BREAKING THE STORM: EXCISING RUINATION

for a ritual that we suspect would lead to worldwide catastrophe if completed. Our divinations have failed to locate Sapphire, and we lack the numbers to search all the possible sites where this ritual might be enacted before it's too late."

"Fortunately, we might have a solution," Nelket cuts in. "My ancestors used rituals to give physical form to the wishes and ideals of the clan, manifesting as deities to lead us—including Dolok Darkfur. By reframing one of these rituals, we can convert Dolok's body back into a part-living, part-intention entity; a kind of 'aspirational spirit.'"

"That form will allow me to locate Sapphire, whose body contains two divergent spirits wrestling for control," Dolok continues. "If I give Sapphire the upper hand, it could give us a chance to save them. I can also create a beacon the Pathfinder Society can use to track down Sapphire's possessed body."

Eando points to the map. "When Dolok's beacon appears, our field agents spread across the region can converge on the site and secure it. You are among the most veteran Pathfinders here, so we need you to help Dolok and Nelket complete the ritual, then reinforce the first responders and exorcise the evil spirit—without killing Sapphire, if possible. Make any preparations you deem necessary, then meet us here when you are ready to begin."

Dolok and Nelket answer any questions the PCs ask as best they can, though they admit this variant of their ancestral ritual has a lot of unknowns. Eando offers information about the malevolent spirit, based on what the Society has discovered thus far. Additionally, the PCs can purchase equipment and consumables of up to 7th level from the camp quartermaster.

Answers to some questions are provided below.

How can we help with the ritual? (Nelket) "The ritual we've adapted for this task required lorekeepers to sing, dance, and extol the virtues of the Farheaven Clan while elders wove their magic. Any mystical training, athletic prowess, or cultural expertise can serve a

similar purpose here. The more skillfully you contribute to the ritual, the more power Dolok should have available to lend you in your quest."

Will the ritual help us fight the spirit? (Dolok) "The ritual tethers us all to a common goal, which means I can lend you my strength to overcome any obstacles in your way. Use my power as you see fit, but try not to use it all too soon; you might need my help most when confronting Sapphire, and I need at least a shred of energy remaining to retake my physical form."

What do we know about the possessing spirit?

(Eando) "The evil spirit is ancient, which means it's likely undead and might be able to summon undead to serve it. Our prior encounters also suggest it worships the demon lord of disasters and storms, Urxehl, so cold-iron weapons and celestial energy are likely to be effective."

What Kline refers to as "celestial energy" are effects that deal good damage.

Can we teleport to the beacon? (Dolok)

"The ritual meddles with teleportation magic attempts by anyone involved with or targeted by it. You can't teleport to Sapphire, but the spirit can't teleport away either."

RELIGION (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Religion or Demon Lore check to Recall Knowledge might know more about the demon lord Urxehl. Anyone with a Chronicle Sheet for *Pathfinder Scenario #2-20: Breaking the Storm: Bastion in Embers* automatically recalls everything mentioned in the critical success entry.

Critical Success Urxehl's faithful often strive to conjure cursed storms, with a rain of fire considered a sacred manifestation of their lord's will.

Success Urxehl is the demon lord of storms and natural disasters. He is known as the father of trolls, although some cyclopes also worshipped him near the end of the Koloran empire.



EANDO KLINE

BREAKING THE STORM: EXCISING RUINATION

Critical Failure Urxehl is connected to storms and trolls. Since most of Urxehl's followers are trolls with regeneration bypassed by fire and acid, his religion condemns the use of these elements. His followers instead favor the imposing presence of sonic attacks, which imitate the god's rumbling thunder.

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 24 Society or Cyclops Lore check to Recall Knowledge might know more about the city of Min-Khadaim.

Critical Success Cyclops ruins sometimes attract stygiras, mysterious fey seers who use gemstones for occult divinations.

These creatures can petrify enemies with their claws and are resistant to physical damage from any weapon not made of cold iron.

Success The cyclopes of Min-Khadaim were renowned sculptors and architects, using magically reinforced stone to craft massive statues that often featured an enchanted eye.

Critical Failure Koloran's mystics considered their statues a reflection of their own spirits, and so considered it taboo to include booby traps in their construction. PCs who critically fail this check take a -2 circumstance penalty on Perception checks to notice traps during this scenario.

HERO POINTS

Once the PCs are ready to begin the ritual, remind the players that each have 1 Hero Point available.

THE RITUAL

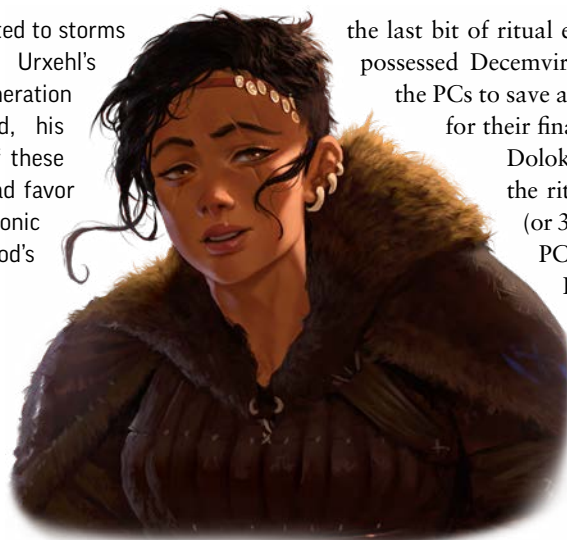
The PCs must help Dolok and Nelket complete the *aspirational state* ritual. The completed ritual tethers Dolok's ethereal form to the goals of the ritual's other participants, allowing the PCs to draw upon their combined power in pursuit of their common objective. This manifests as Aspiration Points, which the PCs accumulate through successes associated with the ritual and can spend over the course of the scenario. Dolok tells the PCs about the ritual's effect on teleportation magic, including informing them that if they don't retain 1 Aspiration Point for him to spend at the end of the ritual, he will be trapped in the Ethereal Plane. He asks them to do their best to avoid that cost, but tells them he is willing to take that consequence if the PCs must use

the last bit of ritual energy to save themselves or the possessed Decemvirate member. Dolok encourages the PCs to save at least some of the ritual's power for their final confrontation.

Dolok serves as the primary caster, and the ritual requires 2 secondary casters (or 3 secondary casters for groups of 6 PCs). Before any modifiers from the

PCs, Dolok gets a result of 30 (32 for levels 9–10). This section uses the rules for rituals from page 408 of the *Pathfinder Core Rulebook*. For the GM's convenience, the possible results are presented below.

If a PC critically succeeds and no PCs fail, the ritual's result is a critical success. If a PC critically fails and no PC critically succeeds, the ritual is failure. All other outcomes result in a success.



NELKET

ASPIRATIONAL STATE

RITUAL 5

RARE ABJURATION INCORPOREAL PRIMAL TRANSMUTATION

Cast 4 hours; **Cost** totems related to the associated goal (page 6); **Secondary Casters** 2 (3 for groups of 6 PCs)

Primary Check DC 32 Occultism (master; DC 34 for levels 9–10); **Secondary Checks** DC 24 Arcana, Athletics, Nature, Occultism, Performance, Religion, or Society (DC 27 for levels 9–10)

Duration up to 24 hours

The primary caster takes an ethereal form composed of the combined drive of every caster to exorcise a malevolent spirit. In this form the primary caster can automatically locate the target of this common goal, and they can orient the secondary casters to this location. The primary caster can't interact with physical objects in this form, but they can interfere with the abilities of other incorporeal creatures, including spirits possessing a physical body. The primary caster can also manifest the collective intent of the ritual's participants as shifts in reality that further the casters' goal. These shifts manifest as Aspiration Points, which the secondary casters can spend on the Material Plane to aid their cause. Using Aspiration Points is described on page 7.

The magical feedback created by this ritual renders teleportation magic unstable. Any attempt by the casters or the target of the ritual to use an ability with the teleportation trait automatically fails while the ritual is in effect. When the duration expires, the primary caster must spend 1 Aspiration Point to return to the Material Plane; if insufficient Aspiration Points remain, then the primary caster becomes trapped in the Ethereal Plane.

BREAKING THE STORM: EXCISING RUINATION

Critical Success The PCs gain 8 Aspiration Points. The strong connection between all the casters gives the secondary casters resistance 5 to negative damage for the remainder of the adventure.

Success The PCs gain 6 Aspiration Points.

Failure The PCs gain 4 Aspiration Points. The tenuous connection between the casters makes them vulnerable to entropy, giving the secondary casters weakness 5 to negative damage for the remainder of the adventure.

The cost for this ritual is based on several totems tailored to the ritual's target. Eando provides most of these items, but

if the players acquired any of these components themselves, then it heightens the power of the ritual. For each listed totem and corresponding Chronicle Sheet that a player possesses (regardless of which PC received credit for the adventure), the GM should provide the associated benefit. If the player applied their Chronicle Sheet to another character, the PC learned the information in conversation with the PC who earned credit for the adventure.

The Sapphire Decemvirate Helm (Pathfinder Society Scenario #2-01: Citadel of Corruption): The PC witnessed Sapphire grappling with the spirit and got a sense of how this Decemvirate member fights back against their possessor's influence. The PCs gain the knowledge of how spending Aspiration Points in the final battle affects the Disciple of Urxehl's defensive abilities (see "GM Reference: Final Battle Modifiers" on page 29).

A bruorsivi pine from the Finadar Forest (Pathfinder Society Scenario #2-03: Catastrophe's Spark): The PC's prior forays through Min-Khadaim offer greater resiliency to the creatures inhabiting the ruins. The PCs gain the ability to spend 1 Aspiration Point to reduce the drained or slowed condition by 2.

A coin with the symbol of Urxehl (Pathfinder Society Scenario #2-05: Balancing the Scales): The Sewer Dragons' account of Sapphire and the spirit merging provides insight into their bond. The PCs gain the knowledge of how spending Aspiration Points in the final battle affects the Disciple of Urxehl's actions (see "GM Reference: Final Battle Modifiers" on page 29).

Remnants of a ritual site to Urxehl (Pathfinder Society Scenario #2-14: Lost in Flames): The PC gained intimate knowledge of how Urxehl's influence affects the Material Plane. The PCs gain the ability to spend 1 Aspiration Point to grant all PCs resistance 10 against fire for 1 minute.

A scale from the dragon Jadirahx (Pathfinder Society Scenario #2-18: The Fanciful March of Urwal): The PC learned from Jadirahx what types of creatures were historically drawn to the cult of Urxehl in ancient Koloran. The PCs gain the ability to spend 1 Aspiration Point to make

all of the PCs' attacks deal 1 additional good damage for 1 minute. The

PCs also already learned Sapphire's true identity as Drandle Dreng. They automatically learn Drandle's combat abilities as if they critically succeeded at a Recall Knowledge



DOLOK DARKFUR

BREAKING THE STORM: EXCISING RUINATION

check about him.

