



MISTS OF MWANGI™

BY NICOLAS LOGUE

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PATHFINDER SOCIETY SCENARIO 05

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Pathfinder Society Scenario 05: Mists of Mwangi is a Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2, 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 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 13 of this product.

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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 Angazhan, housed in the North Exhibit Hall's Mwangi Exhibit. Doing so could earn the renewed membership 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 does give the PCs a map of the museum 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 is ruled by a demon lord named Angazhan, who is described in an ancient text 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 Gather Information

10+: Lugizar Trantos spent the better part of a year in the Mwangi. 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, the monkeys and apes in the Absalom Menagerie attacked their keepers during a feeding and fled the grounds into greater Absalom.

The Blakros Museum

The Blakros Museum, in Absalom's tremulous 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 Blakros' 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' basalt orrery stood empty for a time 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 mongreled 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 the Ralzeroses' 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. Here's a brief description of each area of the museum:

Area 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.

Area 2. West Exhibit Hall: A placard above this hall reads "The Honored Dead" in bloodred calligraphy. Within, are exhibits on the funerary traditions of several civilizations along with preserved corpses arrayed in grim stillness. For more information see Act 1 below.

Area 3. The Offices: This is where the curator and his staff work. A few desks, three locked chests, and a locked standing cabinet are here along a wall facing the West Exhibit Hall made of smoky glass. For more information on the Offices see Act 2 below.

Area 4. East Exhibit Hall: A large placard above the entryway to this hall reads "Hunting the Beasts of Legend" in great block letters. This room is filled with strange taxidermy nightmares and assembled skeletons of monsters, dinosaurs, and behemoths. See Act 3 below for more details.

Area 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.

Area 6. Bathrooms: These public restrooms are for the visiting clientele's use. Several stalls are here and a huge cesspool below collects the offal of their visitors. For more information see Act 4 below.

Area 7. North Exhibit Hall: Stairs ascend to this grand hall, wherein the Blakros Museum shows off its finest collections. The current Mwangi-themed exhibit is decorated like a jungle grove complete with a miniature ziggurat at its center and some grass huts built around it. See Act 5 below for further details.

ACT 1: THE TORMENTED DEAD (EL 2 OR EL 5)

When the PCs enter Area 2 (West Exhibit Hall) of the museum read or paraphrase the following:

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 or gain the Mist-Tainted Template (see Act 2 for details). Anyone who wears a scarf about his nose and mouth is safe from these accursed humors.

The mists here congeal into a thick and silvery fog that cools the lungs. 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.

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.

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. Another is an armored warrior of a long dead empire, clad in heavy discolored bronze plates and helm. A third is a hulking skeleton, a towering ancestor of the Kellid race who wields a greatclub fashioned from a mammoth's ivory tusk. The fourth is a shrunken emaciated corpse wrapped in rotten silks and holding a silvered Qadiran scimitar in one bony fist.

TIER 1–2 (EL 2)

OSIRIAN SCARAB SEER

CR 1

Ghoul

hp 13; MM 118

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 his papyrus will lies remains unopened all these centuries. The token functions on the command word "Salm" which means "Legacy" in Osiriani.



BRONZE LEGIONNAIRE

CR 1/2

Human commoner zombie

hp 16; MM 266

DEFENSE

AC 18, touch 9, flat-footed 18
(+7 armor, -1 Dex, +2 natural)

OFFENSE

Melee longsword +2 (1d8+1)

NOTES

Other than the above changes, the Bronze Legionnaire is identical to a human commoner zombie.

PROTO-KELLID WAR CHIEF

CR 1/3

Human warrior skeleton

hp 6; MM 226

DEFENSE

AC 13, touch 11, flat-footed 13
(+1 Dex, +2 natural)

OFFENSE

Melee mwk greatclub +4 (1d10+4)

STATISTICS

Str 16

Gear masterwork ivory greatclub (300 gp)

NOTES

Other than the above changes, the Proto-Kellid War Chief is identical to a human warrior skeleton.

QADIRAN WARLORD OF OLD

CR 1/3

Human warrior skeleton

hp 6; MM 226

OFFENSE

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

STATISTICS

Gear masterwork alchemical silver scimitar

OTHER

The Qadiran Warlord's alchemical silver scimitar is one of 10 blades forged by the Crescent Prince. It is well-balanced and confers upon its wielder an additional +2 to opposed checks to disarm (or to resist such a maneuver).

TIER 4-5 (EL 5)

As Tier 1-2 with the following changes:

OSIRIAN SCARAB SEER

CR 3

Ghast

hp 29; MM 118

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 his papyrus will lies remains unopened

all these centuries. The token functions on the command word “Salm” which means “Legacy” in Osirion.

PROTO-KELLID WAR CHIEF **CR 2**

Use the stats for an owlbear skeleton

hp 32; MM 226

DEFENSE

AC 13, touch 11, flat-footed 13
(+2 Dex, +2 natural, -1 size)

OFFENSE

Melee mwk greatclub +7 (1d10+7)

STATISTICS

Gear masterwork ivory greatclub (300 gp)

NOTES

The Proto-Kellid War Chief’s was a hulking, gigantic specimen of his race—hence the use of the owlbear skeleton’s stats.

QADIRAN WARLORD OF OLD **CR 1/3**

Human warrior skeleton

hp 6; MM 226

OFFENSE

Melee +1 alchemical silver scimitar (1d6+1/18-20)

STATISTICS

Gear +1 alchemical silver scimitar

NOTES

The Qadiran Warlord’s +1 alchemical silver scimitar is one of 10 blades forged by the Crescent Prince. It is well-balanced and confers upon its wielder an additional +2 to opposed checks to disarm (or to resist such a maneuver).

Mission Note: An Pathfinder of the Osirion faction who finds Taltuma-Matl’s last will inside his jeweled scarab broach (Search DC 15) earns 1 Prestige Award.

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 knife 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.

His kukri is a masterwork jade-encrusted blade with one unique quality: it ignores the hardness of the Tik Taan idols and the damage reduction of any creature following Angazhan. Anyone making a Knowledge (history) or Knowledge (local [Mwangi Expanse]) check DC 20 will recognize the warrior and his kukri as being from the ancient Jambala Jaeg tribe.

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

Tier 1–2

MIST-TAINTED TEMPLATE

Any living humanoid, giant, or monstrous humanoid who fails his DC 12 Will save against the mist’s corrupting influence degenerates into a raving madman, little more than a bloodthirsty animal. Those who make their saves are immune to the mist’s influence for 24 hours. Those who fail gain the Mist-Tainted Template: their Intelligence and Charisma are both reduced to 6, they gain a +2 to their Strength and Dexterity, they become immune to fear, they gain a +10 to Climb checks (and a climb speed of 20 feet), they gain a +5 to Jump, Hide, and Move Silently, and they also gain a slam attack (1d4 for Medium creatures). This template adds +1 CR to the base creature.

A *remove curse*, *break enchantment*, or similar magic 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 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.

Give each player 118 gp.

Tier 4–5

Give each player 284 gp.

ACT 2: MEN GONE APE (EL 4 OR EL 6)

As the PCs enter Area 3 (the Offices), read or paraphrase the following:

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 catalog the museum’s many finds and manage its considerable correspondence with distant travelers. Nigel employs four clerks: Milgen, Kadarnik, Yannis, and Saldak, all mild-mannered, capable scribes.

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 into 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, they leap up to the vaulted ceiling and cling to the arches, obscured by the mist (bonus +10 to Hide). As soon as the PCs enter the office, Kadarnik and Yannis do their best to crawl quietly over a PC each and then leap down on top of them to attack.

TIER 1-2 (CEL 4)

KADARNIK AND YANNIS

CR 2

Male human expert 2

CE medium humanoid

Init +6; **Senses** Listen +6, Spot +1

DEFENSE

AC 11, touch 12, flat-footed 10

(+1 Dex)

hp 13 (2d6+4)

Fort +2, **Ref** +2, **Will** +4

OFFENSE

Spd 30 ft.; climb 20 ft.

Melee slam +2 (1d4+1)

Space 5 ft.

TACTICS

Before Combat Kadarnik and Yannis climb the vaulted arches and hide on the ceiling (+17) ambushing the PCs by dropping on them from above.

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

Morale The crazed scribes fight to the death.

STATISTICS

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

Base Atk +1; **Grp** +0

Feats Dodge, Improved Initiative

Skills Appraise +3, Climb +16, Concentration +7, Decipher Script +5, Forgery +5, Jump +6, Knowledge (history) +5, Listen +6, Move Silently +6, Hide +7, Spot +1

Languages Common, Mwangi

Gear tattered robes covered in ink and matted with blood

TIER 4-5 (CEL 6)

The scribes are joined by two maddened apes (escaped from the Absalom Menagerie and drawn to the museum by the Tik Taan) that also cling to the arches and attack.

MADDENED APES (2)

CR 2

hp 29; MM 268

Development: Anyone who searches the office carefully (DC 15 Search check) finds scraps of Mwangi cloth

inscribed with strange writing. The cloth (made from beaten bark) is quite ancient, cataloged along with "Three Tik Taan Idols, courtesy of Lugizar Trantos." The script on the cloth may be read with a DC 15 Decipher Script 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 ravening scribes here, or Nigel in Act 4). When employed in this manner, the cloth is a reusable item, allowing a bard to use it as many times a day as he can countersong. A spellcaster who Deciphers the writing 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.

Saldak 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.

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 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!" If the PCs did 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.

While Saldak cares about his employer, he is a coward at heart and flees the premises as soon as he can. 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 search 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: *scroll of cure*

moderate wounds, scroll of false life, scroll of dispel magic. For Tier 4–5, the PCs find the following inside: *scroll of cure critical wounds, scroll of false life (2), and scroll of dispel magic.*

Mission Note: Among the scattered papers is a record of all of Nigel’s most recent transactions and acquisitions. A Pathfinder of the Qadira faction who retrieves this record earns 1 Prestige Award.

Rewards: If the crazed scribes are defeated, reward each Tier thusly:

Tier 1–2

Give each player 196 gp.

Tier 4–5

Give each player 375 gp.

ACT 3: DEMON MASKS OF THE MWANGI (EL 4 OR EL 6)

When the PCs enter Area 4 (East Exhibit Hall), read or paraphrase the following:

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 grand clocktower of Absalom; 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 true threat here lies in a pair of helm-like masks mounted on the wall. Miscataloged, these masks are nothing of the sort, but rather a pair 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 two “helms” begin to crack and slough their stony outer layer (DC 20 Spot check to notice). On the following round the two vargouille burst free in a shower of dust and stone shards, and attack.

TIER 1–2 (EL 4)

VARGOUILLE (2)

hp 5; MM 254

CR 2

TIER 4–5 (EL 6)

VARGOUILLE (4)

hp 5; MM 254

CR 2

Mission Note: A Pathfinder of the Taldor faction who retrieves at least four masks from this room earns 1 Prestige Award.

Rewards: There are no rewards for Act 3.

ACT 4: MAD MALDROOG (EL 3 OR EL 4)

If the PCs are exploring Area 4 or Area 5 they hear mad cackling from the Bathrooms (Area 6). If they investigate read or paraphrase the following:

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.

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 python, now a homicidal monster. The snake and Nigel 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 (EL 3)

MALDROOG

hp 13; use the stats for Kardanik and Yannis from Act 1

CR 1

CONSTRUCTOR SNAKE

hp 19; MM 279

CR 2

TIER 4–5 (EL 4)

As above, but replace the constrictor snake with a giant crocodile.

GIANT CROCODILE

hp 59; MM 271

CR 4

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 Sheg’s death, 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 Note: A Pathfinder of the Andoran faction who finds Sheg's ring of keys earns 1 Prestige Award. Maldroog fed most of the half-orc to the python here, 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 fed to the snake. The keys wallow in the gullet of the python and must be cut out.

Rewards: There are no rewards for Act 4.



ACT 5: THE MWANGI EXHIBIT (EL 5 OR EL 7)

When the PCs approach Area 7, read or paraphrase the following:

Mock vines cling to the wall of this grand exhibit hall, and huts of grass are strewn about the open area. At the center of this sprawling chamber, a great stone ziggurat rises out of the mist, almost scraping the 50-foot-high ceiling. 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.

The Tik Taan hold court here, a band of savage primates (all escaped from the Absalom Menagerie) 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 three idols scurry among the other primates, hiding their presence in the midst of their yowling thralls (a DC 12 Spot check is necessary to pick out the idols). 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.

Nigel is not himself. He is a willing sacrifice, swayed by the mist's evil influence. If anyone climbs up the ziggurat to free him (DC 12 Climb check), he attacks them viciously, howling in mad fury.

TIER 1–2 (EL 5)

DA'TUNGA

Large ape

hp 30; MM 268

CR 2**TIK TAAN (3)**

Small animated object

hp 15; MM 13

CR 1**NOTES**

Hardness 5

NIGEL

hp 13; use the stats for Kardanik and Yannis from Act 1.

CR 1

TIER 4–5 (EL 7)

As Tier 1–2 with the following changes:

DA'TUNGA, DIRE APE

hp 32; MM 62

CR 3

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. 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 (2,000 gp). For Tier 4–5, the spear has the same description, but is instead a *+1 vicious spear* (8,302 gp).

Mission Note: A Pathfinder of the Cheliox faction who collects at least one piece of a Tik Taan idol earns 1 Prestige Award.

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

Tier 1–2

Give each player 167 gp.

Tier 4–5

Give each player 692 gp.

Conclusion

With the curse of the Tik Taan ended, the Blakros Museum returns to business as usual (after some clean up). 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: Pathfinders from the Andoran faction who retrieve Sheg's ring of keys from the gullet of the python in Act 4 earn 1 Prestige Award.

Cheliox Faction: Bringing back a piece of one of the Tik Taan earns a Cheliox faction member 1 Prestige Award.

Osirion Faction: Retrieving Taltuma-Matl's last will from the hidden compartment in his jeweled scarab earns an Osirion faction member 1 Prestige Award.

Qadira Faction: Recovering Nigel's records of acquisitions from Area 3 earns a Pathfinder of the Qadira faction 1 Prestige Award.

Taldor Faction: A Pathfinder of the Taldor faction who collects at least four masks from Area 4 earns 1 Prestige Award.

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

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

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 nightwatchman. 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.

Sincerely Yours,
Captain Colson Maldris

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

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SCENARIO 05: MISTS OF MWANGI

Scenario Chronicle #

TIER	1-2	480	MAX GOLD
	4-5	1,351	

This Chronicle Certifies That

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

Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

- Feather token (bird) (Cost: 300 gp)
- Jambala Jaeg cloth (scroll of break enchantment) (Cost: 1,125 gp)
- Scroll of cure moderate wounds (Cost: 200 gp)
- Scroll of false life (Cost: 150 gp)
- Scroll of dispel magic (Cost: 375 gp)

TIER

4-5

- Scroll of cure critical wounds (Cost: 700 gp)
- +1 vicious spear (Cost: 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 #