Stairs of Ankilhi	
If at least one PC recites all 68 deeds and succeeds at both Fortitude saves	plus 2
If a PC recites all of the deeds but fails one or more Fortitude saves	Plus 1
If none of the PCs recite Ankilhi's deeds but at least one succeeds at both Fortitude saves	Minus 1
If none of the PCs recite the deeds and none of them succeed at both Fortitude saves	Minus 2
If the PCs fail to prostrate themselves upon any of the stair treads or bypass the stairs entirely	Minus 3

Festering Fumaroles	
If a PC discovers Pnao's helmet and removes this filth from the fumaroles	Plus 1
If a PC destroys the helm (Disintegrate)	Plus 3
If all the PCs resist Pnao's corrupting consciousness	Plus 2
If a PC dons the headgear	Minus 2

Meeting with Old Man Mountain	
"What is the greatest threat you have defeated?"	
Bluff: Exaggerate a vanquished foe's abilities to inflate your prowess.	(+1/-2)
Diplomacy: Describe a real struggle against an enemy honestly and interestingly.	(+1/-1)
Intimidate: Demonstrate to the kami just how fierce you can be.	(+2/-2)
Perform (oratory): Share a harrowing account of your exploits.	(+2/-1)
"Why I should entrust the diamond pick to the Pathfinder Society? What do you intend to do with it?"	
Bluff: Claim the Society's intent is to return the stolen pick to the Plane of Earth, where it belongs,	
once they are finished with it.	(+1/-2)
Diplomacy: Tell the kami what the Society intends to do with the weapon: free an elemental	
lord from imprisonment.	(+2/-1)
Knowledge (history): Provide the kami with an accurate account of Fossilblight's legacy	
—its creation at shaitan forges, its theft at efreeti hands, and its use against its original owner.	
Impressing the kami enough to freely part with it.	(+1/-1)
Knowledge (planes): Convince the kami that the shaitan weapon is otherworldly	
and that the Society brings honor to the kami by removing Fossilblight from his warded region.	(+2/-2)

If the PCs' current Respect Score is less or equal to 10, then the kami's attitude toward them is indifferent If the PCs' current Respect Score is greater than 10, the kami's attitude toward them is friendly.

If old man mountain is friendly towards the PC's, he volunteers the third location for the lava if they cant come to a desicion.

Chamber of the War Engine

Once the PCs defeat the juggernaut, the area becomes increasingly unstable. If the PCs' current Respect Score is 10 or greater, then Old Man Mountain is able to temporarily quell the eruption, giving the PCs precious time to escape. If PCs' current Respect Score is under 10, then the PCs must contend with seismic activity as per the hazard on page 17 until they escape the area.