Aspiration Points: The PCs share the Aspiration Points granted by *aspirational state* in a common pool. A PC can spend an Aspiration Point as a free action to gain the benefit for themselves, unless otherwise stated. Effects from Aspiration Points don't stack, but PCs can select the same effects repeatedly.

Development: At the ritual's conclusion, Dolok and the secondary casters gain a brief flash of insight into the spirit they seek. With this insight, the PCs know how much of the ritual's energy they can bring to bear against the spirit—a total of 2 Aspiration Points to weaken its actions and 2 Aspiration Points to weaken its defenses. The PCs don't know the specific effects of spending these points unless they supply the totem from the appropriate scenario.

EVENT: RAIN OF FIRE TRIVIAL

When the PCs complete the ritual, Dolok fades into an ethereal form before flying off toward the center of Min-Khadaim. Moments later, a pillar of light shoots into the sky, and all of the PCs' *wayfinders* point toward the beacon. The PCs intuitively know that Sapphire is at the beacon—and it's much closer than Eando Kline expected! Eando begins to muster reinforcements, since he had sent multiple teams into the field in hopes of casting a wide net, leaving only a handful of Pathfinders at the base camp. Thunder echoes as he sends couriers to recall the other Pathfinder teams, and fire begins to fall from the sky. This is a sign that the undead cyclops demoniac's own ritual has begun. Eando asks the PCs to exorcise the possessing spirit before the storm sets the entirety of the Finadar Forest ablaze with its demonic powers.

It takes a total of 5 minutes for the PCs to reach the site of the beacon at a quickened pace, during which they must face the rain of fire conjured by Urxehl's growing influence in the region. Urxehl's firestorm, raging above, manifests as a powerful perpetual hazard that targets the PCs whenever they aren't under some form of cover. The PCs' path allows them to take cover in several ruins, but some stretches of empty ground leave them exposed. This functions as two rounds of the firestorm performing its routine before the PCs reach the beacon's location. Each PC can attempt a single skill check on each of these rounds to mitigate the risk to themselves: Acrobatics to evade the fire, Abyss Lore to uncover patterns in the storm, or Survival to take advantage of the surrounding terrain and find usable cover. The DC for all skill checks except Abyss Lore is 24 (DC 27 for levels 9–10), and the DC of Abyss Lore checks is 21 (DC 24 for levels 9–10). This check takes one action, so the PCs can still protect themselves if they choose to attempt to disable the hazard.

Critical Success The hazard can't target the PC for 1 round.

Success The PC finds greater cover, providing a +4 circumstance bonus to AC against the firestorm's attack for 1 round.

Critical Failure The PC is flat-footed against attacks from the hazard for 1 round.

LEVELS 7–8

URXEHL'S FIRESTORM

HAZARD 6

Page 16

LEVELS 9–10

URXEHL'S FIRESTORM

HAZARD 8

Page 21

Development: Once the PCs pass this open area, they arrive at the base of the Khadaim Colossus (area A).

A. THE KHADAIM COLOSSUS

Dolok's aspirational state leads the PCs to the Khadaim Colossus, a massive statue of a robed female cyclops in a half-kneeling position, holding an offering bowl up to the western heavens. In Min-Khadaim's golden age, cyclopes could enter through a door in the lower knee to climb inside the torso and outside along the edge of the statue's robe, all the way to the Colossus's head. From there, seers could walk along her arms to the bowl to perform divinations. An earthquake long ago toppled the forward knee, collapsed the ground entrance, and broke off many of the internal ramps, but a hole where the right leg used to connect to the abdomen still allows access to those who can scale the rubble. A map for the Colossus appears on page 8, including the elevation of each area.

At this point, the firestorm continues to build across Min-Khadaim. The entire area has bright light from the fires, with sunlight unable to penetrate the dense clouds.

Between the base of the Colossus and 80 feet above ground, the winds interfere with physical ranged attacks like arrows, imposing a –1 circumstance penalty on such attacks. The winds are difficult terrain to Flying creatures. Maneuvering in Flight within requires a successful DC 23 Acrobatics check (DC 26 for levels 9–10), with the following results.

Success The Flying creature moves in the intended direction.

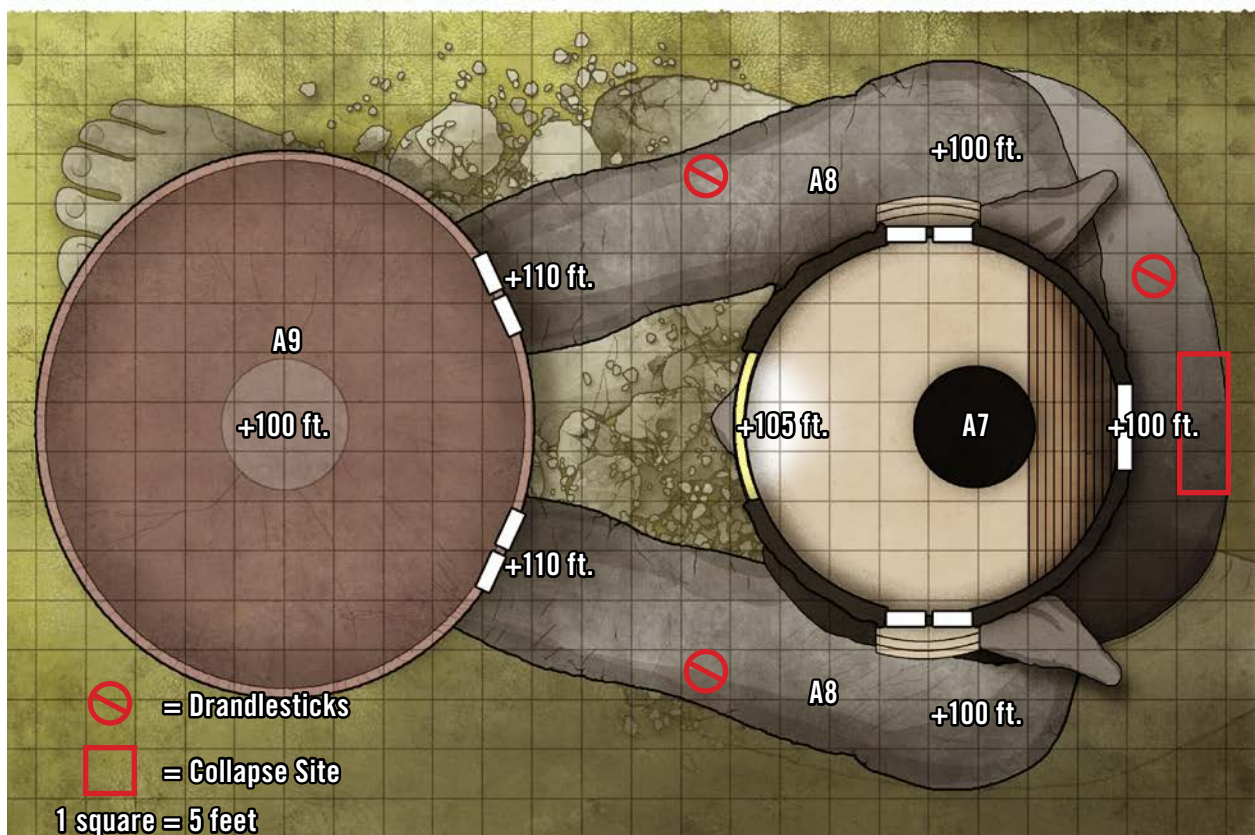
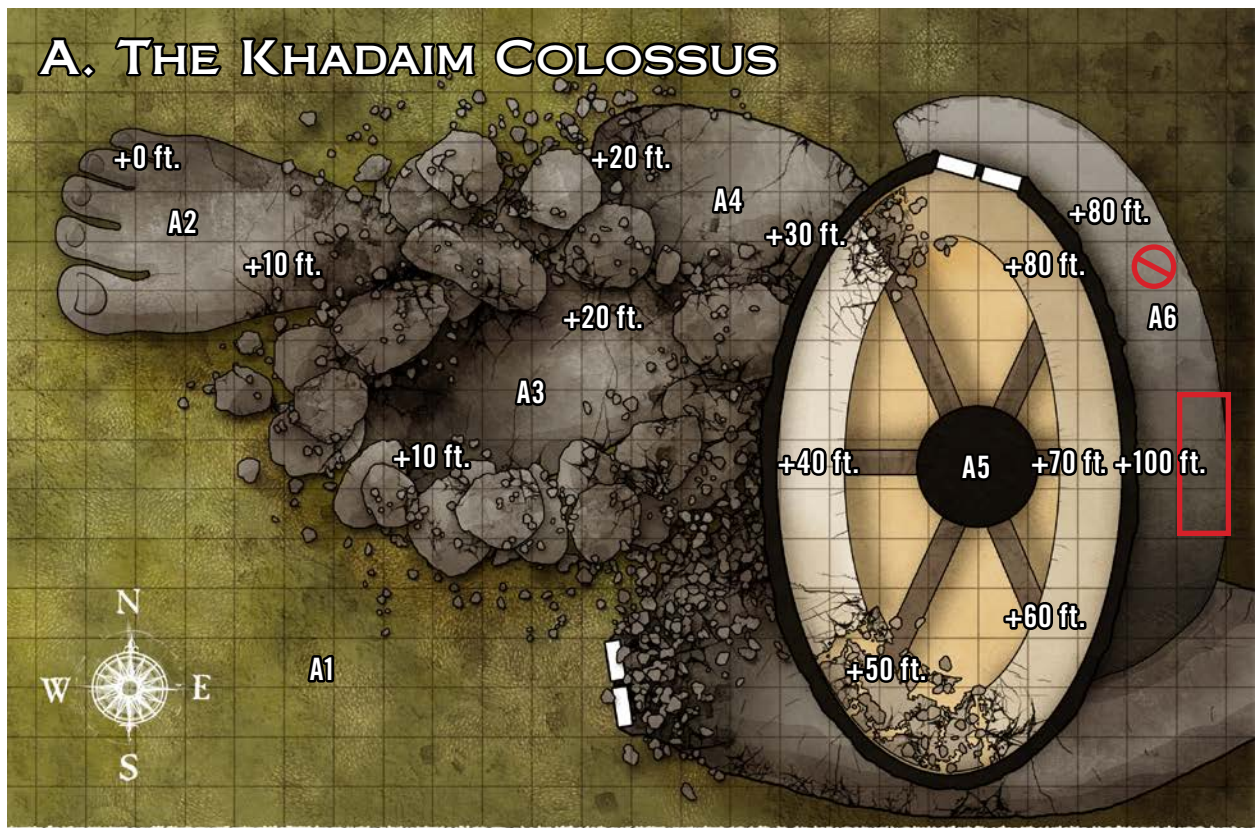
Failure The Flying creature can't move.

Critical Failure The Flying creature is blown 1d4×10 feet in a random incorrect direction and takes 4d6 bludgeoning damage from the battering winds.

At 80 feet or more above the ground, the wind

BREAKING THE STORM: EXCISING RUINATION

A. THE KHADAIM COLOSSUS



BREAKING THE STORM: EXCISING RUINATION

intensifies. It interferes with physical ranged attacks like arrows, imposing a –2 circumstance penalty on such attacks. The winds are greater difficult terrain to Flying creatures. Maneuvering in Flight within requires a successful DC 26 Acrobatics check (DC 31 for levels 9–10), with the following results.

Success The Flying creature moves in the intended direction.

Failure The Flying creature is blown 1d4×10 feet in a random incorrect direction and takes 4d6 bludgeoning damage from the battering winds.

Critical Failure The Flying creature is blown 1d8×10 feet in a random incorrect direction and takes 8d6 bludgeoning damage from the battering winds.

The strength and focus of Urxehl's firestorm shifts over time. In most areas, it's a background threat, stirring unpleasantly hot winds and gradually weakening the integrity of the Colossus. The hazard returns to harry the PCs with direct strikes in areas **A1** and **A9**.

Reaching the top of the Colossus is likely to require a fair amount of Climbing. If the PCs struggle to Climb the Colossus or otherwise realize they need additional provisions, they can return to camp to purchase helpful items, such as climbing kits. So long as they disabled the hazard in **Event: Rain of Fire**, returning has no consequences other than perhaps an awkward conversation back at the camp about preparedness. If they didn't disable the hazard, they must still pass through that dangerous area on the way to camp and again on the way back to the Colossus.

A1. BENEATH THE BOWL SEVERE

An immense ruined stone colossus rests on one knee in the ruins of the ancient cyclops city. Over a hundred feet tall, it holds an immense stone bowl aloft just above its head. Built into the statue's left knee is an impressive stone door entry, while the entire right leg is a shattered mess of broken chunks of stone that ascends up to the chest of the immense structure.

This field is home to the shattered remnants of the Colossus's right leg, somewhat sheltered by the remaining

statue and the massive bowl it holds overhead. The area of rubble is difficult terrain. The doors in the left knee can be easily opened, but they only reveal a set of collapsed, impassable stone ruins that block the ground floor of the Colossus's large interior.

Creatures: Urxehl's faithful rose as terrifying undead called bodaks when the Disciple of Urxehl began its ritual. These powerful undead creatures spread out across the area and do everything in their power to halt foes of their patron. They climb to area **A3** or **A4** to pursue the PCs if necessary. They make no effort to hide from Urxehl's firestorm, trusting that the hazard won't target them.

Hazards: Urxehl's storm resurges when the PCs arrive. As before, each PC can attempt a single skill check each round to mitigate the risk to themselves: Acrobatics to evade the fire, Religion or Abyss



KHADAIM COLOSSUS

BREAKING THE STORM: EXCISING RUINATION

Lore to find patterns in the storm, or Survival to best use the surroundings. The DC for all skill checks except Abyss Lore is 24 (DC 27 for levels 9–10), and the DC of Abyss Lore checks is 21 (DC 24 for levels 9–10). This check takes one action.

Critical Success The hazard can't target the PC for 1 round.

Success The PC finds greater cover, providing a +4 circumstance bonus to AC against the firestorm's attack for 1 round.

Critical Failure The PC is flat-footed against attacks from the hazard for 1 round.

LEVELS 7–8

CYCLOPS BODAKS (2)

CREATURE 7

Page 17

URXEHL'S FIRESTORM

HAZARD 6

Page 17

LEVELS 9–10

CYCLOPS BODAKS (4)

CREATURE 7

Page 22

URXEHL'S FIRESTORM

HAZARD 8

Page 22

Development: When the PCs defeat the bodaks, a lull in the storm gives the PCs time to climb into the Colossus without being attacked by Urxehl's firestorm hazard. This doesn't change the wind impediment for characters attempting to Fly or the ritual's suppression of teleportation effects.

A2. RUINED FOOT

The Colossus's right foot remains here, largely intact despite the earthquake and centuries of neglect. The northern edge of the foot is flush with the ground, while the ankle stands 10 feet above the ground. PCs can walk up the northern side with no difficulty. Climbing the southern side requires a successful DC 20 Athletics check to Climb (DC 22 for levels 9–10).

A3. RUINED SHIN

Most of the Colossus's shin toppled here, propped up on the eastern side by additional rubble. The western edge of the ruin is 10 feet above the ground, sloping up to 20 feet high at the eastern edge. Scaling the smooth, boulder-like ruin requires a successful DC 23 Athletics check to Climb (DC 25 for levels 9–10).

A4. RUINED THIGH

When the right leg crumbled, the Colossus's thigh fell straight down and settled here, ripping a hole in the lower abdomen that provides access to the statue's interior above the collapsed entryway in the left knee. What remains of the thigh is still an immense stone section, standing 20 feet high on its western edge and 30 feet high where it enters the statue interior. There are few good angles for climbing the thigh, but a PC can do so with a successful DC 28 Athletics check to Climb (DC 30 for levels 9–10).

A5. COLOSSUS INTERIOR MODERATE

The interior of the Colossus centers on a structural support column, with ramps spiraling up the sides of the immense edifice. Crossbeams connect to the pillar from the base of the ramp, providing stability to the structure. Sections of rocks have collapsed throughout the hollow interior, blocking off the ramp in certain spots. Similar wreckage lines the bottom of the Colossus's interior, with stone and metal fragments strewn about on the floor. A massive collapse from the right leg of the Colossus opens the interior to the outside world, while eighty feet up from damaged entry point is a set of stone doors at the top of the spiral ramp.

The Colossus's interior reveals the marvels of cyclops engineering. A ramp spirals up the perimeter, ascending roughly 10 feet for every 20 feet of lateral movement. Every 10 feet of vertical distance, a metal crossbeam emerges beneath the ramp, providing a structural foundation. These then connect the outer masonry to a massive central support column, which is decorated with bas-reliefs depicting cyclopes in worship. The crossbeams are narrow and slightly damaged, requiring a successful DC 22 Acrobatics check to Balance to traverse (DC 25 for levels 9–10). The sculpted walls of the column and interior masonry provide numerous handholds. PCs can Climb them with a successful DC 22 Athletics check (DC 25 for levels 9–10). Some of the perimeter ramps have collapsed, creating gaps in the ascending path and piles of rubble on the ground floor at the north and south ends of the area, as indicated on the map. PCs who fall to the ground level can climb up the northern rubble to reach the hole at the thigh (area A4) 30 feet above the ground with a successful DC 20 Athletics check to Climb (DC 22 for levels 9–10). Another door 80 feet above ground level leads out to the edge of the Colossus's robe (area A6).

The interior is lit by the growing fires visible from outside, filling this chamber with dim light.

Creatures: A stygira, a type of earth-attuned fey, has melded into the statue's masonry. It emerges to attack any PCs attempting to climb to the upper exit. The stygira

BREAKING THE STORM: EXCISING RUINATION

is determined to prevent them from interfering with the catastrophe at hand, which it expects to collect interesting new chemicals from. When it emerges, the stygira uses its gaze and curse abilities to try to bring PCs low.

Additionally, an invidiak shadow demon hides beneath the ramp, ready to ambush the PCs as they work their way up the Colossus. It attempts to possess anyone in a position to attack their fellow PCs when they are most vulnerable, such as while climbing or balancing on precarious infrastructure. For levels 9–10, a storm lord elemental also lurks within the Colossus, using its gust attacks to try to push PCs off the ramps and crossbeams. None of the creatures directly work together, but they also don't attack one another and instead focus their efforts on stopping the PCs.

LEVELS 7–8

INVIDIAK **CREATURE 7**
Page 18, art on page 28

STYGIRA **CREATURE 7**
Page 18, art on page 28

LEVELS 9–10

INVIDIAK **CREATURE 7**
Page 23, art on page 28

STYGIRA **CREATURE 7**
Page 23, art on page 28

STORM LORD **CREATURE 9**
Page 24

A6. THE ROBE **TRIVIAL**

A walkway of stone leads up inside the stone robes of the Colossus up to the back of its immense neck. The curving path rises up twenty feet from the stone door, leading from the chest cavity up to the door into the back of the statue's neck.

The Khadaim Colossus wears a beautifully sculpted robe, which also disguises a ramp climbing from the interior of the torso (area **A5**) to a door behind the head, 100 feet above the ground (area **A7**). The ramp offers a vantage point from which the PCs can see the havoc wrought by the demoniac's ritual, as the rain of fire demolishes ruins and sets groves of red bruorsivi pines ablaze.

Hazards: Part of the robe is heavily damaged and can't survive the pounding rain of fire much longer. Instead of targeting the PCs in this area, Urxehl's firestorm batters

the Colossus. When a PC enters a square in the area marked on the map as "Collapse Site," the firestorm hits a weak point that causes the ramp to collapse beneath them. Additionally, the Disciple of Urxehl trapped the ramp with *Drandlesticks*, enchanted caltrops originally invented by Drandle Dreng and commandeered by the possessing spirit.

LEVELS 7–8

COLAPSING RAMP **HAZARD 6**

UNCOMMON SIMPLE ENVIRONMENTAL

Stealth DC 25 (expert)

Description Abyssal fire hits the stone beneath the ramp, causing a 15-foot-long section of it to collapse.

Disable DC 28 Crafting (expert) to stabilize the masonry. Each attempt takes 2 actions.

Collapse ➤ **Trigger** A creature walks onto the collapse site;
Effect The triggering creature falls off the Colossus and lands on the ground, taking 40 bludgeoning damage. They can use the Grab an Edge reaction to avoid falling (DC 22 Reflex save).

DRANDLESTICKS **HAZARD 7**

RARE SIMPLE MAGICAL MECHANICAL

Stealth DC 30 (expert)

Description Enchanted caltrops blend in with the surrounding masonry.

Disable DC 30 Thievery to safely clear the path.

Stick ➤ **Trigger** A creature walks on to the *Drandlesticks*;
Effect The triggering creature must succeed at a DC 27 Acrobatics check or take 1d4+7 piercing damage, 2d6 precision damage, and 2d4 persistent bleed damage. A creature taking persistent bleed damage from the *Drandlesticks* takes a -10-foot penalty to its Speed. Additionally, a creature damaged by the *Drandlesticks* is targeted by a *command* spell (DC 25 Will save) with orders to release everything it's holding; if the creature fails the save and drops what it's holding, there is a 50% chance that the high winds blow the object or objects off the edge of the Colossus.

LEVELS 9–10

COLAPSING RAMP **HAZARD 8**

UNCOMMON SIMPLE ENVIRONMENTAL

Stealth DC 28 (expert)

Description Abyssal fire hits the stone beneath the ramp, causing a 15-foot-long section of it to collapse.

Disable DC 31 Crafting (expert) to stabilize the masonry. Each attempt takes 2 actions.

Collapse ➤ **Trigger** A creature walks onto the collapse site;

BREAKING THE STORM: EXCISING RUINATION

Effect The triggering creature falls off the Colossus and lands on the ground, taking 50 bludgeoning damage. That creature can use the Grab an Edge reaction to avoid falling (DC 24 Reflex save).

DRANDLESTICKS

HAZARD 9

RARE SIMPLE MAGICAL MECHANICAL

Stealth DC 33 (expert)

Description Enchanted caltrops blend in with the surrounding masonry.

Disable DC 30 Thievery to safely clear the path.

Stick  **Trigger** A creature walks on to the *Drandlesticks*;

Effect The triggering creature must succeed at a DC 30 Acrobatics check or take 1d4+11 piercing damage, 2d6 precision damage, and 2d4 persistent bleed damage. A creature taking persistent bleed damage from the *Drandlesticks* takes a -10-foot penalty to its Speed. Additionally, a creature damaged by the *Drandlesticks* is targeted by a *command* spell (DC 28 Will save) with orders to release everything it's holding; if the creature fails the save and drops what it's holding, there is a 50% chance that the high winds blow the object or objects off the edge of the Colossus.

A7. COLOSSUS'S HEAD

A short set of stairs ascends five feet to a viewing platform within the head of the Colossus. Reinforced glass forms the eye of the Colossus, and it offers a stunning view of the landscape beyond: one currently wreathed in a supernatural firestorm. Magical runes move around the edge of the glass, while reliefs of cyclopes decorate the central support column. Stone doors exit out the ears of the statue.

The head of the Khadaim Colossus features a short staircase on either side of the statue's central support column, which lead up to a viewing platform. From the platform, occupants can see through the statue's massive eye—a lens of magically reinforced glass that offers a spectacular view of the landscape. The perimeter of this lens glows with mystical runes, energized by the magic generated on the statue's bowl. Bas-reliefs decorate the central column and the stone walls, depicting various ceremonies the cyclopes of ancient Koloran performed here. A set of stone doors lead out the northern and western walls through the Colossus's ears and onto the immense shoulders and adjoining walkway.

Development: With Dolok Darkfur's help, the PCs can use the enchanted lens here to syphon some of the energy away from the Disciple of Urxehl's ritual. By spending 1 Aspiration Point, the PCs unleash a one-time cleansing energy that triggers these effects, in the following order.

- The energy restores 1 Focus Point to each PC.
- The energy reduces each PC's drained or slowed condition by 1 (PC's choice).
- The energy casts a 4th-level, 3-action *heal* spell on everyone in the room. For levels 9–10, the *heal* spell is 5th level instead.

Treasure: A thin, multifaceted sliver of the statue's eye rests beneath the lens at the western end of the room. This enchanted shard of crystal is not only incredibly valuable, but it acts as a *wand of true strike* (or a *wand of mirror image* for levels 9–10).

A8. COLOSSUS'S ARMS

TRIVIAL

A staircase leads from each ear of the Colossus onto its shoulders. From there, the PCs can walk up its arms to an arched doorway at each wrist, leading into the offering bowl (area A9). Here, the winds blow away from the bowl, making it more challenging even for PCs who are walking along the ground to move (described in Hazards below). Since the wind can't blow the PCs off the Colossus, the only danger it provides is the risk of blowing a PC into a set of *Drandlesticks* that hasn't been disabled.

Hazards: Instead of targeting the PCs in this area, Urxehl's firestorm batters the Colossus, weakening its structure. Unlike in area A6, this barrage hasn't yet harmed the statue enough to impede the PCs. This area isn't entirely safe, however, as the Disciple of Urxehl hid another set of *Drandlesticks* on each arm to slow the PCs' advance. Each time a PC bypasses the *Drandlesticks* without disabling or triggering the hazard (such as by Leaping over it), have them attempt a DC 26 Athletics check (DC 30 for levels 9–10). On a critical failure, they are blown back into the hazard and automatically fail the Acrobatics check to avoid getting struck by the caltrops.

LEVELS 7–8

DRANDLESTICKS (2)


HAZARD 7

RARE SIMPLE MAGICAL MECHANICAL

Stealth DC 30 (expert)

Description Enchanted caltrops blend in with the surrounding masonry.

Disable DC 30 Thievery to safely clear the path.

Stick  **Trigger** A creature walks on to the *Drandlesticks*; **Effect**

The triggering creature must succeed at a DC 27 Acrobatics check or take 1d4+7 piercing damage, 2d6 precision damage, and 2d4 persistent bleed damage. A creature taking persistent bleed damage from the *Drandlesticks* takes a -10-foot penalty to its Speed. Additionally, a creature damaged by the *Drandlesticks* is targeted by a *command* spell (DC 25 Will save) with orders to release everything

BREAKING THE STORM: EXCISING RUINATION

it's holding; if the creature fails the save and drops what it's holding, there is a 50% chance that the high winds blow the object or objects off the edge of the Colossus.

LEVELS 9-10

DRANDLESTICKS (2) HAZARD 9

RARE SIMPLE MAGICAL MECHANICAL




DRANDLE DRENG
AND THE
DISCIPLE OF URXEHL

Stealth DC 33 (expert)

Description Enchanted caltrops blend in with the surrounding masonry.

Disable DC 30 Thievery to safely clear the path.

Stick  **Trigger** A creature walks on to the *Drandlesticks*;
Effect The triggering creature must succeed at a DC 30 Acrobatics check or take 1d4+11 piercing damage, 2d6 precision damage, and 2d4 persistent bleed damage. A creature taking persistent bleed damage from the *Drandlesticks* takes a -10-foot penalty to its Speed. Additionally, a creature damaged by the *Drandlesticks* is targeted by a *command* spell (DC 28 Will save) with orders to release everything it's holding; if the creature fails the save and drops what it's holding, there is a 50% chance that the high winds blow the object or objects off the edge of the Colossus.

A9. THE OFFERING BOWL SEVERE

Stone doors open into an immense red stone bowl open to the sky above. The bowl slopes gradually up, rising ten feet from its center to the rim, which rises a further five feet into the sky. A five-foot-tall circular dais rests atop the center of the bowl.

The offering bowl features a low dais where ancient cyclopes once performed ceremonies. The air above the dais dances with a mix of raining fire, abyssal energies, and the beacon conjured by the PCs' ritual. The walls of the bowl provide shelter from the wind to PCs on the surface, but flying PCs must still contend with the effects of the blistering and strong winds.

Creatures: A human in worn adventuring gear stands in rapture atop the dais. The PCs recognize this human as Venture-Captain Drandle Drenge, the true identity of the Decemvirate member known as Sapphire. A gaunt, shadowy figure looms over Drandle's form. This is the Disciple of Urxehl, the spirit of a cyclopean demoniac from Min-Khadaim's ancient past that has long forgotten its own name. The Disciple and its corporeal puppet both turn to face the PCs when they arrive, eager to destroy any who would interfere with Urxehl's arrival on Golarion. The two beings act independently of one another.

The Disciple rants in Cyclops throughout the ensuing combat, changing between mourning the loss of Min-Khadaim's greatness and bragging about how it has finished its plan to summon its demonic patron to

BREAKING THE STORM: EXCISING RUINATION

Golarion and engulf the region in flames. The Disciple focuses on targets hit by the firestorm to best exploit its spells, while Drandle uses his mobility (and possibly his *silence* enhancement) to hunt down spellcasting PCs. If the Disciple is defeated, Drandle is released from his possession regardless of his current state of health.

As the epic confrontation begins, the PCs can feel Dolok Darkfur's energy straining to separate Drandle from the spirit possessing him. The PCs can spend Aspiration Points to empower Dolok, who manifests in a spectral form to claw at the Disciple of Urxehl throughout this fight. The extent of Dolok's assistance depends on the number of Aspiration Points spent, which alters the Disciple's combat options as in Appendix 3 (page 29).

Hazard: Urxehl's firestorm surges stronger than ever before. The PCs can no longer attempt checks to mitigate the risk of being targeted by the hazard.

LEVELS 7-8

| | |
|---------------------------|-------------------|
| DISCIPLE OF URXEHL | CREATURE 8 |
| Page 19, art on page 28 | |

| | |
|-------------------------|-------------------|
| DRANDLE DRENG | CREATURE 9 |
| Page 19, art on page 28 | |

| | |
|---------------------------|-----------------|
| URXEHL'S FIRESTORM | HAZARD 6 |
| Page 20 | |

LEVELS 9-10

| | |
|---------------------------|--------------------|
| DISCIPLE OF URXEHL | CREATURE 10 |
| Page 25, art on page 28 | |

| | |
|-------------------------|--------------------|
| DRANDLE DRENG | CREATURE 11 |
| Page 25, art on page 28 | |

| | |
|---------------------------|-----------------|
| URXEHL'S FIRESTORM | HAZARD 8 |
| Page 26 | |

Development: When the PCs finally defeat the spirit, they witness their final blow sever the ethereal connections tethering the spirit to Drandle's body, sending the spirit flying to the periphery of the bowl. As this happens, reinforcements in the form of Nelket, Eando, and a host of about a dozen Pathfinders rush toward the bowl from the two arms of the Colossus.

CONCLUSION

With the spirit now severed from its connection to Drandle Dreng, Nelket and Eando work together to banish the spirit, driving it back into the firestorm where

it appears to be torn apart. There's a brief moment of victory and reprieve for the assembled masses. The firestorm dies out, and the assembled group can recover Drandle Dreng if the venture-captain still lives. The PCs also have a chance to spend 1 Aspiration Point—assuming they have any remaining—to restore Dolok Darkfur's physical form. Otherwise, Dolok's form remains wispy and incorporeal.

If Drandle Dreng survived, the PCs can stabilize him as needed and investigate his condition; he is much worse for wear and not yet able to answer questions about his experience. If he passed away, the unique nature of his possession and death make the question of whether he will ever be able to be restored to life a complex one that is likely to require extensive research to answer. In such an event, Eando has Drandle taken back to the base camp with the intent of sending his remains to the Grand Lodge in Absalom.

As the dust settles on the site of the battle, Eando begins to thank the PCs for their actions. As he speaks, the remnants of the PCs' ritual provide a vision of the spirit reforming in a firestorm. In the vision, a barrage of lightning bolts strikes the ground of Min-Khadaim, and the skeletal body of an immense dragon rises from the ground. A PC with a Chronicle Sheet for *Pathfinder Society Scenario #2-18: The Fanciful March of Urwal* recognizes the draconic skeleton looks similar to Jadirahx. This flame-wreathed skeleton quickly rises into the air, collects the spirit, and flies off into the darkening clouds, toward the eye of the storm further into the Finadar Forest. At ritual anchors across the forest, rifts in reality tear open and expand, exposing the blasted landscapes of the Abyss. The largest of these rifts hovers over a ritual circle at the center of the storm. A rust-red claw rips the portal wider, and a hulking, troll-like creature wreathed in an aura of power steps through the rift. The figure raises its hands to the sky, and flames erupt from all directions, burning the forest to ash.

Eando shakes his head, and in a tone both disappointed and unsurprised, says that he figured they wouldn't be able to destroy the spirit that easily. Dolok explains that what the PCs saw in the vision was neither the present nor an immutable future—rather, it was a reflection of the spirit's plans and intentions. It will take some time for the spirit to reform, enough time for the Society to prepare teams to track down and disrupt the ritual anchors. With Drandle out of the spirit's hands and the insights from the ritual, the stage is set for the Society to put a stop to the spirit's plans once and for all, before it unleashes a demon lord onto Golarion! The story continues in *Pathfinder Society #2-24: Breaking the Storm: Parting Clouds*. For now, the PCs can enjoy

BREAKING THE STORM: EXCISING RUINATION

a temporary reprieve.

REPORTING NOTES

If both Drandle Dreng and Dolok Darkfur survive, check box A on the reporting sheet. If Drandle Dreng dies, check box B. If the PCs spend all their Aspiration Points and can't retrieve Dolok Darkfur from the Ethereal Plane, check box C.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they successfully defeat the Disciple of Urxehl atop the Colossus of Khadaim. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if both Dolok Darkfur and Drandle Dreng survive. This requires the PCs to defeat the Disciple of Urxehl with at least 1 Aspiration Point remaining, and to stabilize Drandle should he gain the dying condition during the final battle. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

Eando Kline aims to rescue Sapphire from the Disciple of Urxehl at all costs. To succeed at this objective, the PCs must spend at least 1 Aspiration Point in area A9 and stabilize Drandle Dreng should he gain the dying condition. Doing so earns each PC 2 additional Reputation with the Vigilant Seal faction.

BREAKING THE STORM: EXCISING RUINATION

APPENDIX 1: LEVEL 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT: RAIN OF FIRE (LEVELS 7-8)

URXEHL'S FIRESTORM

HAZARD 6

RARE COMPLEX ENVIRONMENTAL EVIL FIRE MAGICAL

Stealth +15 (expert)

Description Abyssal fire rains from the sky.

Disable DC 28 Arcana, Nature, Occultism, or Religion (trained) twice or *dispel magic* (3rd level; counteract DC 22) to cause a temporary, local disruption to the Disciple of Urxehl's ritual. Checks to disrupt the firestorm require two actions. Defeating the Disciple of Urxehl also disables the hazard.

Urxehl's Ire ➤ **Trigger** A creature who doesn't worship Urxehl walks into the hazard's area; **Effect** The hazard rolls initiative as bolts of profane fire begin to target the intruders.

Routine (2 actions) The firestorm uses each action to make a fire bolt Strike against a random PC, choosing Flying PCs first. It can't attack the same target twice in one round.

Ranged ♦ corrupted fire bolt +17 (evil, fire, magical), **Damage** 2d6+7 fire plus 1d6 evil; no multiple attack penalty

Reset The hazard activates when the PCs reach **Event: Rain of Fire**, area **A1**, and area **A9**. If the PCs defeat the Disciple of Urxehl, the hazard is permanently destroyed.

SCALING RAIN OF FIRE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase the hazard's attack bonus to +20.

12-13 Challenge Points: Add 1 action to the hazard's routine.

14-15 Challenge Points: Add 1 action to the hazard's routine and increase the hazard's attack bonus to +20.

16-18 Challenge Points (5+ players): Add 2 actions to the hazard's routine.

BREAKING THE STORM: EXCISING RUINATION

ENCOUNTER A1 (LEVELS 7-8)

CYCLOPS BODAKS (2)

CREATURE 7

RARE CE LARGE UNDEAD

Variant bodaks (*Pathfinder Bestiary* 2 42)

Perception +16; darkvision, lifesense 60 feet

Languages Abyssal, Cyclops, Jotun

Skills Acrobatics +17, Athletics +13, Intimidation +18, Stealth +17

Str +2, **Dex** +4, **Con** +1, **Int** -2, **Wis** +5, **Cha** +5

AC 25; **Fort** +12, **Ref** +15, **Will** +18

HP 140 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 10

Sunlight Vulnerability If exposed to direct sunlight, the cyclops bodak can't use actions with the death trait, and it becomes slowed 1. The slowed value increases by 1 each time the cyclops bodak ends its turn in sunlight. If the cyclops bodak loses all its actions this way, it is destroyed.

Flash of Insight (divination, occult, fortune) **Frequency** once per day; **Trigger** The cyclops bodak is about to roll a d20; **Effect** The bodak peers into an occluded spectrum of all possible futures. It gets a success (but not a critical success) on the roll instead of rolling.

Speed 20 feet

Melee fist +16 (agile, finesse, reach 10 feet), **Damage** 2d6+4 bludgeoning plus 1d6 negative

Bodak Spawn (necromancy, occult) Any humanoid who dies while drained or doomed by a cyclops bodak rises as an autonomous bodak 24 hours after its death.

Death Gaze (death, necromancy, occult, visual) The cyclops bodak stares at a living creature within 30 feet that it can sense with its lifesense. That creature must attempt a DC 25 Fortitude save. If the target becomes drained, the cyclops bodak gains a number of temporary Hit Points equal to 5 times the value of the drained condition the target gained. Multiple exposures to this ability can increase a creature's drained condition to a maximum of 4. If the cyclops bodak is destroyed, any doomed condition a creature has gained from Death Gaze is removed.

Critical Success The creature is unaffected.

Success The creature is drained 1.

Failure The creature is doomed 1 and drained 2.

Critical Failure The creature is doomed 1 and drained 4.

SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase each cyclops bodak's Hit Points by 25 and increase the hazard's attack bonus to +20.

12-13 Challenge Points: Add one cyclops bodak to the encounter and add 1 action to the hazard's routine.

14-15 Challenge Points: Add one cyclops bodak to the encounter and increase each cyclops bodak's Hit Points by 25. Add 1 action to the hazard's routine and increase the hazard's attack bonus to +20.

16-18 Challenge Points (5+ players): Add two cyclops bodaks to the encounter and add 2 actions to the hazard's routine.

URXEHL'S FIRESTORM

HAZARD 6

UNIQUE COMPLEX ENVIRONMENTAL EVIL FIRE MAGICAL

Stealth +15 (expert)

Description Abyssal fire rains from the sky.

Disable DC 28 Arcana, Nature, Occultism, or Religion (trained) twice or *dispel magic* (3rd level; counteract DC 22) to cause a temporary, local disruption to the Disciple of Urxehl's ritual. Checks to disrupt the firestorm require two actions. Defeating the Disciple of Urxehl also disables the hazard.

Urxehl's Ire **Trigger** A creature who doesn't worship Urxehl walks into the hazard's area; **Effect** The hazard rolls initiative as bolts of profane fire begin to target the intruders.

Routine (2 actions) The firestorm uses each action to make a corrupted fire bolt Strike against a random PC, choosing Flying PCs first. It can't attack the same target twice in one round.

Ranged corrupted fire bolt +17 (evil, fire, magical), **Damage** 2d6+7 fire plus 1d6 evil; no multiple attack penalty

Reset The hazard activates when the PCs reach **Event: Rain of Fire**, area A1, and area A9. If the PCs defeat the Disciple of Urxehl, the hazard is permanently destroyed.

BREAKING THE STORM: EXCISING RUINATION

ENCOUNTER A5 (LEVELS 7–8)

INVIDIAK

CREATURE 7

CE MEDIUM DEMON FIEND INCORPOREAL

Pathfinder Bestiary 2 65

Perception +15; darkvision

Languages Abyssal, Common; telepathy 100 feet

Skills Acrobatics +15, Deception +18, Religion +13, Society +15, Stealth +17

Str –5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +2, **Cha** +5

AC 22; **Fort** +15, **Ref** +16, **Will** +13; +1 to all saves vs. magic

HP 90; **Immunities** disease, poison, precision; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical); **Weaknesses** cold iron 5, good 5

Exorcism Vulnerability If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist *possession*, or if an invidiak's possession of a creature is ended prematurely, such as via a successful *dispel magic*, the invidiak takes 6d6 mental damage and cannot use *possession* for 24 hours.

Speed fly 30 feet

Melee ♦ claw +13 (agile, evil, finesse, magical), **Damage** 2d8 cold plus 2d6 evil

Divine Innate Spells DC 26; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips (4th)** *telekinetic projectile*

Rituals DC 26; **1st** *abyssal pact*

Favored Host Each invidiak has a particular type of creature they prefer possessing, in this case humanoid (giant). When an invidiak uses *possession* against a favored host, the duration of *possession* increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

Shadow Blend ♦♦ (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don't move and the lighting in the area they're in doesn't grow brighter than dim light.

Unbodied Possession An invidiak leaves no body behind when using *possession*.

STYGIRA

CREATURE 7

UNCOMMON LE MEDIUM EARTH FEY

Pathfinder Bestiary 2 255

Perception +17; gemsight

Languages Aklo, Cyclops, Jotun, Terran

Skills Athletics +15, Deception +15, Gem Lore +17, Nature +17, Occultism +17

Str +4, **Dex** +4, **Con** +5, **Int** +4, **Wis** +6, **Cha** +2

Gemsight As long as the stygira holds a gemstone, they can see through the gem with darkvision and the effects of *true seeing*. The stygira is blind when they are not holding a gem in a hand.

SCALING ENCOUNTER A5

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Apply the elite adjustment to the invidiak.

12–13 Challenge Points: Add one stygira.

14–15 Challenge Points: Add one stygira. Apply the elite adjustment to the invidiak.

16–18 Challenge Points (5+ players): Add one invidiak and one stygira.

Items gemstone

AC 26; **Fort** +15, **Ref** +13, **Will** +19; +1 to all saves vs. magic

HP 80; **Immunities** paralyzed, petrified, visual; **Resistances** physical 10 (except adamantite); **Weaknesses** cold iron 5

Light Sickness A stygira in an area of bright light is sickened 1.

Speed 25 feet

Melee ♦ claw +17 (agile), **Damage** 2d6+10 slashing plus stone curse

Occult Innate Spells DC 25; **4th** *clairvoyance*, *read omens*, *shape stone*; **3rd** *clairaudience*, *earthbind*; **2nd** *augury*, *undetectable alignment*; **Cantrips (4th)** *know direction*, *read aura*

Gem Gaze ♦ (emotion, fear, mental, primal) The stygira holds aloft a gem and gazes into the mind of a creature within 30 feet, infusing the creature's thoughts with visions of the creature's own dead body slowly petrifying. The creature must succeed at a DC 25 Will save or become frightened 1 (frightened 2 on a critical failure).

Stone Curse (curse, primal, transmutation) Wounds dealt by the stygira's claws leave the flesh bleached of color and turn the blood that runs from them dark gray. Each time a creature is damaged by the stygira's claw Strike, it must succeed at a DC 25 Fortitude save or become permanently slowed 1 (slowed 2 on a critical failure) as its flesh stiffens like stone. If a creature is reduced to 0 Hit Points from the stygira's claw Strike and fails the saving throw against stone curse, it is petrified. A creature that spends 8 hours in direct sunlight can attempt a new saving throw to remove the effects of stone curse, even if it has been petrified.

BREAKING THE STORM: EXCISING RUINATION

ENCOUNTER A9 (LEVELS 7–8)

DISCIPLE OF URXEHL

CREATURE 8

UNIQUE CE LARGE INCORPOREAL UNDEAD

Perception +16; darkvision

Languages Abyssal, Aklo, Common, Cyclops, Jotun, Necril

Skills Acrobatics +16, Deception +16, Intimidation +16, Occultism +19, Religion +19, Society +15, Stealth +14

Str –5, **Dex** +4, **Con** +3, **Int** +5, **Wis** +4, **Cha** +6

AC 24; **Fort** +13, **Ref** +15, **Will** +18; +1 status to all saves vs. magic

HP 100 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical); **Weaknesses** good 10

Urxehl's Grace ➤ **Trigger** Urxehl's firestorm targets a creature; **Effect** The Disciple of Urxehl redirects the firestorm, causing it to target a different creature of the Disciple's choice.

Speed fly 30 feet

Melee ♦ vile touch +15 (finesse, reach 10 feet), **Damage** 2d8+9 negative

Divine Spontaneous Spells DC 26, attack +18; **4th** (4 slots) *divine wrath*, *enervation* (*Advanced Player's Guide* 219), *silence*, *vampiric touch*; **3rd** (4 slots) *blindness*, *crisis of faith*, *fear*, *slow*; **2nd** (4 slots) *darkness*, *enlarge*, *see invisibility*; **Cantrips (4th)** *acid splash*, *know direction*, *mage hand*, *read aura*, *shield*

Channel Firestorm ♦ (concentrate, metamagic) If the next action the Disciple of Urxehl takes is to Cast a Spell, any creature that has taken damage from Urxehl's firestorm since the Disciple's last turn takes a –2 circumstance penalty to AC and saves against the spell.

DRANDLE DRENG

CREATURE 8

UNIQUE CG MEDIUM HUMAN HUMANOID

Perception +19

Languages Common, Draconic, Dwarven, Elven, Halfling, Gnomish, Goblin, Orcish

Skills Acrobatics +18, Athletics +16, Crafting +17, Deception +16, Diplomacy +14, Intimidation +14, Pathfinder Society Lore +19, Society +17, Stealth +18, Survival +15, Thievery +18

Str +4, **Dex** +6, **Con** +4, **Int** +5, **Wis** +3, **Cha** +4

Items *bloodseeker beak*, lesser darkvision elixir, +1 *leather armor*, +1 *striking rapier*, *ring of sustenance*

AC 27; **Fort** +14, **Ref** +18, **Will** +15

HP 125

Deny Advantage Drandle Dreng isn't flat-footed to creatures of 8th level or lower that are hidden, undetected, flanking, or using surprise attack.

Evasion When Drandle Dreng rolls a success on a Reflex save, he gets a critical success instead.

SCALING ENCOUNTER A9

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10–11 Challenge Points: As a free action on its first turn, the Disciple of Urxehl draws upon the chaotic energy of its ritual to empower itself and its host. This expends one of the Disciple's 3rd-level spell slots and two of its 2nd-level spell slots to cast *see invisibility* and *silence* targeting Drandle Dreng and *darkness* centered on Drandle Dreng. Drandle Dreng drank his lesser darkvision elixir just before the PCs arrived.

12–13 Challenge Points: As 10–11 Challenge Points; additionally, the Disciple of Urxehl is quickened 1 for 1 minute. It can use this extra action each round only for Strike and Stride actions.

14–15 Challenge Points: As 12–13 Challenge Points; additionally, apply the elite adjustment to Disciple of Urxehl.

16–18 Challenge Points (5+ players): As 14–15 Challenge Points; additionally, apply the elite adjustment to Drandle Dreng.

Surprise Attack On the first round of combat, if Drandle Dreng rolls Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to him.

Sidestep ➤ **Trigger** The attack roll for a Strike targeting Drandle Dreng fails or critically fails; **Effect** Drandle Dreng redirects the attack to a creature of his choice that is adjacent to him and within the reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

Speed 30 feet

Melee *rapier* +18 (deadly d8, disarm, finesse, magical), **Damage** 2d6+8 piercing

Mobility When Drandle Dreng Strides half his Speed or less, that movement doesn't trigger reactions.

Tumble Behind When Drandle Dreng successfully Tumbles Through, the foe whose space he passed through is flat-footed against the next attack he makes before the end of his turn.

Skirmish Strike ♦ (flourish) Drandle Dreng either Steps and then Strikes, or Strikes and then Steps.

Sneak Attack Drandle Dreng deals an extra 2d6 precision damage to flat-footed creatures.

BREAKING THE STORM: EXCISING RUINATION

URXEHL'S FIRESTORM

HAZARD 6

UNIQUE COMPLEX ENVIRONMENTAL EVIL FIRE MAGICAL

Stealth +15 (expert)

Description Abyssal fire rains from the sky.

Disable DC 28 Arcana, Nature, Occultism, or Religion (trained) twice or *dispel magic* (3rd level; counteract DC 22) to cause a temporary, local disruption to the Disciple of Urxehl's ritual. Checks to disrupt the firestorm require two actions. Defeating the Disciple of Urxehl also disables the hazard.

Urxehl's Ire ➤ **Trigger** A creature who doesn't worship Urxehl walks into the hazard's area; **Effect** The hazard rolls initiative as bolts of profane fire begin to target the intruders.

Routine (2 actions) The firestorm uses each action to make a corrupted fire bolt Strike against a random PC, choosing Flying PCs first. It can't attack the same target twice in one round.

Ranged ➤ corrupted fire bolt +17 (evil, fire, magical), **Damage** 2d6+7 fire plus 1d6 evil; no multiple attack penalty

Reset The hazard activates when the PCs reach **Event: Rain of Fire**, area **A1**, and area **A9**. If the PCs defeat the Disciple of Urxehl, the hazard is permanently destroyed.

BREAKING THE STORM: EXCISING RUINATION

APPENDIX 2: LEVEL 9–10 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 9th-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT: RAIN OF FIRE (LEVELS 9–10)

URXEHL'S FIRESTORM

HAZARD 8

UNIQUE COMPLEX ENVIRONMENTAL EVIL FIRE MAGICAL

Stealth +18 (expert)

Description Abyssal fire rains from the sky.

Disable DC 31 Arcana, Nature, Occultism, or Religion (trained) twice or *dispel magic* (4th level; counteract DC 24) to cause a temporary, local disruption to the Disciple of Urxehl's ritual. Checks to disrupt the firestorm require two actions. Defeating the Disciple of Urxehl also disables the hazard.

Urxehl's Ire ➤ **Trigger** A creature who doesn't worship Urxehl walks into the hazard's area; **Effect** The hazard rolls initiative as bolts of profane fire begin to target the intruders.

Routine (2 actions) The firestorm uses each action to make a corrupted fire bolt Strike against a random PC, choosing Flying PCs first. It can't attack the same target twice in one round.

Ranged ♦ corrupted fire bolt +20 (evil, fire, magical), **Damage** 2d6+11 fire plus 1d6 evil; no multiple attack penalty

Reset The hazard activates when the PCs reach **Event: Rain of Fire**, area **A1**, and area **A9**. If the PCs defeat the Disciple of Urxehl, the hazard is permanently destroyed.

SCALING RAIN OF FIRE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Increase the hazard's attack bonus to +22.

23–27 Challenge Points: Add 1 action to the hazard's routine.

28–32 Challenge Points: Add 1 action to the hazard's routine and increase the hazard's attack bonus to +22.

33+ Challenge Points: Add 2 actions to the hazard's routine.

BREAKING THE STORM: EXCISING RUINATION

ENCOUNTER A1 (LEVELS 9–10)

CYCLOPS BODAKS (4)

CREATURE 7

RARE CE LARGE UNDEAD

Variant bodaks (*Pathfinder Bestiary* 2 42)

Perception +16; darkvision, lifesense 60 feet

Languages Abyssal, Cyclops, Jotun

Skills Acrobatics +17, Athletics +13, Intimidation +18, Stealth +17

Str +2, **Dex** +4, **Con** +1, **Int** -2, **Wis** +5, **Cha** +5

AC 25; **Fort** +12, **Ref** +15, **Will** +18

HP 140 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 10

Sunlight Vulnerability If exposed to direct sunlight, the cyclops bodak can't use actions with the death trait and it becomes slowed 1. The slowed value increases by 1 each time the cyclops bodak ends its turn in sunlight. If the cyclops bodak loses all its actions this way, it is destroyed.

Flash of Insight ◆ (divination, occult, fortune) **Frequency** once per day; **Trigger** The cyclops bodak is about to roll a d20; **Effect** The bodak peers into an occluded spectrum of all possible futures. It gets a success (but not a critical success) on the roll instead of rolling.

Speed 20 feet

Melee ◆ fist +16 (agile, finesse, reach 10 feet), **Damage** 2d6+4 bludgeoning plus 1d6 negative

Bodak Spawn (necromancy, occult) Any humanoid who dies while drained or doomed by a cyclops bodak rises as an autonomous bodak 24 hours after its death.

Death Gaze ◆◆ (death, necromancy, occult, visual) The cyclops bodak stares at a living creature within 30 feet that it can sense with its lifesense. That creature must attempt a DC 25 Fortitude save. If the target becomes drained, the cyclops bodak gains a number of temporary Hit Points equal to 5 times the value of the drained condition the target gained. Multiple exposures to this ability can increase a creature's drained condition to a maximum of 4. If the cyclops bodak is destroyed, any doomed condition a creature has gained from Death Gaze are removed.

Critical Success The creature is unaffected.

Success The creature is drained 1.

Failure The creature is doomed 1 and drained 2.

Critical Failure The creature is doomed 1 and drained 4.

SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Apply the elite adjustment to two of the cyclops bodaks and increase the hazard's attack bonus to +22.

23–27 Challenge Points: Apply the elite adjustment to all four cyclops bodaks and add 1 action to the hazard's routine.

28–32 Challenge Points: The PCs face five elite cyclops bodaks. Add 1 action to the hazard's routine and increase the hazard's attack bonus to +22.

33+ Challenge Points: The PCs face six elite cyclops bodaks. Add 2 actions to the hazard's routine.

URXEHL'S FIRESTORM

HAZARD 8

UNIQUE COMPLEX ENVIRONMENTAL EVIL FIRE MAGICAL

Stealth +18 (expert)

Description Abyssal fire rains from the sky.

Disable DC 31 Arcana, Nature, Occultism, or Religion (trained) twice or *dispel magic* (4th level; counteract DC 24) to cause a temporary, local disruption to the Disciple of Urxehl's ritual. Checks to disrupt the firestorm require two actions. Defeating the Disciple of Urxehl also disables the hazard.

Urxehl's Ire ➤ **Trigger** A creature who doesn't worship Urxehl walks into the hazard's area; **Effect** The hazard rolls initiative as bolts of profane fire begin to target the intruders.

Routine (2 actions) The firestorm uses each action to make a corrupted fire bolt Strike against a random PC, choosing Flying PCs first. It can't attack the same target twice in one round.

Ranged ◆ corrupted fire bolt +20 (evil, fire, magical), **Damage** 2d6+11 fire plus 1d6 evil; no multiple attack penalty

Reset The hazard activates when the PCs reach **Event: Rain of Fire**, area A1, and area A9. If the PCs defeat the Disciple of Urxehl, the hazard is permanently destroyed.

BREAKING THE STORM: EXCISING RUINATION

ENCOUNTER A5 (LEVELS 9–10)

INVIDIAK

CREATURE 7

CE MEDIUM DEMON FIEND INCORPOREAL

Pathfinder Bestiary 2 65

Perception +15; darkvision

Languages Abyssal, Common; telepathy 100 feet

Skills Acrobatics +15, Deception +18, Religion +13, Society +15, Stealth +17

Str –5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +2, **Cha** +5

AC 22; **Fort** +15, **Ref** +16, **Will** +13; +1 to all saves vs. magic

HP 90; **Immunities** disease, poison, precision; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical); **Weaknesses** cold iron 5, good 5

Exorcism Vulnerability If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist *possession*, or if an invidiak's possession of a creature is ended prematurely, such as via a successful *dispel magic*, the invidiak takes 6d6 mental damage and cannot use *possession* for 24 hours.

Speed fly 30 feet

Melee ♦ claw +13 (agile, evil, finesse, magical), **Damage** 2d8 cold plus 2d6 evil

Divine Innate Spells DC 26; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips (4th)** *telekinetic projectile*

Rituals DC 26; **1st** *abyssal pact*

Favored Host Each invidiak has a particular type of creature they prefer possessing, in this case humanoid (giant). When an invidiak uses *possession* against a favored host, the duration of *possession* increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

Shadow Blend ♦♦ (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don't move and the lighting in the area they're in doesn't grow brighter than dim light.

Unbodied Possession An invidiak leaves no body behind when using *possession*.

STYGIRA

CREATURE 7

UNCOMMON LE MEDIUM EARTH FEY

Pathfinder Bestiary 2 255

Perception +17; gemsight

Languages Aklo, Cyclops, Jotun, Terran

Skills Athletics +15, Deception +15, Gem Lore +17, Nature +17, Occultism +17

Str +4, **Dex** +4, **Con** +5, **Int** +4, **Wis** +6, **Cha** +2

Gemsight As long as the stygira holds a gemstone, they can see through the gem with darkvision and the effects of *true seeing*. The stygira is blind when they are not holding a gem in a hand.

SCALING ENCOUNTER A5

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Apply the elite adjustment to the storm lord.

23–27 Challenge Points: Add one stygira. Apply the elite adjustment to the storm lord.

28–32 Challenge Points: Add one stygira and one invidiak. Apply the elite adjustment to the storm lord.

33+ Challenge Points: Add one stygira and one invidiak. Apply the elite adjustment to both invidiaks and the storm lord.

Items gemstone

AC 26; **Fort** +15, **Ref** +13, **Will** +19; +1 to all saves vs. magic

HP 80; **Immunities** paralyzed, petrified, visual; **Resistances** physical 10 (except adamantite); **Weaknesses** cold iron 5

Light Sickness A stygira in an area of bright light is sickened 1.

Speed 25 feet

Melee ♦ claw +17 (agile), **Damage** 2d6+10 slashing plus stone curse

Occult Innate Spells DC 25; **4th** *clairvoyance*, *read omens*, *shape stone*; **3rd** *clairaudience*, *earthbind*; **2nd** *augury*, *undetectable alignment*; **Cantrips (4th)** *know direction*, *read aura*

Gem Gaze ♦ (emotion, fear, mental, primal) The stygira holds aloft a gem and gazes into the mind of a creature within 30 feet, infusing the creature's thoughts with visions of the creature's own dead body slowly petrifying. The creature must succeed at a DC 25 Will save or become frightened 1 (frightened 2 on a critical failure).

Stone Curse (curse, primal, transmutation) Wounds dealt by the stygira's claws leave the flesh bleached of color and turn the blood that runs from them dark gray. Each time a creature is damaged by the stygira's claw Strike, it must succeed at a DC 25 Fortitude save or become permanently slowed 1 (slowed 2 on a critical failure) as its flesh stiffens like stone. If a creature is reduced to 0 Hit Points from the stygira's claw Strike and fails the saving throw against stone curse, it is petrified. A creature that spends 8 hours in direct sunlight can attempt a new saving throw to remove the effects of stone curse, even if it has been petrified.

BREAKING THE STORM: EXCISING RUINATION

STORM LORD

CREATURE 9

N **LARGE** **AIR** **ELEMENTAL**

Pathfinder Bestiary 145

Perception +18; darkvision

Languages Auran

Skills Acrobatics +20, Stealth +18

Str +4, **Dex** +7, **Con** +4, **Int** -1, **Wis** +3, **Cha** +0

AC 30; **Fort** +15, **Ref** +20, **Will** +16

HP 120; **Immunities** bleed, paralyzed, poison, sleep

High Winds (air, aura) 20 feet. Air within the emanation is difficult terrain for Flying creatures that don't have the air trait.

Disperse ➤ **Trigger** The storm lord takes damage from a hostile action; **Effect** The storm lord disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and any auras or emanations it has are suppressed. At the end of the turn, the storm lord reforms in any space in which it can fit within 50 feet of where it dispersed, and any auras or emanations it has are restored as long as their duration didn't run out while it was dispersed.

Speed fly 75 feet

Melee ➤ gust +20 (finesse, reach 15 feet), **Damage** 2d12+10 bludgeoning plus Push 5 feet

Ranged ➤ lightning lash +20 (range increment 50 feet), **Damage** 2d12+4 electricity

Swift The storm lord's movement doesn't trigger reactions.

BREAKING THE STORM: EXCISING RUINATION

ENCOUNTER A9 (LEVELS 9–10)

DISCIPLE OF URXEHL

CREATURE 10

UNIQUE CE LARGE INCORPOREAL UNDEAD

Perception +19; darkvision

Languages Abyssal, Aklo, Common, Cyclops, Jotun, Necril

Skills Acrobatics +19, Deception +19, Intimidation +19, Occultism +22, Religion +22, Society +18, Stealth +17

Str -5, **Dex** +5, **Con** +3, **Int** +6, **Wis** +5, **Cha** +7

AC 27; **Fort** +16, **Ref** +18, **Will** +21; +1 status to all saves vs. magic

HP 145 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical); **Weaknesses** good 10

Urxehl's Grace **Trigger** Urxehl's firestorm targets a creature; **Effect** The Disciple of Urxehl redirects the firestorm, causing it to target a different creature of the Disciple's choice.

Speed fly 30 feet

Melee **◆** vile touch +17 (finesse, reach 10 feet), **Damage** 2d10+11 negative

Divine Spontaneous Spells DC 29, attack +21; **5th** (4 slots) *Abyssal plague, flame strike, harm, wall of flesh* (*Advanced Player's Guide* 228); **4th** (4 slots) *divine wrath, enervation* (*Advanced Player's Guide* 219), *silence, vampiric touch*; **3rd** (4 slots) *blindness, crisis of faith, fear, slow*; **2nd** (4 slots) *darkness, enlarge, see invisibility*; **Cantrips** (5th) *acid splash, know direction, mage hand, read aura, shield*

Channel Firestorm **◆** (concentrate, metamagic) If the next action the Disciple of Urxehl takes is to Cast a Spell, any creature that has taken damage from Urxehl's firestorm since the Disciple's last turn takes a -2 circumstance penalty to AC and saves against the spell.

DRANDLE DRENG

CREATURE 10

UNIQUE CG MEDIUM HUMAN HUMANOID

Perception +19

Languages Common, Draconic, Dwarven, Elven, Halfling, Gnomish, Goblin, Orcish

Skills Acrobatics +22, Athletics +18, Crafting +20, Deception +20, Diplomacy +18, Intimidation +18, Pathfinder Society Lore +24, Society +20, Stealth +22, Survival +19, Thievery +21

Str +4, **Dex** +7, **Con** +5, **Int** +6, **Wis** +3, **Cha** +4

Items *bloodseeker beak, lesser darkvision elixir, +1 leather armor, +1 striking rapier, ring of sustenance*

AC 30; **Fort** +17, **Ref** +21, **Will** +17

HP 160

Deny Advantage Drandle Dreng isn't flat-footed to creatures of 10th level or lower that are hidden, undetected, flanking, or using surprise attack.

Evasion When Drandle Dreng rolls a success on a Reflex save, he gets a critical success instead.

SCALING ENCOUNTER A9

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

19–22 Challenge Points: As a free action on its first turn, the Disciple of Urxehl draws upon the chaotic energy of its ritual to empower itself and its host. This expends one of the Disciple's 3rd-level spell slots and two of its 2nd-level spell slots to cast *see invisibility* and *silence* targeting Drandle Dreng and *darkness* centered on Drandle Dreng. Drandle Dreng drank his lesser darkvision elixir just before the PCs arrived.

23–27 Challenge Points: As 19–22 Challenge Points; additionally, the Disciple of Urxehl is quickened 1 for 1 minute. It can use this extra action each round only for Strike and Stride actions.

28–32 Challenge Points: As 23–27 Challenge Points; additionally, apply the elite adjustment to Disciple of Urxehl.

33+ Challenge Points: As 28–32 Challenge Points; additionally, apply the elite adjustment to Drandle Dreng.

Surprise Attack On the first round of combat, if Drandle Dreng rolls Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to him.

Sidestep **Trigger** The attack roll for a Strike targeting Drandle Dreng fails or critically fails; **Effect** Drandle Dreng redirects the attack to a creature of his choice that is adjacent to him and within the reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

Speed 30 feet

Melee *rapier* +21 (deadly d8, disarm, finesse, magical), **Damage** 2d6+11 piercing

Debilitating Strike **◆ Trigger** Drandle Dreng's Strike hits a flat-footed creature and deals damage; **Effect** Drandle Dreng chooses one of the following debilitations for the target, which lasts until the end of his next turn: it can't flank or contribute to allies' flanking, takes a -10-foot status penalty to its Speeds, or becomes enfeebled 1.

Mobility When Drandle Dreng Strides half his speed or less, that movement doesn't trigger reactions.

Tumble Behind When Drandle Dreng successfully Tumbles Through, the foe whose space he passed through is flat-footed against the next attack he makes before the end of his turn.

Skirmish Strike **◆** (flourish) Drandle Dreng either Steps and then Strikes, or Strikes and then Steps.

Sneak Attack Drandle Dreng deals an extra 2d6 precision damage to flat-footed creatures.

BREAKING THE STORM: EXCISING RUINATION

URXEHL'S FIRESTORM

HAZARD 8

UNIQUE COMPLEX ENVIRONMENTAL EVIL FIRE MAGICAL

Stealth +18 (expert)

Description Abyssal fire rains from the sky.

Disable DC 31 Arcana, Nature, Occultism, or Religion (trained) twice or *dispel magic* (4th level; counteract DC 24) to cause a temporary, local disruption to the Disciple of Urxehl's ritual. Checks to disrupt the firestorm require two actions. Defeating the Disciple of Urxehl also disables the hazard.

Urxehl's Ire ➤ **Trigger** A creature who doesn't worship Urxehl walks into the hazard's area; **Effect** The hazard rolls initiative as bolts of profane fire begin to target the intruders.

Routine (2 actions) The firestorm uses each action to make a corrupted fire bolt Strike against a random PC, choosing Flying PCs first. It can't attack the same target twice in one round.

Ranged ➤ corrupted fire bolt +20 (evil, fire, magical), **Damage** 2d6+11 fire plus 1d6 evil; no multiple attack penalty

Reset The hazard activates when the PCs reach **Event: Rain of Fire**, area **A1**, and area **A9**. If the PCs defeat the Disciple of Urxehl, the hazard is permanently destroyed.

BREAKING THE STORM: BASTION IN EMBERS

APPENDIX 3: GAME AIDS



EANDO KLINE

DOLOK DARKFUR



NELKET

KHADAIM COLOSSUS



BREAKING THE STORM: BASTION IN EMBERS

APPENDIX 3: GAME AIDS



INVIDIAK

DRANDLE DRENG AND THE
DISCIPLE OF URXEHL



STYGIRA

BREAKING THE STORM: BASTION IN EMBERS

GM REFERENCE: FINAL BATTLE MODIFIERS

| Aspiration Points Spent | Actions | Defensive Abilities |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 | The Disciple and Drandle each have 3 actions. Any quickened effect applies to both of them. If either Drandle Dreng or the Disciple of Urxehl is affected by the slowed condition, the Disciple chooses which of them is slowed. The two may share a space without penalty, and while doing so, they share the Disciple's reach and treat all creatures within 10 feet as flat-footed. | The Disciple and Drandle combine their Hit Points into a common pool; neither one falls until the entire pool is depleted. Any harmful effects that would be applied to the Disciple instead apply to Drandle. Defeating the Disciple kills Drandle. |
| 1 | There are no special modifiers to actions. | At the beginning of its turn, the Disciple automatically heals up to 40 Hit Points (60 Hit Points for levels 9–10) and deals an equal amount of damage to Drandle. If Drandle reaches 0 Hit Points from the ability, he gains the dying 1 condition and must be stabilized accordingly. If brought back to positive Hit Points, he continues to battle the PCs. |
| 2 | The Disciple treats Drandle as a minion. It must spend 1 action to command Drandle each turn, at which point Drandle has 2 actions. | The Disciple gains no additional defensive benefits. |

BREAKING THE STORM: EXCISING RUINATION

ORGANIZED PLAY

TREASURE TABLE

| LEVEL | TREASURE BUNDLE |
|-------|-----------------|
| 7 | 22 gp |
| 8 | 30 gp |
| 9 | 44 gp |
| 10 | 60 gp |

TREASURE BUNDLES

- ☐ ☐ **A1**, page 9: 2 Treasure Bundles for overcoming the cyclops bodaks.
- ☐ ☐ **A5**, page 10: 2 Treasure Bundles for defeating the creatures in this area.
- ☐ **A6**, page 11: 1 Treasure Bundle for overcoming the traps in this area.
- ☐ **A7**, page 11: 1 Treasure Bundle for discovering the treasure.
- ☐ ☐ ☐ **A9**, page 13: 2 Treasure Bundles for defeating the spirit and 1 Treasure Bundle for rescuing Drandle Dreng.
- ☐ **Conclusion**, page 14: 1 Treasure Bundle for reaching the conclusion and having enough Aspiration Points to bring Dolok back from the Ethereal Plane.

BREAKING THE STORM: EXCISING RUINATION



Event Reporting Form

Date _____ Event Code: _____

Location _____

| | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|--------------------------|
| GM Org Play #: _____ -2 | GM Name: _____ | GM Faction: _____ |
| Adventure #: _____ | Adventure Name: _____ | |
| Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D | | Reputation Earned: _____ |
| Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | |

| Faction: | | |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Character Name: _____ | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> _____ | <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> _____ |
| Org Play #: _____ -2 | Level _____ | <input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy |

| Faction: | | |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Character Name: _____ | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> _____ | <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> _____ |
| Org Play #: _____ -2 | Level _____ | <input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy |

| Faction: | | |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Character Name: _____ | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> _____ | <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> _____ |
| Org Play #: _____ -2 | Level _____ | <input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy |

| Faction: | | |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Character Name: _____ | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> _____ | <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> _____ |
| Org Play #: _____ -2 | Level _____ | <input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy |

| Faction: | | |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Character Name: _____ | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> _____ | <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> _____ |
| Org Play #: _____ -2 | Level _____ | <input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy |

| Faction: | | |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Character Name: _____ | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> _____ | <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> _____ |
| Org Play #: _____ -2 | Level _____ | <input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy |

BREAKING THE STORM: EXCISING RUINATION

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.

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

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Society Scenario #2-22: Breaking the Storm: Excising Ruination © 2021, Paizo Inc.; Author: Nicholas Wasko

PAIZO INC.

Creative Director • James Jacobs

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sarah E. Robinson

Director of Game Development • Adam Daigle

Development Manager • Linda Zayas-Palmer

Developers • Eleanor Ferron, Thurston Hillman, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, and Jason Tondro

Starfinder Lead Designer • Joe Pasini

Starfinder Senior Developer • John Compton

Organized Play Line Developers • Jenny Jarzabski and Mike Kimmel

Design Manager • Mark Seifter

Pathfinder Lead Designer • Logan Bonner

Designers • James Case and Michael Sayre

Managing Editor • Leo Glass

Senior Editors • Avi Kool and Lu Pellazar

Editors • Addley C. Fannin, Patrick Hurley, Ianara Natividad, and K. Tessa Newton

Managing Art Director • Sonja Morris

Art Directors • Kent Hamilton, Kyle Hunter, and Adam Vick

Senior Graphic Designer • Emily Crowell

Graphic Designer • Tony Barnett

Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens

President • Jeffrey Alvarez

Chief Creative Officer • Erik Mona

Chief Financial Officer • David Reuland

Chief Technical Officer • Vic Wertz

Director of Project Management • Glenn Elliott

Project Coordinator • Lee Rucker

Director of Sales • Pierce Watters

Sales Manager • Cosmo Eisele

Vice President of Marketing & Licensing • Jim Butler

Director of Licensing • John Feil

Marketing Coordinator • Leah Beckleman

Marketing and Media Manager • Aaron Shanks

Organized Play Manager • Tonya Woldridge

Organized Play Associate • Alex Speidel

Accountant • William Jorenby

Accounting & AP Specialist • Eric Powell

Finance Operations Specialist • B. Scott Keim

Director of Technology • Rei Ko

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineers • Erik Keith and Levi Steadman

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Lagervall

Webstore Coordinator • Katina Davis

Customer Service & Community Manager • Sara Marie

Customer Service Lead • Diego Valdez

Customer Service Team • Raychael Allor, Heather Fantasia, Keith Greer, Logan Harper, and Austin Phillips

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, Mika Hawkins, James Mafi, and Loren Walton

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

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 Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, 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.

Pathfinder Society Scenario #2-22: Breaking the Storm: Excising Ruination © 2021, Paizo Inc. All rights reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.



Scenario #2-22: Breaking the Storm: Excising Ruination

| | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|-----------------------------------------|---------------------|
| | | | 2 |
| Character Name | | Organized Play # | Character # |
| Adventure Summary | | | |
| <p>You and your allies helped the Sarkorian god Dolok Darkfur enact a ritual to track down the location of a possessed member of the Decemvirate, Sapphire. You braved a supernatural firestorm and dangerous elemental and undead foes to reach an immense stone Colossus, which you ascended to confront the possessing spirit. Atop the Colossus, you battled against Sapphire, whose true identity was Drandle Dreng. You either <input type="checkbox"/> managed to free him from the influence of the spirit, or <input type="checkbox"/> were forced to kill him to end the spirit's control. In the battle's aftermath, you either <input type="checkbox"/> used the last of the ritual's energy to save Dolok Darkfur from being stranded on the Ethereal Plane, or <input type="checkbox"/> you lacked the energy to summon Dolok back. The battle was a setback for the spirit, who not only lost control of Drandle but was also temporarily dispersed. A spirit of such power can't be destroyed so easily, however. Your ritual provided a vision of the spirit's plans, showing it riding atop a blazing skeletal dragon into the center of a storm of fire.</p> | | | |
| Boons | | Rewards | |
| Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions. | | XP Gained | |
| Reputation Gained | | GP Gained | |
| Items | | Purchases | |
| ring of sustenance ^U (item 7, 325 gp) | | Items Sold / Conditions Gained | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | TOTAL VALUE OF ITEMS SOLD | |
| | | Add 1/2 this value to the GP Gained Box | |
| | | Items Bought / Conditions Cleared | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | TOTAL COST OF ITEMS BOUGHT | |
| Notes | | Downtime | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| FOR GM ONLY | | | |
| EVENT | | EVENT CODE | DATE |
| | | | GM Organized Play # |