

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



THE SEGANG EXPEDITION

By Benjamin Bruck



The Segang Expedition

Pathfinder Society Scenario #6–08

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THE SEGANG EXPEDITION

By BENJAMIN BRUCK



The Vudrani occupation of Jalmeray began in 563 AR when the Maharaja Khiben-Sald received the island as a gift from the archmage Nex. Though Khiben-Sald and his entourage occupied Jalmeray for only a decade, they built dozens of palaces, temples, and monuments on the island with the help of their genie servants. Many of these structures remain in use today, preserved by genie magic or by the care and attention of the island's inhabitants. Others have fallen into disrepair or been swallowed by the island's jungles.

One such forgotten temple was recently discovered in a remote part of the Segang Jungle known as the Urapangi Lowlands. Though the hunting party that discovered the temple did not investigate further, they dutifully informed the local hunting lodge of the ruins' whereabouts, and news of the find soon reached the Pathfinder Society through one of its many Jalmeri informants. The temples of Khiben-Sald were not only richly adorned, but also stored records of the Maharaja's journeys in the Inner Sea, making them attractive targets for both looters and scholars alike. To recover anything of value from the temple, the Pathfinder Society needed to act quickly. Unfortunately, the Society's recent campaigns in Varisia and the Worldwound had drained much of its discretionary budget. To mount an expedition to Jalmeray on such short notice, the Society needed to find an alternate source of funding.

Meanwhile, Count Falroun Matsanda of Alkenstar has organized his own expedition to Segang. The count recently married Yoliri, the daughter of Baron Bomande Rudyahm—a retired military officer who earned his noble title defending Alkenstar from the Gorilla King in 4690 AR. Aside from his distinguished military career, Baron Rudyahm is best known as a sportsman. In his youth he traveled the world hunting rare and exotic animals, but was forced into semi-retirement 5 years ago after a disastrous expedition to Segang. The baron's entire hunting party was wiped out by what he believes was a large tiger, but what was actually a rare striped leucrotta. The baron survived but was critically wounded, leaving him with a limp and a grudge. He's had to content

WHERE ON GOLARION?

The Segang Expedition takes place in the Segang Jungle, a verdant forest on the southern end of the isle of Jalmeray. Jalmeray is a colony of Vudra, and many native Vudran plants and animals were transplanted to the island throughout its four-thousand-year history of Vudran occupation. Segang is a popular destination for those wishing to take part in traditional Vudran hunts, such as those in this adventure. For more information on Jalmeray and Vudra, check out *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Module: Cult of the Ebon Destroyers*, available in hobby stores and bookstores everywhere, and online at paizo.com.



himself with hunting the malformed and mutated game of the Mana Wastes ever since, much to his dismay. Eager to ingratiate himself with his new father-in-law, Count Matsanda plans to take Baron Rudyahm on one final hunt to the jungles of Jalmeray, where the latter hopes to find and slay the creature that laid him low so many years ago. To help ensure the baron's safety and success, Matsanda decided to hire the best guides, hunters, and bodyguards his money could buy.

This was just the opportunity the Pathfinder Society needed. Society agents made contact with Count

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2 (B2)*, *Pathfinder RPG Bestiary 3 (B3)*, *Pathfinder RPG Ultimate Combat (UC)*, *Pathfinder RPG Ultimate Equipment (UE)*, and the *Pathfinder RPG Advanced Class Guide (ACG)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Matsanda, offering the Pathfinders' services in exchange for passage to and from Jalmeray and leave to explore the Urapangi ruins once their work for the count has concluded. The count accepted, and the vessel to Segang prepared to leave the next morning.

SUMMARY

The adventure begins with the player characters in Absalom, where they are summoned to meet with Venture-Captain Ambrus Valsin. Valsin introduces the party to Count Falroun Matsanda and outlines the circumstances surrounding the Society's planned expedition to Segang. After purchasing any supplies they need, the PCs depart for Jalmeray with Count Matsanda and his father-in-law, Baron Rudyahm.

Once the party reaches the edge of the Segang Jungle, Count Falroun Matsanda outfits the expedition with an elephant, a mahout (elephant driver), and a dozen porters. The first night in the jungle passes uneventfully, but in the morning, the count forgets to check his boots and is bitten by a spider. This prompts an argument between the count and Baron Rudyahm over whether the creature was venomous and what treatment should be applied, if any. The PCs have an opportunity to gain favor with either of the two nobles by siding with one or the other.

The party travels deeper into the jungle as the hunt begins, and the count turns to the PCs to help him impress his father-in-law. On the following morning mischievous monkeys overrun the group's campsite, and the PCs have an opportunity to gain favor with the monkey god Ragdya by treating the animals kindly. Later, the party stumbles across a nest of cobras, which spook the expedition's elephant. The PCs can gain additional favor with one of the nobles by either defending the porters from a large snake or trying to aid in controlling the panicked elephant.

When the PCs finally reach the hunting grounds where the leucrotta ambushed Baron Rudyahm's last expedition, they split off from the count and accompany the baron deep into the heart of the supposed tiger's territory. Here

they set an ambush for the beast by hiding in the trees near a fresh kill to which Rudyahm believes the tiger will return. The leucrotta is not fooled by the trap, and it attempts to ambush the party in turn by imitating Count Matsanda and drawing the baron down from his tree.

Once the PCs have defeated the leucrotta, they are free to travel to the Urapangi Lowlands and search for the lost temple. The PCs must navigate through a dense swamp to reach the temple. Once they do, they discover it has been ransacked by looters who are in the process of making their escape from the ruin. The looters are terrified of something evil residing deeper within the temple, and attempt to fight their way through the PCs unless they can be calmed down with Diplomacy checks. Finally, the PCs must defeat a pair of asuras residing in the heart of the ruined temple.

GETTING STARTED

The adventure begins at the Grand Lodge in Absalom. Venture-Captain Ambrus Valsin calls the PCs to meet with him. Read or paraphrase the following as the PCs enter Ambrus Valsin's office.

"Ah, Falroun, these are the agents I was telling you about," Ambrus Valsin says. "Pathfinders, welcome! May I introduce Count Falroun Matsanda of Alkenstar." He gestures across his desk to a tall Garundi man with short black hair and gold-rimmed spectacles.

Valsin's guest stands and offers his hand in greeting as he speaks. "It is a true pleasure to meet you. I have purchased several antiquities from your Society in the past, and I have always wondered about the people who acquire such treasures. I must say, you do not disappoint!"

Valsin smiles at the compliment before continuing, "Agents, your next mission will take you to the island of Jalmeray. We've received reports that the ruins of a previously unknown temple have been found in a part of the Segang Jungle known as the Urapangi Lowlands. From its location, I think this temple could be one of those abandoned by the legendary Maharaja Khiben-Sald when he left Jalmeray over four thousand years ago. A temple untouched since Khiben-Sald's time would be a major find for the Society. Of course, getting to Jalmeray on such short notice poses some difficulties."

"I believe that's where I come in," the count interjects. "I'm arranging a hunting expedition to Jalmeray for myself and my new father-in-law, Baron Bomande Rudyahm. Bomande was quite the sportsman in his day. However, some years ago he was wounded during a tiger hunt in the Segang Jungle. He's been grumbling about getting revenge on the beast for so long that I thought taking him on a trip back to Segang might earn me some credit with the old man."

Ambrus Valsin continues: "Falroun has graciously offered to provide transport to and from Jalmeray and to outfit us with

everything we need for our journey into the jungle. In exchange, you're going to help his father-in-law, the baron, with this tiger hunt and make sure he gets the better of the beast this time around, as it were. You'll have time to discuss the details of the hunt during your voyage to Jalmeray."

"A voyage for which I must make some final arrangements," adds Falroun, "I'm afraid I must depart. Once again, it is a pleasure to meet you. I look forward to our journey together." With a nod, he exits the room. As the count's footsteps recede down the hall, Ambrus Valsin's smile fades from his face. "Ordinarily, the Society would cover the costs of an expedition like this. However, our resources are stretched thin at the moment thanks to our campaigns in Varisia and the Worldwound. Until such time as those ventures pay off, we're going to have to rely on people like Count Matsanda to cover some of our operating expenses. I'm trusting you with the Society's reputation on this mission. Fulfill our end of this bargain by helping the baron bag his tiger, and try to make nice with at least one of these nobles. Now, unless you have any questions about this temple, go get your affairs in order. Your ship sails in the morning."

The following are some questions the PCs might ask, along with answers.

Who or what is this lost temple dedicated to? "One of the Vudran deities, certainly, but beyond that we don't know. My contacts tell me the locals have several superstitions about monkeys. If that represents some leftover remnants of the temple's faith, it could be dedicated to one of the monkey-faced deities, Ragdya and Lahkgya, or to Chamidu, the goddess of wild animals."

What can you tell us about these two nobles? "Baron Bomande Rudyahm received his noble title as a reward for his service in the military. He's something of a war hero, and was instrumental in defending Alkenstar from invasion by the Gorilla King in 2690 AR.

Falroun Matsanda is the youngest son of one of Alkenstar's wealthiest families, and his marriage to the baron's daughter bought him a great deal of political support. He's a serious up-and-comer in Alkenstar politics."

What happened to the baron during his last trip? "If you want the full story, you'll have to ask Bomande when you see him."

What's Jalmeray like? What dangers might we face? "Segang is hot and muggy this time of year. It's a jungle, so expect dangerous plants and animals, venomous

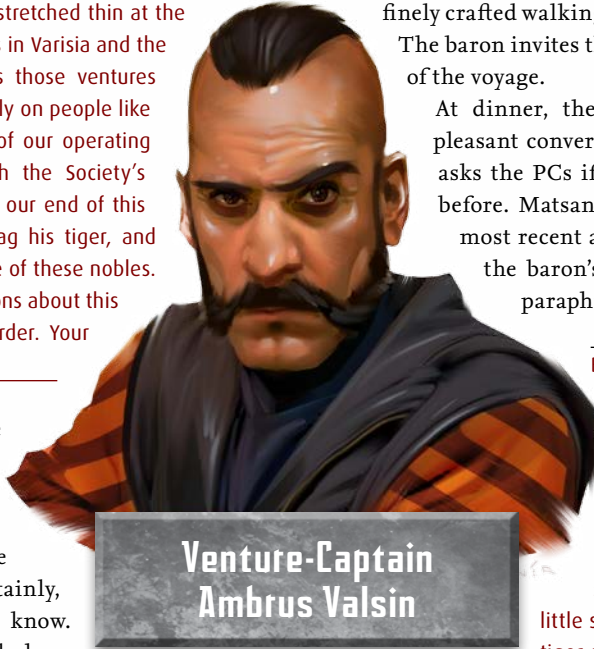
creatures, and disease. You may also encounter some looters at the temple, if you don't get there fast enough."

THE SEA VOYAGE

The count's ship departs from Absalom on the morning after the briefing, and the PCs can purchase any equipment they wish before leaving. Once aboard, they are introduced to Baron Bomande Rudyahm, a handsome, dark-skinned Garundi gentleman of advancing years, with a thick black mustache and graying hair at his temples. He walks with a prominent limp, and carries a finely crafted walking cane to help him amble about.

The baron invites the PCs to dinner the first night of the voyage.

At dinner, the baron and the count make pleasant conversation with the PCs. Rudyahm asks the PCs if they've ever been to Jalmeray before. Matsanda asks each about his or her most recent adventure. If the PCs ask about the baron's previous expedition, read or paraphrase the following.



Baron Rudyahm's face grows stern as he recalls bygone events.

"There were four of us on that trip, plus a half dozen porters or so. It was our seventh day in the bush. We'd had a bad day hunting on the trail, so we split off to the west to follow a little stream deeper into the jungle. The tiger came for us that night, despite our campfires. He must have been young

to be so bold. I never saw most of the carnage. All I could hear were screams, gunshots, and men begging for help in the darkness.

"With the gun smoke and the darkness, I could barely see the end of my musket. Something took a right nasty bite out of my leg, but I wheeled and unloaded my gun in its direction. I must have only clipped it, yet that was enough to startle the beast. The only glimpse I caught was its striped haunch and tail bleeding as it ran off into the darkness. I managed to limp my way out of the jungle on my one good leg, and that was the end of it. Ah, but we're going to catch that stripey bastard this time, eh? We'll give him what for this time around."

The following are some potential questions the PCs might ask the baron about his account, along with his answers.

How are we going to find this particular tiger? "Tigers are territorial. If we find our way back to its hunting grounds, there's a good chance we'll run across it before too long."

FAVOR POINTS

During the adventure, the PCs have various opportunities to gain the favor of one or both of the nobles by earning Favor Points: a simple means of tracking the nobles' impressions of the Pathfinder Society. The Game Master should keep track of how many Favor Points the PCs earn with each of the nonplayer characters—these points contribute to the PCs' rewards on their Chronicle sheets.

In addition to specific opportunities to gain favor in later scenes, the PCs can earn up to 1 additional Favor Point with each of the nobles by improving that person's starting attitude from indifferent to helpful—either with a single skill check or by gradually improving the character's attitude over several days. A GM should also consider awarding this Favor Point if a character unlikely to succeed at the Diplomacy check connects with one of the nobles particularly well through shared interests and good roleplaying.

Faction Notes: Members of the Sovereign Court should take a special interest in recruiting one or both nobles to their cause, though the nobles' tendency to disagree makes it difficult to earn Favor Points with both.



Baron Bomande Rudyahm

warriors. As a result, Matsanda hopes to prove himself to his father-in-law, the baron, who approved of his daughter's marriage but remains unimpressed with the count's undistinguished career—particularly because the baron's own legacy of service sets a much higher standard for the young count. Nonetheless, Matsanda is a capable statesman, has pure intentions in government, and could be a major player in Alkenstar politics in the coming years.

BARON BOMANDE RUDYAHM CR 3

Middle-aged male human aristocrat 2/ranger (trophy hunter) 2 (*Pathfinder RPG Ultimate Combat* 67)

LG Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 34 (4 HD; 2d10+2d8+10)

Fort +5, **Ref** +6,

Will +5

OFFENSE

Speed 20 ft.

Melee kukri +3 (1d4/18-20)

Ranged mwk musket +7 (1d12/×4)

Special Attacks grit (1)

TACTICS

During Combat The baron prefers to fight from range with his musket.

Morale The baron does not flee so long as his allies are in danger.

STATISTICS

Str 11, **Dex** 16, **Con** 14, **Int** 9, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +3; **CMD** 16

Feats Amateur Gunslinger^{UC}, Athletic, Gunsmithing^{UC}, Point-Blank Shot, Precise Shot

Skills Climb +5, Craft (alchemy) +4, Diplomacy +5, Heal +6, Knowledge (geography) +4, Knowledge (nature) +4, Knowledge (nobility) +4, Linguistics +3, Perception +7, Sense Motive +7, Survival +9, Swim +5

Languages Common, Osiriani, Vudrani

SQ deeds (deadeye, gunslinger's dodge, quick clear), improved tracking

Combat Gear *potions of cure light wounds* (2); **Other Gear** mwk chain shirt, kukri, mwk musket^{UC} with 20 paper cartridges^{UC}, antitoxin (2), healer's kit, mwk survival kit^{UE}, 42 gp

SPECIAL ABILITIES

Limp (Ex) Baron Rudyahm's limp reduces his base speed to 20 feet.

Are you sure the tiger is still alive? "Like I said, this tiger must have been young, and a tiger can live for a good 20 years."

Are you certain it was a tiger? "What I saw looked like a tiger. I fought druids and shapeshifters in the war, and this didn't seem like one of those."

Creatures: Baron Bomande Rudyahm is a veteran of several major conflicts in the Mana Wastes, and has earned his noble title through service. He enjoys swapping war stories (especially from the war waged against the Gorilla King Ruthazek when simian armies attacked Alkenstar in 4690 AR) and engaging in light-hearted boasting contests, but he sometimes loses his patience with anyone who can't pull her own weight on a mission. He has retired in fairly good health and doesn't mind providing aspiring warriors with a few field-tested tips that he learned the hard way.

Count Falroun Matsanda is a patient man in his mid-twenties who has a great deal of formal training in the arts of politics and self-defense, but little experience in the latter. Despite having served on a handful of patrols as part of his civic duty, Matsanda is considered soft and untested by the standard of most professional

COUNT FALROUN MATSANDA

CR 2

Male human aristocrat 3/fighter 1
NG Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 22 (4 HD; 1d10+3d8+4)

Fort +4, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6-1/18-20)

Ranged musket +6 (1d12/x4)

Special Attacks grit (1)

TACTICS

During Combat The count prefers to fight at a distance with his musket.

Morale Matsanda refuses to abandon Baron Rudyahm, and fights to the death to protect him.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 15

Feats Amateur Gunslinger^{UC}, Exotic Weapon Proficiency (firearms), Persuasive, Weapon Finesse

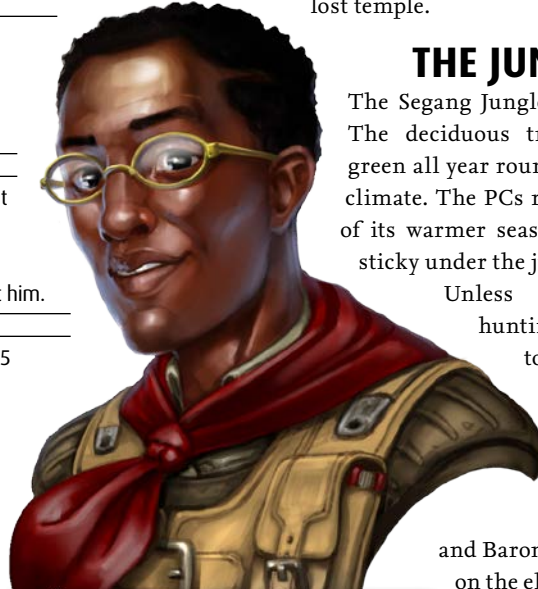
Skills Bluff +7, Climb +3, Diplomacy +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nobility) +5, Perception +9, Sense Motive +9, Survival +6, Swim +3

Languages Common, Osiriani

SQ deeds (quick clear)

Combat Gear *potions of cure light*

wounds (2); **Other Gear** mwk leather armor, mwk rapier, musket^{UC} with 20 paper cartridges^{UC}, 80 gp



Count Falroun Matsanda

THE HUNTING LODGE

The PCs' first stop in Segang is at a local hunting lodge, where Count Matsanda hires an elephant, a mahout (elephant driver), and a dozen porters. The elephant seems well past its prime, but it's the only suitable mount available at the lodge, so Matsanda takes it. The PCs can also purchase mundane survival gear if they wish, or they may ask around the hunting lodge to learn recent rumors.

Diplomacy (gather information) or Knowledge (local)

The workers at the hunting lodge can share the following rumors related to the Pathfinders' missions.

10+ Hunters at the lodge corroborate the baron's story about his previous expedition and report that several other hunting parties have also gone missing in that part of the jungle.

15+ The Urapangi Lowlands are also known as "the monkey swamp," and particularly devout Vudrani claim that the monkeys who reside there possess mystical powers.

20+ Though Pathfinder Society agents have tried to keep the location of the Urapangi temple under wraps, rumor has it that several independent groups are currently planning their own expeditions to find the lost temple.

THE JUNGLE SAFARI

The Segang Jungle is a dense tropical forest. The deciduous trees that comprise it are green all year round thanks to the wet coastal climate. The PCs reach Jalmeray at the height of its warmer season, and the air is hot and sticky under the jungle canopy.

Unless otherwise specified, the hunting trail is just wide enough to accommodate the passage of an elephant (15 feet), and the areas of underbrush on either side of the trail count as difficult terrain. Count Matsanda

and Baron Rudyahm ride in a howdah on the elephant's back, accompanied by their mahout. The howdah is an elaborate wooden affair that can hold three occupants and one driver.

Game is scarce on the first day of the safari. The baron explains that animals are skittish this close to the hunting lodge, and the real trophies are to be found deeper in the jungle. At the end of the first day the hunting party sets up camp in a clearing atop a low rise. The night passes uneventfully.

Spider in the Boot

Early in the morning, the PCs hear a loud crash coming from the count's tent. If they investigate, read or paraphrase the following.

The interior of this spacious canvas tent is richly decorated with portable darkwood and silver furnishings. Torn mosquito netting hangs above the bed, and a mirror, basin, and various shaving implements lie scattered on the ground. A black leather boot lies on the floor next to the crumpled remains of a large black spider.

Creatures: Baron Rudyahm reaches the tent just ahead of the PCs. "What the devil happened in here?" he asks as he enters. If the PCs follow him inside, they see Count Matsanda lying on the bed clutching his bare right foot

SAFARI HUNTING

Some PCs may wish to take part in the safari along with the two nobles. Rather than generating a random encounter each time the party attempts to hunt, this adventure assumes that with the help of the other hunters and the porters, the PCs are able to take down mundane game without any difficulty. Each day of hunting, each PC has the opportunity to deliver the killing shot to a single animal. Roll a d8 on the following table to determine what kind of animal a PC has the chance to kill.

d8	Animal	Armor Class	Touch AC
1	Golden Jackal	13	12
2	Dhole or Wolf	14	12
3	Crocodile	14	10
4	Antelope	14	14
5	Leopard	15	14
6	Sloth Bear	17	13
7	Guar or Bison	17	9
8	Rhinoceros	16	9

To successfully bag an animal, the PC must succeed on an attack roll against the indicated Armor Class or touch Armor Class. The PC can use ranged or melee attacks, so long as they deal lethal damage. If a PC does not own a weapon, the count is happy to lend them a light or heavy crossbow. PCs may alternatively use a spell, spell-like ability, or supernatural ability so long as it deals lethal hit point damage; however, the use of magic is frowned upon by the nobles. On a success, the PC slays the animal. On a failure, the animal is either bagged by another hunter or it escapes into the jungle.

Some PCs may find hunting distasteful or unethical, and may wish to convince the nobles to call off the hunt. Count Matsanda is heavily invested in this safari, both financially and personally, and is unlikely to be swayed. Baron Rudyahm, however, is still haunted by his experiences on his previous expedition to Segang. He plans to give up sport hunting at the conclusion of this expedition. PCs can convince him to retire early with a successful DC 15 Diplomacy check. Even if the PCs convince the Baron to give up hunting, he will not give up his quest for revenge against the tiger.

in pain. The count replies in a fearful voice, “Something in my boot bit me—a spider I think. I fell back onto the bed in surprise. My god, Bomande, what if it’s poisonous? I could lose the foot! You brought some antitoxin, didn’t you? Fetch it quickly!” Unfazed, the baron replies, “Ah, bit of luck then. The spiders of Segang aren’t dangerous, not like the scorpions. It’ll probably smart for a bit, that’s all. Next time, check your damn boots!”

Count Matsanda is not assured by the promises of his father-in-law, and the two men begin to argue. If the PCs are present, both nobles look to them for support in this matter. The count pleads with the PCs to treat him or to get the baron to give up his antitoxin, claiming that it’s better to be safe than sorry. Rudyahm confesses that he brought some antitoxin but claims it would be a waste to use it on a malingerer.

A PC who succeeds at a DC 15 Knowledge (nature) check identifies the dead spider as a non-dangerous species with venom approximately as strong as a bee sting. With a successful DC 15 Heal check made while examining Matsanda’s wound, a PC similarly recognizes that the count is not suffering from any serious symptoms of poisoning.

Development: If the party does not intervene in this encounter between the two nobles in some way, the disagreement grows into an angry row, and the two nobles continue to verbally snipe at each other for the rest of the day.

If the majority of the PCs side with the baron and try to convince Matsanda he is in no danger, the PCs earn 1 Favor Point with Baron Rudyahm. The count accepts the PCs’ diagnosis without question, and soon calms down once he realizes his foot doesn’t seem to be getting worse. Nonetheless, he has lost face with his father-in-law.

If the majority of the PCs side with the count and try to convince the baron to give up his antitoxin (or otherwise treat the count’s wound), he relents, but decries the whole exchange as the height of foolishness. Choosing to side with Matsanda earns the party 1 Favor Point with the count.

If the PCs are evenly split between the nobles, or if they refuse to take a side, they do not earn favor points with either nobleman.

A. FIRST DAY OF HUNTING

Shortly before departing from camp, Count Matsanda pulls the PCs aside to ask them for help. “I’d really like to impress the old man today, but you see, I’m not much of a hunter,” he admits. “In fact, I’ve never really been hunting before! Is there any help or advice you can give me?”

The PCs can help the count in several ways. They can attempt DC 15 Knowledge (nature) or Survival checks to give the count advice. Alternatively, the PCs can fan out into the jungle and attempt a DC 15 Intimidate check to try to flush game into count’s path. Finally, PCs who participate in the hunt can attempt DC 15 Bluff checks to pass off any of their kills as Matsanda’s. In Subtier 4–5, the DCs for all these checks increase to 18. The PCs are free to come up with their own plan to help Matsanda, but whatever action they take should require either a skill check equally as difficult as the options above or require the PCs to expend some other resource, such as spells or items.

A1. Monkey Invasion



Development: If the PCs refuse or fail to help the count, he only manages to make a relatively unimpressive kill. If the PCs successfully help him, he instead bags a magnificent sloth bear. Helping the count earns the PCs 1 Favor Point with him.

A1. Monkey Invasion (CR 2 or CR 5)

On the morning of the hunt's third day, the smell of wood smoke fills the camp as porters busy themselves tending various cooking fires. Outside the camp, the jungle is alive with the sounds of monkeys, birds, and chirping insects. If the PCs bagged any game on the previous day, the porters offer to skin, butcher, and cook any of the animals for the PCs to eat. Otherwise, the count provides sufficient provisions to feed the party.

Creatures: The smell of food soon attracts the attention of a band of macaques that gather at the edge of the camp. These macaques are initially not hostile,

and they merely cause trouble by overturning containers, stealing trinkets, and raiding unguarded food supplies. If attacked or approached in a menacing manner, the monkeys screech and scatter before forming into a monkey swarm and attacking the camp in earnest.

Reactions to the monkeys differ in the camp. The porters act reverentially toward the monkeys and offer them prayers along with bits of food and water. Baron Rudyahm, however, detests the monkeys, for they remind him of the charau-ka he fought during the war with the Gorilla King. He demands that the PCs get rid of the monkeys by any means possible. If the PCs do not attempt to encourage the monkeys to leave, the baron takes matters into his own hands and takes a swing at one with the butt of his rifle, causing them to swarm.

PCs can gently encourage the monkeys to depart by succeeding at a DC 17 Handle Animal, wild empathy, or Charisma check (DC 20 in Subtier 4–5). The PCs should

SCALING ENCOUNTER A1

To accommodate a group of four PCs, make the following changes to this encounter:

Subtier 1–2: The monkey swarm flees after 3 rounds of combat.

Subtier 4–5: Remove the advanced simple template from the monkey swarms.

nominate one person to make this check, and the others can use the aid another action if they wish to help. Offering the monkeys food grants a PC a +2 bonus on this check.

Subtier 1–2 (CR 2)

MONKEY SWARM **CR 2**

hp 22 (*Pathfinder RPG Bestiary 2* 212)

TACTICS

During Combat The monkeys focus their aggression on any characters attacking them or holding weapons.

Morale The monkey swarm fights until it runs out of hit points, or until no threatening characters remain conscious.

Subtier 4–5 (CR 5)

ADVANCED MONKEY SWARM (2) **CR 3**

hp 28 each (*Pathfinder RPG Bestiary 2* 292, 212)

TACTICS

The monkeys use the same tactics as in Subtier 1–2.

Development: If the baron initiated combat with the monkeys and survives the combat, he is genuinely sorry for his actions. He apologizes profusely and offers the PCs two *potions of cure light wounds* (in Subtier 1–2) or two *potions of cure moderate wounds* (in Subtier 4–5) as recompense for their trouble. If the PCs successfully convince the monkeys to depart without fighting, they earn the approval of Ragdya the monkey god, and the monkeys return to aid the PCs in area C4.

A2. Panic in the Jungle (CR 4 or CR 7)

Following breakfast and the simian disturbance, the PCs and the nobles have a second opportunity to hunt. Once they have concluded the hunt, they return to the main trail and continue winding through the forest.

Creatures: An enormous cobra has made its nest next to the hunting trail, and its eggs are just beginning to hatch as the hunting party approaches. Ordinarily, the cobra would instinctively leave its nest as soon as its eggs hatch to avoid eating its young, but the approach of the hunters has disrupted its movements. As the party approaches, the snake doubles back to its nest to defend its eggs.

At the sight of the snakes, the old elephant panics and begins stamping about wildly, threatening to shake the howdah off its back. The mahout falls from his seat in the first round and takes cover in the jungle. At the end of the third round of combat, the elephant’s foot tangles in the roots of a tree, causing the giant creature to fall and sending the howdah crashing to the ground. Any creature in the howdah when it falls risks being crushed by the ornate wooden structure and must succeed at a DC 15 Reflex save or take 3d6 points of damage and be buried in wreckage. This functions as being buried by a cave-in (*Pathfinder RPG Core Rulebook* 415) except that creatures buried in the wreckage do not take recurring nonlethal damage and can be released from the wreckage with another creature’s help as a full round action.

PCs can calm the elephant down by succeeding at a DC 20 Handle Animal check. PCs riding the elephant can instead attempt a Ride check at the same DC. The DCs for both of these checks increase to 26 in Subtier 4–5. Success means the elephant ceases moving about wildly, but it remains panicked for the rest of the encounter. Killing or driving away a snake hatchling gives the PCs a cumulative +2 circumstance bonus on checks to calm the elephant. Alternatively, any spell or effect that suppresses or negates fear calms the elephant.

Meanwhile, the larger snake is distracted dealing with the porters. Until at least one PC engages the larger snake, the porters spend each round ineffectually trying to drive the beast off into the jungle. For simplicity’s sake, the porters have been omitted from this encounter. Assume that one porter dies each round they spend engaging the snake. Once the PCs approach the large snake, the porters flee.

At the beginning of combat, the two nobles shout conflicting orders to the PCs. Count Matsanda asks for help controlling the elephant, while Baron Rudyahm orders the PCs to protect the porters from the larger snake.

All Subtiers

ELEPHANT **CR 7**

hp 93 (*Pathfinder RPG Bestiary* 128)

TACTICS

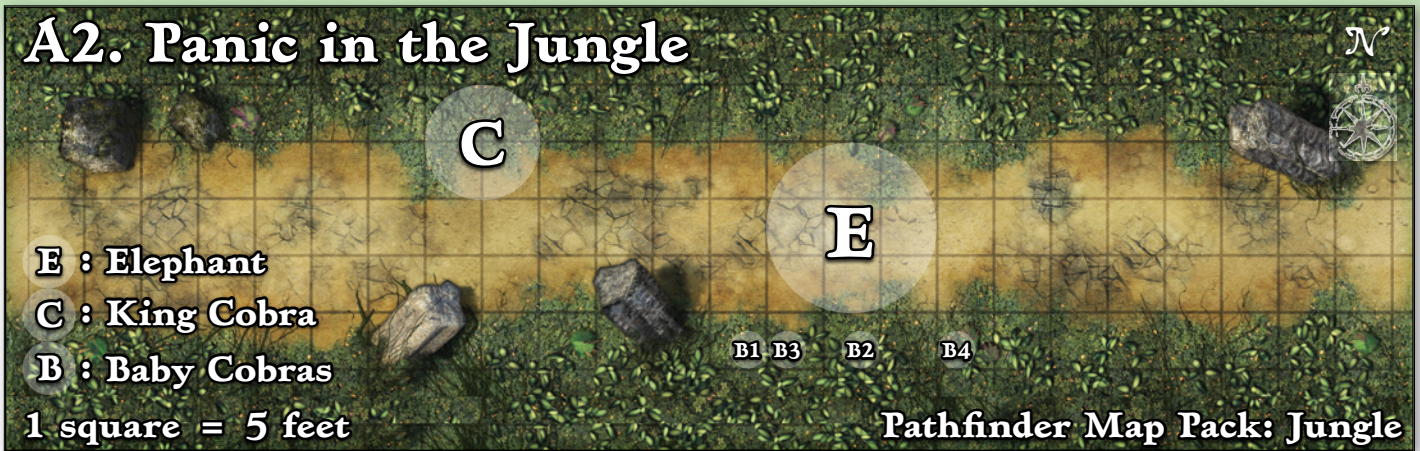
During Combat The elephant gains the panicked condition at the start of combat and spends each round cowering. If the panicked condition is removed from the elephant, it follows the commands of its rider but does not otherwise engage in combat.

Morale The elephant loses the panicked condition once all the hostile snakes have been defeated.

BARON BOMANDE RUDYAHM **CR 2**

hp 34 (see page 6)

A2. Panic in the Jungle



E : Elephant

C : King Cobra

B : Baby Cobras

1 square = 5 feet

Pathfinder Map Pack: Jungle

TACTICS

During Combat While the elephant is panicking, the baron is too busy hanging on to the wildly shaking howdah to contribute to combat. If the elephant calms down, or if the baron is extracted from the wreckage after the elephant falls, he attacks the large snake with his musket.

Morale The baron fights to the death.

COUNT FALROUN MATSANDA

CR 2

hp 22 (see page 7)

TACTICS

During Combat While the elephant is panicking, the count is too busy hanging on to the wildly shaking howdah. If the elephant calms down, or if the count is extracted from the wreckage, Matsanda attacks the large snake with his musket.

Morale So long as the baron is not in grave danger, Count Matsanda flees if reduced to 12 or fewer hit points.

Subtier 1–2 (CR 4)

KING COBRA

CR 3

Advanced giant venomous snake (*Pathfinder RPG Bestiary 2* 294, 255)

hp 21

TACTICS

During Combat The king cobra fights the porters until it is attacked by another character, or until the elephant falls. It then attacks either the nearest PC, or the character who attacked it.

Morale The cobra flees if reduced to 6 hp or less.

VIPER FAMILIARS (2)

CR 1/2

hp 3 each (*Pathfinder RPG Bestiary 2* 252)

TACTICS

During Combat The vipers attack the elephant or the closest creature that attacked them recently.

Morale The vipers flee once injured.

Subtier 4–5 (CR 7)

ADVANCED EMPEROR COBRA

CR 6

hp 63 (*Pathfinder RPG Bestiary 2* 292, 252)

SCALING ENCOUNTER A2

To accommodate a group of four PCs, remove the advanced simple template from the king cobra in Subtier 1–2 and from the emperor cobra in Subtier 4–5.

TACTICS

Use the tactics from Subtier 1–2.

VIPER FAMILIARS (4)

CR 1/2

hp 3 each (*Pathfinder RPG Bestiary 2* 252)

TACTICS

Use the tactics from Subtier 1–2.

Development: If the majority of the PCs choose to follow the baron's orders, the PCs gain 1 Favor Point with him. If the majority of the PCs act to calm the elephant (including fighting the baby snakes), the PCs instead gain 1 Favor Point with Count Matsanda. The PCs gain 1 Favor Point with each noble if they manage to both prevent any porters from dying and also calm the elephant in the first round. The PCs earn no Favor Points if they are evenly split between the two actions and don't manage to succeed immediately as outlined above. If three or more porters die during this encounter, the PCs lose 1 Favor Point with the baron.

B. THE TIGER HUNT

A few hours after their encounter with the snake, the PCs reach a place where a small stream crosses the trail. Baron Rudyahm explains that this is the stream he and his friends were following when the tiger ambushed them 5 years ago, and thus this is where they should break off from the trail to find the tiger's territory. Count Matsanda declines to accompany the PCs and the baron any further. He and the porters take the elephant half a day farther down the trail to a hunting lodge outpost, where they can wait in safety for the baron to finish his hunt.



B1. Tiger Hunt

B : Baron Rudyahm

L : Leucrotta

1 square = 5 feet

Creature: The leucrotta that stalks these grounds detects the presence of the hunters even before they separate into multiple groups. It creeps close enough to hear the discussion, but it remains far enough away that the PCs are unlikely to detect it. Once the two groups split up, the leucrotta stalks the baron and the PCs as they make their way along the stream. The PCs can attempt a DC 20 Perception check (DC 25 in Subtier 4–5) as they travel to get the feeling they are being watched.

B1. Tiger Hunt (CR 4 or CR 7)

After following the stream for an hour, the group reaches a small clearing. Read or paraphrase the following.

The jungle opens up into a wide grassy clearing bisected by a shallow, burbling stream. In the center of the clearing lies the partially eaten carcass of a gaur. Its throat has been torn open, and the grass all around the dead bison is covered in dried, sticky blood.

Baron Rudyahm proclaims that this is where they should set up their ambush for the tiger. He explains that the kill is fresh, which means the tiger will likely return to finish its meal later that night. PCs who search

the area for tiger tracks find only hoofprints, which the baron judges to be antelope tracks. He suggests that the antelopes may have fled this area during the hunt, trampling any tiger tracks that were present. With a successful DC 20 Knowledge (arcana) check, a PC instead identifies these as the tracks of some kind of leucrotta.

The aging hunter instructs the PCs on how to set up machans—a type of portable hunter’s blind—in the trees around the clearing. The machans are mounted 20 feet up in the lower branches of the trees and camouflaged by branches and leaves. A machan can hold up to three medium creatures comfortably, though it is not sturdy enough to provide effective cover during combat. Once the machans are in place, the baron directs the party to climb into the machans and wait for the tiger to return. He warns the group that they should avoid descending once night falls, lest they wish to come face to face with the angry tiger in the dark. Ascending the rope ladders to a machan requires a successful DC 10 Climb check, and climbing the tree without a ladder instead requires a successful DC 15 Climb check.

As night falls, the jungle is completely dark. Only the clearing remains dimly lit thanks to the light of the moon. Rudyahm forbids the PCs from employing any

other forms of light until they spot the beast, lest they give away their presence.

Creatures: An hour after night falls, the leucrotta attacks. It begins the combat 60 feet away from the baron's machan, hiding in the bushes at the edge of the clearing. The leucrotta has been listening to the group as they put up the machans, and from the baron's instructions, it has learned all the PCs' names. A PC must succeed at a Perception check opposed by the leucrotta's Stealth check (modified by distance) in order to act in the surprise round as it attacks. In Subtier 1–2, the leucrotta is instead a Jalmeri crocotta, a degenerate, less intelligent version of the leucrotta.

All Subtiers

BARON BOMANDE RUDYAHM CR 3

hp 34 (see page 6)

TACTICS

During Combat If the baron succumbs to the leucrotta's lure ability, he climbs partway down the rope ladder and then jumps to the ground, relying on an Acrobatics check to soften his landing so that he can run to the count's aid. While fighting, the baron uses his musket.

Morale The baron has a score to settle with the tigerlike beast, and he fights to the death.

Subtier 1–2 (CR 4)

JALMERI CROCOTTA CR 4

Variant crocotta (*Pathfinder RPG Bestiary 2* 178)

CE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +1

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft., climb 25 ft.

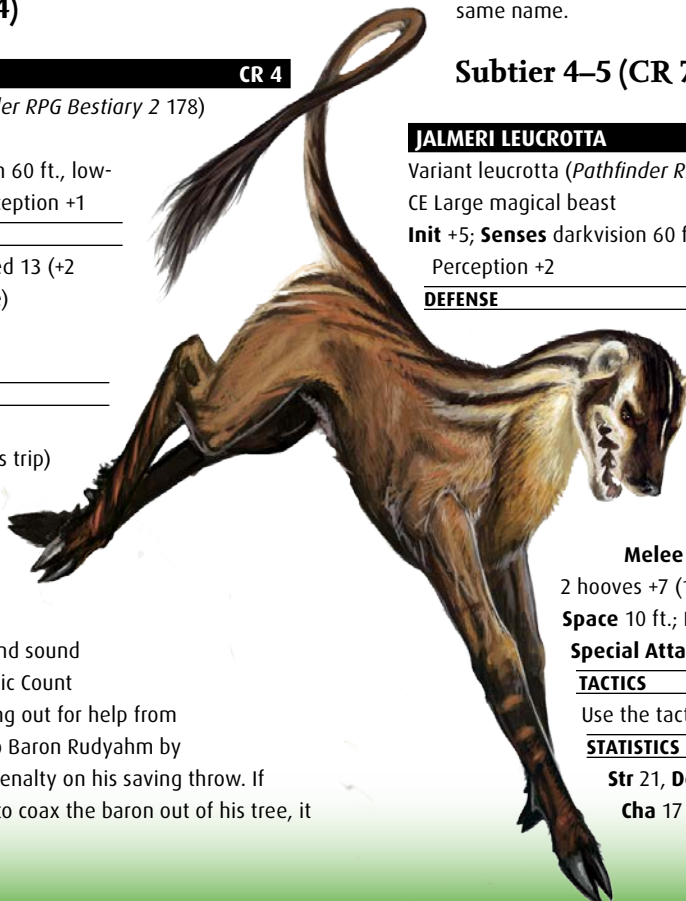
Melee bite +7 (1d8+6 plus trip)

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

Special Attacks lure (DC 12)

TACTICS

During Combat The crocotta uses its lure and sound mimicry ability to mimic Count Matsanda's voice, crying out for help from the darkness. It calls to Baron Rudyahm by name, imposing a –4 penalty on his saving throw. If the crocotta is unable to coax the baron out of his tree, it



SCALING ENCOUNTER B1

To accommodate a group of four PCs, apply the following changes:

Subtier 1–2: The Jalmeri crocotta's bullet wound from years ago never healed properly, leaving the beast with a limp. Reduce both of its movement speeds by 10 feet. It also receives a –2 penalty to its Armor Class and on initiative checks.

Subtier 4–5: Replace the Jalmeri leucrotta with a leucrotta with the advanced simple template.

uses its climb speed to close into melee. It prefers to attack the baron when possible.

Morale The crocotta fights to the death.

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Skill Focus (Bluff), Skill Focus (Stealth)

Skills Bluff +4, Climb +12, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass or heavy undergrowth

Languages Common

SQ sound mimicry (voices)

SPECIAL ABILITIES

Lure (Su) This functions as the leucrotta's ability of the same name.

Subtier 4–5 (CR 7)

JALMERI LEUCROTTA CR 7

Variant leucrotta (*Pathfinder RPG Bestiary 2* 178)

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +2

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 84 (8d10+40)

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

Immune disease, poison

OFFENSE

Speed 60 ft., climb 30 ft.

Melee bite +12 (2d6+7/19–20),

2 hooves +7 (1d6+2)

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

Special Attacks lure (DC 17)

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 11, **Wis** 14, **Cha** 17

MALARIA

The swamp is infested with nocturnal mosquitoes. Unless the PCs take precautions (such as applying vermin repellent before they sleep), they must attempt saves to resist contracting malaria each night that they rest in the swamp.

MALARIA

Type disease, injury; **Save** Fortitude DC 13;
Onset 1d3 days; **Frequency** 1 day;
Effect 1d3 Constitution damage and 1d3 Wisdom damage;
Cure 2 consecutive saves.

Base Atk +8; **CMB** +14; **CMD** 25 (29 vs. trip)
Feats Improved Initiative, Skill Focus (Bluff), Skill Focus (Stealth), Toughness
Skills Bluff +14, Climb +13, Stealth +11
Languages Common
SQ sound mimicry (voices)

Development: This leucrotta is clearly the creature that wiped out the baron’s previous expedition. It has the haunches and tail of a tiger, rather than that of a lion as most leucrottas do, and closer examination reveals a scar along the leucrotta’s flank left by the baron’s bullet five years ago. The PCs receive 1 Favor Point with the Rudyahm for slaying the leucrotta. They instead gain 2 Favor Points if the baron personally renders the leucrotta unconscious or dead.

If Baron Rudyahm does not survive this encounter, Count Matsanda is devastated by the news. If the PCs have at least 2 Favor Points with the count, he trusts that the PCs did their best to protect his father-in-law. If they instead have fewer than 2 Favor Points with the count, they lose all accrued Favor Points as he blames them for the baron’s death.

C. THE LOST TEMPLE

The PCs have a chance to rest before they set off toward the Urapangi Lowlands. They can rendezvous with Count Matsanda and the rest of the hunting party, or they may set off directly from area **B1**.

A large freshwater swamp dominates the Lowlands, making travel through the region difficult. PCs must succeed at a DC 15 Survival check (DC 18 in Subtier 4–5) to locate the ruins of the temple. If successful, they reach the ruins of the temple in less than a day. Failure indicates that they spend a day lost in the swamp, risk contracting malaria, and must wait until the next day to try again. If the baron is alive, and the PCs have earned at least 2 Favor Points with him, he offers to guide the PCs to the temple by making the Survival check for them. Otherwise, the nobles have no interest in joining the PCs on this part of the adventure.

The temple is dedicated to Ragdya, a Vudran god of monkeys. The site is almost completely overgrown by vegetation, and only bits and pieces of its brown sandstone exterior are visible from the outside. The weight of the massive roof and the passage of centuries have caused the ceiling to collapse near the building’s center. Unless otherwise noted, the ceilings of the temple are 20 feet high. During the day, the interior is dimly lit by light pouring in from through the encrusted vegetation. At night, the interior is dark.

The jungle around the temple is exceptionally thick and requires a full-round action just to move 5 feet. Creatures able to move through natural vegetation unhindered can traverse this area easily.

C1. Temple Entrance (CR 2 or CR 5)

Columns line the walls of this small room, each decorated with a high-relief carving of a monkey in a different pose. Some of the monkey sculptures sit serenely in meditation or reach out with their hands as if to deliver blessings to the viewer, while others adopt more naturalistic poses. The floor is littered with decaying plant matter and mud, and the stench of rotting muck pervades the area. An open archway leads south out into the jungle, while a second leads north deeper into the temple.

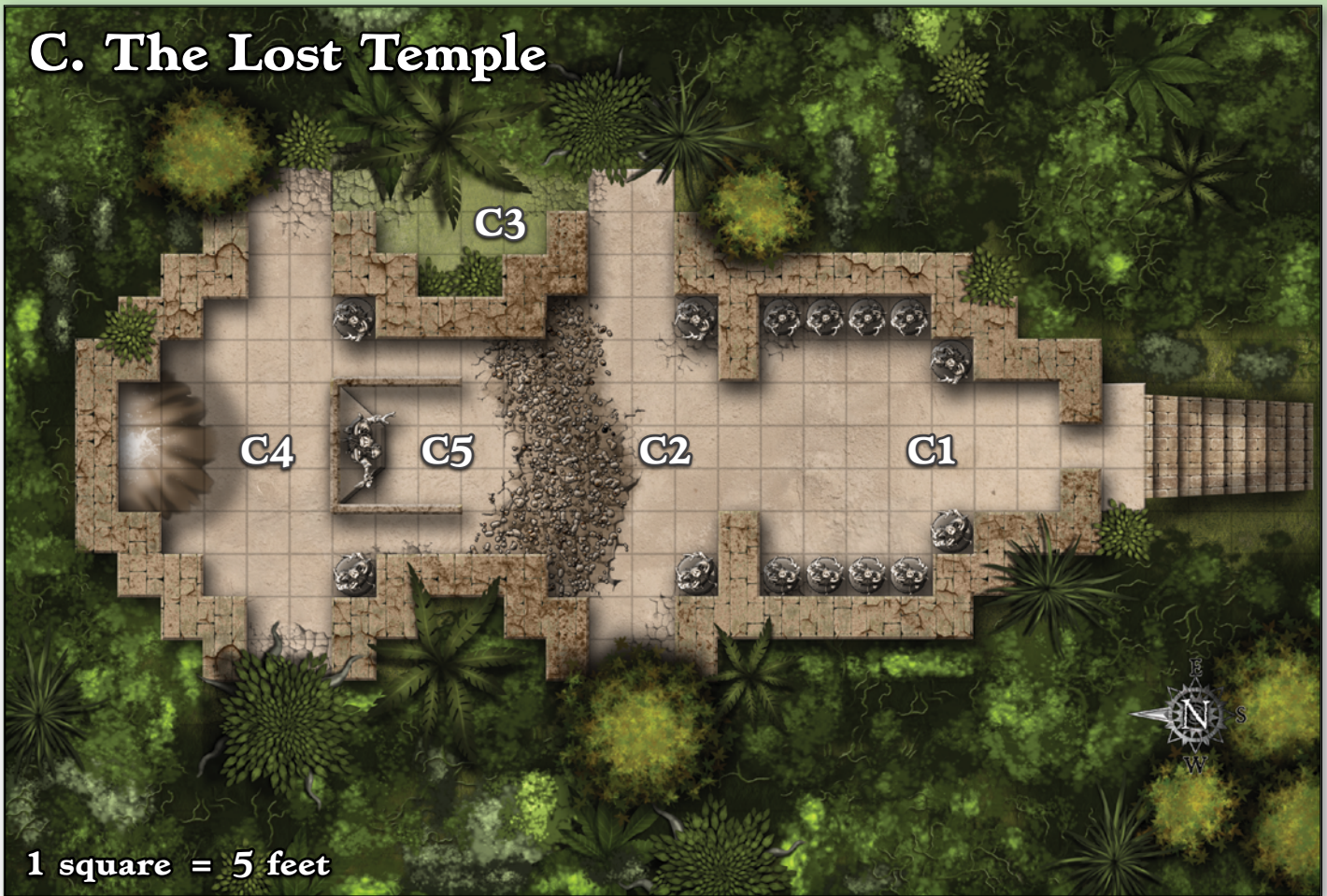
Creatures: When the PCs enter the temple for the first time, they encounter a group of looters heading toward the exit. These looters arrived at the temple not long before the PCs, but fled in terror upon encountering the asuras in area **C4**. With their only way out blocked by the PCs, the looters’ leader, Asvika, puts on a brave face and attempts to intimidate the party into getting out of their way. A PC who succeeds at a DC 15 Sense Motive check identifies fear in her voice.

The looters begin with an initial attitude of unfriendly toward the PCs, and are prepared to fight their way out if necessary. If the PCs try to delay them for too long, the looters simply attack. The PCs can allow the Asvika and her gang to leave without fighting, but the looters take the treasures they’ve already collected with them. Alternatively, the PCs can convince Asvika to give up whatever treasure the looters possess in exchange for allowing them to leave unharmed by succeeding at a DC 18 Diplomacy or Intimidate check.

Subtier 1–2 (CR 2)

ASVIKA	CR 1
Female human sorcerer 2	
N Medium humanoid (human)	
Init +2; Senses Perception +1	

C. The Lost Temple



1 square = 5 feet

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 11 (2d6+2)

Fort +1, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.

Melee punching dagger +3 (1d4/×3)

Ranged mwk light crossbow +4 (1d8/19–20)

Bloodline Spell-Like Abilities (CL 2nd; concentration +5)

6/day—acidic ray (1d6+1 acid)

Sorcerer Spells Known (CL 2nd; concentration +5)

1st (5/day)—*cause fear* (DC 14), *shocking grasp*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*

Bloodline aberrant

TACTICS

Before Combat Asvika cast *mage armor* before entering the temple.

During Combat Asvika focuses her attacks on heavily armed or armored attackers. She begins by attempting to frighten targets away with *cause fear* and employs *shocking grasp* against nearby targets.

Morale Asvika flees as soon as she can without provoking attacks of opportunity. She otherwise fights to the death.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 17

Base Atk +1; **CMB** +1; **CMD** 13

Feats Combat Casting, Eschew Materials, Weapon Finesse

Skills Intimidate +8, Knowledge (dungeoneering) +4, Spellcraft +4

Languages Common, Vudrani

SQ bloodline arcana (+50% duration on polymorph spells)

Combat Gear *potion of cure light wounds* (2), *wand of mage armor* (10 charges); **Other Gear** punching dagger, mwk light crossbow with 20 bolts, everburning torch

LOOTERS (2)

CR 1/2

Human fighter 1

N Medium humanoid (human)

Init +2; Senses Perception +1

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 12 each (1d10+2)

Fort +3, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee hooked axe +4 (1d8+3/×3)

Ranged light crossbow +3 (1d8/19–20)

SCALING ENCOUNTER C1

Make the following changes to accommodate a group of four PCs.

Subtier 1-2: Reduce Asvika's and the looters' hit point totals by 3 each, and expend two of Asvika's 1st-level spell slots.

Subtier 4-5: Reduce Asvika's and the looters' hit point totals by 6 each, and expend two of Asvika's 2nd-level spell slots.

TACTICS

During Combat The looters defend Asvika.

They trip heavily armored targets to make them easier to hit.

Morale The looters flee into the jungle as soon as they can without provoking attacks of opportunity. They otherwise fight to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +4 (+6 trip); **CMD** 16 (18 vs. trip)

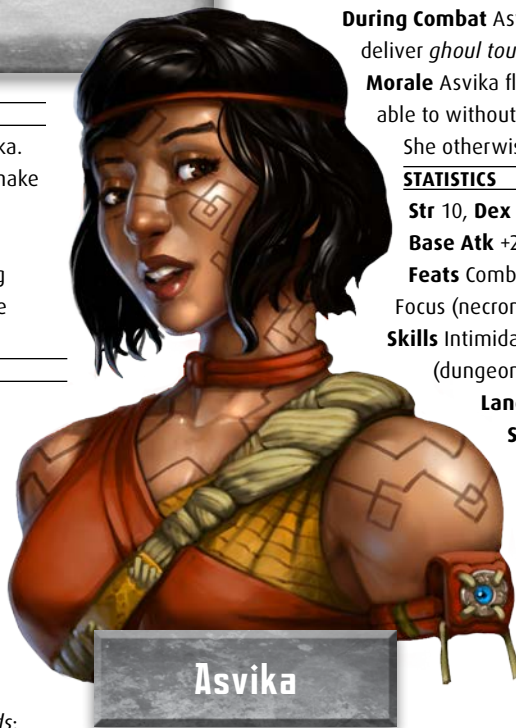
Feats Combat Expertise, Exotic Weapon Proficiency (hooked axe), Improved Trip

Skills Climb +5, Perception +1, Stealth +1, Survival +4

Languages Common, Osiriani, Vudrani

Combat Gear *potion of cure light wounds*;

Other Gear mwk chain shirt, light wooden shield, hooked axe^{UE}, light crossbow with 20 bolts



Asvika

Subtier 4-5 (CR 5)

ASVIKA

CR 3

Female human sorcerer 4

N Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 20 (4d6+4)

Fort +3, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee punching dagger +4 (1d4/x3)

Ranged mwk light crossbow +5 (1d8/19-20)

Special Attacks long limbs (+5 ft.)

Bloodline Spell-Like Abilities (CL 2nd; concentration +5)
7/day—acidic ray (1d6+2 acid)

Sorcerer Spells Known (CL 2nd; concentration +5)

2nd (4/day)—*ghoul touch* (DC 17)

1st (7/day)—*cause fear* (DC 16), *chill touch* (DC 16), *enlarge person*, *shocking grasp*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*

Bloodline aberrant

TACTICS

Before Combat Asvika casts *mage armor* before entering the temple.

During Combat Asvika uses her long limbs ability to deliver *ghoul touch* and *shocking grasp*.

Morale Asvika flees into the jungle as soon as she is able to without provoking attacks of opportunity. She otherwise fights to the death.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 18

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

Feats Combat Casting, Eschew Materials, Spell Focus (necromancy), Weapon Finesse

Skills Intimidate +11, Knowledge

(dungeoneering) +6, Spellcraft +6

Languages Common, Vudrani

SQ bloodline arcana (+50% duration on polymorph spells)

Combat Gear *potions of cure moderate wounds* (2), *scroll of scorching ray*, *wand of mage armor* (10 charges); **Other Gear** punching dagger, mwk light crossbow with 20 bolts, *cloak of resistance* +1, everburning torch

LOOTERS (2)

CR 2

Human fighter 2/rogue 1

N Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

hp 24 each (3 HD; 2d10+1d8+5)

Fort +4, **Ref** +4, **Will** +0 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk hooked axe +7 (1d8+3/x3)

Ranged mwk light crossbow +5 (1d8/19-20)

Special Attacks sneak attack +1d6

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +5 (+7 trip); **CMD** 17 (19 vs. trip)

Feats Combat Expertise, Exotic Weapon Proficiency

(hooked axe), Improved Trip, Shield Focus, Weapon Focus (hooked axe)

Skills Acrobatics +7, Bluff +5, Climb +7, Perception +6, Stealth +7, Survival +6, Swim +6

Languages Common, Osiriani, Vudrani

SQ trapfinding +1

Combat Gear *potion of cure moderate wounds*, tanglefoot bag;

Other Gear mwk chain shirt, mwk light wooden shield, mwk hooked axe, mwk light crossbow with 20 bolts

Development: If the PCs manage to resolve the encounter nonviolently, Asvika warns them that a terrible evil lurks at the heart of the temple. If pressed, she can provide a general description of the asuras in area C4, allowing PCs to make a Knowledge (planes) check at a –5 penalty to identify the outsiders.

If the PCs defeat the asuras in area C4 with the help of the monkeys, the next time they enter this room they find that the monkey carvings have changed. Two of the carved monkeys are now kneeling and holding the weapons stolen from the asuras out as if to present them to the PCs as a gift or trophy.

Treasure: The looters' spoils consist of a sack containing a coral holy symbol of Ragdya worth 70 gp, six jeweled tiles worth 5 gp each, and an *alluring golden apple*^{UE}.

Rewards: If the PCs fail to defeat the looters or convince them to surrender their loot, reduce each PC's gold earned as follows. If the PCs resolve the encounter nonviolently but allow the looters to escape with the stolen valuables, instead reduce the PCs' gold earned by the value listed in the next lowest subtier.

Below Subtier 1–2: Reduce each PC's gold earned by 58 gp.

Subtier 1–2: Reduce each PC's gold earned by 168 gp.

Out of Subtier: Reduce each PC's gold earned by 316 gp.

Subtier 4–5: Reduce each PC's gold earned by 465 gp.

C2. The Broken Hall

A mosaic of a monkey-faced figure decorates the floor of this room, though the tiles that would form its eyes are missing. The north end of the room is filled with rubble blocking an arched passageway. To the west, vines and foliage intrude into the temple through an open-air balcony, while a similar balcony to the east remains relatively clear of plant life. An open archway leads south.

There is room for Tiny creatures to climb over the rubble clogging the archway to the north into area C4. Small creatures can squeeze through by succeeding at a DC 30 Escape Artist check. Creatures larger than Small will have to go around the rubble via the balcony to the east (area C3).

C3. The Green Path

A narrow path extends between the exterior wall of the temple and the thick web of vines and tree branches that cover the temple's walls. At either end of the path, small open-air balconies lead back into the temple.

The asuras keep this narrow path clear of foliage to give them a way into and out of area C4.

Treasure: In Subtier 4–5, the PCs find a second sack of spoils dropped by the looters in their haste to flee. This sack contains a dozen gold rings worth 10 gp each, which were pried from the fingers of the monkey carvings in area C1, and a *naga scale bindi* (*guardian naga*)^{UE}.

Rewards: If the PCs fail to recover the fallen spoils, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 0 gp.

Out of Subtier: Reduce each PC's gold earned by 0 gp.

Subtier 4–5: Reduce each PC's gold earned by 570 gp.

C4. The Hall of the Mountain (CR 4 or CR 7)

A 20-foot-tall, high-relief sculpture of a mountain dominates the north end of this large chamber. A statue of a figure now missing its head sits in the lotus position at the mountain's peak, while smaller statues of monkey-faced pilgrims rest on ledges farther down the mountain. Shattered pieces of yet more monkey statues litter the floor.

The southern half of the room is filled with rubble, obstructing an arched passageway to the south. In the center of the room, a small enclosed shrine made of dark brown stone faces south toward the rubble. A hallway to the west leads to a balcony overrun by foliage, while a hallway to the east leads to an open balcony.

This room was once the heart of the shrine to Ragdya, but it has long since been defaced and desecrated by the asuras. The mountain carving is not intended for climbing, but its sloped surface and easy handholds can be scaled with a successful DC 5 Climb check.

Creatures: A pair of twisted asuras reside in this room. In Subtier 1–2, these asuras are tripurasuras, who hide among the statuary on the mountain in order to ambush the PCs. PCs can make Perception checks opposed by the asuras' Stealth checks to avoid being surprised. In Subtier 4–5, the asuras are actually a single conjoined being known as an adhukait. The creature hides on the east side of the shrine and waits to attack the PCs until they are fully within the room. The asuras arrived here centuries ago and have systematically destroyed the temple piece by piece, taking long breaks to contemplate the wonderful wreckage.

If the PCs dealt peacefully with the monkeys in area A1, those monkeys return in this encounter to aid

SCALING ENCOUNTER C4

Make the following adjustments to accommodate a group of four PCs.

Subtier 1–2: The temple retains some of its power and weakens the tripurasuras by negating their fast healing and reducing their damage reduction to 2/cold iron or good.

Subtier 4–5: One half of the adhukait is malformed. Reduce the distance the asura can move with its dance of disaster ability by 5 feet, and reduce its spell resistance to 16. It takes a –2 penalty on its attack and damage rolls for the second kukri and claw attack it makes each round, or on its third and fourth claw attack if disarmed.

the PCs. On initiative count 10 during the first full round of combat, the temple reverberates with the wrathful screeches of monkeys that seem to originate from nowhere in particular and leave the asuras shaken for 1 round. Exactly 1 round later, monkeys pour in through the temple’s many openings and mob the asuras. Though the simians deal no damage, they successfully disarm the outsiders and carry off their weapons.

Subtier 1–2 (CR 4)

TRIPURASURA ASURA (2) CR 2

hp 22 each (*Pathfinder RPG Bestiary 3 26*)

OFFENSE

Ranged longbow +8 (1d4–1/x3)

TACTICS

Before Combat The asuras cast *spider climb* and climb onto the relief sculpture the moment they hear anyone approaching.

During Combat The asuras focus their fire on spellcasters and characters carrying ranged weapons. If disarmed, they gang up on a single target, trying to render it unconscious with poison.

Morale The asuras fight to the death.

Subtier 4–5 (CR 7)

ADHUKAIT ASURA CR 7

hp 76 (*Pathfinder RPG Bestiary 3 22*)

TACTICS

Before Combat The asura casts *mirror image* and *spider climb* on itself when it hears anyone approaching.

During Combat The asura focuses its attacks on obvious divine casters, using its dance of disaster ability to move past other targets if necessary.

Morale The asura fights to the death.

Development: If the monkeys returned to help the PCs in this encounter, the party finds the weapons stolen from the asuras in area C1.

C5. Ragdya’s Shrine

A large statue of a monkey-faced man sits on a pedestal at the north end of this small shrine. The statue’s arms and legs are missing, and deep scratches have been gouged into its face. Pieces of broken stone, rotting plant matter, and other assorted rubbish lie in heaps on the floor of this room. The smell of rot is particularly strong here.

The asuras took great delight in desecrating the shrine at the heart of this temple. They now spend most of their time resting in this room and quietly contemplating the work they have done here.

Treasure: The statue of Ragdya is wearing a *monkey belt*^{UE}. Additionally, a small cabinet in the pedestal below the statue holds a richly illuminated copy of the *Vigrahin Patitraka* (a Vudran holy text) worth 50 gp and a handwritten journal belonging to a priest who accompanied Khiben-Sald on his travels around the Inner Sea. In Subtier 4–5, the cabinet also holds copies of the *Azvadeva Pujila* and *Mizravrtta Brahmodya* worth 50 gp each.

Rewards: If the PCs fail to recover the treasure in this room, reduce each PC’s gold earned as follows.

Subtier 1–2: Reduce each PC’s gold earned by 341 gp.

Out of Subtier: Reduce each PC’s gold earned by 574 gp.

Subtier 4–5: Reduce each PC’s gold earned by 808 gp.

CONCLUSION

The rest of the hunting expedition passes without incident, and the PCs make their way back to Absalom without any difficulty. Though Ambrus Valsin is excited to inspect any of the items the PCs find in the lost temple, he is especially thrilled if the PCs recover the journal in area C5 recounting Khiben-Sald’s travels. He immediately refers the log to the Society’s Vudran historians for analysis, hoping to glean information about other lost sites the Maharaja may have built or visited during his travels.

If Baron Rudyahm survives his encounter with the leucrotta, he is grateful to the PCs for their help and to his son-in-law Falroun Matsanda for organizing the expedition. Finally satisfied that he avenged the friends lost on his last expedition, he retires from hunting to write his memoirs. Falroun is also overjoyed with the Pathfinders for helping him bond with his father-in-law. If any PC participated in the hunt, Falroun arranges to have their trophies stuffed and mounted and delivered to them as a gift at the adventure’s conclusion (unless the PC made other plans to use the animals’ corpses).

Finally, if the PCs nonviolently resolved their encounter with the monkeys in area A1 and defeated the asuras in area C4, they earn the god Ragdya’s favor and receive the Ragdya’s Blessing boon on their Chronicle sheets.

Reporting Notes

If Baron Rudyahm survived until the end of the scenario, check box A on the reporting sheet. If members of the Sovereign Court faction successfully completed their faction's goal by recruiting Baron Rudyahm, check box B. If the Sovereign Court faction PCs recruited Count Matsanda, check box C. If the PCs resolved the encounter with Asvika in area C₁ nonviolently, check box D.

Primary Success Condition

The PCs successfully complete their main mission by exploring all five locations in area C and recovering the journal in area C₅. Doing so earns each PC 1 Prestige point.

Secondary Success Condition

In order to complete their secondary mission, the PCs must complete several goals. First, they must ensure that Baron Rudyahm survives until the end of the scenario and that the leucrotta dies. Second, the PCs must accumulate at least 3 Favor Points with the baron and count in any combination. Doing so earns each PC 1 additional Prestige point.

Faction Notes

Members of the Sovereign Court faction are interested in recruiting aristocratic allies throughout the Inner Sea region, and both Baron Rudyahm and Count Matsanda are suitable candidates. The former is a self-made man who is pragmatic, decisive, and experienced, whereas the latter is higher ranked and more idealistic, yet no less honorable. Earning enough of a noble's respect to make him amenable to joining the Sovereign Court requires the PCs to earn at least 3 Favor Points with that noble, and a Sovereign Court faction PC must have played a central role in earning at least 1 of those points. For example, taking the initiative to improve the noble's attitude, playing a critical part in the leucrotta hunt, or personally tending to the count's spider bite would all qualify.

Recruiting either the baron or the count earns each Sovereign Court PC the The Court Grows boon on his or her Chronicle sheet. If the PCs manage the difficult task of recruiting both the baron and the count (or if they earn at least 5 Favor Points with one noble), each Sovereign Court PC also receives the Alkenstar Prototype boon.

Pathfinder Society Scenario #6-08: The Segang Expedition

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character #	Prestige Points
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Character #	Prestige Points
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Character #	Prestige Points
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<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

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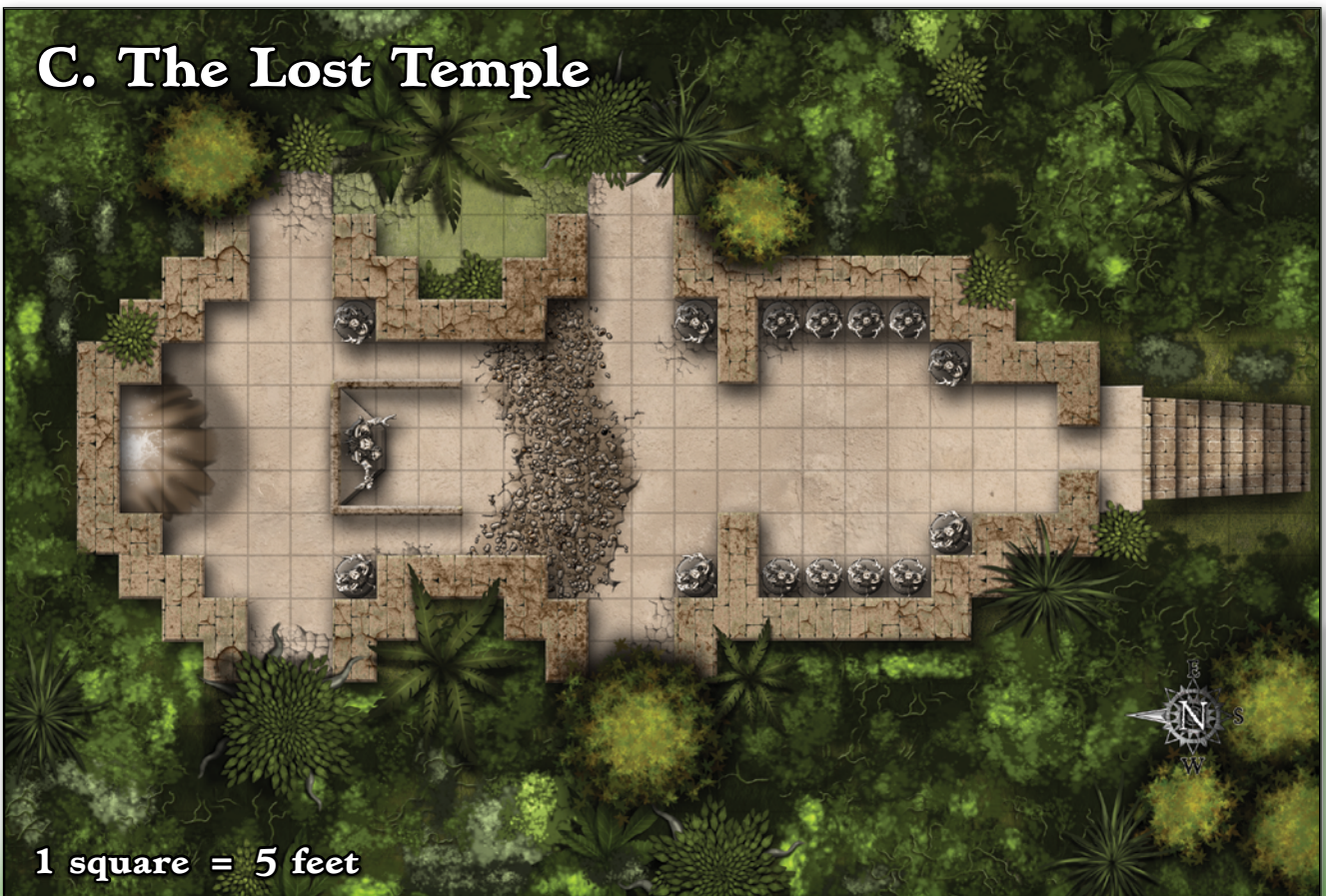
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B1. Tiger Hunt



C. The Lost Temple





Pathfinder Society Scenario #6-08: The Segang Expedition

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Alkenstar Prototype (Sovereign Court Faction): Your contacts in Alkenstar have invited you to test an experimental firearm. You may cross this boon off your Chronicle sheet at the beginning of a scenario to gain a musket or pistol (*Pathfinder RPG Ultimate Equipment 45-46*) and 20 paper cartridges (*Ultimate Equipment 42*). You must relinquish this firearm (or whatever fragments of it remain, if destroyed) and any leftover ammunition at the end of the scenario. This firearm is modified by one of the following effects of your choice.

Increased Stopping Power: The firearm deals damage as though it were one size category larger.

Intuitive: You may use this weapon as though you were proficient in its use.

Rifling: The range increment of this firearm increases by 50%.

Ragdy's Blessing: Due to the respect you showed to the Vudran god Ragdy's sacred animal, you have received that deity's blessing. You may cross this boon off your Chronicle sheet to gain a climb speed of 20 feet for 1d4 rounds. For 1 round after this boon expires, if you would fall due to failing a Climb check, you fall slowly as if affected by *feather fall* (CL 1st) so long as you remain adjacent to a wall or other solid surface.

The Court Grows (Baron Bomande Rudyahm or Count Falroun Matsanda; Sovereign Court Faction): You have impressed an influential aristocrat from Alkenstar and taken an important step in recruiting him into the Sovereign Court. You have received a praise-laden letter of reference from your contact, and if you show this letter to an aristocrat native to the Inner Sea region, you gain a +2 bonus on any Diplomacy check made to influence him or her. You may also check the box included with this boon to use the letter in requisitioning a valuable tool while in Alkenstar; acquire any one item worth 150 gp or less (400 gp or less if you earned this boon in Subtier 4-5) for free. The item is a gift and has no resale value. The letter of reference provides no further benefits once you have checked the box, but the boon may grant other benefits in future adventures.

All Subtiers

Subtier 4-5

alluring golden apple (400 gp; *Pathfinder RPG Ultimate Equipment 276*)
monkey belt (9,400 gp; *Ultimate Equipment 212*)
wand of mage armor (10 charges; 150 gp, limit 1)

guardian naga-scale bindi (6,600 gp; *Ultimate Equipment 312*)

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	1-2	255	509
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	Out of Subtier	588	1,176
FAME	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	4-5	922	1,843
GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—
STARTING	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—
Starting XP			
+			GM's Initials
XP Gained (GM ONLY)			
=			
Final XP Total			
Initial Prestige			Initial Fame
+			GM's Initials
Prestige Gained (GM ONLY)			
-			
Prestige Spent			
Current Prestige			Final Fame
Starting GP			
+			GM's Initials
GP Gained (GM ONLY)			
+			GM's Initials
Day Job (GM ONLY)			
-			
Gold Spent			
=			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #