



MISTS OF MWANGI



A Pathfinder
Society Scenario
By Nicolas Logue

MISTS OF MWANGI

PATHFINDER SOCIETY SCENARIO 0-05

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Pathfinder Society Scenario 0-05: Mists of Mwangi is a Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4–5). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 19 of this product.

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MISTS OF MWANGI

BY NICOLAS LOGUE

The Mwangi Expanse is ruled not by men, but by demons and the hideous denizens of the spirit world. Mortal men brave the jungle's depths at their peril, and often at the cost of their soul. In the Mwangi's dark heart monsters grovel at the feet of obscene idols, and pledge themselves to hideous otherworldly masters with strange appetites and even darker dreams. None of these savage hearts beats more fiercely than Angazhan, Demon Lord of Apes. His black-furred hand holds sway over the Gorilla King and his city of Usaro. All the jungle trembles at his blood-curdling roar.

Many Pathfinders brave the Mwangi seeking ancient idols and remnants of long-lost civilizations, but few are heard from again. Lugizar Trantos, a Pathfinder of mild renown, recently returned from the Mwangi Expanse with haunted eyes and a pack full of strange idols. The Blakros Museum of the Wise District of Absalom purchased his pieces and Lugizar vanished. The strange monkey idols he pulled from the misty jungles of Mwangi carry with them a fell curse, and now their power has laid claim to the museum.

SUMMARY

The PCs are charged by a Pathfinder venture-captain to brave the mist-filled Blakros Museum and seek out the curator, one Nigel Aldain, an ex-Pathfinder who hates the Society and has long denied them access to the museum's many artifacts. Within, they brave exhibits come to life, walking dead, possessed museum staff, and monkey spirits composed of pure evil. They must defeat these menaces, and root out the cause of the museum's curse—three living idols dedicated to the demon lord Angazhan, housed in the North Exhibit Hall's Mwangi Exhibit. Doing so could earn the renewed trust of Nigel Aldain and save countless important relics from the wrath of the Ape God.

GETTING STARTED

Read or paraphrase the following to get the adventure underway:

The Blakros Museum rises into the night sky, its single black spire severing the full moon in twain. The black iron gates surrounding the exhibition hall grind in protest against the wind. Beyond, the museum's large oaken doors stand wide open, a silver-gray mist belching forth from the cavernous darkness within. You wonder how you ended up here, standing at the precipice of unknown terrors, and instantly Venture-Captain Adril Hestram's wide looming face is conjured into your minds' eye. His booming words ring out from memory as clearly as he spoke them only one hour ago:

"The Blakros Museum is cursed. Some darkness has descended upon the place and those who enter are blasted with evil and left raving through its halls, more beast than men. The curator, Nigel Aldain, is an old associate of the Society, though he chose to leave our organization some years back after a disagreement." Adril looked sheepish then, as if remembering some distasteful incident from his youth.

"Nigel has long denied the Society access to the Blakros Museum's considerable collection of relics and scrolls, using his extensive contacts to nab several excellent finds right out from under us... he always had a nose for the hunt. Whatever is past between Nigel and the Society, he needs our help now. Perhaps if we can come to his aid, he may think on rejoining the Pathfinder Society, or at least offering to share his discoveries with us."

"Apparently the trouble at Blakros Museum began this morning, shortly after a wayward Pathfinder named Lugizar Trantos returned to Absalom after months spent in the Mwangi Expanse. Supposedly, instead of coming straight to the Lodge to report in, he went to Blakros, sold his finds to Nigel, and then disappeared with a hefty sum of gold. The few who glimpsed Lugizar claimed he was much changed by his time in the Mwangi... gaunt, his eyes yellowed and unfocused, a strange rasping cough that seemed to wrack his now wasted frame. Whatever he brought back with him, we believe it is the cause of the Blakros Museum's ills. Root it out."

Development: The horrific crisis befalling the Blakros Museum occurs right before the PCs are made aware of the situation and little time remains for them to research or investigate the incident before they are thrust into the

misty interior of its idol-cursed exhibits. Adril gives the PCs a map of the museum (see **Map Handout** on page 16) and suggests they head to the offices first to find Nigel as he may have some insight into whatever foul curse vexes the place.

If the PCs wish to investigate briefly before hurtling headlong into the open gates of Blakros, feel free to allow them the following checks, and consult the outcomes below:

Knowledge (History)

10+ Much of the Mwangi's darkest interior worships a demon lord named Angazhan, who is described in the *Book of the Damned* as a thing of primordial darkness, a foul-breathed demon who grunts prophecies of blood to apes and madmen. The jungle is his beating heart.

15+ The Gorilla King's dread city was founded hundreds of years past by cultists who bowed to Angazhan. It is said they captured the souls of monkeys in the wood-grains of strange idols called Tik Taan. The monkeys' tormented spirits became the slaves and playthings of Angazhan, who murdered their playful whims and replaced them with a deep-seated hate and wild madness. These Tik Taan are rumored to shred the sanity of anyone who spends too long in their presence.

20+ The cultists who created the Tik Taan were hunted by a brave tribe of the Mwangi called the Jambala Jaeg. The Jambala Jaeg created ritual knives, crafted out of bone handles and obsidian blades, to slay the demons inside the Tik Taan. Legends speak of the deadly mists of the Tik Taan, ill humors that invade men's hearts by seeping into their mouths. Anyone wearing a scarf or other protection against the airborne menace is immune to its effects.

Knowledge (Local) or Diplomacy

10+ Lugizar Trantos spent the better part of a year in the Mwangi Expanse. At first he wrote letters to his brother and wife, but after a few months these stopped coming and most gave him up for dead.

15+ His letters spoke of a lucrative find at one point, three idols of dark wood carved in the shape of bearded monkeys.

20+ The last of his letters evidenced an unhinged mind, and was covered in strange sketches of monkey paws. He described dark eyes glaring out from the mists. Shortly after his return to Absalom, many of the monkeys and apes in the city's menageries attacked their keepers and fled into greater Absalom.

THE BLAKROS MUSEUM

The Blakros Museum, in Absalom's tumultuous early years, was the stronghold of a wizard named Ralzeros the Overwatched. Ralzeros carved the building out of one solid block of volcanic stone by employing dark powers that some say were granted to him by patrons as alien as they were unscrupulous. Ralzeros gained infamy as a mad astrologer, building the structure's raised north wing (now a grand exhibit hall) as a giant observatory through which he studied distant worlds (and some say, was studied by them). Eventually, Ralzeros disappeared after an argument turned mage-duel with Beldrin, another archmage of Absalom's fledgling years. Rumors abounded that Beldrin had nothing to do with his vanishing, but rather whatever fell intellects watched Ralzeros finally claimed him, and whisked the mad astrologer off to some distant burning world.

Ralzeros's basalt observatory stood empty for centuries until it was purchased by the Blakros family, a clan of eccentrics who make their fortune selling relics (and rumor has it, secrets) across the Qadiran-Taldan border. The Blakros family is immense and far-reaching. They seem to breed incessantly and produce mostly daughters who are all as fertile as their mothers. These daughters are the cornerstone of the Blakros fortune. Married far and wide, the ladies of the Blakros family are beautiful to the last, though joining them in wedlock bears a few stringent stipulations—they always keep their maiden name, and each child they rear must also be raised as a Blakros. Additionally, the Blakros family is gifted a dowry from the prospective husband's family.

Rumored to be originally Taldan by blood, the Blakros have since mongrelized their lineage with several marriages among Qadiran pashas, Vudran rajahs, and more than one Mwangi tribal chief. They gathered a sizeable collection of dowries and gifts from their vast extended family, which made up the original Blakros collection. The matriarchs eventually purchased far grander estates and turned Ralzeros's basalt keep into a museum wherein they housed all manner of oddities and valuable antiquities they gathered both as dowries and then during the illustrious careers of those several daughters who turned their hand to the bawdy life of adventurer and trader. The women of Blakros are everywhere and their beauty loosens lips as well as native grips on ancient relics, thus supplying the family with their two favorite assets—secrets and exotic treasures.





The Blakros family has entrusted the museum's maintenance and exhibitions to a revolving door of curators, the latest of which is Nigel Aldain, a former Pathfinder who now scorns the Society. Nigel married a daughter of Blakros—a beautiful half-Vudran girl named Dhrami—and was offered his position as part of the union. Nigel takes pride in his work and relishes every opportunity to slight the Society by snatching up great finds before Pathfinders can track them down (his extensive network of dispersed in-laws tip him off concerning many new discoveries all over Golarion).

The museum proper is large and well furnished, built with gothic architecture (reflecting its original purpose) rising out of the night like a great, looming shadow. Within are three exhibit halls showcasing the Blakros family's impressive collection of relics and oddities. The current exhibits constantly change, a great many of their pieces wallowing in storage for years before gracing the halls again.

Hazard: The Mists of Tik Taan (see sidebar below) permeate nearly every room of the museum (except for Area 4, the East Exhibit Hall). Any PC who enters the

building immediately becomes subject to its effects, unless the proper precautions are taken.

Notes: The rooms of the Blakros Museum are listed below. The order in which encounters occur is determined by the PC's exploration, and do not have to happen in numerical order.

1. Entrance and Atrium

An unnatural cold permeates this chamber and the tendrils of silver-gray mist flowing out the front archway into the courtyard beyond seem to effortlessly pierce the flesh and gently caress the bone in a cold embrace. The grand entranceway's vaulted ceiling is supported by six great pillars of hewn black stone. Braziers mounted on the pillars cast white radiance from balls of continual light. The light glimmers eerily in the silvery haze that fills the atrium, giving the impression of something alien watching from the glowing fog.

This room is the first in which the PCs are exposed to the effects of the Mists of Tik Taan (see sidebar). It is otherwise empty.

THE MISTS OF TIK TAAN

The mists flowing through the museum are the evil agency of the Tik Taan. Anyone breathing these mists must make a DC 12 Will save (Tier 4–5: DC 15) or gain the mist-tainted template. Anyone who wears a scarf about his nose and mouth is safe from these accursed humors.

MIST-TAINTED TEMPLATE

Any living humanoid or monstrous humanoid who fails a DC 12 Will save (Tier 4–5: DC 15) against the mist's corrupting influence degenerates into an ape-like proto-creature, little more than a brutish animal. Those who make their saves are immune to the mist's influence for 24 hours. Those who fail gain the mist-tainted template.

An afflicted creature's Intelligence and Charisma scores are both reduced to 6, and the creature gains a +2 bonus to its Strength and Dexterity scores. Additionally, the creature becomes immune to fear, gains a +10 bonus on Climb checks (and a climb speed of 20 feet), and gains a +5 bonus on Acrobatics and Stealth checks. The creature also gains a slam attack (1d4 damage for Medium creatures). This template adds +1 CR to the base creature.

Charisma- and Intelligence-based spellcasters (such as bards and wizards) under the effects of the mist are rendered incapable of casting spells due to the ability loss (see page 17 of the *Pathfinder RPG Core Rulebook*).

A *remove curse* spell, *break enchantment* spell, or similar magical effect purges the evil vapors, removes the template, and negates the Tik Taan's influence. In addition, if a mist-tainted creature is knocked unconscious, the polluting vapors visibly leave its body and they return to normal. Once purged, or upon regaining consciousness, mist-tainted creatures are immune to the mist's effects for 24 hours.

2. West Exhibit Hall (CR 3 or CR 5)

The mists here congeal into a thick and silvery fog that cools the lungs. Arranged throughout this large hall are exhibits on the funerary traditions of several civilizations, along with preserved corpses arrayed in grim stillness. A giant warrior looms from the haze, his arms crossed at his chest, his helm solemn and still. Beyond lie sarcophagi of varied designs, and a few glass cases wherein withered dead are held upright by rods and string; grim exhibits of long-dead citizens whose fallen empires were erased an age past.

A placard above this hall reads "The Honored Dead" in blood-red calligraphy.

The dead here do not rest easy. The malevolent spirits of the Tik Taan draw them back to the tortured husks of their decayed bodies wherein they writhe in abject agony.

The fiendish little monkeys have promised these dead men freedom from torment only after they have supplied fresh souls for the Tik Taan.

Creatures: When the PCs reach the middle of the chamber, they are beset by animated corpses. One is a withered, mummified thing from beneath Osirion's sands bearing a jeweled scarab on its chest among its spiced wrappings, a scarab seer and warrior-priest of an old Pharaonic age named Taltuma-Matl. Another is a hulking skeleton, a towering ancestor of the Kellid race who wields a greatclub fashioned from a mammoth's ivory tusk. The third is a shrunken, emaciated corpse wrapped in rotten silks, and holding a silvered Qadiran scimitar in its bony fists.

In Tier 1–2 only, an armored warrior of a long-dead empire, clad in heavy discolored bronze plates and helm, is also present.

Tier 1–2 (CR 3)

OSIRIAN SCARAB SEER

CR 1

Ghoul (*Pathfinder RPG Bestiary* 146)

hp 13

TACTICS

During Combat The Seer attempts to paralyze as many targets as possible, ignoring a PC once she has been rendered immobile.

Morale Animated by the Tik Taan's hatred, the Seer fights until destroyed.

NOTES

The scarab on the Osirian Scarab Seer's chest acts as a *feather token* (bird), meant to deliver his last will and testament to his ancestors. The token was never activated by the priests that interred him; they were bribed by Taltuma-Matl's family. The scarab's true purpose was lost to history and the hidden compartment wherein lies his papyrus will remains unopened all these centuries (see Mission Notes below). The token functions on the command word "Salm" which means "Legacy" in Ancient Osiriani.

PROTO-KELLID WAR CHIEF

CR 1/3

Human skeleton (*Pathfinder RPG Bestiary* 250)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk ivory greatclub +3 (1d10+3)

TACTICS

During Combat An unintelligent undead, the War Chief simply attacks its nearest target.

Morale Animated by the Tik Taan's hatred, the War Chief fights until destroyed.

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

Gear masterwork ivory greatclub

QADIRAN WARLORD OF OLD
CR 1/3

Human skeleton (*Pathfinder RPG Bestiary* 250)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk alchemical silver scimitar +3 (1d6+2/18–20)

TACTICS

During Combat An unintelligent undead, the Warlord simply attacks its nearest target.

Morale Animated by the Tik Taan's hatred, the Warlord fights until destroyed.

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

Gear masterwork alchemical silver scimitar

BRONZE LEGIONNAIRE
CR 1/2

Human zombie (*Pathfinder RPG Bestiary* 288)

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 natural)

hp 12 (2d8+3)

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

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19–20), slam +4 (1d6+3)

TACTICS

During Combat An unintelligent undead, the Bronze Legionnaire simply attacks its nearest target.

Morale The Bronze Legionnaire fights until destroyed.

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1, **CMB** +4; **CMD** 14

Feats Toughness^B

SQ staggered

Gear longsword, bronze half-plate

Tier 4–5 (CR 5)

OSIRIAN SCARAB SEER
CR 2

Ghast (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

Aura stench (10 ft., DC 15, 1d6+4 minutes)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 (2d8+8)

Fort +4, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks disease, paralysis (1d4+1 rounds, DC 15 and paralysis, elves are immune to this effect)

TACTICS

During Combat The Seer attempts to paralyze as many targets as possible, ignoring a PC once she has been rendered immobile.

Morale Animated by the Tik Taan's hatred, the Seer fights until destroyed.

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Escape Artist +6, Knowledge (history) +5, **Perception** +9, **Stealth** +9, **Swim** +5

Languages Ancient Osiriani

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—Injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

NOTES

The scarab on the Osirian Scarab Seer's chest acts as a *feather token (bird)*, meant to deliver his last will and testament to his ancestors. The token was never activated by the priests that interred him; they were bribed by Dal-Kalamta's family. The scarab's true purpose was lost to history, and the hidden compartment wherein lies his papyrus will remains unopened all these centuries. The token functions on the command word "Salm" which means "Legacy" in Ancient Osiriani.

PROTO-KELLID WAR CHIEF**CR 2**

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 22 (5d8)**Fort** +1, **Ref** +3, **Will** +4**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** mwk greatclub +7 (1d10+4)**STATISTICS****Str** 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +3; **CMB** +6; **CMD** 18**Feats** Improved Initiative^b**Gear** mwk ivory greatclub**QADIRAN WARRIOR OF OLD****CR 2**Human skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)**hp** 17 (2d8+1d10+3)**Fort** +3, **Ref** +1, **Will** +3; channel resistance +4**DR** 5/bludgeoning**OFFENSE****Speed** 30 ft.**Melee** +1 alchemical silver scimitar +7 (1d6+3/18–20)**TACTICS****During Combat** Possessing some intelligence, the Qadiran Warrior of Old tries to focus its attack on less-armored opponents, using Power Attack when it believes it can hit its target.**Morale** The Warlord fights until destroyed.**STATISTICS****Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Cleave, Improved Initiative^b, Power Attack, Weapon Focus (scimitar)**Skills** Intimidate +7, Perception +6, Stealth –1**Gear** breastplate, heavy steel shield, +1 alchemical silver scimitar

Development: Another corpse here refused to answer the Tik Taan's call. A Mwangi warrior, his body preserved in hot mud, stands against the wall of the exhibit hall. In his hands he clutches a bone-handled kukri with a jade-carved blade. This warrior was a member of the Jambala Jaeg tribe—a people who once vehemently opposed Angazhan's followers in the Mwangi Expanse and were wiped out for their opposition.

Treasure: The Mwangi warrior's kukri is a masterwork jade-encrusted blade with one unique quality: it deals

normal damage (for Tier 1–2) and ignores the DR (for Tier 4–5) of the Tik Taan idols and of any creature following Angazhan. Anyone making a DC 20 Knowledge (history) check recognizes the warrior and his kukri as being from the ancient Jambala Jaeg tribe.

Mission Notes: Osirion faction PCs who examine Taltuma-Matl's scarab may locate his last will with a successful DC 15 Perception check, earning 1 Prestige Award at the conclusion of the scenario.

Rewards: If the PCs defeat all of the undead in this encounter, reward each Tier thusly:

Tier 1–2:

Give each player 182 gp.

Tier 4–5:

Give each player 252 gp.

3. The Offices (CR 4 or CR 6)

The door to this chamber was once a pane of expensive frosted glass, which now lies in broken shards on the floor. Within, several desks lie overturned, papers in disarray, and chairs smashed to kindling. A sturdy steel cabinet sits against the back wall, its doors much battered and dented. The mist here roils near the floor and ceiling, creating a strange patch of visibility stretching from knee-height to a few feet overhead. The smoky tendrils flow up and down the walls unnaturally and savage visages swirl to life, fanged mouths agape, before dissolving into mist once more.

This is where Nigel and his staff cataloged the museum's many finds and managed its considerable correspondence with distant travelers. Before they were driven insane by the Mists, four clerks served Nigel here: Milgen, Kadarnik, Yannis, and Saldak, once all mild-mannered, capable scribes.

Creatures: The Tik Taan's accursed mist drove Kadarnik and Yannis completely insane, and the two fell upon Milgen, tearing the poor old man to shreds. Saldak managed to shut himself in the large steel cabinet at the rear of the office, barring the inside latch with an iron cylinder used to grind ink. He's been shut up in the cabinet all day, listening to his former colleagues batter the doors and skulk about the office.

If Kadarnik and Yannis hear the sounds of battle coming from the West Exhibit Hall (Area 2), they leap up to the vaulted ceiling and cling to the arches, obscured by the mist (providing a +10 bonus to Stealth). As soon as the PCs enter the office, Kadarnik and Yannis each do their best to crawl quietly over a PC and then leap down on top of them to attack.

In Tier 4–5, the scribes are joined by two maddened apes (escaped from the menageries of Absalom and drawn

to the museum by the Tik Taan) that also cling to the arches and attack.

Tier 1–2 (CR 3)

KADARNIK AND YANNIS

CR 2

Male mist-tainted human experts 3

CE medium humanoid (human)

Init +6; Senses Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 23 each

Fort +3, Ref +5, Will +4

Immune fear

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +3 (1d4+1)

TACTICS

Before Combat Kadarnik and Yannis climb the vaulted arches and hide in the mists on the ceiling (+23 Stealth check), ambushing the PCs by dropping on them from above.

During Combat Kadarnik and Yannis attempt to flank and repeatedly slam foes until they stop moving.

Morale The crazed scribes fight to the death. However, if knocked unconscious, they lose the Mist-Tainted Template (see sidebar) and regain their sanity.

Base Statistics Str 11, Dex 13, Con 15, Int 14, Wis 12, Cha 8

STATISTICS

Str 13, Dex 15, Con 15, Int 6, Wis 12, Cha 6

Base Atk +2; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Appraise +3, Climb +24, Knowledge (history) +4, Linguistics +4, Perception +6, Stealth +13

Languages Common, Polyglot

Gear tattered robes covered in ink and matted with blood

Tier 4–5 (CR 6)

KADARNIK AND YANNIS

CR 2

hp 23 each (use the stats from Tier 1–2)

TACTICS

Before Combat Kadarnik and Yannis climb the vaulted arches and hide in the mists on the ceiling (+23 Stealth check), ambushing the PCs by dropping on them from above.

