



7 FIRE OVER BLACKCRAG



Valeros ducked as a stony claw sliced through the air, grazing his head and carving a burning furrow in his scalp. He growled and returned the favor, sword ringing as it met horned skin. The gargoyle screamed and flapped backward.

“Not so graceful on the ground, are you?” Merisiel threw another dagger.

“Shouldn’t you be squatting on top of a church somewhere?”

The largest of the gargoyles, the one with goatlike horns curving from its forehead, the one that sent a chill down the spine of any who saw it, laughed and stalked forward.

Valeros spat, “When I’m done with them, they’ll wish they really were statues...”

Mythic adventures include all the same elements as non-mythic ones, but as with mythic characters the powers, dangers, and stakes are greater. The following adventure, “Fire Over Blackcrag,” provides both an example of how a mythic adventure might be constructed and a ready-to-play adventure for mythic characters. “Building the Myth” sidebars throughout this chapter provide advice useful to this adventure and future mythic games.

FIRE OVER BLACKCRAG

Smoke belches from the mountain and ash rains down on the streets of Blackcrag Cove. The people say that the gods are angry and demanding payment for their sins. The only hope for redemption lies within the power of ancient heroes. Those who dare to follow this path must harness a legendary legacy if they are to have any chance of saving the people of Blackcrag Cove.

“Fire Over Blackcrag” is designed for four 7th-level PCs. It assumes that the PCs aren’t mythic at the start of the adventure, and that they’re granted 3 tiers in mythic paths shortly after the adventure begins. However, with a few adjustments to the adventure’s start, “Fire Over Blackcrag” can be run for a party of PCs who already have 3 mythic tiers.

ADVENTURE BACKGROUND

The people of Blackcrag Cove harbor a deep-rooted distrust of unfamiliar magic. A year ago, Mayor Kostya’s guard discovered evidence of a clandestine cult dedicated to the Queen of the Inferno, an obscure deity of fire and violence. The mayor enlisted the aid of a band of adventurers to disrupt the cult. This culminated in the public hanging of the cult’s leader, revealed to be the mayor’s own trusted cousin Ledain. Mocking his own execution, Ledain swore that the Queen of the Inferno would claim vengeance on Blackcrag Cove.

As the anniversary of Ledain’s death nears, strange signs and ominous portents have been observed in town. Just yesterday, the people felt the dormant volcano Theana rumble in its sleep, and saw the black smoke spewing from its peak. The mayor is deeply troubled by these signs, worried that her cousin’s curse just might come true.

Adventure Summary

The adventure begins with the eruption of Theana, the volcano that looms over Blackcrag Cove. The PCs defeat some fire elementals born from the flames of a lava rock that lands in town. Mayor Kostya realizes that this is just the beginning, and calls upon the PCs to save Blackcrag Cove from the wrath of the Queen of the Inferno. She insists that the PCs visit a nearby oracle, who imbues them with mythic power and advises them on their quest. The oracle cryptically points the PCs at Kraken’s Maw, an almost forgotten island that was once also the victim of the Queen’s wrath.

After a sea voyage, the PCs reach Kraken’s Maw. Here, a friendly village populated by bird people tells the PCs of magic waters at the island’s center—waters that can’t be contained save by a vessel of primordial earth, known as the *earth chalice*. The PCs do battle with dinosaurs as they seek this mysterious chalice, held in a forest of stone spires by a tribe of mythic gargoyles. With the *earth chalice* in hand, the PCs retrieve the mystic water from the caldera and defeat its tyrannosaurus guardian, then return to Blackcrag Cove.

Scaling Theana, now on the verge of eruption, presents its own challenges. Inside the crater, a powerful efreeti servant of the Queen bars the way. Defeating this servant leaves the PCs free to quench the fire at the volcano’s heart and deny the Queen of the Inferno her vengeance.

INTRODUCTION

The characters are in the town of Blackcrag Cove, either passing through or stopping by after a recent adventure. The townsfolk all seem terribly worried about Theana’s recent stirring, since the volcano just north of town has lain dormant for hundreds of years. Some townsfolk whisper about a curse, but refuse to discuss such matters with strangers. When the group is ready to begin, read or paraphrase the following.

The people of Blackcrag Cove only occasionally stop to look up at the smoking mountain looming in the distance. The calm is shattered, however, when the earth begins to violently shake and the top of the mountain splits open. Great plumes of smoke rise into the air as the ground trembles and ash falls from the sky. Panic grips the town as large rocks rain down upon it, some bursting into flame upon impact.

Theana begins to erupt in earnest at this point, and though there isn’t a great deal of lava flow, the violent shaking and lava bombs cause mayhem in the town. At the start of this event, have each PC attempt a DC 20 Reflex saving throw. Those who fail are knocked prone by the earthquake.

Creatures: As some of the nearby buildings crack and tremble, one large lava bomb lands just 30 feet from the PCs. Its impact alone doesn’t injure anyone, but what it releases is of great danger. Three Large fire elementals emerge from the fire and go on a rampage, heading right toward the PCs. The fire elementals are servants of the Queen of the Inferno, and they fight until slain.

LARGE FIRE ELEMENTALS (3)

CR 5

XP 1,600 each

hp 60 each (*Pathfinder RPG Bestiary* 124)

Development: Once the fight is over, the trembling fades and the mountain seems to calm. The quake didn’t cause



major damage, but a number of small fires must be put out, some roofs now need repair, and a fine ash continues to lightly fall from the sky for an hour. Word quickly spreads of the heroes who defeated the fire elementals. Soon after, a member of the town guard approaches and says that Mayor Kostya would like to speak with them.

Mayor Kostya

The guard escorts the PCs to the mayor's office. The stone building has a newly formed crack running up one side of its stone facade, and guards are coming and going, relaying orders to help get the town under control. When the PCs enter her office, she bids them to sit and then begins to speak, a grave expression on her scarred face. Read or paraphrase the following to the PCs.

"Thank you so very much for defeating the fire creatures that attacked my town. You saved many of my people and for that we are all in your debt. Unfortunately, this event has

confirmed my greatest fear. The town's curse is real and the volcano will claim us all.

"Almost a year ago, we eradicated the last traces of an insidious fire cult threatening our town. Their leader was, sadly, my own cousin, Ledain. As he stood before the gallows, he pronounced a doom upon Blackcrag Cove, swearing that before the dawn rose again on the anniversary of his death, his goddess, known as the Queen of the Inferno, would consume us all. We didn't heed the bluster of a condemned man, but soon after his execution, old Theana stirred from her slumber. An ill omen, but one that we hoped was mere coincidence."

Mayor Kostya pauses to let out a tired sigh. "Today's events prove otherwise. Our time is running out, for in just two weeks it will be one year since Ledain's execution. So we call on you as our town's last hope. We could try to flee this divine retribution, but where would we go? And what of those too infirm to make the journey?"

The mayor shakes her head before continuing. "My advisors tell me that there is only one who could help us, an oracle that

PLACING BLACKCRAG

Blackcrag Cove can be set on any coastline that's near mountains. The details of the town itself are left nebulous, allowing you to incorporate it into your campaign. You can easily replace most of the details about the town (including the name) with an existing community, as long as it fits the overall theme.

On Golarion, the town is located on the northeastern coast of Katapesh, and Kraken's Maw is an uncharted island in the Obari Ocean.

living in the mountains to the west. They say to seek out the Wisdom of the Water, but this makes little sense to me. Can you solve this riddle? Can you save Blackcrag Cove?"

The mayor has little to offer the PCs as a reward, but implores them to help the good people of her town. She can offer horses and a map of the mountains to help them on their journey. Of particular note, the map shows a river winding through the mountains and one large waterfall along its course. The journey should take only a few hours.

PART ONE: WISDOM OF THE WATERS

As the PCs head south from Blackcrag Cove, they see signs of the impending disaster. Gray ash coats everything in sight. On one side of the road, a house has been entirely crushed by a rock fall and a copse of trees was completely consumed by fire. The PCs pass several families heading away from Blackcrag Cove. Some carry their belongings on their backs; others walk beside wagons jammed full with possessions. The last wagon they pass has a broken wheel. A son and daughter work to fix the wheel while the sad-eyed parents choose what keepsakes to jettison to lighten the wagon's load.

The river marked on the PC's map passes within 3 miles of Blackcrag Cove, so finding and following it presents no great difficulty. No hazards present themselves until the PCs reach the headwaters of the river.

The Headwaters (CR 7)

Following the river to its source, the PCs find the waters cascading over a limestone cliff. Two trolls lurk in the rocks 30 feet from the waterfall, waiting to ambush travelers and quite pleased thus far at their good fortune. Noticing their none-too-clever hiding spot requires a Perception check, opposed by the trolls' Stealth check. If not spotted first, they spring their ambush. Whether from fearlessness or dim wits, the trolls fight to the death.

TROLLS (2)

CR 5

XP 1,600 each

hp 63 each (*Pathfinder RPG Bestiary* 268)

Treasure: Stuffed between the rocks of their hiding place are the grisly remains of their last victim, a dwarf. The trolls ruined most of his possessions, but in his belt pouch are a *potion of spider climb*, 100 gp, and a sapphire worth 500 gp. The dwarf's bloodstained *boots of striding and springing* are crammed in next to his body.

Threading Stone and Water (CR 7)

After dealing with the trolls, the PCs can easily spot a cave located behind the waterfall. The cave is about 100 feet up the cliff. Anyone observing this cave feels a strange sensation, a sort of tingle that runs down the spine. To reach the cave, the PCs must climb the 100 feet of cliff beneath the waterfall, or descend 50 feet from the top of the cliff above. In either case, climbing the cliff requires a successful DC 15 Climb check, but no matter how they approach, they must also succeed at two DC 20 Climb checks while passing under the waterfall to avoid falling into the river. Once one PC has made it inside the cave, a rope can be used to reduce both DCs by 5.

Upon successfully scaling the cliff, the PCs find themselves in a large, domed chamber lit by sparkling crystals that encrust the ceiling. The floor is a pool of water, perfectly still aside from an occasional drip from the ceiling. The chamber is frigidly cold, and even with the roaring waterfall outside, it's very quiet inside. On the opposite side of the pool sits a venerable human woman—the oracle the PCs seek.

After living in these mountains for ages, the oracle (N human oracle 13) has long forgotten any name she once had. Though old, stiff, and blind from cataracts, she radiates a confident air. The oracle has an eerie habit of tracking her visitors' movements with her milk-white pupils. She wears a simple gown of rough-spun gray wool, and is barefoot.

As the PCs enter the cavern, the oracle looks up at them, but she doesn't respond to any query or hail. Once all the PCs are in the chamber, she looks up at them and speaks in a raspy voice. She says only, "Which of the four elements holds sovereign over all the others?" If any PC names a single element, she responds with one of the corresponding rebuttals below.

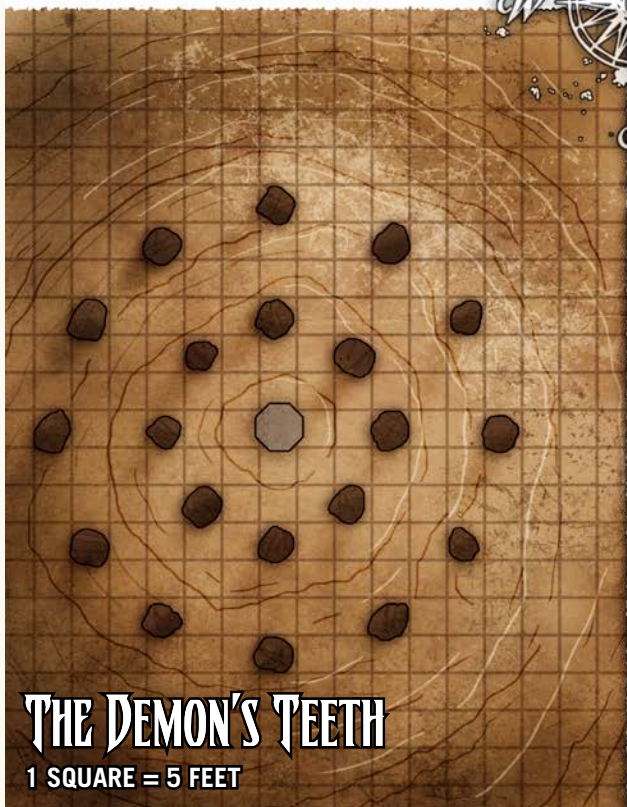
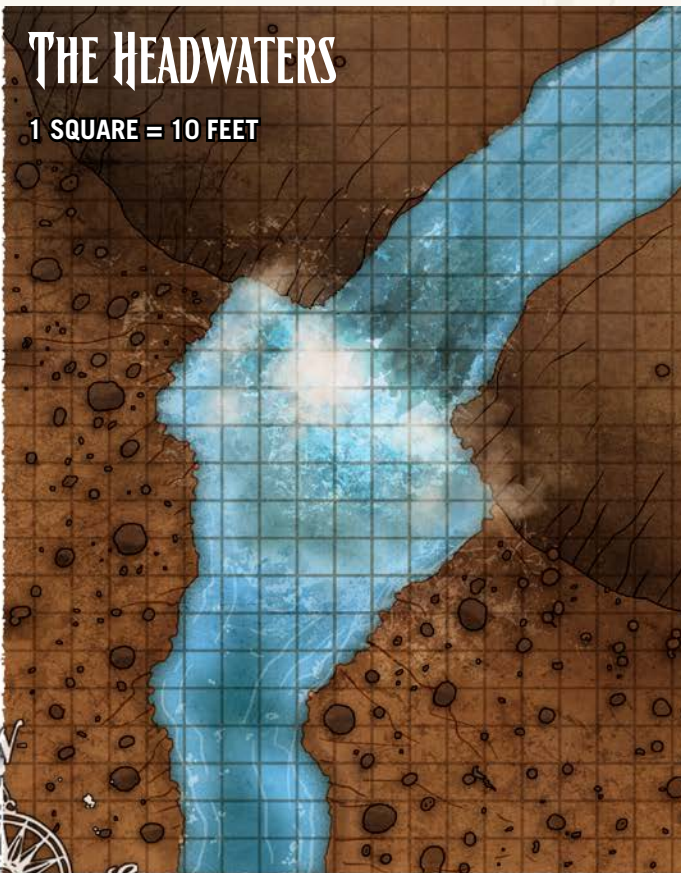
Air: "But the wind does break over stone."

Earth: "In time, does not the wind erode away the stone?"

Fire: "Even a child knows that water can quench the mightiest flame."

Water: "Yet over flame, does not water boil away?"

If a PC answers something along the lines of "Each element holds sway over all others, in its turn", the oracle seems pleased and asks them the purpose of their visit.



BUILDING THE MYTH

The cleansing passage through the mountain waters symbolizes the passing of the PCs from the world of troll slaying and tomb robbing into the realm of myth and legend. Play up the contrast between the mundane world outside and the silent majesty of the oracle's caverns. Avoid presenting the oracle as a figure of overwhelming strength. She sees much that the PCs cannot, but she lacks the power to defy a goddess. The PCs might be accustomed to being pawns in the machinations of mighty forces. In this tale, they're the only ones whose deeds stand between the people of Blackrag Cove and oblivion.

Once she hears the tale of their plight, she spends a few moments looking into the pool before continuing. Read or paraphrase the following.

"What was, will be again. This is the great truth, obscured by our too-short lives." Catching a few drops of water in her outstretched hand, she turns her palm, letting the drops slip slowly to the ground. "So the water passes from my chambers to the sea. Though it takes a thousand thousand years, in the fullness of time, those drops will rain down again within this cave, long after all we know has departed. So too, the Queen of the Inferno's wrath has claimed towns before.

"Yet not all were consumed by fire. In the sea to the southeast is an ancient mountain island—an island where legends dwell. None sail to it. Its waters are perilous, its land is cursed. Once, the fires beneath this island stirred as the fires beneath Theana do now, stoked by the Queen's burning rage.

"The Queen's wrath is a terrible thing. It is known as the unquenchable fire. Yet each element in its place reigns above all others, a wheel ever turning. Unquenchable, perhaps, but will her fire burn if she has to rage to feed and fan it? The tears of last remorse, brought to the heart of the Queen's anger, can quench this immortal rage. So it was done on Arakau in an age long forgotten.

"All the waters of this world are as one. The waters of Arakau speak to me through the waters of my grotto. Their voice whispers that the tears yet linger where the Queen's wrath was stilled. Seek out the island. There, look to wind and sky to find the path that you must travel.

"So the waters have spoken, so I have told. Time is short. The goddess's anger wells up from the world's core, ever closer to breaching Theana and consuming Blackrag Cove. You must go. Take with you these totems of heroes long past—heroes who once stood against the wrath of the Inferno. Take these totems and cross the waves to Arakau. Close the circle, turn the wheel, and cleanse her fury from our land."

With that, the oracle reaches into the water and pulls forth a number of items equal to the number of PCs—items that appear far too tarnished and weathered by time to be of use. Despite the waters being perfectly clear, the items can't be seen before the oracle draws them forth from the water. In fact, they were not there at all, but were produced by the magic of the pool. The GM should select items tied to each character in some way, so that it's obvious which person each item is meant for. For example, the items might be a rusted sword hilt for a fighter, a tarnished silver arrowhead for a ranger, a corroded ring for a wizard, and a broken wooden holy symbol for a cleric.

The items don't radiate magic, but when the PCs pick them up, the chamber fills with a blinding radiance as they gain mythic power from these ancient relics. Each character gains 3 mythic tiers in a path of her choosing, and selects powers before continuing the adventure. These relics are the PCs' ties to mythic power, and they must keep them on their persons at all times; otherwise, their power quickly fades. If the PCs start this adventure with mythic power, the GM should skip this portion of the encounter and revise the text above accordingly.

After their ascension, the oracle has little more to say to the PCs. She doesn't explain her advice any further. A successful DC 25 Knowledge (arcana) or Knowledge (history) check brings up a vague recollection of the *tears of last remorse*—waters said to warp anything they touch. A successful DC 20 Knowledge (geography) check brings to mind tales of a cursed island called Arakau said to lie to the southeast. Exceeding this DC by 10 or more reveals that the island is known as Kraken's Maw by sailors plying the waves today.

Story Award: Reward any PCs that pass the river's test and meet with the oracle 3,200 XP.

Servants of Fire (CR 9)

The actions of the heroes have not gone unnoticed by the Queen of the Inferno. Shortly after the PCs leave the oracle's caverns, she strikes against them. The ground trembles and splits open, spilling magma from the world's molten heart onto the surface. A pair of divine magma elementals emerges from these fissures, intent upon destroying the heroes.

If the PCs fly instead of travel overland, this encounter occurs the moment they land in Blackrag Cove instead.

BURNING MINIONS (2)

CR 6/MR 1

XP 3,200 each

Divine Large magma elementals (*Pathfinder RPG Bestiary 2* 118, and see page 224)

Aura aura of grace (10 ft.; already included in the stat block)

AC 18, touch 10, flat-footed 18

hp 70 each

Fort +10, **Reflex** +7, **Will** +4

Special Attacks mythic magic, simple divine spellcasting

Cleric Spells Prepared (CL 8th; concentration +8)

4th (1/day)—*air walk*, *cure critical wounds*

3rd (1/day)—*dispel magic*

1st (1/day)—*divine favor*

TACTICS

Before Combat The burning minions cast *air walk*.

During Combat The burning minions use mythic magic when casting *cure critical wounds*, *dispel magic*, and *divine favor*.

Return to Blackcrag Cove

Once back in town, the PCs still lack a clear idea of their destination. The mayor assembles sages, scholars, and ship captains in search of an answer. Finally, a clerk staggers in bearing a moth-eaten roll of parchment. It describes a catastrophic eruption on an island southeast of Blackcrag Cove. The tattered manuscript lacks a date or name, but does tell of the miraculous cooling of the volcano's fire.

Amos Valgarave (CG male human expert 5, Profession [sailor] +12), a merchant with a history of smuggling, speaks up to say he's heard of a dead volcano near that area, mainly through warnings to avoid its cursed shores. He knows it as Kraken's Maw, not Arakau. As far as the assemblage can ascertain, Kraken's Maw and Arakau are probably one and the same.

PART TWO: THE NEREID'S KISS

Few ships remain in the harbor of Blackcrag Cove. Most captains have fled for safer waters. The merchant Amos Valgarave, his mother infirm and unlikely to survive a flight to safety, offers his ship and crew for the promise of his mother's life. He's willing to take the PCs to Kraken's Maw in hopes that it is the legendary Arakau, though he doesn't know anyone who has ever set foot on it.

Amos warns that the crew of his 75-foot sailing ship, the *Nereid's Kiss*, won't be much use in a fight. All told, the ship has 18 crew members, plus Amos acting as her captain. As they sail short-handed, Amos politely asks the PCs to assist the ship's crew in her voyage. The winds favor the PCs on the 180-mile journey to Kraken's Maw, and the ship travels 60 miles per day so long

BUILDING THE MYTH

The dragon turtle would be a hard encounter for non-mythic characters. But by drawing on their mythic power, the PCs should make short work of this deadly foe. For their part, the captain and crew of the *Nereid's Kiss* react differently to the PCs after the battle. Once jovial and easy to approach, they now grow silent when the PCs are near, recognizing in them something not altogether mortal.

Other NPCs react in similar fashion to the PCs for the remainder of the adventure. Even respected leaders like Mayor Kostya and Hiyalauai of the birdfolk of Arakau act deferential toward the PCs.

as the PCs help out. Whether the PCs accept or refuse, the sailors treat them with full respect and provide pleasant company.





Trouble at Sea (CR 9)

Creature: Two hours past dawn on the third day of sailing, a dragon turtle hunting beneath the waves spies the *Nereid's Kiss*. The crew fails to spot the dragon turtle, but any PCs explicitly on watch have a chance to see it rising up just before it surfaces (requiring a Perception check opposed by the dragon turtle's Stealth). There's no time to raise the alarm, but PCs passing the check act in the surprise round.

As its first action, the dragon turtle surfaces beneath the ship in an attempt to capsize it. Captain Valgarave narrowly keeps the ship upright, but the shock of impact knocks any PCs on deck prone (unless they succeed at DC 20 Reflex saves), as well as all of her crew other than the captain. 1d4 crew members splash into the sea, each with a 50% chance of being knocked unconscious. While the dragon turtle focuses its attention on the PCs, a few crew members should perish in dramatic fashion to heighten the tension. If the dragon turtle is reduced to fewer than 40 hit points, it dives deep underwater and leaves in search of more cooperative prey.

DRAGON TURTLE **CR 9**

XP 6,400

hp 126 (*Pathfinder RPG Bestiary* 112)

Landing at Kraken's Maw

The rest of the 3-day voyage goes without incident. As the ship nears the island, Captain Valgarave scouts out a safe approach. In his opinion, the western beach in the island's harbor looks like the safest mooring. After the ship anchors safely in the cove, the captain puts the PCs ashore using a small dinghy. He directs the PCs to signal from shore when they wish to return, promising to wait up to 6 days for them. After that, he must return to Blackcrag Cove to try to save his family.

As the PCs reach the shore, consult the description of the beach on page 239.

Kraken's Maw Features

Named for its striking resemblance to a kraken's beak about to bite, the island of Kraken's Maw lies 180 miles southeast of Blackcrag Cove. Steep cliffs surround the island, except for the stretch of beach lining the natural harbor. Jagged rocks barely visible beneath the surface render other moorings treacherous at best. A volcanic mountain surrounded by lush jungle rises from the island's center, opening into a yawning crater at its peak. In the past, pirates and smugglers established camps on Kraken's Maw, attracted by its safe harbor, plentiful food and water,

and obscure location. Invariably, the island's considerable hazards put an end to those ventures, and now those aware of the island stay far from its shores. Captain Valgarave knows only wild rumors of the island's dangers: tales of dread curses, depraved natives, and brutish beasts.

The dense jungles of the island have a primordial air about them. Massive conifers, ginkgoes, and palms abound, with dense bromeliads, ferns, and vines as ground cover. Gigantic fruit hangs from trees, and sparkling rivers wind down from the volcano's summit. Birds, reptiles, and dinosaurs can be found in abundance, but the island is all but devoid of mammalian life. The flora and fauna of Kraken's Maw sport odd differences from their counterparts. The native hues aren't seen elsewhere, proportions are wildly different from those of their mainland counterparts, and the sounds of animals hit entirely different pitches. Even with these differences, the inhabitants are so close to the familiar that they're all the more upsetting.

Valgarave advises the PCs to eat and drink only from ship's stores, warning that those who partake of the bounty of Kraken's Maw belong to the island forever. Although mostly just superstition, there is a very real risk to those that drink the water from the caldera (see page 244).

Arakau: The volcano at the heart of Kraken's Maw lies quiet, its peak collapsed into a caldera filled by a deep mountain lake. The creatures and residents of Kraken's Maw avoid the lake's waters, fearful of their eldritch properties. For more details, see area **A3**.

Beach: Sailing ships find safe haven in the natural harbor on the eastern side of Kraken's Maw. On first approach to the beach, a flight of brightly plumed parrots breaks from the forest, flying north. A pair of pteranodons swoops after them, snatching several parrots from the sky before wheeling clumsily west and vanishing back into the jungle.

Demon's Teeth: Northwest of the volcano, a forest of rock spires reaches into the sky. A fierce tribe of mythic gargoyles makes its lair in the crevices of these spires. For more details, see encounter area **A2**.

Raptor's Reach: The birdfolk of Kraken's Maw dwell here in nests built among the trees and great stone heads. The stone heads can be seen from the landing point of the ship's boat, and the nests from about half a mile away. Unlike most the island's residents, the birdfolk welcome outsiders. For more details, see area **A1**.

Ruined Villages: Little remains of these two large villages save rubble, scorched ground, and a scattering of the island's unusual stone heads. Though this devastation seems to have happened centuries ago, the jungle has reclaimed only small portions of these ruins, and the beasts of the island give both areas a wide berth. No humanoid remains or even signs of habitation are found at either site. Any creature spending more than 10 minutes in either of these cursed villages risks contracting both

the curse of unluck (Will DC 20 negates) and cackle fever (onset 1 day, Fortitude DC 16 negates). Both can be found on page 557 of the *Core Rulebook*.

Stone Heads: Carved stone heads lie scattered about the island, the smallest 10 feet in height and the largest over 100 feet. The largest stand in and around the village of Raptor's Reach. The longed-haired, full-bearded heads bare their teeth in fierce scowls. It's unclear what race they represent.

PART THREE: INTO THE KRAKEN'S MAW

As the PCs travel between encounter areas, they risk running afoul of the Maw's savage denizens. In addition to the ever-present dinosaurs (many of which are infused with mythic power), mutated plants lurk in the jungle, formerly ordinary vegetation forever altered by the waters of the island's heart.

Through the Jungle

The jungles are trackless. A group with a speed of 30 feet travels 6 miles per day under such conditions. The party can take steps to travel faster, such as using recuperation to travel more hours out of each day. If the PCs are not traveling fast enough to get back to Blackcrag Cove before the eruption, remind them that time grows short.

Check for random encounters twice per day and once each night, with a 25% chance for an encounter. In addition to rolling on the table for random encounters (see page 240), there's a 50% chance that any given encounter takes place in an exotic location (choose one from the list below). The others happen in typical jungle terrain.

Intoxicating Grove: Heavy round fruit weighs down the palmlike trees of this stretch of jungle. Well past ripeness, the fruit ruptures if disturbed and rains down pungent pulp. Besides having high alcohol content, the vapors from the fermented fruit are a potent hallucinogen. Each round of battle, there's a 50% chance a random combatant is struck by a rain of rancid fruit. All creatures within a 10-foot burst take 1d4 points of Wisdom damage and are confused for 1d4 rounds (Fortitude DC 18 negates both effects). The creature struck by the fruit receives a -2 penalty on the save. Violent actions (such as *fireball*) or striking a tree automatically cause a rain of rotten fruit. After the battle, the PCs can harvest 2d4 of the fruits for later use, with a 25% chance that each PC involved in harvesting accidentally breathes in vapors. Each fruit weighs 2 pounds, has a range of 10 feet, and can be hurled as a splash weapon with effects as above. The fruits keep for 1d4 more days before bursting on their own.

Rope Bridge: A miraculously intact, 80-foot-long rope bridge crosses a 50-foot-deep gorge. The PCs can climb down (Climb DC 20) and back up the other side, or take their chances crossing the bridge. If the PCs examine the bridge, it appears sturdy. Depending on the encounter rolled, the PCs might just be close enough to see the bridge

KRAKEN'S MAW RANDOM ENCOUNTERS

d%	Result	Avg. CR	Source
01-10	1d4 pteranodons	5	<i>Bestiary</i> 85
11-20	5d4 compsoognathuses	6	<i>Bestiary</i> 2 90
21-25	1d6 dimetrodons	6	<i>Bestiary</i> 3 78
26-35	1 allosaurus	7	<i>Bestiary</i> 2 90
36-40	1 hangman tree	7	<i>Bestiary</i> 2 152
41-50	1 rot grub swarm	7	<i>Bestiary</i> 3 215 and see below
51-55	1d3 ankylosauruses	8	<i>Bestiary</i> 83
56-65	1d6 invincible assassin vines	8	See below
66-75	1d2 invincible stegosauruses	9	See below
76-85	1d3 triceratopses	10	<i>Bestiary</i> 86
86-00	1d3 tyrannosauruses	11	<i>Bestiary</i> 86



or partway across the gorge. Movement on the bridge requires a successful DC 10 Acrobatics check to avoid falling over (DC 15 if moving at full speed). The bridge sways alarmingly if melee breaks out, increasing the DC of the Acrobatics check by 2 for each round the melee continues. A 5-foot section of bridge has hardness 5 and 5 hit points.

Treacherous Bog: This marshy ground counts as a shallow bog. Scattered around the battlefield are 1d4 10-foot-by-10-foot patches of quicksand. The creatures encountered in this area know the location of the quicksand. Rules for shallow bogs and quicksand can be found on page 427 of the *Core Rulebook*.

Volcanic Plain: The jungle thins out into a bed of jagged, volcanic rock. A creature moving at more than half its speed per move action must succeed at a DC 15 Acrobatics check or injure itself on the razor-sharp rocks, taking 1d6 points of damage and 1 point of bleed damage. A creature that fails by 10 or more falls prone and takes double the normal damage and bleed. Creatures native to the island receive a +5 bonus on their checks.

Kraken's Maw Encounters

Check for random encounters twice per day and once each night, with a 25% chance for an encounter.

Invincible Stegosaurus: These dinosaurs are highly territorial and advance menacingly toward anything that could potentially be a threat.

INVINCIBLE STEGOSAURUS

CR 8/MR 2

XP 4,800 each

AC 26, flat-footed 24

hp 106 each (*Pathfinder RPG Bestiary* 85, and see page 224)

Invincible Assassin Vine: Called kraken vines by the island's inhabitants, these creeping, thrashing vines have a rubbery, yellow appearance.

INVINCIBLE ASSASSIN VINE

CR 4/MR 1

XP 1,200 each

AC 17, flat-footed 17

hp 38 each (*Pathfinder RPG Bestiary* 22, and see page 224)

Rot Grub Swarm: The rotting corpse of a decapitated triceratops (carriage left behind by Bloodeye, a fearsome tyrannosaurus the PCs will encounter later) lies across the PCs' path. If the PCs approach too close, the rot grubs burst out of the body and swarm over them. This encounter should happen only once. For repeat encounters, either roll again or have the heroes find the fresh corpse or skeletal remains of an island beast with no encounter.

A1. Raptor's Reach

Just over a mile from the beach lies the peaceful village of Raptor's Reach, home to the birdfolk of Kraken's Maw. Once common osprey native to the island, their distant ancestors were altered by the waters of Mount Arakau. The birdfolk revere the mountain as a deity of earth and water, mother to their race. Dedicated to harmony with others, they present no threat unless attacked. If the PCs come near the village without taking precautions to conceal their approach, two birdfolk scouts spy them and fly toward them. They call out in their own tongue, swirl in broad loops, then turn back toward the village while tipping their wings to and fro.

The birdfolk of Kraken's Maw are humanoids with large, black-feathered wings and dark gray skin. In place of hair, they have plumage. They speak a unique dialect that sounds airy and musical—in their language, they simply refer to themselves as “the people.” Sailors who know of these creatures dub them “fish divers,” in reference to the birdfolk's favorite means of hunting and sport. These creatures are in fact members of an avian race known far to the northwest as the strix—though unlike those distant kin, the birdfolk bear no hatred toward humanity. Statistics for the birdfolk shouldn't be necessary for this adventure, but if you need them, strix are detailed on page 313 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

The scouts lead the PCs to their village, a mixture of nests and huts built in and around great stone heads. They motion the PCs toward the nest of their aged leader, **Hiyalauai** (N female strix druid 3), one of the few of their kind who speaks Common. If the PCs can't make the 50-foot ascent up the stone head to her nest (Climb DC 15), she flies down to meet them.

Hiyalauai listens to the PCs' tale. When asked about the *tears of last remorse*, she has the following to say.

“The legends of our people say that once we were as the birds that fish the sea. Our ancestors drank of the forbidden waters of Arakau, and its touch made us as we are now. Wrathful indeed was the goddess. She cast us from her mountain, forbidding us to ever again drink of the sacred waters within. Yet even in her anger, she loved us still. She gave unto us this village, a home among the great stone heads of strangers long forgotten. Here, she keeps us safe from others who drank of the waters, others she turned her back on. We call those waters the tears of Arakau, the tears wept by the goddess for her lost children. Perhaps they are the tears you seek.

“Arakau weeps her tears within her mountain heart. But to drink, indeed even to touch the tears, brings her wrath, her curse. Only the most sacred vessel, blessed by the goddess herself, can carry the tears in safety. Once we had such a vessel, the earth chalice, a sacred relic of our kind. Our bravest used this

BUILDING THE MYTH

The island's fiercest denizen is Bloodeye, a battle-scarred tyrannosaurus boasting mythic powers bestowed by the waters of Mount Arakau. He represents the darkest side of the changes the *tears of last remorse* brought to Kraken's Maw, much as the birdfolk of Raptor's Reach represent the best.

During the first half of their journey, the PCs should run into signs of Bloodeye, even though they won't yet directly encounter the thunderous beast. Possibilities include finding a grisly corpse, catching a glimpse of the Gargantuan dinosaur in the distance, or just hearing his mighty roar. This is key to setting the mood for this upcoming battle.

chalice to fetch the sacred waters from her heart, that we might pour forth the tears onto the village soil to honor the goddess.

“Alas, the last of our kind to fetch the sacred tears, my own grand-nephew Okanimak, never returned. The earth-demons tore him from the skies and stole the chalice. They hold it now in their lair, the spires of the Demon's Teeth. Heed me: without the earth chalice, the goddess will surely strike you down if you venture into her heart.”

Hiyalauai draws the PCs a rough map of the island on a piece of cured hide. She marks her village, Mount Arakau, the Demon's Teeth, and the two ruined villages. She warns the PCs that the villages and volcano are taboo. The volcano can be visited by only those who bear the *earth chalice*, and entering either ruined village courts the goddess's anger. Hiyalauai suggests the PCs travel west past the nearer ruined village to avoid the volcano, then turn northeast to reach the Demon's Teeth. Demon's Teeth is 12 miles away by Hiyalauai's suggested path.

Hiyalauai describes the *earth chalice* as a bowl of volcanic rock lined with ever-changing crystals. The earth-demons, horned and winged, sound to experienced adventurers suspiciously like gargoyles. If asked about threats on the island, she warns the PCs to beware not just the beasts in the jungle—many touched by the goddess—but the very jungle itself, which hungers for the blood of trespassers. Lastly, she warns of Bloodeye, the Guardian of Arakau, a foul-tempered beast that walks on two legs and stands taller than many trees.

A2. The Demon's Teeth

The gargoyles of Kraken's Maw make their home in the Demon's Teeth, a maze of needlelike stone spires. Scattered in niches at the base of the spines stand rough-carved statues resembling the stone heads found elsewhere



on the island, only with complete bodies and smaller in scale. The stone statues range from 6 to 18 feet in height, the spires from 50 to 80 feet. The gargoyles live in caves dug out of the spires near the center of the Demon's Teeth, surrounded on each side by several miles of empty spires. Nearly a hundred gargoyles take roost in the Demon's Teeth, but the majority avoid conflict if the PCs defeat their powerful sentries.

Sentries (CR 11)

As the PCs near the center of the Demon's Teeth, they enter gargoyle territory. Six mythic gargoyle sentries are hidden in the pillars 50 feet above the ground. Half of the gargoyles animate Medium statues and harass the PCs, while the other half keep watch in case their brethren come under attack.

MYTHIC GARGOYLES (6)

CR 5/MR 2

XP 1,600 each

hp 62 each (see page 198)

ANIMATED OBJECTS, STATUES (3)

CR —

AC 15, flat-footed 13

hp 36 each (*Pathfinder RPG Bestiary* 14)

Defensive Abilities hardness 8

Melee 2 slams +5 (1d6+2)

SQ Construction Points (additional attack, stone)

The Earth Chalice (CR 12)

The *earth chalice* stands enshrined at the center of a cluster of knife-like spires resembling vicious fangs, the inspiration for the name "Demon's Teeth." The spires stand in two concentric circles. The outer ring is 60 feet in diameter at its outer edge, with 12 spires. The inner ring is 30 feet in diameter, with 8 spires. Each spire ranges from 50 to 60 feet in height and is 5 feet by 5 feet at the base, tapering to about 2 feet by 2 feet at the top.

A finished octagonal pillar of stone stands in the center of the two circles, 5 feet across and 50 feet high. Unlike the other spires, the sides of this column have been polished to a smooth finish. A niche is carved 10 feet

below the pillar's peak, and is open on four sides. Inside this shrine sits a humble cup of rock, slightly larger than two cupped hands.

Climbing and standing on the spires is a tricky business. The rough-surfaced outer ring is the easiest to climb (Climb DC 15). The slightly smoother spires of the inner ring are more challenging (Climb DC 20). Balancing on the irregular tops of the spires requires a DC 10 Acrobatics check. The polished inner spire is too smooth to climb, but trivial to stand on.

Time has not been kind to the outer and inner spires. Each has a 20% chance of breaking from the shock of Medium creature jumping on it. The spires have a hardness of 8, 25 hp, and a break DC of 30. The larger central column shows no discernible wear. It has hardness 8, 540 hp, and a break DC of 50.

The ring of spires acts in conjunction with the *earth chalice* to amplify mythic power, particularly for creatures with the earth subtype. Any creature with both the earth and mythic subtypes gains fast healing 5 and a climb speed equal to its base land speed as long as it stands anywhere within the outer ring. In addition, any creature (with or without the earth subtype) that expends a use of mythic power for any purpose while touching a spire or the central column gains a +2 bonus on attack rolls, saving throws, and weapon damage rolls for 1 round.

The spires also act as anchors on ranged attacks, drawing them down to earth. Ranged weapons launched into or within the ring of spires fall rapidly back to earth. Attack rolls with ranged weapons take a -4 penalty, and the range penalties are doubled. This affects only material objects, not spells or nonphysical special attacks. This effect extends up from the base of the rings to a height of 100 feet.

The guardians of the *earth chalice* hide atop four of the inner spires. Attuned to the power of the chalice, they automatically sense the presence and general location of anyone entering the ring of spires, even those concealed from sight. The guardians wait before engaging intruders, allowing the PCs a chance to spread out or get into exposed positions atop the spires before they attack.

SACRED GUARDIANS (4) CR 8/MR 2

XP 4,800 each

Mythic gargoyle barbarian 3 (see page 198)

CE Medium monstrous humanoid (earth, mythic)

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

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

hp 131 each (8 HD; 5d10+3d12+79); fast healing 5 (while within the circle of spires)

Fort +11, **Ref** +8, **Will** +10; +1 vs. traps

Defensive Abilities trap sense +1, uncanny dodge; **DR** 10/epic and magic

TELEPORTATION

The artifact-like properties of the waters of Arakau interfere with dimensional travel. Any attempts to pass from another plane to locations within 1 mile of the mountain fail. Teleportation effects rebound, bouncing the would-be traveler 50% of the distance originally teleported in a random direction, though never into a solid object. Extradimensional spaces like *bags of holding* can't be accessed within the area of the caldera, nor can other planes be entered from the caldera.

The *tears of last remorse* interfere with conjuration (teleportation) effects by anyone carrying them, even while inside the *earth chalice*. Such effects miss their destination by 50% of the original distance, with the direction determined randomly. This never results in appearance inside a solid object.

OFFENSE

Speed 50 ft., climb 50 ft. (while within the circle of spires), fly 60 ft. (average)

Melee 2 claws +16 (1d6+8), bite +16 (1d4+8), gore +16 (1d4+8)

Special Attacks breath weapon (60-ft. cone, 6d6 acid damage, Reflex DC 19 half, usable every 1d4 rounds), mythic power (2/day, surge +1d6), rage (13 rounds/day), rage powers (knockback)

TACTICS

During Combat The sacred guardians flit from spire to spire, clinging to the tops and sides—possibly causing some of them to collapse. They use their knockback rage power against foes climbing the spires, hoping to send them plummeting to their deaths. They save their mythic power for taking attacks with opportunistic movement, drawing power from the spires in the process.

Morale The sacred guardians fight to the death.

STATISTICS

Str 25, **Dex** 17, **Con** 24, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +8; **CMB** +15; **CMD** 26

Feats Improved Initiative, Iron Will^M, Power Attack, Skill Focus (Fly)

Skills Climb +15, Fly +14, Perception +9, Stealth +14 (+20 in stony environs)

Languages Common, Terran

SQ fast movement, freeze, opportunistic movement, possess statue

Gear *amulet of mighty fists* +1

Treasure: Inside a niche in the central spire rests a stone bowl almost a foot across—the *earth chalice*. Glimmering, ever-changing crystals line the bowl's interior, their color gradually shifting through the spectrum. The *earth chalice*

can hold up to a quart of liquid, even magma or molten metal, with no risk of harm to its bearer. The *earth chalice* preserves its contents in stasis, allowing liquids that normally lose their potency when removed from their source to be transported safely. The vessel slows the motion of any liquid inside, protecting against accidental spillage, but also making it so that pouring out the contents takes 1 round per pint. The *earth chalice* rejects storage in extradimensional spaces and any attempts to alter its form with magic. As a minor artifact, the *earth chalice* has other properties, though they're beyond the scope of this adventure. The *earth chalice* itself can be safely handled without special precautions.

Az. Mount Arakau

The base of the extinct volcano lies about 4 miles southwest of the Demon's Teeth. Mount Arakau is 3,000 feet tall, with the caldera lake lying 500 feet below the rim. Though the approach to mountain can be hazardous, no encounters happen after the PCs reach the base of Arakau, as most creatures of Kraken's Maw avoid the mountain and its waters. Filling the chalice with the waters of the lake presents no great obstacle. A makeshift cover for the chalice can be constructed from materials at hand.

Lesser containers can hold the *tears of last remorse*, but the waters lose their potency moments after passing beyond the volcano's rim. In addition, there's a 50% chance that the waters warp and ruin the container, spilling the tears.

Creature: Upon retrieving the tears, the PCs must face the most terrifying beast on the entire island. Bloodeye is an ill-tempered tyrannosaurus enhanced by the waters of Arakau. A vicious red scar cuts across Bloodeye's blind right eye, and dozens of other scars crisscross his ancient hide. The beast is a servant of the waters. The moment the PCs enter the caldera, he becomes aware of their intrusion, and races up the mountain to destroy those who would intrude upon the sacred place. Bloodeye attacks without remorse, fighting to the death.

BLOODEYE **CR 11/MR 2**

XP 12,800

Advanced savage tyrannosaurus (*Pathfinder RPG Bestiary* 86, 294, and see page 224)

AC 27, touch 9, flat-footed 24

hp 205

Fort +17, **Ref** +14, **Will** +12

DR 10/epic; **Resist** acid 15, cold 15, electricity 15, fire 15, sonic 15

Melee bite +22 (4d6+26/19–20 plus bleed plus grab)

Special Attack bleed (1), feral savagery (full attack), swallow whole (2d8+13, AC 19, hp 20)

Str 36, **Dex** 17, **Con** 23, **Int** 2, **Wis** 19, **Cha** 14

CMB +30 (+34 grapple); **CMD** 43

Skills Perception +39

Effects of the Tears

Touching or drinking the *tears of last remorse* results in one of the effects listed in the table below. A second dose has no additional effect until the first effects pass. Unless otherwise noted, these effects last for 2d4 days. Prolonged or repeated exposure causes more pronounced and permanent changes, but these are beyond the scope of this adventure. The effects of the tears can't be removed prematurely except by *greater restoration*, *limited wish*, *miracle*, *wish*, and similar effects.

d%	Result
01–05	A massive increase in density triples the creature's mass. The creature gains DR 5/—, but counts as being heavily encumbered.
06–10	The creature becomes incorporeal for 1d4 hours.
11–20	The creature is blinded, but gains blindsense 15 feet.
21–30	Whenever the creature uses its surge ability, it rolls double the dice, but each use of mythic power (whether expended for surges or some other effect) deals 2d6 points of damage to the creature.
31–45	The creature gains a +4 enhancement bonus to a random ability score and a –4 penalty to two others.
46–50	The creature gains a +20 insight bonus on initiative checks.
51–55	Heightened awareness of reality gives the creature blindsight 60 feet and constant <i>true seeing</i> , but processing this information leaves the creature staggered.
56–65	The creature's limbs lengthen abnormally, adding 5 feet of reach but applying a –2 penalty to Dexterity. Attack rolls it makes using the extra reach take a –2 penalty.
66–80	The creature loses access to all mythic abilities, ranks, and tiers for 1d4 hours.
81–90	The creature's mouth closes over, making drinking, eating, and speech impossible.
91–100	GM's choice, or a new effect along these lines.

Return to the Ship

With the *tears of last remorse* safely stowed, the PCs can finish any remaining business they have on Kraken's Maw and return to the *Nereid's Kiss*. Captain Valgarave has the ship ready to sail at short notice, ready to embark toward Blackrag Cove within an hour of the PCs boarding.

PART FOUR: WRATH'S END

During the voyage back to Blackrag Cove, the ship averages 48 miles per day (so the journey lasts almost 4 days). No hazards threaten the ship, but toward the end of the second day an ominous plume of smoke can be seen over the horizon. The next morning, ash falls from the sky and continues to rain down day and night.

When the *Nereid's Kiss* finally reaches Blackcrag Cove (assuming the PCs made it back before the fourteenth day), the town stands mostly intact, though several buildings have burned to the ground. As Captain Valgarave maneuvers the ship into the harbor, a powerful tremor shakes the ground. Moments later, scorching hot rocks rain down over the ship and town, causing 1d6 points of bludgeoning and fire damage to exposed creatures and objects. The Queen's vengeance is near at hand.

Mayor Kostya meets the ship at the dock, a look of grave concern across her face. She tells the PCs that many townsfolk have already fled and others have perished in the fires. About half the townspeople remained, confident their heroes would return. Relieved that the PCs have the *tears of last remorse* in hand, she asks earnestly that they make all possible haste toward Theana, 10 miles northwest of town. If the PCs lack means of travel faster than going on foot, the mayor manages to gather horses for them.

Ascending the Inferno (CR 10)

The Queen of the Inferno's wrath has imparted to the volcano an almost sentient malice. As the PCs reach the edge of the volcano, it senses their intent and the items they bear, and takes steps to defend itself. As they ascend toward its peak, the PCs face escalating threats. Rules for the effects of heat, smoke, and lava can be found on page 444 of the *Core Rulebook*.

General Conditions: The growing volcanic eruption produces conditions of severe heat, and certain areas have more extreme heat. The debris and ash coating the mountain create difficult terrain throughout the ascent.

200 Feet: The mountain rumbles, and a wave of hot ash cascades down its slopes. A DC 10 Perception check allows the PCs to notice the ash 1 round before it surrounds them. For every 5 points above this, the PCs gain an additional round, to a maximum of 5 rounds with a result of 30 or higher. The ash cloud surrounds the PCs for 2 minutes before continuing down the mountain. The ash cloud creates conditions of extreme heat, and any PC foolish or desperate enough to breathe inside the toxic cloud takes 1d6 points of Constitution damage each round (Fortitude DC 15 negates; the DC increases by 1 for each previous attempt). There is not enough ash to bury the PCs.

1,000 Feet: A chunk of solidified lava crashes down within 5 feet of a randomly selected PC. This lava bomb explodes, dealing 6d6 points of bludgeoning and piercing damage in a 30-foot radius (Reflex DC 15 negates). Every 4d4 rounds thereafter, another lava bomb impacts near the party for the same effect. If the PCs are flying, the mountain assails them with bursts of smaller rocks. Each PC is targeted by a rock, a +15 ranged attack that deals 2d6 points of bludgeoning damage.

2,000 Feet: A river of lava flows at the PCs, creating conditions of extreme heat for as long as the PCs are within 100 feet. The river is 200 feet across and advances on the PCs at 50 feet per round. They automatically notice the lava's heat at a distance of 100 feet. Due to the ash and smoke, spying the lava while it's 200 feet away requires a successful DC 10 Perception check. For every 5 points by which the PCs exceed the DC, they spy it 50 feet farther away, to a maximum of 500 feet away. The PCs must get to one side of the lava before it overruns them, and afterward they must either find a way to cross the molten path ahead of them or travel 500 feet laterally to bypass it.

3,000 Feet: The ascent grows more challenging because of the debris and constant shaking. Travel past this point is at one-quarter speed, combining the effects of difficult terrain and obstacles. The constant ash fall acts as thick smoke, and leaves the PCs in darkness. Light sources have their light levels reduced by one step, and they illuminate only half their usual radius.

4,000 Feet: To ascend the final distance, the PCs must tackle several sheer ascents. Progressing past this height requires successful DC 15 Climb checks. Skilled PCs can climb on ahead to set ropes and other aids for the less able. Every 2d6 rounds, the mountain quakes, requiring a successful DC 20 Climb check to cling to the mountainside. If a PC fails either Climb check, she falls 2d6 × 10 feet (taking appropriate falling damage), then can attempt a DC 20 Reflex save to arrest the fall. If the PC fails the save, she falls a similar distance again until she makes her save or lands at the 3,000-foot elevation.

Cathedral of Flame: When the PCs reach about 4,500 feet, the smoke clears enough for them to spot a vast opening in the side of the mountain, with streams of lava pouring down either side of it. These streams are only 15 feet wide, but the PCs must find a way to cross them if they wish to go inside the volcano. Inside, there is a large chamber carved out of the rock. This is the home of one of the Queen's most powerful servants (see *The Queen's Hand* on page 246), and the only safe way inside the mountain.

Continuing up the Mountain: Beyond the entrance to the cathedral, the mountainside becomes almost impassible. Sheer cliffs, constant tremors, rockfalls, and lava make for deadly threats to the PCs the last 1,500 feet of the mountain. Flying to the top is nearly impossible as well. The volcano's mouth is a storm of ash, smoke, lava bombs, and other hazards.

Coping with Magic: Typical PCs probably won't trek overland in face of the volcano's wrath. Resourceful PCs can avoid all or most of the hazards through flight, teleportation, and similar means, though note the effect of the *tears of last remorse* on teleportation. Describe the threats they bypass in dramatic detail to keep the tension high.

Story Award: If the PCs survive the ascent of Theana, award them 9,600 XP.

The Queen's Hand (CR 12)

Inside the cathedral, the heat of the volcano causes 1d6 points of fire damage every round. The chamber itself is over 50 feet across, with a large domed ceiling almost 60 feet overhead and lava pouring freely into a pair of troughs that run down either side of the room. Opposite the entrance is a set of gigantic bronze double doors, glowing with heat. The doors are magically locked, but Sorzan, the Queen's Hand, has the key.

When the PCs enter the chamber, the Queen's Hand is invisible, but she dismisses her *invisibility* and confronts them when they reach the center of the room. Sorzan, the Queen's Hand, demands the PCs bow down and submit to the justice of the Queen. If any mock her or fail to obey, she unleashes a *scorching ray* on the transgressors and the battle begins.

As the PCs battle her Hand, the Queen of the Inferno directs the fires of the volcano against them. At the end of each round of combat, roll 1d6 and consult the following table of effects.

1d6	Result
1	A bubble of toxic gases bursts from one of the magma pools. The gas affects a 20-foot-wide, 40-foot-high burst centered on a random PC. Each PC that breathes in the invisible vapors takes 1d6 points of Constitution damage (Fortitude DC 20 negates). This is considered poison, but has no ongoing effect.
2	Lava sprays from one of the pools in a 30-foot line toward one of the PCs, dealing 10d6 points of fire damage immediately, and 5d6 points of damage at the end of the next round (Reflex DC 20 for half and no ongoing damage).
3	A rock falls from the ceiling, targeting a single PC with a melee attack. It has a +20 attack bonus and deals 5d6 points of bludgeoning damage.
4-6	No event this round.

SORZAN CR 12

XP 19,200

Female efreeti fighter 2/guardian 4 (*Pathfinder RPG Bestiary* 140, and see page 26)

LE Large outsider (extraplanar, fire, mythic)

Init +12; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 28, touch 14, flat-footed 23 (+6 armor, +3 Dex, +2 dodge, +8 natural, -1 size)

hp 160 (12 HD; 12d10+94)

Fort +14, **Ref** +13, **Will** +13; +1 vs. fear

Defensive Abilities bravery +1, fast healing, guardian's call (absorb blow), hard to kill, impervious body, parry spell; **DR** 5/epic; **Immune** fire; **Resist** cold 10

Weaknesses vulnerable to cold

OFFENSE

Speed 15 ft., fly 40 ft. (perfect)

Melee +2 falchion +23/+18/+13 (2d6+15/15-20/x3) or

2 slams +20 (1d8+13 plus 1d6 fire)

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

Special Attacks borrow elements, change size, heat, mythic power (11/day, surge +1d8)

Spell-Like Abilities (CL 11th; concentration +13)
Constant—*detect magic*

At will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to non-genies only), *gaseous form*, *permanent image* (DC 18)



TACTICS

Before Combat Sorzan renders herself invisible and awaits the PCs' approach.

During Combat Accomplished at aerial combat, Sorzan flies above the lava and engages her foes. If they don't close in to battle her in melee, she darts in to strike at them, and then goes back over the lava using Flyby Attack. Wary of magical attacks, she defends against spells with borrow elements and parry spell.

Morale Trusting her fate to her goddess, Sorzan fights to the death and without mercy.

STATISTICS

Str 29, **Dex** 18, **Con** 23, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +12; **CMB** +22; **CMD** 38

Feats Combat Casting, Combat Reflexes, Dodge^M, Flyby Attack, Improved Critical^M (falchion), Improved Initiative^B, Power Attack^B, Quicken Spell-Like Ability (scorching ray), Weapon Focus (falchion)^B

Skills Bluff +15, Disguise +12, Fly +11, Intimidate +17, Perception +19, Sense Motive +17, Spellcraft +12

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ amazing initiative, change shape (humanoid or giant; *alter self* or *giant form I*), recuperation

Gear mwk breastplate, +2 falchion, cloak of resistance +2, ring of minor cold resistance, brass key

Calming the Volcano

As the efreeti falls, the earth trembles again and the magma pools begin to quickly cool. With her Hand eliminated, the Queen lacks a proper conduit for her powers. If the PCs hurry, they have just enough time to pour the *tears of last remorse* into the heart of the crater before the volcano erupts. The brass key around Sorzan's neck opens the large doors at the far end of the chamber, revealing a narrow corridor that leads to a small ledge of rock jutting out over the crater of the volcano. One hundred feet below, the lava boils and seethes. Rock and ash choke the air. With each step the PCs take, the volcano rumbles with anger, until it grows perfectly still once the PCs reach the edge.

The very moment the *tears of last remorse* touch the magma, they vanish in a cloud of steam. The building eruption instantly stills, and the lava solidifies into black rock in a growing circle radiating outward from the center. A heartbeat passes, and the rock fades into perfect, crystalline clarity. A wave of energy explodes over the crater's surface, blowing apart the walls of the volcano and collapsing the crater floor.

As the PCs recover from the blast, they see that a deep, clear lake now fills in the volcanic caldera—one eerily reminiscent of the caldera of Arakau on Kraken's Maw. They lie miraculously unharmed and safe on the new

BUILDING THE MYTH

With the adventure at its climax, pull out all the stops. Use Sorzan's mythic power freely, since she won't need it once the fight ends. Familiarize yourself with her mythic options before the fight, and use as many different ones as possible during the battle. The PCs fight on terrain firmly controlled by their enemy, and they should feel like the mountain is itself one of their adversaries. Whether triumphant or defeated, the PCs should feel they battled not just a mere emissary, but a goddess's will made manifest.

lake's shore. Outside the volcano, the damage from the eruption remains, but the annihilation of the upper third of the mountain caused no damage to the town. The PCs easily and safely descend the mountain and return to Blackcrag Cove.

CONCLUDING THE ADVENTURE

Though the immediate threat has ended, Blackcrag Cove faces a new peril: The newborn lake shares the dangerous properties of the tears themselves. Creatures altered by the water become a constant threat in the area. Grateful to be saved for now, the town does not begrudge this consequence.

On Kraken's Maw, a massive quake rocks the island at the same moment the tears extinguish the fires of Theana. The ground beneath the caldera cracks, and the waters filling the caldera of Arakau drain away, forever lost. Over the coming centuries, the magic slowly fades from Kraken's Maw, and voyagers once again return to settle the island's shores.

If you desire to run an ongoing mythic campaign, this adventure counts as a trial for purposes of advancing a mythic tier, and the PCs retain their newfound abilities. If you want to return to a non-mythic campaign, the burst of energy from the tears causes the relics the PCs carry to crumble to ash, dissolving the heroes' mythic power with them. Each PC retains three uses of mythic power (even if she had fewer after the final battle) and her surge ability. Once that power is exhausted, only memories and stories remain.

The PCs still possess the *earth chalice*, and thus could still gather more tears. The vessel is a minor artifact, so it no doubt has other uses and powers. It's also a magnet for malign forces from the Plane of Earth, which hound the PCs as long as they retain it. The PCs might return it to Hiyalauai and her people. No matter what they choose to do, the destiny of the artifact is fraught with danger that the PCs must overcome.