

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-15

Levels 9-12

CAVERN OF THE SUNDERED SONG

By Kate Baker



CAVERN OF THE SUNDERED SONG

TABLE OF CONTENTS

Adventure	3
Appendix 1: Level 9–10 Encounters	21
Appendix 2: Level 11–12 Encounters	28
Appendix 3: Game Aids	34
Organized Play	38

GM RESOURCES

Campaign Home Page: pathfindersociety.club

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

Maps: *Pathfinder Flip-Mat Classics: Darklands*, *Pathfinder Flip-Mat Classics: Twisted Caverns*, and *Pathfinder Flip-Mat: Arcane Library*

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/>.



GLYPH



GRAND ARCHIVE

SUMMARY

When an elf scrollmaster suddenly conjures a portal in the Grand Lodge's Archives, the Master of Scrolls Kreighton Shaine rushes in after her. Gorm Greathammer senses they've entered a dangerous region of the Darklands and dispatches a team of capable Pathfinders to learn what's going on. Within the mysterious Cavern of the Sundered Song, the PCs learn the tragic history of an ill-fated team of Pathfinders who became lost in the cavern over a century ago. If they're careful—and lucky—they might be able to rescue the team members, overcome the Darklands' dangers, and make it out alive!

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 9–12



PLAYERS: 3–6



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ADVENTURE BACKGROUND

The Pathfinder Society's Master of Scrolls is **Kreighton Shaine** (CG male elf scholar), a Forlorn elf wizard known equally for his eccentricities and expansive knowledge. Most Pathfinders know the scrollmaster from their training in the three schools of the Grand Lodge or from the occasional field mission, but few know him well or call him a close friend. Kreighton Shaine finds most people irritating—even those who share his interests and match his intellect—and many believe he sometimes speaks in riddles not only to test his students, but as a way to put up a barrier between himself and others.

Kreighton's casual circumvention of would-be friends pales in comparison to his absolute avoidance of **Effeflinn Whyst** (CG female elf poet), a fellow scrollmaster who speaks only in ancient songs and rhymes and spends all of her time in the libraries of the Grand Lodge. Kreighton does everything possible to avoid being in the same library at the same time as Effeflinn. He doesn't even speak of her or acknowledge her existence, and always has an urgent task to attend to if she comes up in conversation. For her part, Effeflinn seems to not even know who Kreighton is, though it's difficult to be sure, as the poems she recites leave much room for interpretation. Other Grand Lodge leaders have learned not to tease the Master of Scrolls about this strange dynamic, as it's apparently a source of true distress.

Over a hundred years ago, Kreighton Shaine and Effeflinn Whyst were on a Pathfinder team trying to open a portal to a realm of the Darklands once inhabited by the gnome goddess Nivi Rhombodazzle. This realm is a place she lived as a mortal while on the run from her many creditors, and she made it as difficult to find as possible, accessible only with a song. Unfortunately, the team didn't have the entire song, unknowingly missing the last stanza. The portal opened, but then suddenly closed just after three members of the team passed through to the other side. No efforts to reopen the portal with the partial song worked, and no other methods of finding the team's location yielded anything. The team was lost.

WHERE ON GOLARION?

This adventure begins at the Grand Lodge in Absalom, the City of Lost Omens. The bulk of the action takes place in a mysterious, long-lost cavern in the deepest regions of the Darklands. For more information on the Grand Lodge and the Darklands, see *Lost Omens Pathfinder Society Guide* and *Lost Omens World Guide*.



Effeflinn was the primary caster for the ritual, having expertise in ancient songs, and Kreighton was the secondary caster. Each blamed the other for the failure and the loss of the team, destroying their friendship. Both elves were changed by the incident, with Effeflinn becoming more esoteric and Kreighton pushing away all comers.

Recently, Effeflinn made a startling discovery in the Grand Lodge's archives: she found a journal containing the final stanza of the song. Those in the library when she made this discovery immediately knew something was wrong, because she stopped in the middle of her song and, carrying a tattered journal, departed the Archive—something no one had ever seen her do. In silence and in apparent haste, Effeflinn made her way out of the vaults to Skyreach's portal chamber, hoping to open and enter the portal once more to find her old team, now lost in the Darklands for over a century. Using the Grand Lodge's connection to the extradimensional realm known as the Open Road Lodge, she has temporarily accessed

CAVERN OF THE SUNDERED SONG

a twisting cavern in the realm of Orv, the region of Golarion's Darklands deepest below the surface.

When word of her disappearance reached Kreighton Shaine, he realized what must have happened. He followed Effeflinn, vanishing into the portal.

GETTING STARTED

The entire Pathfinder Society is abuzz over the recent disappearance of Scrollmaster Effeflinn Whyst into a mysterious portal following her singing a strange song. Master of Scrolls Kreighton Shaine almost immediately entered the portal behind her. Several hours later, with no further movement around the portal, Grand Archive faction leader Gorm Greathammer has decided to send an expert team of agents to assess the threat and try to find what happened to Effeflinn and Kreighton.

Gorm Greathammer frantically searches the Grand Lodge for experienced agents not currently on field missions and asks them to meet in the Archive immediately for an urgent mission. Read or paraphrase the following once the PCs are settled.

Gorm Greathammer stands near a strange shimmering portal. Several Swordmasters stand guard, ensuring no one enters by accident. Gorm nods approvingly at the assembled Pathfinder agents. "Wonderful. I'm so glad you were all available on such short notice. I'm not sure I've seen such an accomplished group of agents together before. I'm sure you've heard the rumors already about today's events, and you may even know more than I do. Here's what I've been able to piece together so far. Effeflinn Whyst, one of the Scrollmasters, the elf who's always

singing strange old songs, she found something in the Grand Archive that took her by surprise. A hand-written journal of some kind. She ran off with the journal in hand, started singing, and made...this." He gestures toward the portal.

"That's odd enough, but then perhaps twenty minutes later, after word started to spread around the Lodge, our Master of Scrolls, Kreighton Shaine, ran into the portal after her, looking furious. We haven't seen either of them since." He shuffles through some parchments. "We've done some divinations, and about all that we know is that it connects to the Darklands. Probably Orv, but some portion we've never heard of before."

He sighs. "Frankly, we have no idea what's going on. We could just wait for Effeflinn and Kreighton to return, but I

don't like the idea of what might come out of this portal in the meantime. I'd like you to go through, find them both, and figure out what the heck is going on. Hopefully, there'll at least be a good story in it for you. I remember once, when I was in Osirion—"

Gorm's words are cut off when Kreighton Shaine's head suddenly pops through the portal and looks at the gathered agents. "Good, you've got them. The song is finished, but now it's lost. We've got to find them. Hurry!" As quickly as Kreighton's head appears, it vanishes once again.

Gorm stares at the portal, speechless for a moment. "Well, I suppose you should get moving, then. You should take a few minutes to go buy any supplies you think you'll need. We're not sure how stable it is, so you should avoid going back and forth through the portal until you're ready to come back for good. Without disturbances, we think it should stay open for at least a couple of days. Why don't you try to be back in 48 hours? I wouldn't stay much longer than that, but do spend enough time there to see anything interesting. We're looking at something very strange here, Pathfinders. Good luck."

Gorm dismisses the agents, though he answers any questions they have to the best of his ability. The PCs have time to shop and buy supplies, but not to rest or learn new spells. It's late afternoon when the PCs enter the portal.

What kinds of dangers will there be?

Well, it's dark, for one. Make sure you'll be able to see. There are all kinds of all creatures there, especially aberrations. Best to be prepared for anything.

What do you know about the song Effeflinn found? I wish I knew. Everyone seems to have heard something different.

Rewards: Gorm Greathammer offers each PC a choice between a greater antidote and a greater

antiplague for the journey, as well as two moderate alchemist's fires and two moderate frost vials for the whole group. (For levels 11–12, these are instead greater alchemist's fires and greater frost vials.)

DARKLANDS LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 26 Society check or a DC 22 Darklands Lore check to Recall Knowledge might know more about the Darklands and its residents. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.



CAVERN OF THE SUNDERED SONG

Critical Success As success. The PC also knows that Orv is the bottom level of the Darklands, comprised of many distinct, enormous caverns called vaults. Each vault tends to have its own ecosystem.

Success The Darklands are an interconnected network of caverns and passageways deep underground, spanning multiple continents. Residents include xulgaths, deep gnomes, derros, duergar, and calignis, as well as strange and powerful aberrations.

Critical Failure Orv is the top level of the Darklands, with an extensive trading network and frequent visitors from the surface.

ACADEMIA LORE, LIBRARY LORE, OR PATHFINDER SOCIETY LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 21 Pathfinder Society Lore or Library Lore check Recall Knowledge might know more about the section of the Grand Archive where Effeflinn Whyst was doing research. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success That specific section of the library has personal accounts of dealings with Nivi Rhombodazzle. Nivi Rhombodazzle is the god of gems, stealth, and gambling. She spent much time in the Darklands avoiding her creditors and is known as the first deep gnome. She approves of using stealth and guile over violence where possible.

Success That part of the library includes firsthand accounts from people who interacted with deities when they were mortals.

Critical Failure That specific section of the library has personal accounts of dealings with Norgorber. Norgorber is the god of greed, murder, poison, and secrets. Nothing is known about his life before he ascended to godhood.

DIPLOMACY (GATHER INFORMATION) OR PERFORMANCE

A PC who succeeds at a DC 26 Diplomacy check to Gather Information or a DC 24 Performance check learns more about the song from one of the students who witnessed Effeflinn Whyst create the portal.

Critical Success As success, and the student also remembers hearing lyrics about "Nivi", presumably referring to Nivi Rhombodazzle.

Success The PC speaks to a student who heard some of the song. While the student can't recite any stanzas exactly, they remember hearing lyrics about 'debts' and 'treasures'.

Critical Failure The PC speaks to a student who pretends to hear some of the song. They say it was about devils and Hell.

THE SONG OF NIVI'S VAULT

The song that opens a portal to Nivi Rhombodazzle's cavern in the Darklands has an extra layer of protection. Anyone who travels through the portal to the Cavern magically forgets the song. Further, any written copies of the song carried through the portal disappear. When Effeflinn Whyst carried the journal through the portal, she both forgot the complete song and found that the words of the song written in the journal disappeared.

The PCs can return to the Grand Lodge whether or not they find the pieces of the song, as the portal remains open from when Effeflinn sang it in its entirety. However, if the PCs can't find the entire song, then once the portal closes, it closes for good. There will be no way to return, and the deep gnomes who live there will continue to be cut off from the rest of Golarion.

When the PCs find all four fragments of the song, Nivi's luck grants them an additional boon, which can twist ill luck back in their favor. To represent this benefit, once during the scenario, the players can cause the GM to re-roll an attack roll, saving throw, or skill check and use the second result. This is a fortune effect.

THROUGH THE PORTAL

The Darklands are dark, as anticipated. There are no light sources unless specifically stated, so the PCs must provide their own light for their exploration and encounters.

As the PCs pass through the portal into the Darklands, they hear a faint refrain of a song. They exit the portal into a Darklands cavern surrounded by branching tunnels, and Kreighton Shaine is nearby. Any PC who succeeds at a DC 24 Perception check can make out some of the lyrics of the faint song (DC 26 for levels 11–12). If the PCs fail to obtain one of the song fragments during the adventure, success on this check allows the PCs to figure out the words of the missing fragment once they have all the rest. If any PC critically succeeds at this check, then the group can remember enough words to fill in two missing fragments. Additional successes by more PCs don't allow for more missed fragments.

Kreighton Shaine addresses the newly arrived Pathfinder agents without turning to look at them. "You've come at last. We must find Effeflinn at once. I've forgotten the song; I've forgotten the song. It doesn't matter, we need to find all of them! After all these years!"

If the PCs press Kreighton Shaine to explain more about what's going on, he continues.

CAVERN OF THE SUNDERED SONG

Kreighton Shaine calms slightly as he slips into the role of a teacher. "It was so many years ago. Almost a century. Effeflinn Whyst and I, we were on a mission to reach the part of the Darklands where Nivi Rhombodazzle once lived. When she was mortal, she hid in the Darklands for many years to avoid her creditors. She didn't always win her games, after all. She magically sealed it away to prevent being found. We had a song that should have opened a portal to reach this cavern. It worked, briefly. Part of our team made it through, but then the portal suddenly closed! Nothing we tried could open it again. The rest of the team was lost. I know that Effeflinn did something wrong. She was the song expert; she was supposed to know how to do it right! She must have found the rest of the song, to open the portal again. The strangest thing is that I can't remember any of the song now, after it haunted me for all these years.

It doesn't matter. We've got to find the rest of the team. They might still be alive!"

Kreighton briefly describes the Pathfinder team assigned to the mission.

- **Kreighton Shaine** (CG male elf scholar), expert on rituals
- **Effeflinn Whyst** (CG female elf poet), expert on songs
- **Irlah Kestiwhitt** (CG female gnome cleric), Nivi Rhombodazzle lore expert
- **Piltineff Gosk** (NG male gnome fighter), physical protection
- **Eltha Embercall** (N female dwarf druid), expert on survival

Effeflinn Whyst passed through only a few hours ago and left a trail of kicked up stones and scuffed earth. A PC who uses the Track exploration mode activity and succeeds at a DC 24 Survival check (DC 26 for levels 11–12) to Track Effeflinn follows her trail and locates the deep gnome village in 2 hours, though a combat interrupts the journey after 30 minutes regardless of the results. If none of the PCs can Track (because they are not Trained or better in survival), they can still slowly follow Effeflinn's trail, but they critically fail this check automatically.

Critical Success As success, but the circumstance bonus to initiative is +2.

Success You notice signs of a nearby creature. Each PC gains a +1 circumstance bonus to initiative when facing off against Darklands enemies in area **A**. The group reaches the Deep Gnome Village after 2 hours.

Failure The group reaches the Deep Gnome Village after 3 hours.

Critical Failure Each PC gains a –2 circumstance penalty to initiative when facing off against Darklands enemies in area **A**. The group reaches the Deep Gnome Village after 4 hours.

The PCs frequently spot Kreighton disappearing and reappearing down side tunnels as they make their way through the strange Darklands, but he doesn't report anything of note. If the PCs ask

Kreighton Shaine for help, he grumpily mutters under his breath. PCs who succeed at a DC 20 Perception check to Sense Motive realize that Kreighton's mood is far worse than they've ever seen in their years of training and working as a Pathfinder. Any questions about his mood are met only with his swift and silent departure.

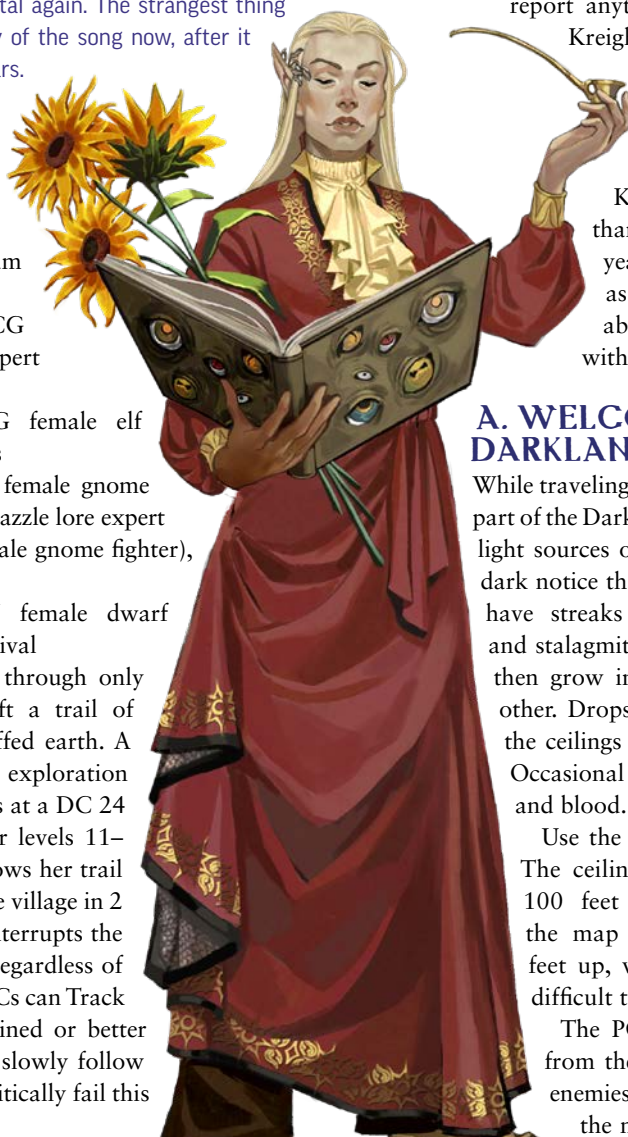
A. WELCOME TO THE DARKLANDS SEVERE

While traveling, the PCs might notice that this part of the Darklands seems strange. PCs using light sources or who can see in color in the dark notice that many of the rock structures have streaks of vibrant hues. Stalactites and stalagmites nearly meet each other, but then grow in spiral patterns around each other. Drops of liquid that condensed on the ceilings above fall on the PCs' heads. Occasional breezes carry scents of metal and blood.

Use the map on page 7 for this area. The ceilings of the large cavern reach 100 feet above. The dark spots on the map are stalagmites reaching 50 feet up, while the muddy puddles are difficult terrain.

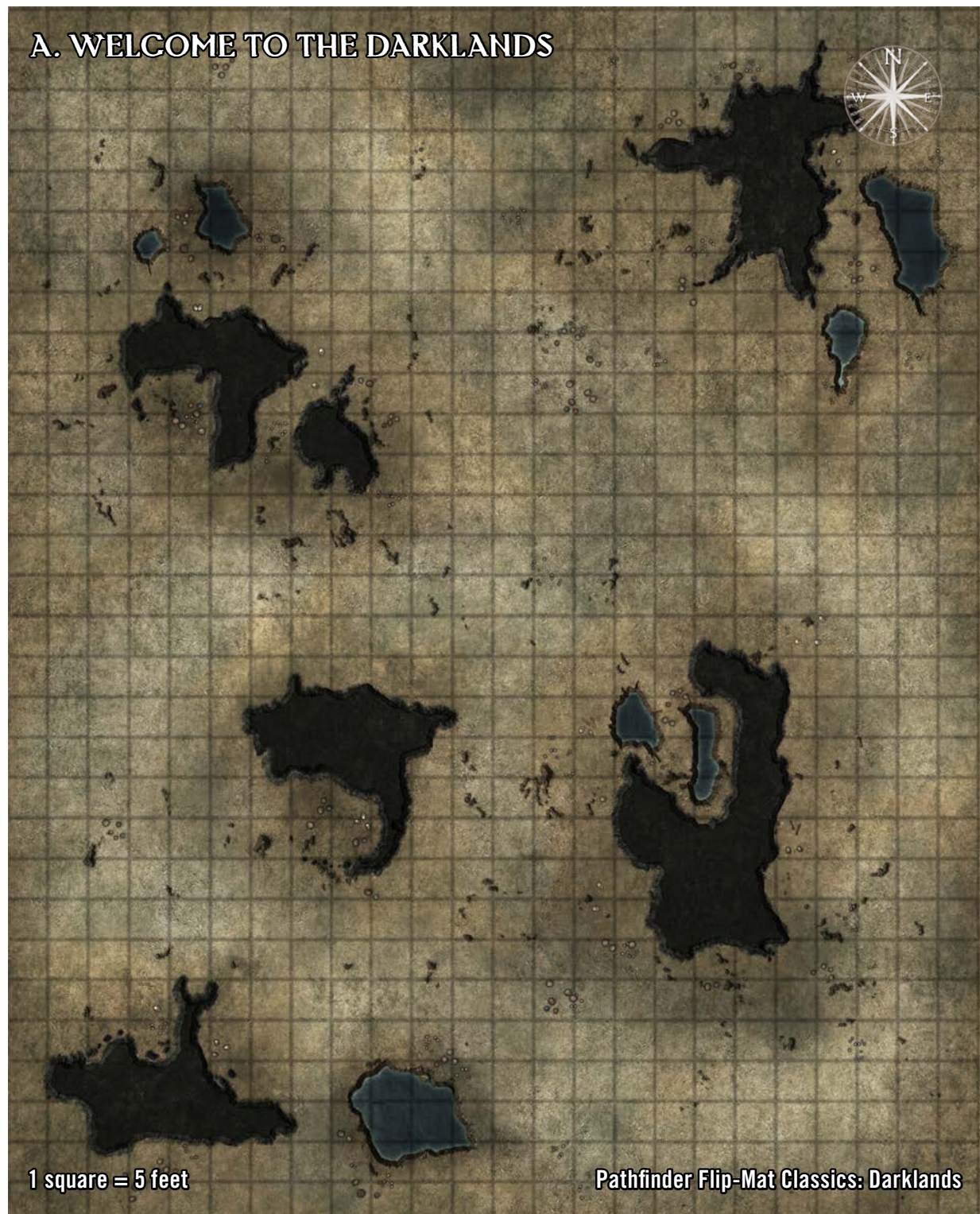
The PCs begin about 20 feet away from the north edge of the map. The enemies attack from the west side of the map. They're spread out about 20 feet apart from one another.

Creatures: The magic of the portal has started to attract Darklands



KREIGHTON SHAINÉ

CAVERN OF THE SUNDERED SONG



CAVERN OF THE SUNDERED SONG

creatures. Some of them have noticed the PCs and attack! This occurs after the PCs have been traveling for half an hour and happens while Kreighton Shaine is away from the party. These creatures are primarily responding to the novelty of the PCs, after many years of isolation from the rest of the world, including the rest of the Darklands, but they have no reason to fight to the death. Each isqulug retreats if reduced below 50 Hit Points, while each purple worm retreats if reduced below 70 Hit Points.

LEVELS 9-10

LANGUID ISQULUGS (2)

CREATURE 10

Page 21

LEVELS 11-12

LANGUID PURPLE WORMS (2)

CREATURE 12

Page 28

Rewards: Kreighton Shaine returns a few minutes after the battle and looks startled. He offers each PC a *moderate healing potion* and remarks that Gorm picked a good team. For levels 11–12, he offers each PC two *moderate healing potions*.

DEEP GNOME VILLAGE

The PCs and Kreighton Shaine soon approach a small village, where several stone structures are built into the side of a tall cliff in a massive cavern. Several lanterns light the scene, glinting off long strands of beads that hang from each entry. A group of deep gnomes confronts them, weapons in hand. They don't attack immediately, but they're clearly unfriendly. The PCs have only a few moments to work together to calm the villagers down.

Each PC can attempt one skill check, representing a couple of minutes of effort, to avoid conflict with the deep gnome villagers. The deep gnomes don't speak Taldane Common, but among the group, they speak Gnomish, Undercommon, Sylvan, and Druidic, though in somewhat archaic dialects. If a PC attempts a check that would require language, but doesn't speak any of those languages, the DC is increased by 4. If a PC doesn't speak any of those languages but can understand what the deep

gnomes are saying, such as with a 2nd-level *comprehend language* spell, then the DC is only increased by 2.

Kreighton Shaine doesn't attempt his own check, but he assists a single check the PCs make by rattling off some helpful facts about deep gnomes, increasing their result by one degree of success. He occasionally offers irrelevant facts as well.

The following are likely methods the PCs can use. Encourage the PCs to come up with alternative solutions as well, using these checks and DCs as a guide. For levels 11–12, increase these DCs by 2.

- A PC can apply their knowledge about gnome culture with a successful DC 21 Gnome Lore, Deep Gnome Lore, or Nivi Rhombodazzle Lore check to Recall Knowledge.
- A PC can soothe the deep gnomes with a successful DC 24 Diplomacy or Performance check.
- A PC can impress the deep gnomes with a successful DC 26 Arcana, Nature, Religion, or Occultism check to Recall Knowledge about magic.
- A PC can use bluster to get the deep gnomes to back down with a DC 28 Deception or Intimidation check.
- A PC can automatically succeed at this check by casting a non-cantrip spell that doesn't harm the gnomes or their home.

The results of the PCs' checks are as follows.

Critical Success The PCs gain 2 Truce Points.

Success The PCs gain 1 Truce Point.

Critical Failure The PCs lose 1 Truce Point.

If the group earns at least as many Truce Points as half the number of PCs (rounded down), then the villagers sheathe their weapons and bring the PCs in to see Effeflinn Whyst and Irlah Kestiwhitt. If the PCs don't obtain enough Truce Points, then the deep gnomes move to attack. Effeflinn and Irlah hear the commotion and come out in time to stop the fight before combat begins, but the deep gnomes don't trust the PCs or Kreighton. The PCs' success or failure in this interaction influences the rewards they receive from the villagers after meeting (page 9).

THE MEETING

However the PCs handle the deep gnomes, they get to meet with the elusive elf Pathfinder and her strange gnome friend.



DEEP GNOME VILLAGER

CAVERN OF THE SUNDERED SONG

A frazzled elf with spectacles looks surprised at the new arrivals. “Those who follow where they cannot see must trust in those who went before.” She gives Kreighton Shaine a pointed look. A gnome with faded pink hair delightedly greets Shaine. “Kreighton! I never thought I would see either of you again! It’s been so long.” She turns to greet the rest of the party. “I’m Irlah Kestiwhitt, and you must all be Pathfinders. I can see they sent a good team! I’m sure you have a lot of questions. Why don’t you come in for some tea and snacks?”

Irlah pushes everyone inside and lays out a full spread. There’s tea boiled from roots with a sweet and nutty flavor. She also offers sandwiches filled either with crunchy roasted insects or a mushroom paste, and sweet cookies topped with tiny glowing dots of lichen. Once everyone is settled and has a full plate, she continues.

“There, now, you can’t be expected to take all this in without some food! You probably know where you are by now: the Cavern of Nivi Rhombodazzle. I’m sure Kreighton told you about how we opened a portal to this realm. Three of us went through, and then the portal suddenly closed behind us. We’ve been trapped here ever since. But Effeflinn finally figured it out!” Kreighton audibly scoffs at this mention, but Effeflinn tries to explain. “The Gambler’s Lament: a firsthand account of Nivi Rhombodazzle. The song...it’s gone now, but it opened the portal.”

Irlah continues. “We can finally go home! We’ll need to get the other two. Would you mind doing that while I pack up all my things? It’s not clear if I’ll ever get to come back again. It seems like the portal erases the song when you pass through

it, at least coming in this way. It’s a shame, really, I know the villagers here would prefer not to be cut off from the rest of the world. If we can ever find the whole song again...” Irlah starts to drift off, then recovers.

“Yes, well, as I pack up, why don’t you collect Piltineff Gosk and Eltha Embercall? Piltineff should be easy. He was worried about the Bleaching, so he allowed a dragon to encase him in crystal to hold him in stasis. You should be able to break him out. I have the location. I go to check on him every couple of years. Eltha might be a little tougher. She...has not done very well here in the Darklands. She didn’t want to live here in the village, but off by herself. I’m not sure how she’ll react to seeing Pathfinders. She was very mad about what happened to us. Oh, and as long as you’re traveling, you should go and see Nivi Rhombodazzle’s house! How many chances do you get to see the home of a god? It was before she was a god, of course, but still!”

The PCs have three tasks, which they can accomplish in whatever order they like: find Eltha and let her know that it’s possible to go home (page 10), collect Piltineff from his crystal prison (page 11), and see Nivi Rhombodazzle’s house (page 16). Travel between any two locations takes about 2 hours. Survival checks aren’t necessary, as Irlah can give directions to all three places. Kreighton Shaine accompanies the PCs on their journey, while Effeflinn Whyst remains at the deep gnome village with Irlah Kestiwhitt.

It’s late in the evening for the PCs, so Irlah suggests that they rest in the village overnight. If the PCs return between completing tasks during the following day, Irlah can cast *stone to flesh*, *restoration*, or *freedom of movement* to assist a PC in need.

Irlah has one dose of a cure for isqulugia, in case any PCs contracted the illness. She can make more, but it will take until the next evening to brew it. If multiple PCs are affected by isqulugia, they decide who gets the initial dose. The cure immediately removes the disease without the need for Fortitude saves.

The PCs likely have additional questions for Irlah, and she answers them to the best of her ability. Possible questions and answers are listed here.

What kinds of dangers are in the caverns? “Oh, there’s all the normal creatures for the Darklands: big worms, all kinds of aberrations. I saw a frogemoth once. There’s a full ecosystem here, so keep your eyes open.

You mentioned a dragon? “He’s pretty nice. Just don’t make fun of his taste in decor.”

How big is Nivi Rhombodazzle’s cavern? “Nivi Rhombodazzle sealed off a part of the Darklands that’s a few miles or so across. It’s hard to be exact when a lot of the barriers are buried in rock.”



IRLAH KESTIWHITT

CAVERN OF THE SUNDERED SONG

Why don't you teleport out? "Teleportation effects work within the cavern, but can't be used to leave. I suspect they can't be used to enter, either."

How did you avoid the Bleaching? "Oh, well, I've invented 1,162 new games of both strategy and chance while I've been here! I'll teach you some later!"

Why don't deep gnomes worry about the Bleaching? "Deep gnomes are immune to the Bleaching. A gift from Nivi Rhombodazzle, perhaps?"

What if we can find the whole song again? "Oh, that would be wonderful! I could come back to visit the deep gnomes, they could get out and see other places, scholars could come visit Nivi Rhombodazzle's house. Yes, it would be amazing if you found it all!"



EFFEFLINN WHIST

Rewards: If the PCs succeeded at the skill checks to resolve the initial contact with the deep gnomes peacefully, then the deep gnomes provide the PCs with some *dust of disappearance* and a *greater salve of antiparalysis* for the journey. For levels 11–12, they also provide a *mending lattice*.

Song Fragment: Further, if the PCs succeeded in earning enough Truce Points to impress the deep gnomes, the residents of the village send the PCs off with a traditional cheer, which the PCs realize is part of the ritual song. Distribute **Handout #1: Song Fragment (Deep Gnomes' Cheer)**.

THE BITTER PATHFINDER

Irlah gives the PCs directions to Eltha's home, but she warns the PCs that the druid is very angry over being trapped in Nivi's Vault. Eltha blames both Kreighton and Effeflinn for being trapped in the Darklands, and she wants revenge as much as freedom.

The journey passes through a series of caverns that twist and turn, dividing and coming back together again. PCs with any magical forms of telling direction realize that something about the caves completely skews it. Irlah gave very detailed directions that involve counting how many passages to pass by before turning and looking for rock outcroppings that resemble various barnyard animals.

Just after the group passes a rock structure that does look remarkably like a pig, Kreighton Shaine triggers a magical trap that freezes him in place. This trap is keyed to Kreighton Shaine and Effeflinn Whyst, so no one else can trigger it by accident.

A dwarf woman wearing dark-colored furs emerges from an adjacent cave, accompanied by a large, hairless animal with multi-colored teeth. "I see the Pathfinders have finally made it here for a rescue mission. Only took a hundred years. Well, I suppose most of the current lodge wasn't even alive when we got lost, so I'll try not to hold it against you. Effeflinn sent me a sending spell, but I see she didn't come with you. I suppose that's a habit of hers. Well, I'll just take my revenge on Kreighton here, and then I'll return with the rest of you. Is it okay if I bring Sparkles back with me? I've grown very attached to him." She pats the creature standing next to her.

Eltha is intent on killing Kreighton Shaine, and it's difficult for the PCs to convince her to let him go. If a PC succeeds at a DC 31 Deception or Diplomacy check, she pauses to listen to more arguments. The PCs then each have a chance to attempt one DC 28 Deception, Diplomacy, Intimidation, Society, or Pathfinder Society Lore check to convince Eltha not to kill Kreighton Shaine. If half of the PCs succeed, rounded up, then she agrees

CAVERN OF THE SUNDERED SONG



ELTHA EMBERCALL

to return with the group. Each PC can either attempt a check to sway Eltha or aid another PC's check, but not both. For levels 11–12, the DCs are increased by 2.

B. ANGRY PATHFINDER MODERATE

If the PCs don't succeed at swaying Eltha Embercall, she moves to attack the frozen Kreighton Shaine. If the PCs stand back and let her kill the Master of Scrolls, the PCs each receive a point of Infamy.

Use the map on page 12 for this area. Eltha and the PCs begin in the partially flooded central cavern, about 20 feet apart. The large cavern where Eltha ambushes Kreighton Shaine has a ceiling 20 feet high. The smaller passages around it have ceilings 10 feet high. Eltha's shuln companion Sparkles can burrow through the walls of the cavern to attack PCs who attempt to make ranged attacks from the small passages. The water is a few inches deep, making it difficult terrain.

Creatures: If the PCs try to stop Eltha from killing Kreighton, she attacks the PCs, intending not to kill them but to make them back off. Eltha and Sparkles don't target any PCs who are unconscious or paralyzed. Sparkles fights independently, not as a minion. Killing Eltha doesn't earn Infamy for the PCs but does result in a failed primary success condition, as they're supposed to bring her back alive. Eltha surrenders by vocalizing or signaling (as a free action, even if it isn't her turn) when reduced to 40 Hit Points or fewer (60 Hit Points or fewer for levels 11–12), grumbling about how Shaine deserved it. If the PCs reduce Sparkles the shuln to 0 Hit Points, Eltha immediately surrenders and moves to resuscitate Sparkles if the PCs don't. Both Eltha and Sparkles should

follow PC dying rules if reduced to 0 Hit Points. When the battle is over, regardless of who wins, Eltha assists with healing injured PCs, including using her *stone to flesh* or *freedom of movement* spells if needed.

LEVELS 9–10

ELTHA EMBERCALL

CREATURE 9

Page 23, art on page 35

SPARKLES

CREATURE 9

Page 23

LEVELS 11–12

ELTHA EMBERCALL

CREATURE 11

Page 30, art on page 35

SPARKLES

CREATURE 11

Page 30

Whether she is persuaded to stand down or beaten in combat, Eltha agrees to return to the village and then back through the portal. She knows the location of the village and can go there on her own if the PCs have more tasks to complete.

Rewards: Eltha apologetically offers the PCs a 3rd-level *wand of overflowing life* (*Pathfinder Advanced Player's Guide* 265) for involving them in her dispute with Kreighton (a 4th-level wand for levels 11–12). A PC who succeeds at a DC 26 Diplomacy or Perception check notices that Eltha has a bracelet with a large six-sided die: the symbol of Nivi Rhombodazzle. She says that she found it during her exploration of Nivi's cavern and meant to give it as a present to Irlah Kestiwhitt, but she offers it to the PCs instead. It's worth 90 gp (250 gp for levels 11–12).

Song Fragment: The die on Eltha's Nivi Rhombodazzle bracelet has a fine inscription containing a fragment of Nivi's song. Distribute **Handout #2: Song Fragment (Eltha's Bracelet)**.

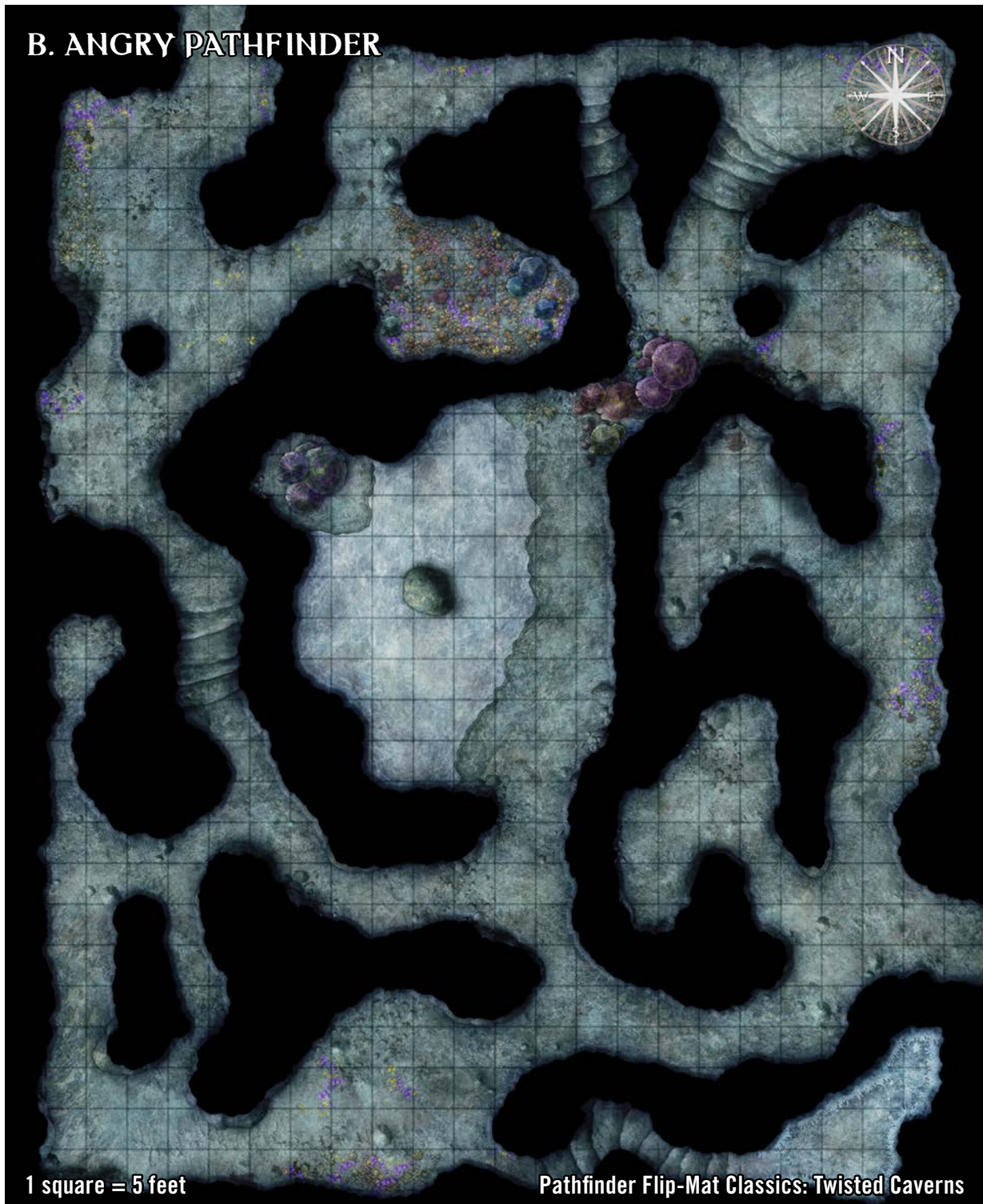
GNOME IN CRYSTAL

The path to Piltineff Gosk's crystal winds through bizarre crystalline structures. These crystals appear in every color of the rainbow, as well as some strange hues that defy description. They grow from the ceiling and floor, sometimes growing into each other in a melding of colors. Occasional crystals contain a small animal, frozen in place.

When the PCs arrive at the location that Irlah Kestiwhitt gave them, there's no sign of a crystal with a gnome in it. A PC who succeeds at a DC 26 Perception

CAVERN OF THE SUNDERED SONG

B. ANGRY PATHFINDER



CAVERN OF THE SUNDERED SONG

check notices that there are broken pieces of crystals on the ground. A PC who succeeds at a DC 24 Geology Lore check or a DC 26 Crafting check notices that there are shear marks on the stone where someone cut some crystals off. They didn't fall naturally.

There are large tracks leading past where the crystal should be according to Irlah's directions. A PC who succeeds at a DC 24 Survival check can tell that the tracks belong to a Large-sized dragon. A PC who successfully Recalls Knowledge with a DC 21 Dragon Lore or DC 26 Arcana or Nature check knows that the most likely kind of dragon for this terrain is a crystal dragon. They know that crystal dragons are friendly but extremely vain. A PC who critically fails this check thinks that the most likely kind of dragon for this area is an umbral dragon, cruel dragons from the Plane of Shadow.

There are no Survival checks required to follow the obvious tracks back to a cave about a half mile away. This cave is the home of **Caliclotherax** (NG male adult crystal dragon; *Bestiary* 2 92). The dragon is excited to see visitors, whom he assumes have come to admire him. He suppresses his Frightful Presence ability during this interaction—this suppression technique is something he spent many years practicing after becoming annoyed when guests fled in terror rather than admire the magnificence of his collection. If combat breaks out, his Frightful Presence activates again immediately before everyone rolls initiative.

A striking figure covered in colorful crystalline features stretches his wings and addresses his guests. "Oh, hello, travelers. It has been so very long since I've had any visitors, and the cave of Caliclotherax has had no one else to appreciate its beauty. Tell me, did you come to admire me or my collection? Oh, of course, it must have been both. You can't have one without the other!" The dragon strikes a dramatic pose.

Caliclotherax eagerly invites the PCs into his cave to see his collection of crystals. He starts discussing the various pieces in his collection, often posing next to the piece in question. The PCs soon spot one large crystal with a gnome encased inside, displayed in the very center

of the largest cavern.

Caliclotherax largely ignores the PCs' greetings or comments, assuming that anything they have to say is less interesting than what he has to show them. He responds with statements such as, "yes, that's wonderful," before continuing to show off his collection. If the PCs delicately draw attention to the gnome crystal, then the dragon changes the subject back to other crystals. When the PCs ask outright about taking the crystal or breaking it to free the gnome, Caliclotherax is aghast that anyone would destroy a piece of his perfect collection. He doesn't initially understand that the gnome is still alive and trapped in the crystal.

Each PC can attempt two checks to earn Flattery Points, representing their efforts to convince Caliclotherax to hand over the trapped gnome. Kreighton

Shaine doesn't attempt his own check, but he assists a single check the PCs make by offering the dragon a small crystal trinket, increasing their result by one degree of success. The following are likely methods the PCs can use. If a PC makes a good

case for using a different skill, use the Lore DC below for appropriate Lore skills, or DC 28 for other skills. For levels 11–12, increase the DCs by 2.

- A PC can attempt a DC 21 Art Lore check to point out how the crystal doesn't match the rest of the collection or a DC 21 Dragon Lore check to describe the crystal as unworthy of such a fine dragon.
- A PC can appeal to the dragon's vanity with a successful DC 24 Diplomacy check or describe how important it would be to the group to take the crystal as a souvenir of meeting Caliclotherax with a successful DC 24 Deception check.
- A PC can appeal to the dragon's better nature by explaining that Piltineff Gosk is still alive inside, just in stasis, with a successful DC 26 Medicine, Nature, or Society check.
- A PC can entertain the dragon enough to get it to part with the crystal with a successful DC 28 Performance or Acrobatics check.

The results of the PCs' checks are as follows.

Critical Success The PCs gain 2 Flattery Points.

Success The PCs gain 1 Flattery Point.

Critical Failure The PCs lose 1 Flattery Point.



CAVERN OF THE SUNDERED SONG

If the group earns at least as many Flattery Points as the number of PCs, Caliclotharax allows them to break the crystal and free the Pathfinder. Proceed to Freed Pathfinder (below) without having a combat encounter with Caliclotharax.

If the PCs fail the skill checks but don't attempt to take the crystal by force, Kreighton Shaine prompts them to do so, pointing out that the gnome trapped inside is a lost Pathfinder who shouldn't be abandoned for the sake of politeness. If the PCs decide to take it by force, Caliclotharax responds in kind. Proceed to encounter C.

C. CRYSTAL DRAGON COLLECTOR MODERATE

The large cavern that houses Caliclotharax's collection has a high ceiling about 100 feet above the ground. Caliclotharax generally stays in the air to avoid damaging any of his beloved crystals.

Use the map on page 15 for this area. The crystal containing Piltineff is the structure at the center of the spiraling ramp. Caliclotharax begins combat about 15 feet away from the crystal, on the ramp above. Based on their interactions so far, the PCs might be at the entrance to the room, adjacent to the crystal, or even adjacent to Caliclotharax.

Crystal: The PCs may attempt to destroy the crystal during the combat encounter. The crystal has AC 21, 20 Hardness, and 60 Hit Points. A PC next to the crystal can attempt a DC 28 Crafting or Thievery check to fracture it precisely; this is a two-action activity with the manipulate trait. On a success, the PC deals 2d6 bludgeoning damage to the crystal, bypassing Hardness. A critical success on this check deals double damage. For levels 11–12, the crystal instead has 23 AC, 25 Hardness, and 80 Hit Points. The DC for the Crafting or Thievery check is increased to 30, and the damage dealt by a successful check increases to 3d6. Breaking the crystal doesn't harm Piltineff.

Creatures: Caliclotharax fights until he's reduced to 100 Hit Points or until the end of the third round of combat, whichever comes first. He then gives up, claiming that the gnome crystal is ugly and he never liked it anyway. If the PCs destroy the crystal during the combat, releasing Piltineff Gosk, Caliclotharax stops fighting but orders the PCs to leave and never come back. Caliclotharax doesn't pursue any PCs who retreat and doesn't target any incapacitated PCs.

LEVELS 9–10

CALICLOTHARAX

Page 24, art on page 35

CREATURE 11

LEVELS 11–12

CALICLOTHARAX

Page 31, art on page 35

CREATURE 13

FREED PATHFINDER

Once freed, Piltineff greets the PCs excitedly. "By Nivi's gray hairs, I'd almost given up hope that the Pathfinders would ever manage to find us! Thank you!" He embraces Kreighton, which seems to startle the Master of Scrolls. Piltineff knows the way back to the deep gnome village, and he waits there for the PCs to return if they have more tasks to complete.

Rewards: The broken pieces of the crystal would be valuable to collectors, worth 50 gp (100 gp for levels 11–12). Further, Piltineff is grateful enough to the PCs that he offers them his *+1 striking glaive*. For levels 11–12, this is a *+1 striking grievous glaive*.

Song Fragment: If the PCs succeed at swaying Caliclotharax diplomatically, he shows them one of his favorite pieces: a smooth piece of obsidian with words engraved in it. Distribute **Handout 3: Song Fragment (Caliclotharax's Plaque)**. If the PCs don't succeed at swaying him, then they can notice this piece with a successful DC 26 Perception check to Seek (DC 28 for levels 11–12).



PILTINEFF GOSK

CAVERN OF THE SUNDERED SONG

C. CRYSTAL DRAGON COLLECTOR



CAVERN OF THE SUNDERED SONG

NIVI RHOMBODAZZLE'S HOUSE

Irlah gives exact directions to the house where Nivi Rhombodazzle lived as a mortal in the Darklands. While it's mostly of historical interest, some divine power yet lingers in a place where a deity lived for so long.

D. DRAKAUTHIX AMBUSH MODERATE

As the PCs draw near the house, they see a bridge crossing a 30-foot-wide chasm that stretches far in both directions. A PC who succeeds at a DC 24 Nature or Survival check notices some spores around that come from a drakauthix. These are large floating fungal creatures from the Darklands who tend to ambush their prey from above. A PC who notices the spores can attempt to Recall Knowledge about drakauthixes.

Use the map on page 17 for this area. The PCs begin to the south of the bridge, while the drakauthixes are waiting above the bridge. The cavern is quite large, with the ceiling 80 feet high. The chasm is 50 feet deep, and the DC of Athletics checks to Climb the walls is 20.

PCs who see the spores and look up automatically notice the drakauthixes waiting in ambush, floating 50 feet above the bridge ahead. Otherwise, a Seeking PC notices the drakauthixes with a successful DC 27 Perception check (DC 30 for Levels 11–12).

Creatures: The drakauthixes have noticed that prey frequently crosses at the bridge, so they're waiting in ambush here. They aren't intelligent enough to change their plan if a creature doesn't use the bridge. If the PCs can all cross the chasm without using the bridge, then the drakauthixes don't attack and wait patiently for other prey to come along. Kreighton Shaine can get himself over the chasm and back using *dimension door* but doesn't have a way to get anyone else across the chasm.

If anyone crosses the bridge, then the drakauthixes attack. They begin the encounter floating 50 feet above the bridge. If the PCs retreat to the edge of the map on either side of the chasm, the drakauthixes don't bother pursuing, choosing instead to wait for easier prey. Each drakauthix visibly backs off and attempts to retreat if reduced below 70 Hit Points (below 90 Hit Points for old drakauthixes for levels 11–12).

LEVELS 9–10

DRAKAUTHIXES (2)

Page 25

CREATURE 9

LEVELS 11–12

OLD DRAKAUTHIXES (2)

Page 32

CREATURE 11

However the PCs resolve this encounter, the drakauthixes have moved on to a different site when the PCs pass the other way returning from Nivi Rhombodazzle's house.

NIVI'S HOUSE

Strange, improbable things occur with increasing frequency as the PCs get closer to Nivi Rhombodazzle's house. A river reaches a waterfall that flows upward. Enormous rock structures balance on tiny pebbles. Holes in the ground alternate between warm, damp air and freezing cold. There are periodic sounds like wind chimes, even in the absence of winds.

The house itself looks unassuming from the outside: a simple structure of smooth stone. There are small gems on the door, making geometric patterns that resemble pips on the face of a six-sided die. There are also runes that spell out the Gnomish word for "hope."

The inside of the house is simple but elegant, with walls and floors made from polished stone. There are half a dozen bedrooms, each laid out with a comfortable-looking bed and warm but dusty linens. These rooms were intended for fellow gamblers during hard times, but no one has had the complete song to reach Nivi's Vault in many years. A fireplace springs to life as soon as anyone walks up to it, quickly making the house cozy. A panel in the floor lifts, revealing access to an underground river with pure, clean, almost sweet-tasting water.

While most of Nivi's personal belongings are gone, there is a stone table in the center of the house with a cup containing a set of dice. There are also four six-sided dice affixed to the table, each displaying a 6. Give the players **Handout #5: Rules of Nivi's Game** (page 37). The PCs intuitively sense the rules of the game upon approaching the dice. Any PC who wishes to can attempt Nivi's game to earn her boon.

Nivi's Boon: Nivi Rhombodazzle admires those who face great odds. After they attempt to beat Nivi at her game—whether they win or lose—each PC earns a minor favor from Nivi. Once during the adventure, each PC may, instead of attempting any other check, attempt a DC 11 flat check instead, with the same results as the replaced check. They must decide to replace their roll with a flat check before attempting the check.

If at least one of the PCs beats Nivi at her game, mark the checkbox next to the **Nivi Rhombodazzle's Reward** boon on their Chronicle Sheet. If none of the PCs beat Nivi at her game, cross this reward off the Chronicle Sheet instead.

Rewards: Any PC who attempts Nivi's game finds a small silver six-sided die in their hands afterward. The holy relic is worth 100 gp (300 gp for levels 11–12).

CAVERN OF THE SUNDERED SONG



CAVERN OF THE SUNDERED SONG

Song Fragment: If any PC completes the game, some illuminated words appear around the edge of the table that make up a song fragment. Distribute **Handout #4: Song Fragment (Nivi's House)**.

BACK TO THE PORTAL

Once the PCs have accomplished all three tasks by collecting Piltineff Gosk and Eltha Embercall and visiting the Nivi Rhombodazzle house, they can return to the deep gnome village where Irlah Kestiwhitt and Effeflinn Whyst wait anxiously. After a full day for the PCs completing the three tasks, Irlah suggests an evening's rest before journeying to the portal. She herself is still packing up her belongings to go back home. Eltha stares angrily at both Effeflinn and Kreighton but doesn't attempt any further violence.

If the PCs insist on leaving without resting overnight, then Irlah complains slightly, but agrees. This does not affect the final encounter.

The PCs don't need to attempt any Survival checks to find their way back to the portal, and the journey takes about 2 hours. When they arrive, there is quite a scene!

The open cavern in front of the portal is filled with dozens of bizarre creatures tearing each other apart, seemingly to reach the portal themselves. Horrific and alien noises ring out and echo back. The floor is slick with blood, and the air burns with acrid fumes.

The magic of the portal has attracted many bizarre Darklands monsters. Much like the deep gnome villagers, these creatures have been cut off from the rest of the Darklands, and they want to see what else is out there. However, the magic and excitement, along with the aggression of many of the Darklands residents, has led to an enormous battle.

The monsters are mostly holding each other at bay, but as the PCs watch, a couple of gogiteths break free from the chaos and soon, their long legs disappear through the portal! The portal starts to flicker dangerously. The team has only moments to get through!

Each PC must choose one method to get across the battlefield. The PCs need to cross approximately 120 feet to get past the battlefield to the portal. Each PC can use a skill appropriate to their method, such as Acrobatics to avoid attacks, Athletics to shove combatants out of the way, Survival to find a path around the battlefield, or even a melee attack roll to fight through. The DC is 26 (28 for levels 11–12), and on a failed check, the PC makes it to the other side of the battle but is targeted by a melee attack with a +16 bonus and dealing 8d6 bludgeoning damage (+18 bonus and dealing 10d6 damage for levels

11–12). Kreighton Shaine, Effeflinn Whyst, and the lost Pathfinders can get themselves across.

If a PC can use a teleportation or similar effect to bypass the battlefield entirely, no skill check is required, and they are at no risk of damage. A PC who flies or burrows across encounters fewer opponents, reducing the DC of the check by 5.

E. BATTLE AT THE GRAND LODGE SEVERE

When the PCs make it through the portal, another creature comes partway through after them. Kreighton and Effeflinn work on pushing the creature back while the PCs deal with the gogiteths who already made it into the Grand Lodge. Gorm Greathammer is leading a team of guards against the gogiteths, but they look outmatched.

Use the map on page 19 for this area. The ceilings in this chamber are 30 feet high and bright light shines throughout. The PCs begin near the center of the map, while the foes begin divided into two roughly even groups, each of which starts about 30 feet away from the PCs.

Creatures: One or more gogiteths, and possibly other creatures, made it through the portal to the Grand Lodge. For levels 9–10, a gogiteth is joined by a stone mauler, which was knocked out of a deep sleep by the battle and stumbled through the portal. For levels 11–12, some isqulugs snuck in through the portal behind the gogiteth. These creatures are determined to destroy everyone they see, and they fight to the death.

LEVELS 9–10

STONE MAULER	CREATURE 9
Page 26	

WEAK GOGITETH	CREATURE 11
Page 26	

LEVELS 11–12

LANGUID ISQULUGS (2)	CREATURE 10
Page 33	

GOGITETH	CREATURE 12
Page 33	

The Pathfinders who the PCs rescued, along with Gorm Greathammer, can assist the PCs from the sidelines in this battle, providing incidental assistance while fighting their own battle. To simplify this assistance, use the following rules.

CAVERN OF THE SUNDERED SONG

E. BATTLE AT THE GRAND LODGE



CAVERN OF THE SUNDERED SONG

Each round on initiative count 0, one NPC of the players' choice performs one from the following actions. The NPCs aren't affected by spells or effects from the PCs, such as *inspire courage*. The NPCs don't provide flanking or block the PCs from moving to any squares.

- **Irlah:** Heal one PC for 4d8+32 Hit Points (5d8+40 for levels 11–12).
- **Piltineff:** Deal 3d8+10 piercing damage to one opponent (4d8+15 for levels 11–12).
- **Gorm:** Make one opponent frightened 2.
- **Eltha:** Cast *freedom of movement* on a PC (can only be used once).

CONCLUSION

As the PCs finish the battle, Kreighton and Effeflinn finally push back all creatures from the portal and it closes with a loud chime. They begrudgingly acknowledge each other's work. Irlah, Eltha, and Piltineff look around in wonder at the Grand Lodge after a century away.

Gorm Greathammer, out of breath, examines the carnage in the Archive. He notes the dead gogiteth, the closed portal, and the returned PCs, as well as the missing members of the Rhombodazzle expedition.

Gorm Greathammer rubs his chin, momentarily at a loss for words. "I look forward to hearing what happened. For now, I'm just glad that you were on this mission. I think things would have gone badly for all of us without your efforts. Once you've had a chance to recover from this battle, I look forward to hearing your story."

Gorm is especially interested in anything the PCs have to say about Nivi Rhombodazzle's house, stating that their discovery of her magic dice is a tale worthy of the *Pathfinder Chronicles*.

Rewards: Once back in the Grand Lodge, Irlah offers the PCs her own token of thanks: a series of sketches she drew over the years detailing every part of Nivi Rhombodazzle's house.

REPORTING NOTES

If the PCs found all of the song fragments, check box **A** on the reporting sheet. If the PCs resolved the encounter with Caliclotherax without combat, check box **B**. If the PCs resolved the encounter with Eltha Embercall without combat, check box **C**.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they collect the three lost Pathfinders, keep Kreighton Shaine alive, and return through the portal to the Grand Lodge. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they complete Nivi's song or if they accomplish at least two of the following three objectives: avoid the drakauthix ambush, resolve the encounter with Caliclotherax without combat, and resolve the encounter with Eltha Embercall without combat. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

Gorm Greathammer is delighted if the PCs go to see the house that Nivi Rhombodazzle lived in. For taking the time and effort to see the home of a deity, each PC earns 1 additional Reputation with the Grand Archive faction, or 2 additional Reputation if at least one of the PCs beat Nivi's score in her dice game.

CAVERN OF THE SUNDERED SONG

APPENDIX 1: 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 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).

ENCOUNTER A (LEVELS 9–10)

LANGUID ISQULUGS (2)

CREATURE 10

RARE NE MEDIUM ABERRATION AMPHIBIOUS

Variant isqulugs (*Pathfinder Bestiary* 2 149)

Perception +22; greater darkvision, host scent 30 feet

Language Aklo

Skills Acrobatics +20, Athletics +22, Nature +20, Survival +20

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

Host Scent An isqulug can precisely sense any creature infected with isqulugia within 30 feet, and knows the current stage of the disease.

AC 29, all-around vision; **Fort** +22, **Ref** +18, **Will** +16

HP 210, regeneration 10 (deactivated by cold); **Immunities** swarm mind; **Weaknesses** cold 10; **Resistances** fire 10

Speed 25 feet, swim 25 feet; swamp stride

Melee ♦ tentacle +20 (agile, reach 10 feet), **Damage** 2d12+9 bludgeoning plus isqulugia

Primal Innate Spells DC 28, attack +20; **6th** *tangling creepers*; **5th** *control water*, *entangle* (at will), *hallucinatory terrain*, *obscuring mist* (at will); **4th** *fly*; **Cantrips (5th)** *dancing lights*; **Constant (1st)** *pass without trace*

Expel Infestation ♦♦ The isqulug expels larvae from the hivemind in its head in a 30-foot cone. Creatures in this area take 5d10 piercing damage as the swarm feeds on their flesh (DC 28 basic Reflex save). Any creature that takes damage is exposed to isqulugia. The isqulug becomes stupefied 1 for 1d4 rounds, during which it can’t Expel Infestation.

SCALING ENCOUNTER A

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

10–11 Challenge Points: Replace one languid isqulug with an isqulug. Increase the remaining languid isqulug’s Hit Points by 20.

12–13 Challenge Points: Add one languid isqulug to the encounter.

14–15 Challenge Points: The PCs face one languid isqulug and two isqulugs. Reduce each standard isqulug’s Hit Points by 20.

16–18 Challenge Points (5+ players): The PCs face three isqulugs.

Isqulugia (disease, incapacitation, primal, transmutation, virulent) Isqulugia’s sickened, slowed, and paralyzed conditions can’t be removed until this affliction is removed; **Saving Throw** DC 28 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** fatigued and sickened 2 (1 day); **Stage 3** fatigued and slowed 1 (1 day); **Stage 4** paralyzed (1 day); **Stage 5** the creature dies, and its body violently transforms into a new isqulug. *Wish*, similar magic, or a 9th-level *resurrect* ritual can return the victim to life. The new isqulug remains even if the victim is brought back to life.

Malleability The isqulug can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The isqulug can even Squeeze through spaces that typically fit only a Tiny creature, but does so at the standard speed for Squeezing.

Swamp Stride An isqulug ignores difficult terrain caused by typical features of swamps.

CAVERN OF THE SUNDERED SONG

ISQULUGS (0)

CREATURE 11

UNCOMMON NE MEDIUM ABERRATION AMPHIBIOUS

Pathfinder Bestiary 2 149

Perception +24; greater darkvision, host scent 30 feet

Languages Aklo

Skills Acrobatics +22, Athletics +24, Nature +22, Survival +22

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

Host Scent An isqulug can precisely sense any creature infected with isqulugia within 30 feet, and knows the current stage of the disease.

AC 31, all-around vision; **Fort** +24, **Ref** +20, **Will** +18

HP 230, regeneration 10 (deactivated by cold); **Immunities** swarm mind; **Weaknesses** cold 10; **Resistances** fire 10

Speed 25 feet, swim 25 feet; swamp stride

Melee ♦ tentacle +22 (agile, reach 10 feet), **Damage** 2d12+11 bludgeoning plus isqulugia

Primal Innate Spells DC 30, attack +22; **6th** *tangling creepers*; **5th** *control water*, *entangle* (at will), *hallucinatory terrain*, *obscuring mist* (at will); **4th** *fly*; **Cantrips (5th)** *dancing lights*; **Constant (1st)** *pass without trace*

Expel Infestation ♦♦ The isqulug expels larvae from the hivemind in its head in a 30-foot cone. Creatures in this area take 6d10 piercing damage as the swarm feeds on their flesh (DC 30 basic Reflex save). Any creature that takes damage is exposed to isqulugia. The isqulug becomes stupefied 1 for 1d4 rounds, during which it can't Expel Infestation.

Isqulugia (disease, incapacitation, primal, transmutation, virulent) Isqulugia's sickened, slowed, and paralyzed conditions can't be removed until this affliction is removed; **Saving Throw** DC 30 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** fatigued and sickened 2 (1 day); **Stage 3** fatigued and slowed 1 (1 day); **Stage 4** paralyzed (1 day); **Stage 5** the creature dies, and its body violently transforms into a new isqulug. *Wish*, similar magic, or a 9th-level *resurrect* ritual can return the victim to life. The new isqulug remains even if the victim is brought back to life.

Malleability The isqulug can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The isqulug can even Squeeze through spaces that typically fit only a Tiny creature, but does so at the standard speed for Squeezing.

Swamp Stride An isqulug ignores difficult terrain caused by typical features of swamps.

CAVERN OF THE SUNDERED SONG

ENCOUNTER B (LEVELS 9–10)

ELTHA EMBERCALL

CREATURE 9

UNIQUE N MEDIUM DWARF

Perception +20, darkvision

Languages Common, Dwarven, Undercommon, Druidic

Skills Athletics +18, Crafting +16, Darklands Lore +16, Nature +20, Stealth +17, Survival +20

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

Items +1 hide armor, scroll of heal (5th level), +1 striking staff

AC 27; **Fort** +17, **Ref** +15, **Will** +20

HP 140

Speed 20 feet

Melee ♦ staff +16 (two-handed 2d8), **Damage** 2d4+2 bludgeoning

Primal Prepared Spells DC 28, attack +20; **5th** *cone of cold*, *death ward*, *impaling spike* (Pathfinder Advanced Player's Guide 221); **4th** *freedom of movement*, *heal* (*2), *stone shape*; **3rd** *faerie fire*, *fear*, *haste*, *heal*; **Cantrips (5th)** *acid splash*, *light*, *ray of frost*, *stabilize*, *tanglefoot*

Steadying Stone If Eltha rolls a success on an Acrobatics check to Balance on uneven ground composed of earth or rock, she gets a critical success instead. As long as she remains on the ground, she has a +3 circumstance bonus to her Fortitude or Reflex DC against attempts to Shove or Trip her. This bonus also applies to saving throws against spells or effects that would attempt to knock her prone.

SPARKLES

CREATURE 9

UNIQUE N HUGE BEAST

Variant shuln (Pathfinder Bestiary 294)

Perception +16; low-light vision, scent

Skills Acrobatics +20, Survival +18

Str +6, **Dex** +3, **Con** +4, **Int** -3, **Wis** +3, **Cha** +1

AC 28; **Fort** +21, **Ref** +15, **Will** +17

HP 120; **Resistances** physical 8 (except adamantine or bludgeoning), poison 10

Speed 40 feet, burrow 20 feet; unstoppable burrow

Melee ♦ adamantine claw +20 (agile, reach 15 feet), **Damage** 2d8+10 slashing

Melee ♦ adamantine fangs +20 (reach 15 feet), **Damage** 2d10+10 piercing plus shuln saliva

Armor-Rending Any time the shuln scores a critical hit with a melee Strike, it also deals the same amount of damage to the target's armor, bypassing any Hardness lower than 10, like adamantine.

Shuln Saliva (incapacitation, poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and slowed 1 (1 round); **Stage 2** 2d6 poison damage and slowed 1 (1 round); **Stage 3** 3d6 poison damage and paralyzed for 2d6 hours. Shuln saliva overcomes the inexorable ability.

SCALING ENCOUNTER B

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 Sparkles.

12–13 Challenge Points: Apply the elite adjustment to both Sparkles and Eltha Embercall.

14–15 Challenge Points: Use the advanced Eltha Embercall statistics instead of the typical ones.

16–18 Challenge Points (5+ players): Apply the elite adjustment to Sparkles and use the advanced Eltha Embercall statistics instead of the typical ones.

Unstoppable Burrow Shulns can burrow into solid rock and any metal with a hardness less than that of adamantine like it is soil or loose rubble, leaving a tunnel 10 feet in diameter.

ADVANCED ELTHA EMBERCALL (0)

CREATURE 11

UNIQUE N MEDIUM DWARF

Perception +24

Languages Common, Dwarven, Undercommon, Druidic

Skills Athletics +21, Crafting +19, Darklands Lore +19, Nature +24, Stealth +19, Survival +22

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

Items +1 hide armor, scroll of heal (6th level), +1 striking staff

AC 29; **Fort** +20, **Ref** +17, **Will** +24

HP 170

Speed 20 feet

Melee ♦ staff +18 (two-handed 2d8), **Damage** 2d4+4 bludgeoning

Primal Prepared Spells DC 30, attack +22; **6th** *baleful polymorph*, *flesh to stone*, *stone to flesh*; **5th** *cone of cold*, *death ward*, *heal*, *impaling spike* (Pathfinder Advanced Player's Guide 221); **4th** *freedom of movement*, *heal* (*2), *stone shape*; **3rd** *faerie fire*, *fear*, *haste*, *heal*; **Cantrips (6th)** *acid splash*, *light*, *ray of frost*, *stabilize*, *tanglefoot*

Steadying Stone If Eltha rolls a success on an Acrobatics check to Balance on uneven ground composed of earth or rock, she gets a critical success instead. As long as she remains on the ground, she has a +3 circumstance bonus to her Fortitude or Reflex DC against attempts to Shove or Trip her. This bonus also applies to saving throws against spells or effects that would attempt to knock her prone.

CAVERN OF THE SUNDERED SONG

ENCOUNTER C (LEVELS 9–10)

CALICLOTHERAX

CREATURE 11

UNIQUE NG HUGE DRAGON EARTH ELEMENTAL

Adult crystal dragon (*Pathfinder Bestiary* 2 92)

Perception +20; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 30 feet

Languages Common, Draconic, Terran, Undercommon

Skills Acrobatics +19, Athletics +24, Deception +22, Intimidation +22, Nature +19, Stealth +21, Survival +20

Str +7, **Dex** +2, **Con** +5, **Int** +2, **Wis** +3, **Cha** +5

AC 33; **Fort** +24, **Ref** +19, **Will** +20; +1 status to all saves vs. magic

HP 185; **Immunities** paralyzed, sleep; **Weaknesses** sonic 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30

Twisting Tail ➤ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using; **Effect** The dragon makes a tail Strike at the creature with a –2 penalty. If it hits, the dragon disrupts the creature's action.

Speed 50 feet, burrow 35 feet, fly 120 feet

Melee ➤ jaws +24 (magical, reach 15 feet), **Damage** 2d8+13 slashing plus 3d6 piercing

Melee ➤ claw +24 (agile, magical, reach 10 feet), **Damage** 2d8+13 slashing

Melee ➤ tail +22 (magical, reach 20 feet), **Damage** 1d10+13 slashing

Primal Innate Spells DC 30; **3rd** *color spray* (*3), *glitterdust*, *hypnotic pattern*; **Cantrips (5th)** *dancing lights*

Breath Weapon ➤➤ (evocation, primal) The dragon breathes a flurry of piercing crystals that deal 12d6 piercing damage in a 40-foot cone (DC 30 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

SCALING ENCOUNTER C

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

10–11 Challenge Points: Give Caliclotharax an additional 30 Hit Points.

12–13 Challenge Points: Give Caliclotharax the elite adjustment.

14–15 Challenge Points: Give Caliclotharax the elite adjustment. Caliclotharax is quickened 1 due to exposure to unique magic. He can use this extra action to Stride or Strike.

16–18 Challenge Points (5+ players): Give Caliclotharax the elite adjustment and an additional 30 Hit Points. Caliclotharax is quickened 1 due to exposure to unique magic. He can use this extra action to Stride or Strike.

Crystallize Flesh ◆ (primal, transmutation) **Frequency** once per day; **Trigger** The crystal dragon damages a creature made of flesh with a jaws Strike; **Effect** The dragon embeds transformative crystals in the creature's flesh. The creature must attempt a DC 30 Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as portions of its flesh turn crystalline.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition value increases by 1 (or by 2 on a critical failure). A successful save reduces the slowed condition value by 1. A creature unable to act due to the slowed condition from Crystallize Flesh is petrified permanently, transforming into a crystalline statue. The effect ends if the creature becomes petrified or the slowed condition is removed.

Critical Failure As failure, but the target is initially slowed 2.

Draconic Frenzy ➤➤ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Breath Weapon whenever they critically hit with a Strike.

CAVERN OF THE SUNDERED SONG

ENCOUNTER D (LEVELS 9–10)

DRAKAUTHIXES (2)

CREATURE 9

N **HUGE** **FUNGUS**

Pathfinder Bestiary 129

Perception +17; darkvision, sporesight (imprecise) 60 feet

Skills Acrobatics +15, Athletics +20, Stealth +17

Str +7, **Dex** +2, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

Sporesight The drakauthix exudes a cloud of spores that it uses to see. This is an imprecise sense that functions only in areas without strong wind currents. Sporesight doesn't function underwater.

AC 25; **Fort** +21, **Ref** +13, **Will** +15

HP 190; **Weaknesses** fire 10, slashing 10

Obscuring Spores Whenever the drakauthix takes at least 15 slashing damage, it releases a cloud of brown spores that has the effect of *obscuring mist* for 1 minute, centered around the drakauthix. This cloud of spores doesn't move with the drakauthix, nor is it displaced by the drakauthix's movement.

Speed fly 20 feet

Melee ♦ tentacle +20 (reach 30 feet), **Damage** 3d8+9 piercing plus Improved Grab

Reel In ♦ The drakauthix pulls all creatures it has grabbed 15 feet closer to itself.

Spore Tendrils ♦ The tendrils that cover the drakauthix's body reach out and infest adjacent creatures, dealing 4d6 poison damage and 1d6 persistent poison damage. A creature can attempt a basic DC 27 Reflex save to reduce this damage, but one grabbed by the drakauthix takes a –4 circumstance penalty to this save.

Whirlwind of Hooks ♦♦ The drakauthix whirls, whipping creatures around it. The drakauthix makes a tentacle Strike against every creature within its reach.

SCALING ENCOUNTER D

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 one drakauthix.

12–13 Challenge Points: Add one drakauthix to the encounter.

14–15 Challenge Points: Add one drakauthix with the elite adjustment to the encounter.

16–18 Challenge Points (5+ players): Add two drakauthixes to the encounter.

CAVERN OF THE SUNDERED SONG

ENCOUNTER E (LEVELS 9–10)

STONE MAULER

CREATURE 9

N **LARGE** **EARTH** **ELEMENTAL**

Pathfinder Bestiary 147

Perception +16; darkvision, tremorsense (imprecise) 80 feet

Languages Terran

Skills Athletics +21, Stealth +12

Str +6, **Dex** -1, **Con** +7, **Int** -1, **Wis** +3, **Cha** -1

Earthbound When not touching solid ground, a stone mauler is slowed 1 and can't use reactions.

AC 27; **Fort** +23, **Ref** +15, **Will** +19

HP 180; **Immunities** bleed, paralyzed, poison, sleep

Spike Stones (aura, earth, primal, transmutation) 5 feet. Spikes of rock rise up from all stone surfaces in the emanation, creating difficult terrain. A creature moving in the terrain takes 2d6 piercing damage for each square of spikes it moves into (a Large or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creatures with the earth trait ignore all effects within the area. The stone mauler can disable or activate spike stones as a single action, which has the concentrate trait.

Crumble **Trigger** The stone mauler takes damage from a hostile source while atop rock or earth; **Effect** The stone mauler crumbles into the ground, Burrowing down 15 feet. This Burrowing doesn't trigger reactions. The stone mauler can't Crumble again for 1d4 rounds.

Speed 35 feet, burrow 35 feet, earth glide

Melee **◆** fist +21 (reach 10 feet), **Damage** 2d10+10 bludgeoning plus Push 10 feet

Ranged **◆** rock +21 (brutal, range increment 80 feet), **Damage** 2d12+6 bludgeoning

Earth Glide The stone mauler can Burrow through any earthen matter, including rock. When it does so, the stone mauler moves at its full burrow Speed, leaving no tunnels or signs of its passing.

SCALING ENCOUNTER E

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

10–11 Challenge Points: Add one weak stone mauler to the encounter.

12–13 Challenge Points: Replace the weak gogiteth with a gogiteth and apply the elite adjustment to the stone mauler.

14–15 Challenge Points: Replace the weak gogiteth with a gogiteth and add one stone mauler to the encounter.

16–18 Challenge Points (5+ players): Replace the weak gogiteth with a gogiteth and add two stone maulers to the encounter.

WEAK GOGITETH

CREATURE 11

UNCOMMON **CE** **LARGE** **ABBERATION**

Pathfinder Bestiary 6, 183

Perception +19; darkvision

Languages Undercommon (can't speak)

Skills Acrobatics +17, Athletics +22, Stealth +19, Survival +15 (+22 to Track)

Str +6, **Dex** +3, **Con** +4, **Int** -2, **Wis** +1, **Cha** +0

AC 29; all-around vision; **Fort** +23, **Ref** +20, **Will** +18

HP 230; **Resistances** poison 10

Skittering Reposition **↻** (move) **Trigger** A creature that starts its move outside the gogiteth's reach moves into its reach; **Effect** The gogiteth moves 10 feet. This doesn't trigger reactions.

Speed 40 feet; climb 30 feet

Melee **◆** jaws +24, **Damage** 3d10+10 piercing plus Improved Grab

Melee **◆** leg +24 (agile, reach 10 feet), **Damage** 3d6+10 piercing

Carry Off Prey The gogiteth can move at its full Speed while it has a creature grabbed in its jaws, bringing the grabbed creature along.

Constrict **◆** 3d6+10 bludgeoning, DC 30

Skittering Assault **◆◆** The gogiteth Strides three times. Once per Stride, it can attempt a leg Strike against a creature in its reach at any point during the Stride; it must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making all its Strikes. If any of the Strikes results in a critical failure, Skittering Assault ends.

CAVERN OF THE SUNDERED SONG

GOGITETH (0)

CREATURE 12

CE LARGE ABERRATION

Pathfinder Bestiary 183

Perception +21; darkvision

Languages Undercommon; (can't speak)

Skills Acrobatics +19, Athletics +24, Stealth +21, Survival +17
(+24 to Track)

Str +6, **Dex** +3, **Con** +4, **Int** -2, **Wis** +1, **Cha** +0

AC 31; all-around vision; **Fort** +25, **Ref** +22, **Will** +20

HP 250; **Resistances** poison 10

Skittering Reposition ➤ (move) **Trigger** A creature that starts its move outside the gogiteth's reach moves into its reach;
Effect The gogiteth moves 10 feet. This doesn't trigger reactions.

Speed 40 feet; climb 30 feet

Melee ➤ jaws +26, **Damage** 3d10+12 piercing plus Improved Grab

Melee ➤ leg +26 (agile, reach 10 feet), **Damage** 3d6+12 piercing

Carry Off Prey The gogiteth can move at its full Speed while it has a creature grabbed in its jaws, bringing the grabbed creature along.

Constrict ➤ 3d6+12 bludgeoning, DC 32

Skittering Assault ➤➤ The gogiteth Strides three times. Once per Stride, it can attempt a leg Strike against a creature in its reach at any point during the Stride; it must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making all its Strikes. If any of the Strikes results in a critical failure, Skittering Assault ends.

CAVERN OF THE SUNDERED SONG

APPENDIX 2: LEVEL 11-12 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 11th-level PCs. If your group has a different composition or size, refer to 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).

ENCOUNTER A (LEVELS 11-12)

LANGUID PURPLE WORMS (2)

CREATURE 12

UNCOMMON N GARGANTUAN ANIMAL

Variant purple worms (*Pathfinder Bestiary* 56)

Perception +18; darkvision, tremorsense (imprecise) 100 feet

Skills Athletics +28

Str +9, **Dex** -1, **Con** +7, **Int** -5, **Wis** -1, **Cha** -1

AC 30; **Fort** +26, **Ref** +19, **Will** +19

HP 250

Inexorable The purple worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It’s also immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Shake It Off ➤ **Frequency** once per day; **Trigger** The purple worm would be affected by a condition or adverse effect (such as *baleful polymorph*); **Effect** The purple worm negates the triggering condition or effect. Effects from artifacts, deities, or a similarly powerful source can’t be avoided in this way.

Speed 40 feet; burrow 40 feet, swim 20 feet

Melee ♦ jaws +26 (deadly 2d10, reach 15 feet), **Damage** 3d10+13 piercing plus Improved Grab

Melee ♦ stinger +26 (agile, poison, reach 10 feet), **Damage** 2d12+13 piercing plus purple worm venom

Melee ♦ body +24 (reach 15 feet), **Damage** 1d10+11 bludgeoning

Ranged ♦ regurgitate +24 (reach 15 feet), **Effect** varies (see ability)

Fast Swallow ➤ **Trigger** The purple worm Grabs a creature; **Effect** The worm uses Swallow Whole.

Purple Worm Venom (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and enfeebled 2 (1 round); **Stage 2** 5d6 poison damage and enfeebled 2 (1 round); **Stage 3** 7d6 poison damage and enfeebled 2 (1 round).

SCALING ENCOUNTER A

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

19–22 Challenge Points: Replace one languid purple worm with a purple worm.

23–27 Challenge Points: Replace both languid purple worms with purple worms.

28–32 Challenge Points: The PCs face one standard purple worm and one purple worm with the elite adjustment.

33+ Challenge Points: The PCs face two purple worms with the elite adjustment.

Regurgitate The purple worm can violently regurgitate a creature or boulder it has swallowed to make a ranged Strike. The Strike deals bludgeoning damage depending on the size of the projectile: Tiny deals 2d6+11, Small 3d6+11, Medium 4d6+11, Large 5d6+11, and Huge 6d6+11. A regurgitated creature takes falling damage from the height of the target or from 20 feet, whichever is greater.

Boulders occupy space in the worm’s stomach as a creature of equivalent size, and purple worms often have several boulders swallowed. A purple worm can use a single action to swallow a new boulder.

Rock Tunneler A purple worm can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.

Swallow Whole ♦ Huge, 3d6+7 bludgeoning, Rupture 22

Thrash ♦♦ The worm makes a Strike once against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward the worm’s multiple attack penalty, but the multiple attack penalty doesn’t increase until after it makes all the attacks.

CAVERN OF THE SUNDERED SONG

PURPLE WORMS (0)

CREATURE 13

N **GARGANTUAN** **ANIMAL**

Pathfinder Bestiary 56

Perception +20; darkvision, tremorsense (imprecise) 100 feet
Skills Athletics +30

Str +9, **Dex** -1, **Con** +7, **Int** -5, **Wis** -1, **Cha** -1

AC 32; **Fort** +28, **Ref** +21, **Will** +21

HP 270

Inexorable The purple worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Shake It Off ➤ **Frequency** once per day; **Trigger** The purple worm would be affected by a condition or adverse effect (such as baleful polymorph); **Effect** The purple worm negates the triggering condition or effect. Effects from artifacts, deities, or a similarly powerful source can't be avoided in this way.

Speed 40 feet, burrow 40 feet, swim 20 feet

Melee ♦ jaws +28 (deadly 2d10, reach 15 feet), **Damage** 3d10+15 piercing plus Improved Grab

Melee ♦ stinger +28 (agile, poison, reach 15 feet), **Damage** 2d12+15 piercing plus purple worm venom

Melee ♦ body +26 (reach 15 feet), **Damage** 1d10+13 bludgeoning

Ranged ♦ regurgitate +26 (brutal, range increment 60 feet), **Effect** varies (see ability)

Fast Swallow ➤ **Trigger** The purple worm Grabs a creature; **Effect** The worm uses Swallow Whole.

Purple Worm Venom (poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage and enfeebled 2 (1 round); **Stage 2** 6d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 8d6 poison damage and enfeebled 2 (1 round).

Regurgitate The purple worm can violently regurgitate a creature or boulder it has swallowed to make a ranged Strike. The Strike deals bludgeoning damage depending on the size of the projectile: Tiny deals 2d6+13, Small 3d6+13, Medium 4d6+13, Large 5d6+13, and Huge 6d6+13. A regurgitated creature takes falling damage from the height of the target or from 20 feet, whichever is greater.

Boulders occupy space in the worm's stomach as a creature of equivalent size, and purple worms often have several boulders swallowed. A purple worm can use a single action to swallow a new boulder.

Rock Tunneler A purple worm can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.

Swallow Whole ♦ Huge, 3d6+9 bludgeoning, Rupture 24

Thrash ♦♦ The worm makes a Strike once against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

CAVERN OF THE SUNDERED SONG

ENCOUNTER B (LEVELS 11-12)

ELTHA EMBERCALL

CREATURE 11

UNIQUE N MEDIUM DWARF

Perception +24

Languages Common, Dwarven, Undercommon, Druidic

Skills Athletics +21, Crafting +19, Darklands Lore +19, Nature +24, Stealth +19, Survival +22

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

Items +1 hide armor, scroll of heal (6th level), +1 striking staff

AC 29; **Fort** +20, **Ref** +17, **Will** +24

HP 170

Speed 20 feet

Melee ♦ staff +18 (two-handed 2d8), **Damage** 2d4+4 bludgeoning

Primal Prepared Spells DC 30, attack +22; **6th** *baleful polymorph*, *flesh to stone*, *stone to flesh*; **5th** *cone of cold*, *death ward*, *heal*, *impaling spike* (*Pathfinder Advanced Player's Guide* 221); **4th** *freedom of movement*, *heal* (×2), *stone shape*; **3rd** *faerie fire*, *fear*, *haste*, *heal*; **Cantrips** (**6th**) *acid splash*, *light*, *ray of frost*, *stabilize*, *tanglefoot*

Steadying Stone If Eltha rolls a success on an Acrobatics check to Balance on uneven ground composed of earth or rock, she gets a critical success instead. As long as she remains on the ground, she has a +3 circumstance bonus to her Fortitude or Reflex DC against attempts to Shove or Trip her. This bonus also applies to saving throws against spells or effects that would attempt to knock her prone.

SCALING ENCOUNTER B

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 Sparkles.

23–27 Challenge Points: Apply the elite adjustment to both Sparkles and Eltha Embercall.

28–32 Challenge Points: Apply the elite adjustment to Eltha Embercall. The level of her cantrips increases to 7th, and she gains the following additional spells prepared: **7th** *energy aegis*, *impaling spike*, *volcanic eruption*; **6th** *heal*. These adjustments increase her level to 13.

33+ Challenge Points: Apply the elite adjustment to both Sparkles and Eltha Embercall. The level of Eltha's cantrips increases to 7th, and she gains the following additional spells prepared: **7th** *energy aegis*, *impaling spike*, *volcanic eruption*; **6th** *heal*. These adjustments increase her level to 13.

SPARKLES

CREATURE 11

UNIQUE N HUGE BEAST

Weak shuln (*Pathfinder Bestiary* 6, 294)

Perception +18; scent 30 feet, tremorsense (imprecise) 60 feet

Skills Acrobatics +23, Survival +20

Str +7, **Dex** +4, **Con** +6, **Int** –3, **Wis** +4, **Cha** +1

AC 31; **Fort** +23, **Ref** +17, **Will** +19

HP 175; **Resistances** physical 10 (except adamantine or bludgeoning), poison 15

Speed 40 feet, burrow 20 feet; unstoppable burrow

Melee ♦ adamantine claw +23 (agile, reach 15 feet), **Damage** 3d8+8 slashing

Melee ♦ adamantine fangs +23 (reach 15 feet), **Damage** 2d8+8 piercing plus shuln saliva

Armor-Rending Any time the shuln scores a critical hit with a melee Strike, it also deals the same amount of damage to the target's armor, bypassing any Hardness lower than 10, like adamantine.

Shuln Saliva (incapacitation, poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison damage and slowed 1 (1 round); **Stage 2** 3d6 poison damage and slowed 1 (1 round); **Stage 3** 4d6 poison damage and paralyzed for 2d6 hours. Shuln saliva overcomes the inexorable ability.

Unstoppable Burrow Shulns can burrow into solid rock and any metal with a hardness less than that of adamantine like it is soil or loose rubble, leaving a tunnel 10 feet in diameter.

CAVERN OF THE SUNDERED SONG

ENCOUNTER C (LEVELS 11-12)

CALICLOTHERAX

CREATURE 13

UNIQUE NG HUGE DRAGON EARTH ELEMENTAL

Variant adult crystal dragon (*Pathfinder Bestiary* 2 92)

Perception +22; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 30 feet

Languages Common, Draconic, Terran, Undercommon

Skills Acrobatics +22, Athletics +28, Deception +26, Intimidation +26, Nature +22, Stealth +24, Survival +23

Str +8, **Dex** +2, **Con** +6, **Int** +2, **Wis** +3, **Cha** +5

AC 36; **Fort** +27, **Ref** +21, **Will** +22; +1 status to all saves vs. magic

HP 210; **Immunities** paralyzed, sleep; **Weaknesses** sonic 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 33

Twisting Tail ➤ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using; **Effect** The dragon makes a tail Strike at the creature with a -2 penalty. If it hits, the dragon disrupts the creature's action.

Speed 50 feet, burrow 35 feet, fly 120 feet

Melee ➤ jaws +27 (magical, reach 15 feet), **Damage** 2d8+15 slashing plus 3d6 piercing

Melee ➤ claw +27 (agile, magical, reach 10 feet), **Damage** 2d8+15 slashing

Melee ➤ tail +25 (magical, reach 20 feet), **Damage** 1d12+15 slashing

Primal Innate Spells DC 33; **4th** *color spray* (*3), *glitterdust*, *hypnotic pattern*; **Cantrips** (**6th**) *dancing lights*

Breath Weapon ➤➤ (evocation, primal) The dragon breathes a flurry of piercing crystals that deal 14d6 piercing damage in a 40-foot cone (DC 33 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

SCALING ENCOUNTER C

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

19-22 Challenge Points: Give Caliclotharax an additional 30 Hit Points.

23-27 Challenge Points: Give Caliclotharax the elite adjustment.

28-32 Challenge Points: Give Caliclotharax the elite adjustment. Caliclotharax is quickened 1 due to exposure to unique magic. He can use this extra action to Stride or Strike.

33+ Challenge Points: Give Caliclotharax the elite adjustment and an additional 30 Hit Points. Caliclotharax is quickened 1 due to exposure to unique magic. He can use this extra action to Stride or Strike.

Crystallize Flesh ◆ (primal, transmutation) **Frequency** once per day; **Trigger** The crystal dragon damages a creature made of flesh with a jaws Strike; **Effect** The dragon embeds transformative crystals in the creature's flesh. The creature must attempt a DC 33 Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as portions of its flesh turn crystalline.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition value increases by 1 (or by 2 on a critical failure). A successful save reduces the slowed condition value by 1. A creature unable to act due to the slowed condition from Crystallize Flesh is petrified permanently, transforming into a crystalline statue. The effect ends if the creature is petrified or the slowed condition is removed.

Critical Failure As failure, but the target is initially slowed 2.

Draconic Frenzy ➤➤ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Breath Weapon whenever they critically hit with a Strike.

CAVERN OF THE SUNDERED SONG

ENCOUNTER D (LEVELS 11–12)

OLD DRAKAUTHIXES (2)

CREATURE 11

UNCOMMON N HUGE FUNGUS

Variant drakauthix (*Pathfinder Bestiary* 129)

Perception +19; darkvision, sporesight (imprecise) 60 feet

Skills Acrobatics +18, Athletics +23, Stealth +20

Str +8, **Dex** +2, **Con** +7, **Int** –4, **Wis** +2, **Cha** +0

Sporesight The drakauthix exudes a cloud of spores that it uses to see. This is an imprecise sense that functions only in areas without strong wind currents. Sporesight doesn't function underwater.

AC 28; **Fort** +24, **Ref** +15, **Will** +19

HP 240; **Weaknesses** fire 10, slashing 10

Obscuring Spores Whenever the drakauthix takes at least 15 slashing damage, it releases a cloud of brown spores that has the effect of *obscuring mist* for 1 minute, centered around the drakauthix. This cloud of spores doesn't move with the drakauthix, nor is it displaced by the drakauthix's movement.

Speed fly 20 feet

Melee ♦ tentacle +23 (reach 30 feet), **Damage** 3d8+12 piercing plus Improved Grab

Reel In ♦ The old drakauthix pulls all creatures it has grabbed 15 feet closer to itself.

Spore Tendrils ♦ The tendrils that cover the drakauthix's body reach out and infest adjacent creatures, dealing 5d6 poison damage and 1d6 persistent poison damage. A creature can attempt a basic DC 29 Reflex save to reduce this damage, but one grabbed by the drakauthix takes a –4 circumstance penalty to this save.

Whirlwind of Hooks ♦♦ The drakauthix whirls, whipping creatures around it. The drakauthix makes a tentacle Strike against every creature within its reach.

SCALING ENCOUNTER D

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

19–22 Challenge Points: Add one drakauthix to the encounter.

23–27 Challenge Points: Add one old drakauthix to the encounter.

28–32 Challenge Points: Add one drakauthix and one old drakauthix to the encounter.

33+ Challenge Points: Add two old drakauthixes to the encounter.

DRAKAUTHIX (0)

CREATURE 9

N HUGE FUNGUS

Pathfinder Bestiary 129

Perception +17; darkvision, sporesight (imprecise) 60 feet

Skills Acrobatics +15, Athletics +20, Stealth +17

Str +7, **Dex** +2, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

Sporesight The drakauthix exudes a cloud of spores that it uses to see. This is an imprecise sense that functions only in areas without strong wind currents. Sporesight doesn't function underwater.

AC 25; **Fort** +21, **Ref** +13, **Will** +15

HP 190; **Weaknesses** fire 10, slashing 10

Obscuring Spores Whenever the drakauthix takes at least 15 slashing damage, it releases a cloud of brown spores that has the effect of *obscuring mist* for 1 minute, centered around the drakauthix. This cloud of spores doesn't move with the drakauthix, nor is it displaced by the drakauthix's movement.

Speed fly 20 feet

Melee ♦ tentacle +20 (reach 30 feet), **Damage** 3d8+9 piercing plus Improved Grab

Reel In ♦ The drakauthix pulls all creatures it has grabbed 15 feet closer to itself.

Spore Tendrils ♦ The tendrils that cover the drakauthix's body reach out and infest adjacent creatures, dealing 4d6 poison damage and 1d6 persistent poison damage. A creature can attempt a basic DC 27 Reflex save to reduce this damage, but one grabbed by the drakauthix takes a –4 circumstance penalty to this save.

Whirlwind of Hooks ♦♦ The drakauthix whirls, whipping creatures around it. The old drakauthix makes a tentacle Strike against every creature within its reach.

CAVERN OF THE SUNDERED SONG

ENCOUNTER E (LEVELS 11–12)

LANGUID ISQULUGS (2)

CREATURE 10

RARE NE MEDIUM ABERRATION AMPHIBIOUS

Variant isqulugs (*Pathfinder Bestiary* 2 149)

Perception +22; greater darkvision, host scent 30 feet

Language Aklo

Skills Acrobatics +20, Athletics +22, Nature +20, Survival +20

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

Host Scent An isqulug can precisely sense any creature infected with isqulugia within 30 feet, and knows the current stage of the disease.

AC 29, all-around vision; **Fort** +22, **Ref** +18, **Will** +16

HP 210, regeneration 10 (deactivated by cold); **Immunities** swarm mind; **Weaknesses** cold 10; **Resistances** fire 10

Speed 25 feet, swim 25 feet; swamp stride

Melee ♦ tentacle +20 (agile, reach 10 feet), **Damage** 2d12+9 bludgeoning plus isqulugia

Primal Innate Spells DC 28, attack +20; **6th** *tangling creepers*; **5th** *control water*, *entangle* (at will), *hallucinatory terrain*, *obscuring mist* (at will); **4th** *fly*; **Cantrips (5th)** *dancing lights*; **Constant (1st)** *pass without trace*

Expel Infestation ♦♦ The isqulug expels larvae from the hivemind in its head in a 30-foot cone. Creatures in this area take 5d10 piercing damage as the swarm feeds on their flesh (DC 28 basic Reflex save). Any creature that takes damage is exposed to isqulugia. The isqulug becomes stupefied 1 for 1d4 rounds, during which it can't Expel Infestation.

Isqulugia (disease, incapacitation, primal, transmutation, virulent) Isqulugia's sickened, slowed, and paralyzed conditions can't be removed until this affliction is removed; **Saving Throw** DC 28 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** fatigued and sickened 2 (1 day); **Stage 3** fatigued and slowed 1 (1 day); **Stage 4** paralyzed (1 day); **Stage 5** the creature dies, and its body violently transforms into a new isqulug. *Wish*, similar magic, or a 9th-level *resurrect* ritual can return the victim to life. The new isqulug remains even if the victim is brought back to life.

Malleability The isqulug can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The isqulug can even Squeeze through spaces that typically fit only a Tiny creature, but does so at the standard speed for Squeezing.

Swamp Stride An isqulug ignores difficult terrain that's caused by typical features of swamps.

SCALING ENCOUNTER E

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

19–22 Challenge Points: Add one languid isqulug to the encounter.

23–27 Challenge Points: Add one gogiteth to the encounter.

28–32 Challenge Points: Add one gogiteth to the encounter, and apply the elite adjustment to both languid isqulugs.

33+ Challenge Points: The PCs face two gogiteths and three languid isqulugs with the elite adjustment.

GOGITETH

CREATURE 12

CE LARGE ABERRATION

Pathfinder Bestiary 183

Perception +21; darkvision

Languages Undercommon (can't speak)

Skills Acrobatics +19, Athletics +24, Stealth +21, Survival +17 (+24 to Track)

Str +6, **Dex** +3, **Con** +4, **Int** -2, **Wis** +1, **Cha** +0

AC 31; all-around vision; **Fort** +25, **Ref** +22, **Will** +20

HP 250; **Resistances** poison 10

Skittering Reposition ⤴ (move) **Trigger** A creature that starts its move outside the gogiteth's reach moves into its reach; **Effect** The gogiteth moves 10 feet. This doesn't trigger reactions.

Speed 40 feet; climb 30 feet

Melee ♦ jaws +26, **Damage** 3d10+12 piercing plus Improved Grab

Melee ♦ leg +26 (agile, reach 10 feet), **Damage** 3d6+12 piercing

Carry Off Prey The gogiteth can move at its full Speed while it has a creature grabbed in its jaws, bringing the grabbed creature along.

Constrict ♦ 3d6+12 bludgeoning, DC 32

Skittering Assault ♦♦ The gogiteth Strides three times. Once per Stride, it can attempt a leg Strike against a creature in its reach at any point during the Stride; it must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making all its Strikes. If any of the Strikes results in a critical failure, Skittering Assault ends.

CAVERN OF THE SUNDERED SONG

APPENDIX 3: GAME AIDS



GORM GREATHAMMER

EFFEFLINN WHIST



KREIGHTON SHAINÉ

DEEP GNOME VILLAGER



CAVERN OF THE SUNDERED SONG

APPENDIX 3: GAME AIDS



IRLAH KESTIWHITT

CALICLOTHERAX



ELTHA EMBERCALL

PILTINEFF GOSK



CAVERN OF THE SUNDERED SONG

HANDOUT #1: SONG FRAGMENT (DEEP GNOMES' CHEER)

To those who raise instead of fold,
To those who deal one more,
To those who roll the dice again,
Then fear who's at the door.

HANDOUT #2: SONG FRAGMENT (ELTHA'S BRACELET)

The lender claims to help you out,
But lose a round or two,
That creditor's relentless
Getting money back from you.

HANDOUT #3: SONG FRAGMENT (CALICLOTHERAX'S PLAQUE)

There's hope for all who play the game,
Despite a world of debt.
Nivi's there to ease your cares,
Erase your fear and fret.

HANDOUT #4: SONG FRAGMENT (NIVI'S HOUSE)

You won't find gold in Nivi's vault.
No treasures piled deep.
Instead, a safe respite from woes,
A chance to rest and sleep.

CAVERN OF THE SUNDERED SONG

HANDOUT 5: RULES OF NIVI'S GAME

Nivi Rhombodazzle's game is a traditional gnome game where everyone tries to make the longest run (consecutive numbers) or set (repeated numbers) from their pool of dice.

Each PC starts with a pool of 6 six-sided dice. They can earn additional dice in their pool up to a maximum of 3 additional dice in the following ways. All DCs are increased by 2 for levels 11–12.

- A PC trained in Games Lore earns one additional die.
- A PC trained in Nivi Rhombodazzle Lore, Gnome Lore, or Deep Gnome Lore earns one additional die.
- A PC can earn one additional die by succeeding at a DC 24 Society check to know about this game's place in gnome traditions.
- A PC can earn one additional die by succeeding at a DC 26 Religion check to know specific information about the role of games in Nivi Rhombodazzle's worship. PCs who worship Nivi Rhombodazzle automatically succeed at this check.
- A PC can sneak one additional die into their pool by succeeding at a DC 26 Thievery check.

Each PC needs to try to make a set or run of five or more dice in order to beat Nivi's roll of four sixes. Each PC gets an initial roll and two re-rolls. A re-roll can include whichever of the dice the PC wishes.

A PC wins with a run or set of five or more dice. With a run or set of 6 or more dice, that PC not only wins but can grant one other PC one additional re-roll. Each PC can only benefit from one additional re-roll in this way.

CAVERN OF THE SUNDERED SONG

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
9	44 gp
10	60 gp
11	86 gp
12	124 gp

TREASURE BUNDLES

- ☐ Area **A**, page 6: 1 Treasure Bundle for defeating the Darklands enemies
- ☐ Deep Gnome Village, page 8: 1 Treasure Bundle for calming the deep gnome villagers
- ☐ ☐ Area **B**, page 11: 2 Treasure Bundles for either swaying Eltha with words or defeating her in combat
- ☐ ☐ Area **C**, page 14: 2 Treasure Bundles for swaying or defeating Caliclotherax and freeing Piltineff
- ☐ ☐ Area **D**, page 16: 2 Treasure Bundles for reaching Nivi's house and attempting the game
- ☐ ☐ Conclusion, page 20: 2 Treasure Bundle for defeating the invaders of the Grand Lodge

CAVERN OF THE SUNDERED SONG



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
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"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead
Org Play #: -2 Level	<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>	<input type="checkbox"/> Infamy

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

Faction:		
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead
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Faction:		
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead
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Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead
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