During Combat Kadarnik and Yannis attempt to flank and repeatedly slam foes until they stop moving.

Morale The crazed scribes fight to the death. However, if knocked unconscious, they lose the Mist-Tainted Template (see sidebar above) and regain their sanity.

MADDENED APES (2)

CR 2

Gorilla (*Pathfinder RPG Bestiary* 17)

hp 19 each

TACTICS

Before Combat The apes climb the vaulted arches and hide in the mists on the ceiling (+8 Stealth check), ambushing the PCs by dropping on them from above.

During Combat Driven mad by the Tik Taan's influence, the apes simply attack the nearest target.

Morale The crazed apes fight to the death.

Development: Saldak, the only scribe not affected by the mist, begins to scream hoarsely from his hiding spot when he hears the scribes' renewed ravings (as they attack the PCs). When the battle is finished, he continues to shriek. If the PCs attempt to open the cabinet they'll need a DC 20 Strength check to force the door. Alternatively, a DC 10 Diplomacy check calms Saldak and convinces him the danger is passed. Note that Saldak has already made a successful saving throw against the mist, and is therefore immune to its effects.

Saldak is a blubbery scribe, his obesity the result of too many hours spent at a desk and his fondness for sweet cream pies. His jowls quaver and shake with terror as he recounts his tale. Saldak tells the PCs how the offices suddenly flooded with a strange mist early this morning, and that tendrils of it seemed to pour down Kadarnik's and Yannis' throats moments before they went stark mad and beat Milgen to a pulp. Nigel was taking stock of the pieces in storage in the East Exhibit storage room (Area 5) at the time. Saldak is fairly certain the Tik Taan idols are responsible for the museum's current predicament, claiming "I smelled something wrong with those hideous monkey-faced things as soon as Lugizar brought them out of his pack. I've a nose for trouble, I do! No one listens!"

While Saldak cares about his employer, he is a coward at heart and flees the premises as soon as he can.

Treasure: Anyone who searches the office carefully (DC 15 Perception check) finds scraps of Mwangi cloth inscribed with strange writing. The cloth (made from beaten bark) is quite ancient, and its original inventory tag states that it was cataloged along with "Tik Taan Idols, courtesy of Lugizar Trantos". The script on the cloth may be read with a DC 15 Linguistics check, revealing not only a warning against the idols' corrupting powers, but also a powerful chant that dispels their influence over men.

A bard with the countersong ability may speak the chant aloud (using countersong while doing so) to break the hold of the Tik Taan over any listeners (such as the ravens scribes here, or Nigel in area 7). When employed in this manner, the cloth is a reusable item, allowing a bard to use it for as many rounds as he can countersong. Any humanoid with the Mist-Tainted Template who hears the chant gains another saving throw against the mist each round it hears the countersong, but it must use the bard's Perform skill check result (any Perform skill) for the save.

A spellcaster who deciphers the writing (either by the use of the Linguistics skill or via magic, such as a *read magic* spell) may also read it as a *scroll of break enchantment*. This too ends the Tik Taan's influence on any one subject, but doing so causes the writing to vanish as a common scroll, which can never be used again.

If the PCs do not discover the Jambala Jaeg cloth, Saldak roots around the ransacked office and produces it. He can also help decipher the warning and the chant for the PCs (though he cannot use it). Saldak suggests they use the cloth to bring Nigel back to his senses if the mists have taken his wits.

For Tier 1–2, a sack of 500 gp (for random expenses) can be found in Saldak's desk. He presses it upon the PCs, profusely thanking them for their help before fleeing the museum. For Tier 4–5, the sack contains 200 pp. For both Tiers, a DC 12 Perception check finds a weathered leather scroll tube on the top shelf of the cabinet Saldak was hiding in. For Tier 1–2, the PCs find the following inside: a *scroll of cure moderate wounds*, a *scroll of false life*, and a *scroll of dispel magic*. For Tier 4–5, the PCs find the following: a *scroll of cure critical wounds*, 2 *scrolls of false life*, and a *scroll of dispel magic*.

Mission Notes: A record of all of Nigel's most recent transactions and acquisitions lies among the scattered papers here. Qadira faction PCs who retrieve these documents receive 1 Prestige Award.

Rewards: If the PCs recover the sack in Saldak's desk, reward each tier thusly:

Tier 1–2:

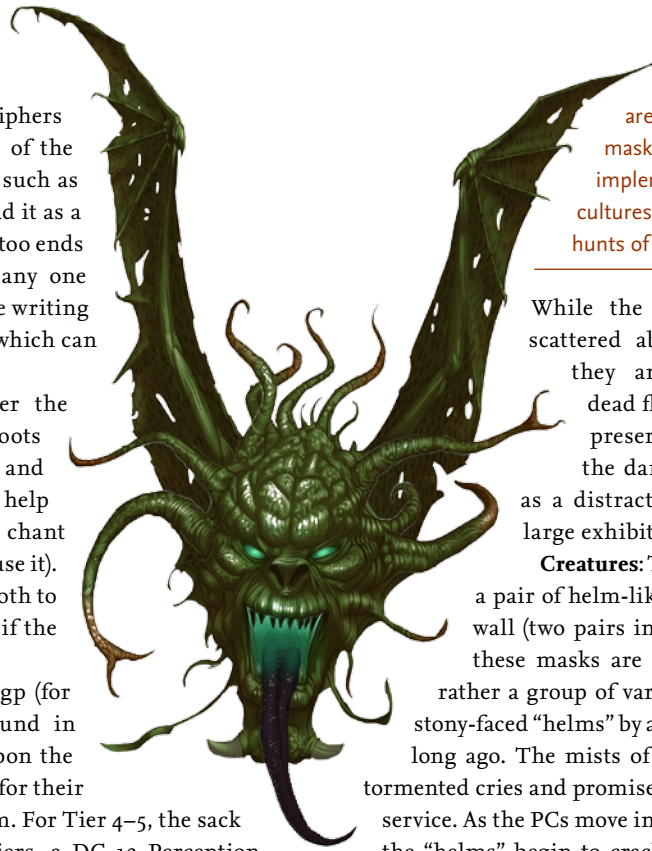
Give each player 233 gp.

Tier 4–5:

Give each player 348 gp.

4. East Exhibit Hall (CR 4 or CR 6)

A large placard above the entryway to this hall reads "Hunting the Beasts of Legend" in great block letters. This gigantic chamber is relatively free of mist, and darkness is held at bay by braziers of radiant light. Behemoths occupy these halls, great taxidermy nightmares such as a two-headed bear easily taller than an ogre; a great desiccated beetle, its carapace larger than the face of the clock tower of Absalom's Clockwork Cathedral; a massive specimen of chimera, its jaws open in a mock roar; and an assembled skeleton of a tyrant lizard. The walls here



are studded with strange masks, staves, spears, and other implements of long forgotten cultures, most likely used in ritual hunts of the beasts preserved here.

While the towering monstrosities scattered about the room menace, they are nothing more than dead flesh and bone (albeit well preserved). Feel free to play up the danger of these behemoths as a distraction. The ceiling of this large exhibit hall is 50' in height.

Creatures: The true threat here lies in a pair of helm-like masks mounted on the wall (two pairs in Tier 4–5). Miscataloged, these masks are nothing of the sort, but rather a group of vargouille transformed into stony-faced "helms" by a powerful shaman's curse long ago. The mists of the Tik Taan hear their tormented cries and promise freedom in exchange for service. As the PCs move into the center of the room, the "helms" begin to crack and slough their stony outer layer (DC 20 Perception check to notice). On the following round, the vargouilles burst free in a shower of dust and stone shards and attack.

Tier 1–2 (CR 4)

VARGOUILLE (2) CR 2

hp 19 each (*Pathfinder RPG Bestiary* 272)

TACTICS

During Combat The vargouilles fly above the PCs' reach and use their shriek ability to paralyze them. They only descend into melee range once they are convinced that all of their opponents are immobile.

Morale The vargouilles fight to the death.

Tier 4–5 (CR 6)

VARGOUILLE (4) CR 2

hp 19 each (*Pathfinder RPG Bestiary* 272)

TACTICS

During Combat The vargouilles fly above the PCs' reach and use their shriek ability to paralyze them. They only descend into melee range once they are convinced that all of their opponents are immobile.

Morale The vargouilles fight to the death.

Mission Notes: Taldor faction PCs need to collect at least four of the dozens of masks here to complete their faction mission, earning 1 Prestige Award.

5. Storage

This simple room of unadorned stone is piled floor to ceiling with boxes and crates, allowing room for only a few small corridors between these towers of dusty, mothballed exhibits.

If the PCs explore this area, they hear mad cackling from the Area 6 (The Bathrooms). There is otherwise nothing of interest here.

6. The Bathrooms (CR 3 or CR 5)

These public restrooms seem to be for the use of visiting clientele. Several stalls are here and a huge cesspool below collects the offal. Mad laughter echoes in this cramped stone chamber. The stench of sewage battles the cold of the mist, but through the haze can be seen smears of blood across the floor, walls, and ceiling, as well as the doors of several stalls.

Creatures: Maldroog, one of the museum's watchmen, wallows here, quite insane thanks to the Tik Taan's influence. He is not alone. The mists have also attracted a fearsome sewer monster, a speckled viper, now a homicidal monster. In Tier 4–5, the snake is replaced with a truly gigantic sewer crocodile. The creature and Maldroog attack anyone who enters the bathrooms, pursuing their quarry if it flees. Maldroog's partner, a half-orc named Sheg, avoided the mists' madness, only to be beaten to pulp by Maldroog and then fed to his new pet.

Tier 1–2 (CR 3)

MALDROOG

CR 2

hp 23 (use the stats for Kardanik and Yannis on page 9)

TACTICS

During Combat Maldroog attacks anyone who enters the bathrooms, pursuing his quarry if it flees.

Morale Driven insane by the mists, Maldroog fights to the death or until knocked unconscious, whereupon the mist visibly leaves his body and he is restored to sanity, losing the mist-tainted template (see sidebar).

SPECKLED VIPER

CR 1/2

Viper (*Pathfinder RPG Bestiary* 133)

hp 3

TACTICS

During Combat The speckled viper simply attacks the nearest target.

Morale Under the influence of the Tik Taan, the viper fights to the death.

Tier 4–5 (CR 5)

MALDROOG

CR 2

hp 23 (use the stats for Kardanik and Yannis on page 9)

TACTICS

During Combat Maldroog attacks anyone who enters the bathrooms, pursuing his quarry if it flees.

Morale Driven insane by the Mists, Maldroog fights to the death or until knocked unconscious, whereupon the mist visibly leaves his body and he is restored to sanity, losing the mist-tainted template (see sidebar above).

GIANT CROCODILE

CR 4

Advanced crocodile (*Pathfinder RPG Bestiary* 51)

N Large animal

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 57 (6d8+30)

Fort +10, **Ref** +6, **Will** +3

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +9 (1d8+6 plus grab), tail slap +4 (1d12+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks death roll (2d6+6 plus trip)

STATISTICS

Str 23, **Dex** 12, **Con** 20, **Int** 1, **Wis** 12, **Cha** 3

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 22 (26 vs. trip)

Feats Blind-Fight, Skill Focus (Perception), Skill Focus (Stealth)

Skills Perception +9, Stealth +2 (+10 in water), Swim +19; **Racial**

Modifiers +8 Stealth in water

SQ hold breath

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a giant crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The giant crocodile inflicts its bite damage and knocks the creature prone. If successful, the giant crocodile maintains its grapple.

Hold Breath (Ex) A giant crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a giant crocodile may sprint, increasing its land speed to 40 feet for 1 round.

Development: If Maldroog is brought to his senses (either by being rendered unconscious or by having the enchantment of the mist broken by the Jambala Jaeg chant), he breaks into sobs over the death of Sheg (whose head sits upon the floor nearby), though he has no recollection of ending the half-orc. Maldroog is a

pudgy, bald human, who usually wears spectacles (they broke when he went mad) and so squints to see the party. He tells them that when the mists came, just before he blacked out, he saw Nigel carried away by a host of mad, slaving apes and monkeys. Maldroog flees the museum after he imparts this information to the PCs.

Mission Notes: After killing Sheg, Maldroog dismembered his former co-worker, stuffing him through a lavatory hole into the cesspool below, though his head is still lying on the floor. The ring of keys was still attached to the half-orc's belt when his torso was hidden. Sheg's remains can be discovered by searching the bathroom and making a successful DC 12 Perception check, and easily recovered by reaching through the lavatory hole. Andoran faction PCs who recover Sheg's key ring earn 1 Prestige Award.

7. North Exhibit Hall (CR 3 or CR 7)

A long hallway leads to this grand hall, wherein the Blakros Museum shows off its finest collections. Mock vines cling to the walls and hang from the fifty-foot-high domed ceiling, and huts of grass are strewn about the open area. At the center of this sprawling chamber, a miniature replica of a traditional Mwangi ziggurat rises out of the mist to a height of nearly twenty feet. At the top of the ziggurat, a rail-thin elven gentleman is strapped to an altar, his bare chest painted with strange sigils and monkey paw-shaped blots of paint.

Creatures: The Tik Taan hold court here, served by a band of savage primates (escaped from all over Absalom) snarling, spitting, and cavorting madly about the ziggurat. Nearly 20 apes, baboons, and other monkeys revel here, but a terrifying howl shatters the revelry after the PCs arrive and the primates scatter into the mists, making way for their champion, a large ape named Da'Tunga.

Da'Tunga fights the intruders while his ape, baboon, and other monkey cohorts scream and pound museum objects on the floor and walls of the room. All of the primates here are under the sway of the Tik Taan and do not respond to enchantment magic, wild empathy, or Handle Animal checks until they are freed of the idols' influence. The primate audience is simply window dressing for this scene: they do not attack and will flee if attacked themselves.

The primate denizens (other than Da'Tunga) are not the true threat here, but rather puppets of the Tik Taan. The idols scurry among the other primates, hiding their presence in the midst of their yowling thralls (a DC 12 Perception check is necessary to pick out the idols).

Tier 1–2 (CR 3)

DA'TUNGA CR 2

Gorilla (*Pathfinder RPG Bestiary* 17)

hp 19

TACTICS

During Combat Da'Tunga wants to show his dominance and attacks the strongest-looking PC first.

Morale Driven mad with rage by the Tik Taan, Da'Tunga fights to the death.

TIK TAAN CR 1

Wood idol (*Pathfinder* #27 84)

N Diminutive construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +5

Aura incombustible aura (30 ft.),

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 size)

hp 11 (2d10); regeneration 5 (on natural ground)

Fort +0, **Ref** +0, **Will** +1

Immune construct traits, **Resist** cold 5, electricity 5

Weaknesses fire

OFFENSE

Speed 10 ft.

Melee bite +2 (1d2–4)

Ranged splinter +6 (1d2–4)

Space 1 ft.; **Reach** 0 ft.

Special Attacks primeval curse

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*detect animals or plants**, *warp wood* (DC 13)

3/day—*create water*, *goodberry*, *tree shape**

1/day—*barkskin*, *entangle* (DC 12)

Save DCs are Wisdom-based.

TACTICS

Before Combat If made aware of the PCs' presence before they enter Area 7, the Tik Taan idol casts *barkskin* on Da'Tunga, increasing his AC by +2; otherwise it does so on the first round of combat.

During Combat The Tik Taan idol is intelligent enough to avoid melee combat if at all possible. Instead, it uses its spell-like and special abilities to support Da'Tunga. As the North Exhibit Hall has flagstone floors, the Tik Taan's regeneration ability does not work in this location.

Morale If reduced to 5 hp or less, the Tik Taan idol reverts to its inanimate state (see below), hoping that its attacker will lose interest. It continues using its spell-like and special abilities in this state. When the Tik Taan is destroyed all of the primates (including Da'Tunga) are stunned for 1 round, casting the room into a momentary, gloomy silence.

STATISTICS

Str 3, **Dex** 11, **Con** —, **Int** 5, **Wis** 13, **Cha** 13

Base Atk +2; **CMB** –2; **CMD** 4

Feats Skill Focus (Perception)

Skills Perception +5, **Stealth** +13 (+17 amid wood); **Racial Modifiers** +4 Stealth amid wood

Languages understands Polyglot (cannot speak)

SQ inanimate, share abilities

SPECIAL ABILITIES

Incombustible Aura (Su) All creatures within 30 feet of a Tik Taan idol gain fire resistance 10. This effect lasts as long as a creature remains within the idol's aura. Any time a being makes active use of this resistance to any degree, the wood idol takes 1 point of normal damage, appearing more and more charred as it takes damage. This ability ceases to function should a Tik Taan idol have only 1 hit point and does not reactivate until it regains hit points.

Primeval Curse (Su) Once per day, a Tik Taan idol can force a creature within 15 feet to make a DC 12 Will save or be cursed. This curse functions similarly to the spell *bestow curse*, except that it can only either decrease an ability score by -4 or cause a -2 penalty to attack rolls, saves, ability checks, and skill checks. In addition, while affected, the skin of the target takes on a rough, wooden appearance. A Tik Taan idol's curse can only affect one creature at a time, and should it curse another creature, the first target is no longer affected. This effect can be removed by *remove curse* or by eating a goodberry. The save DC is Charisma based.

Regeneration (Ex) A Tik Taan idol's regeneration only functions while it is standing on wood, grass, or earth. Fire deals normal damage to a wood idol.

Inanimate (Ex) An idol is effectively a statuette and does little to suggest otherwise. Spending most of its existence perfectly motionless, a stationary idol is indistinguishable from a normal inanimate object. Unless noted in its description, an idol can make use of the majority of its special abilities without moving, though the round after it does so observers can make a DC 25 Perception check to notice minute hints—magical glimmers, minute contortions, etc.—suggesting that the idol is actually animate. Overt actions, such as an idol moving or attacking, make its nature obvious to witnesses, and to others who make a Perception check (as previously noted) even 1 round after it moves.

Share Abilities (Su) An idol can share any spell-like ability that would normally only affect itself (as the caster) with any ally within 5 feet. The idol's creator or allies familiar with its abilities may request the idol grant them specific powers on its turn. Spell-like abilities usable in this way are marked with an asterisk (*).

up the ziggurat and frees him (DC 12 Climb check, the straps have Hardness 2 and 5 hp), he attacks them viciously, howling in mad fury.

Morale If freed, Nigel fights to the death. However, if knocked unconscious, he loses the mist-tainted template (see sidebar) and regains his sanity.

Tier 4-5 (CR 7)

DA'TUNGA	CR 5
N Large animal	
Init +7; Senses low-light vision; Perception +10	
DEFENSE	
AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)	
hp 67 (9d8+27)	
Fort +9, Ref +9, Will +6	



NIGEL **CR 2**

hp 23 (use the stats for Kardanik and Yannis on page 9)

TACTICS

During Combat Nigel is not himself, but can do little as he is strapped to the altar at the beginning of combat. He is a willing sacrifice, swayed by the mist's evil influence. If anyone climbs

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claw +7 (1d4+8) and bite +7 (1d6+8)

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

Special Attacks rend (2 claws, 1d4+6)

TACTICS

During Combat Da'Tunga wants to prove his dominance and attacks the strongest-looking PC first. Driven insane, he always uses Power Attack; this attack option has therefore already been figured into his stats.

Morale Driven mad with rage by the Tik Taan, Da'Tunga fights to the death.

STATISTICS

Str 19, **Dex** 16, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +6; **CMB** +11; **CMD** 24

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth)

Skills Acrobatics +9, Climb +16, Perception +10, Stealth +4

TIK TAAN (3)

CR 2

Bone idol (*Pathfinder* #27 82)

N Diminutive construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +3

Aura feverish fortitude (30 ft.),

DEFENSE

AC 16, touch 15, flat-footed 15 (+1 armor, +1 Dex, +4 size)

hp 16 each (3d10)

Fort +1, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** construct traits, **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 10 ft.

Melee bite +3 (1d2–4 plus mad rage)

Space 1 ft.; **Reach** 0 ft.

Special Attacks mad rage

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*bane* (DC 12), *cause fear* (DC 12), *deathwatch**, *hide from undead* (DC 12)

1/day—*animate dead*, *death knell** (DC 13)

Save DCs are Wisdom-based.

TACTICS

During Combat The Tik Taan idols are intelligent enough to avoid melee combat if at all possible. Instead, they use their spell-like and special abilities to support Da'Tunga. Any person slain during combat is immediately animated as a fast zombie (see ability description below).

Morale If reduced to 5 hp or less, a Tik Taan idol reverts to its inanimate state (see below), hoping that its attacker will lose interest. It continues using its spell-like and special abilities in this state. Every time one of the Tik Taan is destroyed all of the primates (including Da'Tunga) are stunned for 1 round, casting the room into a momentary, gloomy silence.

STATISTICS

Str 3, **Dex** 12, **Con** —, **Int** 7, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +0; **CMD** 6

Feats Run, Step Up

Skills Perception +3, Stealth +14 (+18 amid bones); **Racial**

Modifiers +4 Stealth amid bones

Languages understands Polyglot (cannot speak)

SQ inanimate, share abilities, zombie fetish

SPECIAL ABILITIES

Feverish Fortitude (Su) All creatures within 30 feet of a Tik Taan idol gain a +2 bonus on saving throws against disease and poison. The effect lasts as long as a creature remains within the idol's aura.

Mad Rage (Su) Any creature bitten by a Tik Taan idol must make a DC 16 Will save or fly into an uncontrollable, violent rage. Those affected by this rage are treated as being under the effects of both the spells *rage* and *confusion* for 1 minute. However, whenever the affected creature rolls a confusion result that would lead it to flee or attack the bone idol, the idol instead chooses a target for it to attack. This is a mind-affecting effect. The save DC is Charisma-based.

Zombie Fetish (Su) Any zombie created within 30 feet of a Tik Taan idol rises as a fast zombie (*Pathfinder RPG Bestiary* 289).

Inanimate (Ex) See ability description in Tier 1–2 stat block above.

Share Abilities (Su) See ability description in Tier 1–2 stat block above.

TIK TAAN



NIGEL**CR 2****hp 23** (use the stats for Kardanik and Yannis on page 9)**TACTICS**

During Combat Nigel is not himself, but can do little as he is strapped to the altar at the beginning of combat. He is a willing sacrifice, swayed by the mist's evil influence. If anyone climbs up the ziggurat and frees him (DC 12 Climb check, the straps have Hardness 2 and 5 hp), he attacks them viciously, howling in mad fury.

Morale If freed, Nigel fights to the death. However, if knocked unconscious, he loses the mist-tainted template (see sidebar above) and regains his sanity.

Development: If Nigel is brought to his senses, he quickly urges the PCs to destroy the Tik Taan at all costs. If the Tik Taan are destroyed, the primates are freed of Angazhan's mad embrace and try to flee the museum in sudden confusion. The mists infesting the museum vanish as well, and everyone under their control is freed.

Treasure: Nigel is incredibly grateful for his rescue and gives the PCs a rare weapon from his own personal collection to express his gratitude. The weapon is an incredibly ancient Mwangi spear that Chelish explorers found near the colony of Sargava during the reign of the expansionist Chelish prince, Haliad I. It would be worth a great deal to the Pathfinder Society and they'd hungrily pay to include it in their collection. For Tier 1–2, the spear is a bejeweled masterwork spear with brittle, white bird feathers tied with crumbling leather straps beneath the still-sharp spearhead worth 750 gp. For Tier 4–5, the spear has the same description, but is instead a *+1 vicious spear*.

Nigel also gifts the PCs with a magical item he believes to be of special significance to Pathfinders: an *ioun stone*. If the PCs seem unfamiliar with the interaction between *wayfinders* and *ioun stones*, he explains that many *ioun stones* can be placed within a *wayfinder* to create fantastic magical effects, but remarks that his inferior stones are sadly not capable of such resonance. For Tier 1–2, it is a *cracked mulberry pentacle ioun stone*. For Tier 4–5 it is a *flawed incandescent blue sphere ioun stone*. For more

information on these magical items, and the interaction between *wayfinders* and *ioun stones*, refer to pages 43–55 of *Seekers of Secrets*.

Mission Notes: Cheliox faction PCs should be interested in collecting a piece of a Tik Taan idol. In this case, all PCs who belong to the Cheliox faction receive 1 Prestige Award.

Rewards: If Da'Tunga and the Tik Taan are defeated, reward each Tier thusly:

Tier 1–2:

Give each player 96 gp.

Tier 4–5:

Give each player 1,292 gp.

CONCLUSION

With the curse of the Tik Taan ended, the Blakros Museum returns to business as usual (after some clean up). If Nigel is killed, the Blakros family uses their significant wealth to have him returned to life. If Nigel survives, he is eternally grateful and if a PC mentions they were sent by Adril to save him, he is deeply touched and eventually his friendship with the hulking venture-captain is repaired. More importantly, he now makes all of the Blakros Museum's vast collection available to the Society for study and considers re-petitioning membership.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who retrieve Sheg's ring of keys from the bathroom in Area 6 earn 1 Prestige Award.

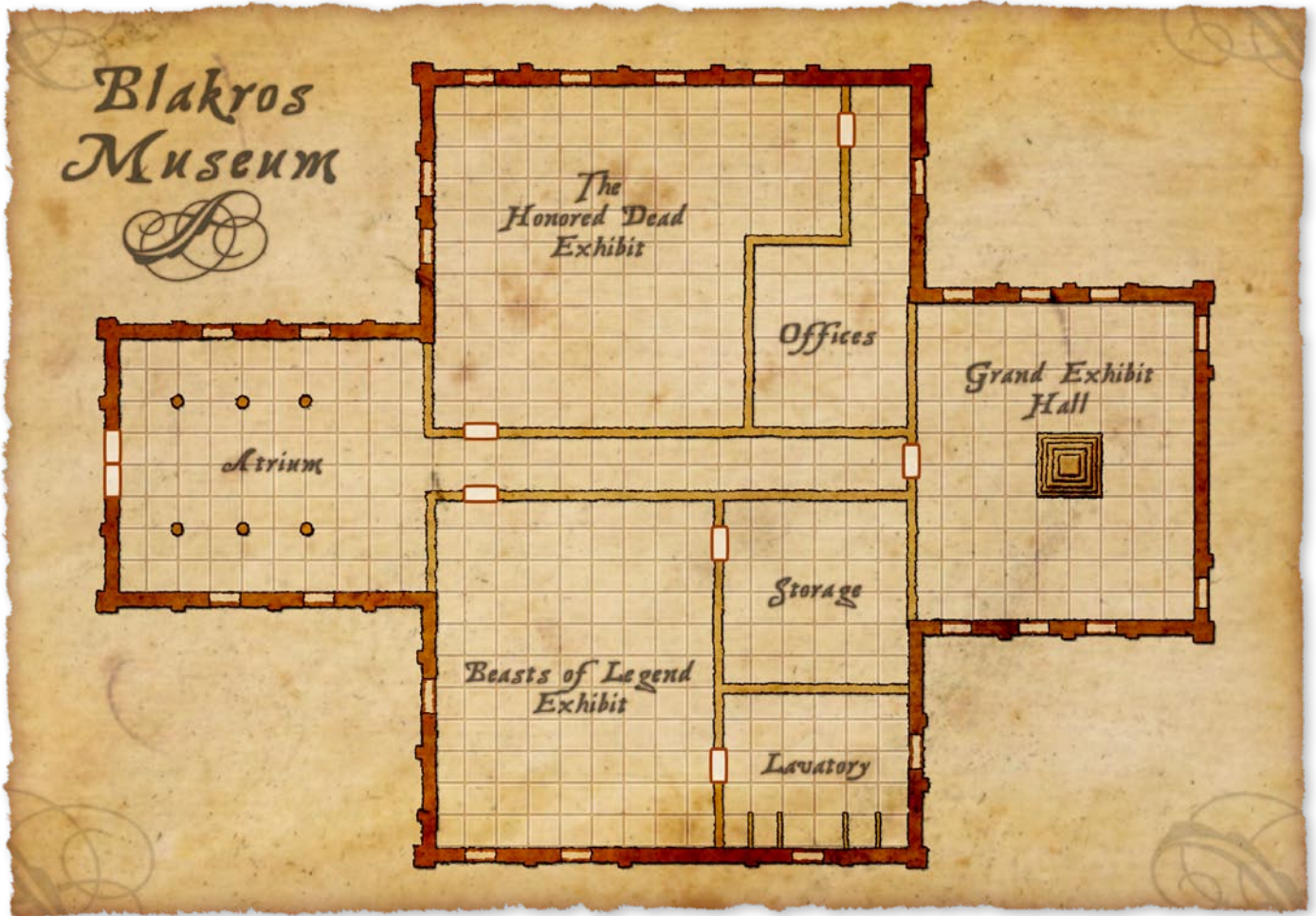
Cheliox Faction: Cheliox faction PCs who bring back a piece of one of the Tik Taan earn 1 Prestige Award.

Osirion Faction: Osirion faction PCs who retrieve Taltuma-Matl's last will from the hidden compartment in his jeweled scarab earn 1 Prestige Award.

Qadira Faction: Qadira faction PCs who recover Nigel's records of acquisitions from Area 3 earn 1 Prestige Award.

Taldor Faction: Taldor faction PCs who collect at least four masks from Area 4 earn 1 Prestige Award.

Map Handout



Andoran Faction Handout

Firebrand of Freedom,

You light the way to a better age with your continued bravery. I can't express enough how grateful our nation is for your peerless service. We once more have desperate need of your talents. An agent of ours is in peril. His name is Sheg Wraithbane, a half-orc adventurer of note who was keeping tabs on the Blakros Museum for us, posing as a night watchman. We fear for his safety. A strange curse has befallen the place and we've no word from him.

Find him. If he lives, bring him safely from that accursed place. If he has perished, then you must bring his collection of keys to me immediately. He wears them on a ring on his belt. I would trust this task to no other. May your sword arm know no equal, may your wits prove thrice as fast as your foes.

Capt. Colson Maldris Sincerely Yours,
 Captain Colson Maldris

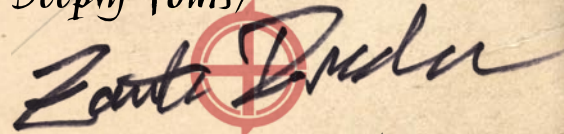


Cheliox Faction Handout

Tender Supplicant,

You must prove yourself worthy of bliss: something strange is afoot at the Blakros Museum. Evil spirits vex the place and foul mists run its corridors, driving men mad. Driving men mad is a deep interest of mine, as you well know. Find the source of this infestation of power and bring me a sample of it, so I might study it. Do this and you shall know Hell's most lustful delights.

Deeply Yours,



Paracountess Zarta Dralneen

Osirion Faction Handout

Most Worthy One,

The Ruby Prince loves his subjects as you well know, but even he has enemies among Osirion's greatest families. The Matl family has long proven a thorn in his side, and indeed their duplicitous brood has plagued our great nation for centuries, ever since Lakma the Usurper claimed control over the family's destiny. Thankfully the arm of history is long-reaching, and we at court have long suspected Lakma's treachery.

The true ancestor of the Matl family was one Taltuma-Matl, a wise servant of the pharaohs. His true will was never discovered, and in it he most likely names a distant cousin as the beneficiary of his family's wealth and honors (knowing full well his closer kin, Lakma, was nothing but a vile, self-serving wretch). It has come to our attention that Taltuma's remains are housed at the Blakros Museum, beyond our reach. We believe his last will was interred with him. Find it. If we can prove Lakma had no legitimate claim to his family's holdings, we can embarrass his descendants at court who vex the Ruby Prince, thus solidifying his power and perhaps even paving our way to glory.



In Unfathomable Gratitude,



Amenopheus, The Sapphire Sage

Qadira Faction Handout

Golden Servant of Qadira,

We are, as ever, interested in the ebb and flow of great treasures. The Blakros Museum in Absalom houses some of the world's most interesting oddities and trades them freely with the world at large. Our satrap would know where these treasures flow to and at what cost.

As you pursue whatever dust devil of foolishness the Pathfinder Society would have you chase in Blakros, be sure to keep an eye out for the museum's accounts and records of transactions. Retrieve them for me and your glory will know no bounds.

A Fellow Servant of the Satrap,

Pasha Muhlia Al-Jakri x



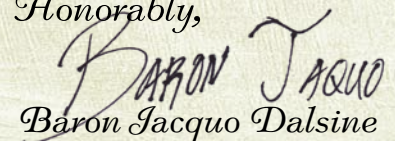
Taldor Faction Handout

Honored Servant of the Empire,

This Blakros Museum is possessed of a number of interesting pieces. Weapons are fine, gold is always amusing, but me, I am more intrigued by masks—the more exotic the better. They can prove most useful, especially with so many fascinating balls and parties approaching. Collect for me at least four masks unlike any to be worn by other dilettantes of Oppara this season. Do this and you shall bask in the beneficent radiance of my gratitude.



Honorably,



Baron Jacquo Dalsine

SCENARIO 0-05: MISTS OF MWANGI

Event _____

Date _____

GM # _____

GM Name _____

Character # _____

Prestige Points

Character Name _____

Andoran Cheliox Taldor
 Osirion Qadira

Character # _____

Prestige Points

Character Name _____

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Prestige Points

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Prestige Points

Character Name _____

Andoran Cheliox Taldor
 Osirion Qadira

Character # _____

Prestige Points

Character Name _____

Andoran Cheliox Taldor
 Osirion Qadira

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SCENARIO #0-05: MISTS OF MWANGI

Scenario Chronicle #

TIER	TIER	
	1-2	509
TIER	TIER	
	4-5	1,889

MAX GOLD

This Chronicle Certifies That

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

Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

- Cracked mulberry pentacle ioun stone (Seekers of Secrets 47; 400 gp)*
- Feather token, bird (300gp)*
- Jambala Jaeg cloth (scroll of break enchantment) (1,125 gp)*
- Scroll of cure moderate wounds (150 gp)*
- Scroll of dispel magic (375 gp)*
- Scroll of false life (150 gp)*

TIER

4-5

- Flawed incandescent blue sphere ioun stone (Seekers of Secrets 47; 7,200 gp)*
- Scroll of cure critical wounds (375 gp)*
- +1 vicious spear (8,302 gp)*

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

	GM's Initial
--	--------------

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Sub Total

-	
---	--

Items Bought

=	
---	--

Sub Total

-	
---	--

Gold Spent

=	
---	--

Sub Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #