

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



SCIONS OF THE SKY KEY, PART 1: ON SHARROWSMITH'S TRAIL

By Robert Brookes



Scions of the Sky Key, Part 1: On Sharrowsmith's Trail

Pathfinder Society Scenario #6–12

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SCIONS OF THE SKY KEY, PART 1: ON SHARROWSMITH'S TRAIL

By ROBERT BROOKES



Over 3 millennia ago, a small clan of Avistani dwarven refugees followed the west coast of Garund, using what riches they carried to trade for food and safe passage in their trek—yet always keeping a sacred skymetal trophy hidden in honor of their departed homeland that they would one day reclaim. The dwarves eventually settled in the Bandu Hills of Sargava, finding the local conditions amenable to building a new city and establishing a new way of life in this hot and rocky landscape.

The construction attracted the attention of a wild gargoyle. It sought to terrorize the settlers, yet the dwarves' keen eye for stone enabled them to spot and thwart each of the gargoyle's attacks. Rather than depart out of frustration for a place with easier prey, the gargoyle perceived the village as a unique challenge, lurking nearby for decades while hunting for some weakness. With each passing year, its form gradually changed to match the dwarven architecture. Its hide adopted the golden sheen of local metal, and with it being unable to effectively terrorize the populace, the dwarves' came to see the gargoyle not a cruel killer, but a mischievous being and bit of local lore.

The dwarves' activities attracted the attention of greater dangers, and the small population was unable to hold off these new threats. Knowing they would have to abandon the site, the dwarves bargained with the gargoyle to grant it stewardship of their dying town in exchange for keeping others from defiling it and sparing those who might one day return bearing the dwarves' most sacred relic. The surviving members of the clan withdrew north and petitioned to join the Taralu, a reclusive dwarven people whom the refugees had met while traveling to the region. The Taralu accepted their distant kin under the condition the immigrants discard that which bound them to the past so that they might embrace the Taralu ways.

The Avistani dwarves knew they would not be welcome among the Taralu while they carried their skymetal memento, yet they couldn't betray their sacred charge to keep it safe for future generations. So, they gave the object as a gift to the Krihirik, a nearby tribe of grippli that had

WHERE ON GOLARION?

On Sharrowsmith's Trail takes place in the Bandu Hills, a dangerous area on the northern edge of Sargava. Inhospitably hot, the region is itself as treacherous an opponent to travelers as its inhabitants are—vicious Bandu tribes, kobolds, goblins, and undead. For more information about the Bandu Hills see *Pathfinder Campaign Setting: Heart of the Jungle* and *Pathfinder Player Companion: Sargava, The Lost Colony* available in bookstores or game stores everywhere, and online at paizo.com.



aided in their exodus. In doing so, the dwarves imparted the legend of the so-called Golden Guardian, a massive beast in the southern hills whose fury the skymetal trophy could ward off. The clan's leaders then crept back to their home one last time to carve instructions for other dwarves to recover the priceless legacy, and then they disappeared into the Mwangi Expanse. As the dwarves hoped, the grippli have kept the treasure guarded ever since so as to keep their tribe safe from the monster. The dwarves' legends about the Golden Guardian have spread, creating a regional bogeymen that in truth has spent the last millennium in hibernation—even sleeping through the ruins' occupation by kobolds that think the statue a slumbering god.

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Monster Codex*, and *Pathfinder RPG Advanced Race Guide (ARG)*, in addition to *Pathfinder Map Packs: Ancient Forest and Jungle*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant pages from the *Monster Codex* and the *Bestiaries* are reprinted at the back of the adventure for the GM's convenience.

About 15 years ago, the Pathfinder agent Nieford Sharrowsmith began a dedicated study of the Mwangi Expanse, and within a few years his regional knowledge made him one of the Society's foremost scholars in the region. In partnership with local merchant Aya Allahe, he founded Sharrowsmith's Exports, a trade company in Nantambu that serves as a front for the Pathfinder lodge within. Over time, his role in the business combined with a promotion to venture-captain meant he spent more time administrating and less time actually exploring—much to his irritation and dismay—so when he came across a scrap of dwarven text referencing ruins in the Bandu Hills, Sharrowsmith made its exploration his pet project. But every time he tried to set aside time for an expedition, some other emergency or opportunity would demand his attention. Confident that Allahe and a handful of resident agents could keep the business running smoothly, he quietly slipped away for one last adventure.

He gathered what intelligence he could in Fort Bandu and the local mining camps before reaching the site, yet his excavations triggered a cave-in that awoke the slumbering gargoyle, which then chased the kobolds out of the lower ruins. These kobolds have since launched raids on the mining camps in order to procure suitable sacrifices they believe will calm the Golden Guardian's ire, and the miners blame Sharrowsmith for instigating recent troubles.

SUMMARY

This adventure begins in Nantambu, where Society ally Aya Allahe meets with the PCs and requests they track down the missing Venture-Captain Nieford Sharrowsmith. Using his remaining notes as a guide, she surmises that he traveled to the Bandu Hills in search of a dwarven ruin. She gives the PCs a transcription from a dwarven text recovered from the site by an expedition years ago, describing pieces of the adventure's backstory.

The PCs reach Fort Bandu without incident, where they discover the locals' distaste for the Society thanks to Sharrowsmith's expedition and the riling of the kobold tribes. With few willing to share any leads, the PCs must convince the fort's commander Praetor Sylrien that he can trust them to clean up the mess the expedition started, provided the commander provides them key information regarding Sharrowsmith's whereabouts—all while an Aspis Consortium agent attempts to discredit the PCs further.

Once on Sharrowsmith's trail, the PCs must traverse the treacherous Bandu Hills. On their way, the PCs find a distressed mining camp under attack by undead and a hungry predator on the prowl. The route eventually leads to the dwarven surface ruins, which are overgrown with carnivorous plants, patrolled by kobolds, and littered with traps. Finally, the PCs confront a large group of kobolds who are preparing a group of captive miners for ritual sacrifice for their "golden god." Upon rescuing the prisoners, the Pathfinders also find several journals belonging to Nieford Sharrowsmith that suggest they must recover the dwarves' sacred treasure from a nearby griplli tribe in order to confront the ruins' true guardian and rescue the venture-captain.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

The reputable merchant and ally of the Society Aya Allahe paces one of the back rooms of Sharrowsmith's Exports, a walled trade compound on the northern edge of Nantambu in the Mwangi Expanse.

"I wish I had more to offer," Allahe apologizes before even presenting what information she has. "Nieford Sharrowsmith never truly retired from being a Pathfinder, even after he started this business. I think, in his mind, he was still the young adventurer that hiked through jungles and fought off troglodyte tribes. Sharrowsmith's attitude changed over the last few months—I think he was concerned for his legacy and how history would remember him. Would it be for his discoveries or for the export business that dominated his later years? The answer, I fear, was unpalatable.

"It was no surprise when he packed up and left on an expedition. But that was months ago, and neither the Society nor I have heard from him since. Sharrowsmith has never left for this long without leaving some word as to his status or sending rather demanding missives about business decisions while he was waist-deep in some jungle bog. When my own contacts failed to turn up any useful information, I had no recourse but to go through his private notes." Allahe motions to the mess of documents scattered about the office.

"What caught my eye was this translated rubbing. It appears to be the most recent piece of a very large puzzle Sharrowsmith was researching and indicated that he may be somewhere in the Bandu Hills. Traders from Fort Bandu have confirmed that he paid the garrison a visit, but that's where my trail ran cold. Something happened out there, and Praetor Sylien—Fort Bandu's commander—refuses to correspond with me on the matter despite knowing how close Nieford and I are. All I received in response was that Nieford had 'done enough damage for one lifetime,' and that if I wanted to discuss the matter further I would need to go to Fort Bandu in person." Exasperatedly, Allahe runs a hand across her forehead and turns her distant stare out the window. "I cannot shutter the business and travel hundreds of miles on the off chance that the praetor can help; the company would fall apart. I'm hoping that you will be able to go in my stead, speak with the praetor personally to learn what has befallen Sharrowsmith and help him return."

Allahe gives the PCs **Player Handout #1**, a translation of the rubbing Sharrowsmith was researching. Once the PCs have had time to examine it, Allahe answers any questions they may have.

What do you know about the translated rubbing? "Not much. Sharrowsmith's notes say the rubbing was made by miners in the Bandu Hills over sixty years ago, and the rubbing found its way to him through auctions he frequented. Whatever he read there, it lit a fire under him."

How well do you know Praetor Sylien? "I know him only by reputation. The grandson of an old elven explorer, he's served the garrison for decades, though I hear he's mostly retired now. My business associates say he is a fair and very pragmatic man, one who respects hard facts and truth. His being dismissive of my request sounds uncharacteristic."

Does Sharrowsmith have any enemies? "Of course, I imagine every Pathfinder does, though, he has rarely discussed them openly with me. Sharrowsmith never seemed paranoid or overly concerned about vendettas in his business dealings and never double-crossed anyone to my knowledge. I might wonder: how many enemies does your Society have?"

What do you know about the Bandu Hills? "Most importantly, it's a dangerous place. This is true of much of the Expanse, but the Bandu Hills have a dozen ways to kill before accounting for living creatures: heat, dehydration, landslides, poisonous plants, carnivorous plants, and so on. Unfortunately, the place is sick with riches like

diamonds, gold, and silver—an embarrassment of wealth that only attracts more dangerous occupants. I am surprised that Sharrowsmith didn't settle down there, to be honest."

Did Sharrowsmith always travel alone? "In his youth, he did. With his bad back, he needs teamsters to carry equipment and scribes to help with field research. But it's quite out of character for Sharrowsmith to embark without staff. I think he felt like he had something to prove."

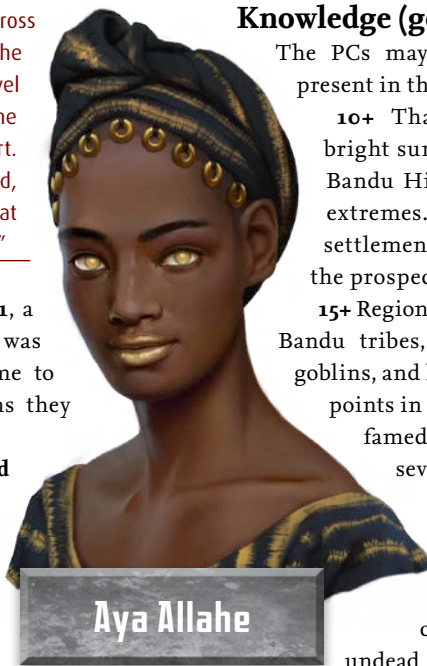
Knowledge (geography)

The PCs may know more about the dangers present in the Bandu Hills.

10+ Thanks to the rocky terrain and bright sun, the daytime temperature of the Bandu Hills can sometimes reaches lethal extremes. Fort Bandu is the only major settlement for miles, and serves to protect the prospectors in the region.

15+ Regional threats include the often-hostile Bandu tribes, ghouls and groups of kobolds, goblins, and hobgoblins. The one of the highest points in the Bandu Hills is Mount Nakyuk, famed for the veins of gold under it several centuries ago.

20+ Stories of ghoulish activity in the Bandu Hills also include confused accounts of ghoulish creatures that scholars call festrogs—horrific flesh-eating undead that walk upright but run on all fours.



Knowledge (local) or Profession (merchant or miner)

The PCs may be familiar with the mining operations of the Bandu Hills. A member of the Exchange faction has sufficient access and exposure to trade documents that he can attempt this check untrained and with a +2 circumstance bonus.

10+ The Bandu Hills remain rich in gold, silver, and gems, despite several centuries of colonial mining. Prospectors arrive from throughout the Inner Sea region to seek their fortune. The local Mwangi tribes often retaliate violently.

15+ Most of the larger mining operations belong to the Deeptreasure Mining Company, which has dominated the local industry for nearly three centuries. Their one-time competitors, the Gold Crown Company, are now better known for shipping and export services.

20+ Deeptreasure agents are always on the lookout for independent miners, whom they bully away from

promising claims. A Deeptreasure representative in Fort Bandu is offering a bounty for information regarding any promising unoccupied (or ill-defended) mines.

A. FORT BANDU

Once the PCs have finished speaking with Aya Allahe and purchasing supplies, they journey south. The route involves traveling by boat down the Vanji River, then switching to canoes to paddle up the Little Vanji and Dzimmi Rivers. Finally, the PCs wind through several of the lower Bandu Hills through a pass to Fort Bandu.

The fort is a small frontier settlement surrounded by high stone walls located on the northern edge of Sargava. Within the fort's walls, dozens of mining companies maintain outposts out of pavilion tents, hiring laborers and purchasing necessary supplies brought in by merchants from the north, south, and west. The fort holds a garrison of 150 soldiers that struggle to maintain a balance of defense of the frontier and protection for the miners and traders within its walls.

When the PCs arrive in Fort Bandu the atmosphere is noticeably tense. Cold stares and accusing looks greet anyone openly identifiable as a Pathfinder. Merchants refuse to open their stalls to such visitors and lay blame on the Pathfinder Society for the “troubles of late,” though these traders are fairly tight-lipped in sharing details.

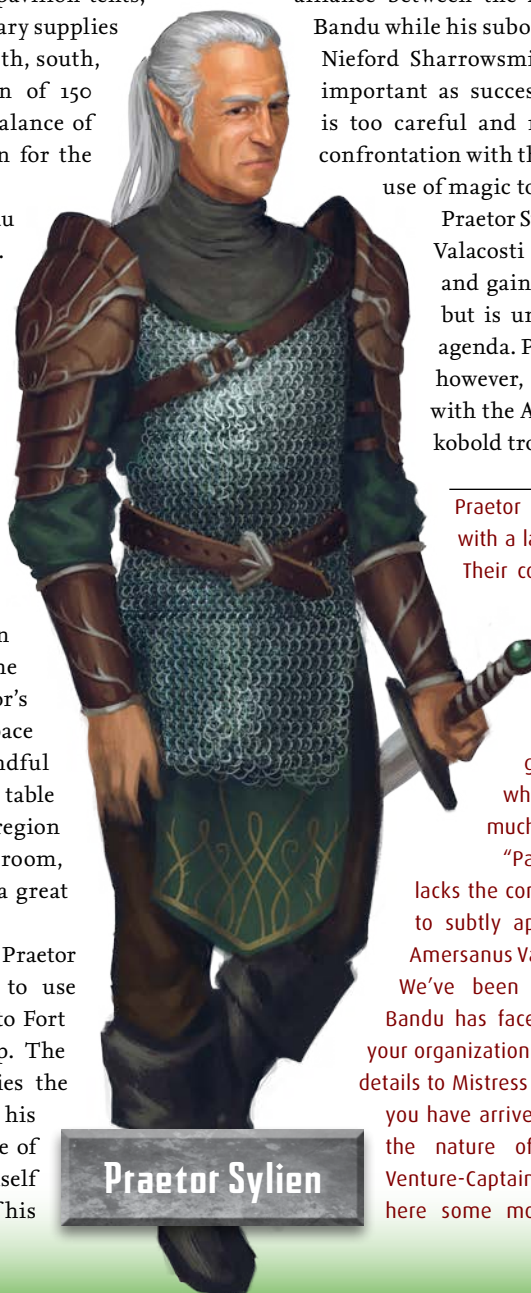
Getting an audience with Praetor Sylien is a simple matter. When the PCs arrive at the garrison and explain their situation or mention Aya Allahe's name, a member of the garrison escorts them to the praetor's office, a modest and utilitarian space comprised of several tables and a handful of half-stocked bookshelves. A war table featuring a map of the Bandu Hills region sits prominently in the center of the room, and three tall windows nearby let in a great deal of natural light.

For all the power of his position, Praetor Sylien is like a caged lion—unable to use what strength he has left directly due to Fort Bandu's dependence on his leadership. The gray in his once coal black hair belies the passing of his youth and the creases in his sun-beaten face tell a story of a lifetime of hard work and little rest. He carries himself with the pride and stature of a man half his

age with seemingly infinite patience. Sylien only wants what is best for the people of Fort Bandu and sees the simplest route to that being through the aid offered by the Aspis Consortium.

In contrast to the praetor, Aspis Consortium agent Amersanus Valacosti seems to have boundless energy. He carries himself with the poise and posture of nobility, affecting a Chelish accent and speech mannerisms to hide any telltale sign that would indicate his true nationality. The only tell of weakness Valacosti may have is his noticeable limp and the stiffness of his right leg, which requires Valacosti to walk with the assistance of an ebony cane topped with a black, serpentine dragon coiled into a figure eight. Valacosti seeks to solidify an alliance between the Aspis Consortium and Fort Bandu while his subordinates close in on whatever Nieford Sharrowsmith may have discovered. As important as success here is to him, Valacosti is too careful and meticulous to risk an open confrontation with the Pathfinders or the obvious use of magic to sway the praetor.

Praetor Sylien is no fool; he's aware that Valacosti seeks personal advancement and gain through aiding Fort Bandu, but is uncertain of the Aspis agent's agenda. Pressed for any better options, however, he's willing to make a deal with the Aspis Consortium to quell the kobold troubles.



Praetor Sylien

Praetor Sylien is in mid-conversation with a lanky Garundi man in fine attire. Their conversation stops abruptly, and the praetor's guest disdainful glares at the latest arrivals. "Pathfinders. I shouldn't be surprised. Only your organization would have the gall to so brazenly show its face when you've already caused so much damage."

"Pathfinders," the praetor's voice lacks the contempt of his guest, as if trying to subtly apologize for his tone. "This is Amersanus Valacosti of the Aspis Consortium. We've been discussing the troubles Fort Bandu has faced of late—troubles caused by your organization. I was unwilling to disclose the details to Mistress Allahe by courier, but now that you have arrived, I feel it pertinent to explain the nature of Fort Bandu's... misgivings. Venture-Captain Sharrowsmith came through here some months ago, gathering supplies

and information before setting off on an expedition into the hills. There, he roused the local kobold tribes and angered them enough that they now actively raid our settlements and mining operations.

"Amersanus Valacosti and I were discussing how the Aspis Consortium may be able to help repair the damage your Society has inflicted on the people of Fort Bandu. Now that you've arrived, perhaps we can have a more balanced mediation. Your Pathfinder Society has a damaged reputation in the Bandu Hills, so I ask you state your business and why you think I should allow you to even so much as stay within the fort's walls. What knowledge do you have of this land and its people that could prevent this situation from deteriorating further? I will only entertain questions regarding Sharrowsmith once I'm assured that providing you information will not further endanger my charges."

In order to get the information they need from Praetor Sylien, the Pathfinders must navigate the treacherous political waters made more turbulent by Sharrowsmith's actions. The praetor assesses the PCs' and Society's worth in an interview consisting of three major questions. Each question the PCs answer to Sylien's satisfaction grants them a circumstance bonus on a final skill check that determines how convincing they are and how much aid he provides. Valacosti has a vested interest in ensuring the Pathfinders don't turn the praetor into an ally, and he attempts to counter their argument and dissuade the praetor from trusting the PCs. The read-aloud text below assumes the PCs have succeeded at the preceding skill check, and Valacosti will be more dismissive than threatened if the PCs fail a check.

While these challenges call out specific skills and ability checks, feel free to let a PC with a clever and reasonable alternative to improvise with a different skill—especially if the group doesn't have someone capable of reliably performing the needed check. If the players are particularly convincing, cunning, or thorough in crafting their arguments, you can award them a +2 bonus on the check.

First Challenge: The PCs must make a case for their presence in Fort Bandu, establishing the reason for their arrival, what they hope to accomplish, and whether they're sufficiently knowledgeable about the neighboring wilderness, as the praetor requests in the

read-aloud text above. One of the PCs may attempt a DC 15 Knowledge (geography, local, or nature) or Survival check (DC 18 in Subtier 4–5) to demonstrate the group's familiarity with the area. Grant the PCs a +2 bonus if the players cite any of the Knowledge check results found on page 5. Also, give the PCs any information presented on those tables if their Knowledge (geography or local) check is high enough, even if they attempted the check earlier in the adventure.

Once the PCs have attempted this check, read aloud or paraphrase the following.

Valacosti grows increasingly incensed as the Pathfinders explain their case. "Sharrowsmith professed an intimate understanding of the region and its delicate balance of power as well, and behold the results: dozens dead, dozens more missing, kobolds attacking our mining operations, and people living in fear of the next raid. Praetor, with all due respect, you cannot allow these Pathfinders to exacerbate an already delicate situation."

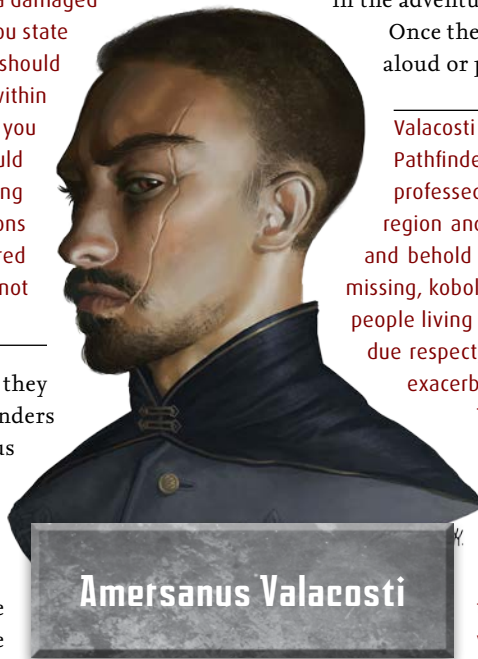
The praetor remains patient. "Amersanus makes a good point. Sharrowsmith was a well-read and knowledgeable man, yet he disappeared in these jungles and caused damage we're only beginning to feel the impact of thanks to the local kobold tribes. How is your expedition different? Do you have the necessary strength to survive in this environment where so many others

cannot? Show me that those weapons and spellbooks you carry are not just for show."

Second Challenge: The PCs must now demonstrate their combat prowess, be that through an artful flourish of a sword or a careful display of arcane power. One PC should attempt a caster level check, combat maneuver check, or Spellcraft check to display some of the magical or martial prowess the group possesses. Encourage them to be creative in their display and encourage the PCs to roleplay the demonstration. The DC for this check is 16 in Subtier 1–2, and 19 in Subtier 4–5. Sylien doesn't respond favorably to destruction of his personal property, and any substantial damage to the office causes the PCs to fail this particular check automatically.

Following the display, read aloud or paraphrase the following.

"Is this supposed to make an impression?" Valacosti is quick to dismiss the display of power. "If you think this situation can be solved at the point of a sword or by brandishing some hedge wizardry, you're as ignorant as your predecessor.



DELAYS

Part of the journey to find Venture-Captain Sharrowsmith involves time-sensitive events. Each time the PCs experience a significant delay, they may miss out on important opportunities later in the scenario. Keep track of the number of delays. Some encounters are modified based on delays. If the PCs all travel at a speed of 40 feet or faster, subtract one from their total number of delays.

Not all delays take the same amount of time, but for the purpose of this adventure, most complications that take 5 or more hours to resolve count as a delay. Examples of delays include:

- Seeking information about Sharrowsmith's whereabouts in Fort Bandu or waiting until nightfall to leave the fort.
- Spending more than one day seeking information in and around Fort Bandu (cumulative with the first delay).
- Getting lost in area B.
- Resting to recover hit points and other daily resources.

These Pathfinders will rush headlong into the jungle and slaughter the kobold tribe, creating a power vacuum among the other tribes and only worsen this disaster."

Again, the praetor tries to remain impartial, though it is clear his patience is waning. "Once more I find myself seeing reason in Valacosti's words. Strength of arms is all well and good, but this is a situation that also requires a certain amount of finesse. How do I know I trust you to handle this situation with a level head and a delicate touch when necessary?"

Third Challenge: For their last display of prowess, the Pathfinders should show how they can use subtlety, subterfuge, or historical context (such as understanding the nature of colonist-Mwangi conflict in Sargava) to their advantage by discussing their skills or artfully dismissing the praetor's concerns. Have one PC attempt a DC 16 Bluff, Diplomacy, Knowledge (history), or Sleight of Hand check (DC 19 in Subtier 4–5) to impress the praetor.

Once the PCs have demonstrated their abilities, read aloud or paraphrase the following.

Visibly frustrated, Valacosti appeals one last time to Sylien. "Praetor. I implore you, send these Pathfinders back from where they came from. This is neither the place nor the time for their presence. For the sake of the people of Fort Bandu, do not let them worsen this situation."

With reluctance, the praetor acknowledges the Pathfinders with a slow nod. Then, after a brief glance to Valacosti, he appears ready to make his decision.

Convincing the Praetor: The PCs must attempt a DC 20 Diplomacy check (DC 24 in Subtier 4–5), representing how

well they have argued their case, including any closing argument they wish to make to counter Valacosti's final plea. For each of the challenges in which the PCs succeed in impressing the praetor, they gain a cumulative +2 bonus on this check. If the PCs succeed at this Diplomacy check, Praetor Sylien agrees to share the intelligence his scouts have acquired about Sharrowsmith's likely whereabouts, and he gives the PCs his blessing. If the PCs exceed the DC by 5 or more, he also provides each PC with a *potion of endure elements* as a sign of his faith in their mission.

Should the PCs successfully influence Praetor Sylien, read aloud or paraphrase the following:

With a reserved sigh, the praetor relents. "As the Pathfinders are responsible for getting us into this mess, I see it fitting that we give them the chance to remedy the situation. I'm putting my faith in you, and the lives of the people in Fort Bandu. I pray that you don't betray that trust, for the consequences could be quite dire for all who call this home."

"Most unfortunate," Valacosti observes with disappointment that gives way to menacing resolve. "I believe you are making a grave mistake by placing any faith in these glorified tomb robbers, praetor. Once they fail, remember that the Aspis Consortium has extended a generous offer of aid in this troubling time. One can only hope that this Pathfinder experiment does not exacerbate the situation further and necessitate our renegotiating the terms."

Valacosti dismisses himself from the room and quickly returns to the Aspis Consortium camp in Fort Bandu to plot his next move against the Pathfinders. He presents no further threat during this scenario, though he is certain to report to his superiors regarding the PCs' involvement and may return to haunt them in the future. Praetor Sylien provides the PCs with the information of Sharrowsmith's last known location at a Gold Crown mining operation approximately 20 miles away as well as a rough estimate of his travel route.

If the PCs fail the Diplomacy check by 4 or less, the praetor is uninterested in providing any substantial assistance but lets them to stay in Fort Bandu for a few days. If the PCs fail the Diplomacy check by 5 or more, Praetor Sylien sees the PCs as an additional threat to Fort Bandu's security and orders them to leave immediately. In either case of failure, the PCs must seek other means of tracking Sharrowsmith.

If allowed to stay in Fort Bandu, the locals still have information regarding Sharrowsmith's last known whereabouts, but finding what they need to know is a much more painstaking process. The PCs must spend the day canvassing Fort Bandu to find someone willing to work with them and assemble a picture of Sharrowsmith's travel route.



On the other hand, if the PCs were ordered to leave Fort Bandu, they don't have time to question the locals and must instead turn to traders and merchants on the road who may have heard rumors of Sharrowsmith's activity in the area. This process takes 1d2+1 days and sets the PCs back considerably. See the Delays sidebar on page 8 for more information about how this delay affects the rest of the scenario.

B. ON THE TRAIL

Once the PCs have received information regarding Sharrowsmith's last known whereabouts, they may set out for the Gold Crown mining camp; however, the time of day when the PCs travel greatly affects the difficulty of their journey and the overall outcome of this scenario. The temperature in the Bandu Hills during daytime hovers around 90° F and increases to 110° F by mid-day. Typically travelling in weather this hot would require a dozen Fortitude saves, but to keep the game moving, the PCs attempt only three Fortitude saves here—representing travel during the morning, midday, and the afternoon. The DC for these saves are 15, 17, and 20

respectively (15, 19, and 24 in Subtier 4–5). For each failed save, the PC takes 2d4 nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves.

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage taken from the heat. See page 444 of the *Pathfinder RPG Core Rulebook* for more information. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (*Core Rulebook* 107). Anyone under the effects of *endure elements* is immune to this heat.

At night the temperature in the Bandu Hills drops to approximately 70° F; no Fortitude saves are needed when traveling during these hours. However, if the PCs wait until nightfall to leave Fort Bandu they must instead succeed at a DC 12 Survival check to avoid becoming lost. In Subtier 4–5, there is a new moon that provides little light, increasing the DC to 16. Getting lost is treated as a further delay, but the PCs successfully reach area B1 after spending much of the night getting their bearings.

SCALING ENCOUNTER B1

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

Subtier 1–2: Remove the human zombie from the encounter.

Subtier 4–5: Remove the one of the advanced festrogs from the encounter.

B1. Mining Camp (CR 2 or CR 5)

The 20-mile journey to the Gold Crown mining operation in the Bandu Hills takes the PCs across mostly level terrain following a well-worn trail into arid and rocky hills. The mining camp is located in an isolated gorge in the shadow of sheer basalt cliffs. At the entrance to the gorge, PCs who succeed at a DC 15 Perception check note the scent of decay clinging in the air in the gorge. By the time the PC come across the camp, the smell is overwhelming.

Hexagonal basalt columns scarred by mining tools line the walls of the gorge. The floor of the gorge is a patchwork of scrub grass and leafless vegetation flattened by frequent traffic. Wooden scaffolding, mining equipment, and trampled tents lie abandoned across the camp. Corpses of laborers rent limb from limb lay amidst the camp’s wreckage, and dried blood darkens the rocks. Several banners depicting a golden crown adorn the scaffolding.

The Gold Crown mining camp came under attack by kobolds nearly a week before the PCs arrived, and the miners who were slain in the ambush have laid out to rot. Two dozen corpses lie scattered across the camp, some picked apart by scavenging animals. The tent has collapsed, and the wreckage acts as difficult terrain.

Creatures: The corpses of the dead attracted festrogs that now hunch over the bodies of the deceased miners, devouring their bloated remains. Like feral animals, these gore-caked undead rise up on their haunches and attack the moment they notice living creatures. In Subtier 1–2, one of the dead miners has spontaneously risen as a zombie due to the trauma of the kobolds’ attack and the festrog’s feeding; it slowly patrols the area, following the festrog like a mindless puppy.

Three members of the Gold Crown crew are still alive, having barricaded themselves in a supply shed far from the festrogs. The moment they hear the sounds of combat or intelligible voices, they cry out for help. If the PCs have one delay, only one miner is still alive. In the event of two or more delays, the miners are already dead by the time the PCs arrive.

Subtier 1–2 (CR 2)

FESTROG **CR 1**
hp 9 (*Pathfinder RPG Bestiary* 3 115; see page 24)

HUMAN ZOMBIE **CR 1/2**
hp 9 (*Pathfinder RPG Bestiary* 288; see page 31)

Subtier 4–5 (CR 5)

ADVANCED FESTROGS (3) **CR 2**

NE Medium undead (*Pathfinder RPG Bestiary* 3 290, 115; see page 24)

Init +3; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +3, **Will** +6

Immune undead traits

OFFENSE

Speed 30 ft.; four-footed run

Melee bite +6 (1d6+5 plus feed), 2 claws +7 (1d4+5)

Special Attacks charging trip, diseased pustules, feed

STATISTICS

Str 21, **Dex** 17, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +1; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Weapon Focus (claw)

Skills Climb +10, Intimidate +7, Perception +8, Sense Motive +8, Stealth +8, Survival +5

Languages Common

SPECIAL ABILITIES

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.

Necrotic Boils: Disease—contact; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent’s flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn’t hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

Treasure: Amongst the ruined mining equipment are two masterwork heavy picks and a masterwork heavy wooden shield. In Subtier 4–5, replace one of the heavy picks with a +1 heavy pick.

Development: If alive when the PCs arrive, the miners from the Gold Crown company are severely injured (each with 1 hit point remaining out of 9) and suffering from both starvation and dehydration. They are ill suited to travel with the PCs, but if provided food and water, they can return to Fort Bandu on their own. The miners also inform the PCs who kobold raiders kidnapped 10 or more members of their crew and marched them off deeper into the Bandu Hills—likely to what the miners believe is a major kobold settlement in a forested valley about 15 miles away. They're able to provide the PCs basic directions to the settlement.

If the PCs arrived too late to save the miners, the Pathfinders instead discover the same information in journals and logbooks scattered throughout the camp. These logbooks also indicate that the Gold Crown Company had discovered an abundant silver vein in this gorge and have worked tirelessly to keep it a secret from their competitors.

Faction Notes: This mining operation opens up two mutually exclusive opportunities for members of the Exchange faction. On one hand, the faction PCs use their rescue of the miners to impress the Golden Crown Company, leveraging their heroism to secure a lucrative deal or contract. Even if all the miners are slain, returning the logbooks to a Golden Crown representative in Fort Bandu would be an important sign of goodwill.

Alternatively, the PCs could sell the mine's location to the Deeptreasure Mining Company (a much more powerful, albeit less scrupulous operation). In doing so, the Exchange would gain an even more powerful friend in the region while sabotaging its competitor's investments in the region.

Rewards: If the PCs fail to defeat the undead, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 85 gp.

Out of Subtier: Reduce each PC's gold earned by 168 gp.

Subtier 4–5: Reduce each PC's gold earned by 251 gp.

B2. Journey to the Valley (CR 2 or CR 5)

The fifteen-mile journey from the Gold Crown mining camp takes the PCs on a long and treacherous route through the wilds of the Bandu Hills. Without trails to guide them, the PCs must succeed at a DC 12 Survival check (DC 16 in Subtier 4–5) to avoid becoming lost and accruing another delay. If the PCs set out from Fort Bandu during the day, it's now dark and cool enough that there is no further danger from heat. If they set out at night before, it's now day, but the heat is less severe than the previous day; the PCs need only succeed at one DC 15 Fortitude save to avoid taking 1d4 points of nonlethal damage and becoming fatigued.

OPTIONAL ENCOUNTER

The creature in area **B2** is an optional encounter and can be omitted if time is running short. Run this encounter only if more than 150 minutes of play time remain; otherwise, move directly to area **B3**.

Creatures: During the trek to the valley, a dangerous predator stalks the PCs. This creature doesn't attack immediately; rather, it follows the PCs for a mile or more, providing the PCs an opportunity to spot it watching them from several hundred feet away before slipping behind cover. The Perception DC to notice the predator is 18 in Subtier 1–2 and 23 in Subtier 4–5.

At any time while the PCs are traveling to area **C**, if the PCs appear injured or disadvantaged, the predator closes in and attacks, beginning 2d6x10 feet away on relatively level ground. If the PCs succeeded at the Perception check to spot the creature, it begins combat at twice this distance away.

Subtier 1–2 (CR 2)

CHEETAH CR 2
hp 19 (*Pathfinder RPG Bestiary* 40; see page 23)

Subtier 4–5 (CR 5)

YOUNG WYVERN CR 5
N Large dragon (*Pathfinder RPG Bestiary* 295, 282)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +18

DEFENSE

AC 20, touch 14, flat-footed 17 (+3 Dex, +7 natural)

hp 59 (7d12+14)

Fort +7, **Ref** +8, **Will** +8

Immune sleep, paralysis

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee sting +9 melee (1d4+2 plus poison), bite +9 melee (1d8+2 plus grab), 2 wings +4 (1d4+1)

Special Attack rake (2 talons +9, 1d4+2)

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +9 (+13 grapple); **CMD** 22

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

Skills Fly +9, Perception +18, Sense Motive +11, Stealth +13;

Racial Modifier +4 Perception

Languages Draconic

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save DC 15; frequency 1/round for 4

SCALING ENCOUNTER B2

To accommodate a group of four PCs, apply the sickened condition to the predator. It hasn't eaten in several days and is weakened as a result. This also means the wyvern's body has not maintained a full supply of venom, allowing it to use its poison special ability only twice during the encounter.

rounds; effect 1d3 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

B3. Valley Ridge

This ancient valley nestled in the Bandu Hills is well hidden, being almost impossible to spot from more than a mile away. Ancient megalithic stones—most of which are toppled and partly buried—ring the border of this deep valley. These stones, long since weathered by time and encrusted with vegetation, serve as the only indication that humanoid may have at one time settled this region. The thick forest canopy of the valley below hides any sign of civilization—ancient or otherwise—from outside observers.

From the edge of the valley, the PCs must navigate treacherous terrain to descend 300 feet into the dense jungle below, a feat that requires a successful DC 14 Climb check. A PC that fail this check by 5 or more loses his footing, slide 1d6×10 feet down the rocky slope, and take 1d3 points of falling damage per 10 feet he falls before arresting his fall. Alternatively, PCs who search the ridge for a safer way down and succeed at a DC 15 Survival check discover a switchback trail hidden by overgrowth that they can safely traverse to the valley floor without needing to attempt Climb checks.

Furthermore, PCs who investigate any of the stone megaliths that border the ridge can take rubbings of the engravings on the stone. PCs who speak Dwarven or succeed at a DC 20 Linguistics check determine that the megaliths call this area as the Valley of Broken Blood and the city within as Ashkurhall.

C. THE VALLEY OF BROKEN BLOOD

Once the PCs have descended into the valley they find themselves beneath a dense canopy of tall jungle trees. Due to the limited sunlight that comes through the canopy, the jungle floor is largely devoid of undergrowth, save for extremely small and sparse vegetation. The majority of the jungle floor is made of massive root structures from the ancient trees and moss-covered rocks.

C1. Clearing Ruins (CR 3 or CR 6)

The PCs can easily follow the trail of the kobolds and miners, who did not work to conceal their tracks once they got this far. The tracks lead the PCs through the jungle to a flowered clearing 2 miles from the ridge.

The dense forestation of the valley jungle thins here, opening up enough to reveal the sky through the canopy. Beneath this opening, an ancient ruin consumed by the jungle is barely visible. Vines and leafy foliage encrust toppled blocks of quarried stone, tall grass grows up between derelict paving stones, and squat statues depicting dwarves in heavy armor stand crooked or fractured entirely from the infiltration of twisting roots. Among the more notable features here are the exotic flowers—tall, pitcher-shaped, golden blooms with seven petals, the interior of each a deep red. The soothing fragrance of the flowers fills the valley, and motes of pollen drift lazily in the air.

While the clearing appears to be safe, PCs who succeed at a DC 20 Perception check notice skeletal humanoid remains tucked away within the vegetation throughout the ruins. A closer examination reveals the bodies of at least fifty humanoids of varying races. A PC who succeeds at a DC 15 Knowledge (nature) check identifies the flowers as heart-eater blossoms, a breed of inanimate carnivorous plants that feed on the blood and marrow of cadavers. These flowers are typically found in northern Avistan and were most prominent in the lost nation of Sarkoris.

Creatures: The entire clearing is overrun with hostile plants. Originally only the heart-eater blossoms lived in this clearing, but after the kobolds took over the region, a now-deceased druid of their clan sought out and planted other dangerous plants to serve as guardians for their lair. The kobolds still respect the plants and have developed a symbiotic relationship in which they offer fresh meals in exchange for defense and safe passage.

In addition to the skill checks above, PCs may attempt a DC 12 Knowledge (nature) check to recognize two growths of unusual flowers (in Subtier 1–2; four growths of flowers in Subtier 4–5) as aggressive carnivorous plants known as xtabays. PCs that succeed by 5 or more also identify the lazily drifting particles in this clearing as xtabay pollen, a sleep-inducing agent. Finally, another creature lurks here: a leaf ray hides in the canopy 20 feet above in Subtier 1–2, or a scruffy living topiary blends into the undergrowth in Subtier 4–5.

Recently the kobolds hustled through the area with their captives, but one of the exhausted miners fell victim to the xtabay spores was left for dead. If the PCs have experienced two or fewer delays, that miner is still alive (but incapacitated and stable with –3 hit points). Otherwise the plants have already killed her and begun digesting her.

C1. Clearing Ruins



N



L : Leaf Ray **T** : Living Topiary

M : Miner **X** : Xtabay

1 square = 5 feet

Pathfinder Map Pack: Ancient Forest

Subtier 1–2 (CR 3)

LEAF RAY CR 1

hp 15 (*Pathfinder RPG Bestiary 4* 179; see page 28)

TACTICS

During Combat The leaf ray knows that the xtabays' victims make poor hosts for its seeds, so it focuses its attacks on conscious targets.

XTABAYS (2) CR 1/2

hp 8 each (*Pathfinder RPG Bestiary 2* 289; see page 30)

Subtier 4–5 (CR 6)

LIVING TOPIARY CR 5

hp 42 (*Pathfinder RPG Bestiary 4* 181; see page 29)

OFFENSE

Melee 4 slams +6 (1d6+4)

TACTICS

Before Combat The living topiary spends most of its time disguised as an untended bush in the middle of the clearing (Perception DC 25 to notice its a creature).

During Combat When a non-kobold approaches within 10 feet or initiates combat, the living topiary springs to life. It takes

SCALING ENCOUNTER C1

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

Subtier 1-2: Remove one xtabay from the encounter.

Subtier 4-5: The living topiary loses the extra limbs ability.

on a shifting form of vaguely draconic features, notably buffeting wings, smashing tails, and snapping jaws.

Morale The living topiary is tenacious yet has enough sense to flee if reduced to 7 or fewer hit points.

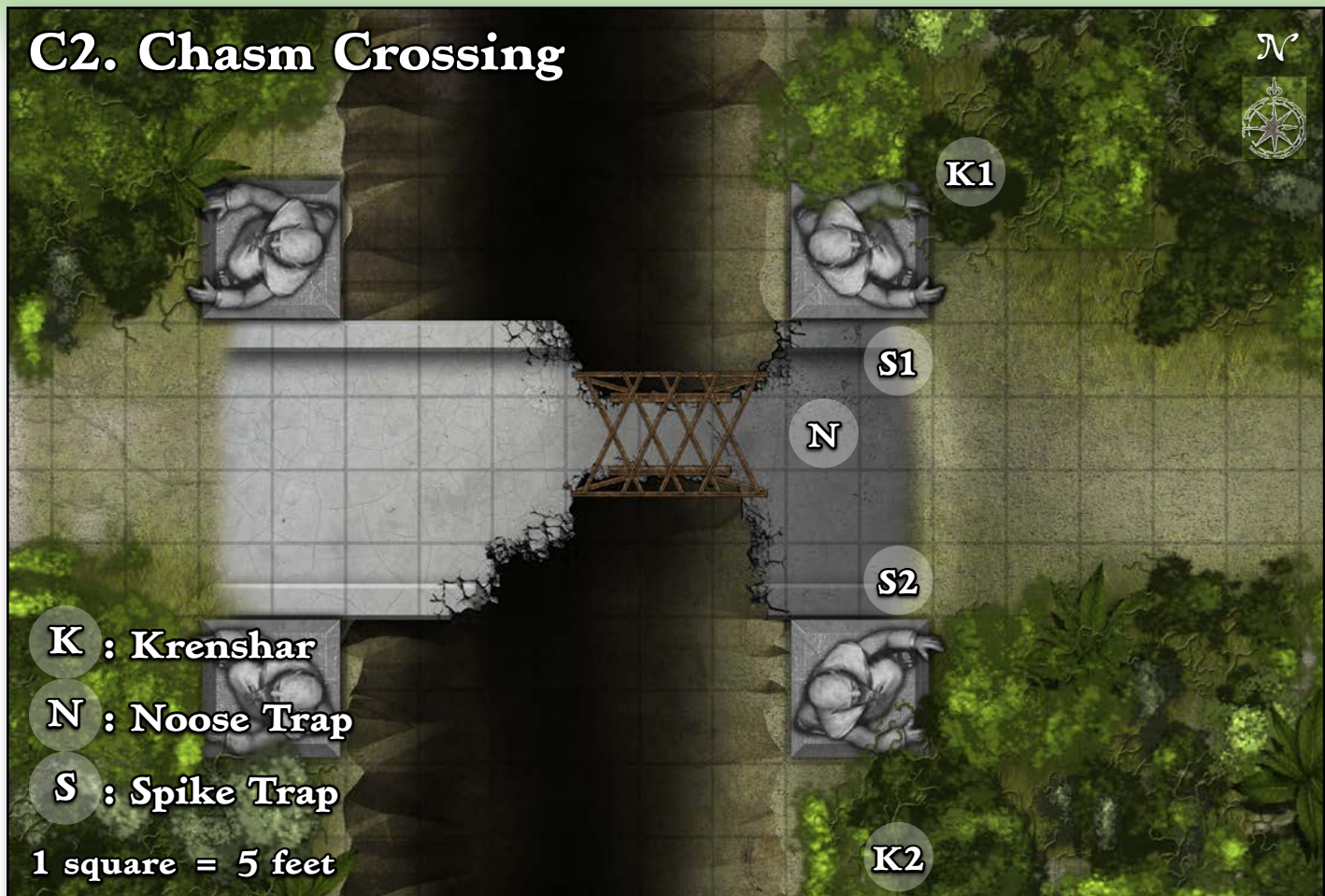
SPECIAL ABILITIES

Extra Limbs (Ex) A living topiary is sometimes created with a shape that has more than two limbs. Topiaries with this trait have four slam attacks rather than two.

XTABAYS (4) CR 1/2

hp 8 each (*Pathfinder RPG Bestiary 4* 289; see page 30)

Treasure: Among the skeletal corpses scattered through the clearing, some are outfitted with serviceable adventuring gear. In Subtier 1–2 the PCs discover a suit



of +1 studded leather armor, a masterwork scimitar, and two *potions of cure light wounds*. In addition, several of the plants growing here are key components in expensive medicines, and the PCs can harvest sundry alchemical and medicinal reagents worth 100 gp. In Subtier 4–5 the armor is +1 *shadow studded leather*.

Development: Once the PCs have defeated the plants, the Pathfinders can safely tend to the miner, assuming she’s alive. If they speak with her, the miner indicates that the kobolds only recently came through with a dozen of her fellow laborers. She doesn’t know what the kobolds want with them, only that her captors were endeavoring to keep as many alive as possible. Even if healed completely, the miner refuses to brave the journey back to the Bandu Hills alone, yet she’s unwilling to venture on to fight the kobolds. She slowly walks to the top of the valley ridge, where she says she’ll await the PCs’ return.

Faction Notes: If the PCs failed to save the miners at the Gold Crown camp, but were able to rescue the miner here, she can fill a similar role by assisting members of the Exchange faction in cementing relations with the Gold Crown mining and shipping company.

Rewards: If the PCs fail to defeat the plants, reduce each PC’s gold earned as follows.

Subtier 1–2: Reduce each PC’s gold earned by 115 gp.

Out of Subtier: Reduce each PC’s gold earned by 279 gp.

Subtier 4–5: Reduce each PC’s gold earned by 444 gp.

C2. Chasm Crossing (CR 2 or CR 5)

A deep ravine divides the valley here, bridged only by an ancient and crumbling span of stone reinforced by haphazard wooden reinforcements. A pair of ancient dwarven statues flanks either side of the bridge, each in considerable disrepair. An ancient stone building partly consumed by the jungle is visible across the ravine.

This 300-foot-deep ravine spans the entire width of the valley. The local kobolds have performed basic repairs and installed scaffolding to keep the bridge from collapsing completely as they patrol their territory. Even so, their work is only delaying the structure’s inevitable collapse.

Creatures: A pack of krenshar hunts the jungle near the ravine, and scavengers often break off from the group to inspect the kobold-made traps set at the bridge for easy meals. The krenshar stalk the area using *Stealth* looking for stragglers or trapped creatures to prey on.

Traps: The kobolds prepared nonlethal traps in the area around the bridge to collect wild animals for food. The kobolds sometimes forget to check the traps, and the local krenshar packs come to pick clean whatever is caught.

Subtier 1–2 (CR 2)

KRENSHAR CR 1

hp 13 (*Pathfinder RPG Bestiary 2* 174)

TACTICS

Before Combat The krenshar stalks nearby and watches for weak or trapped prey.

During Combat The krenshar favors attacking trapped creatures, which it is just able to reach from the ground.

Morale The krenshar flees if reduced to 3 or fewer hit points.

LEG NOOSE TRAP CR 1/2

Type mechanical; Perception 20; Disable Device 20

EFFECTS

Trigger location; **Reset** repair

Effect +10 CMB check (grapple); a Medium or smaller creature grappled by the leg noose trap is hoisted 10 feet in the air and unable to move. A trapped creature can either break free of the grapple (CMD 20) or cut itself free as a standard action with a light or one-handed slashing weapon. Succeeding at either action causes the PC to fall 10 feet and take falling damage as appropriate. A creature that isn't grappled may attempt a Disable Device check to disarm the sprung trap and lower the grappled PC to the ground safely; this Disable Device action takes 2d4 rounds.

Subtier 4–5 (CR 5)

KRENSHARS (2) CR 1

hp 13 each (*Pathfinder RPG Bestiary 2* 174)

LEG NOOSE TRAP CR 1

Type mechanical; Perception 20; Disable Device 20

EFFECTS

Trigger location; **Reset** repair

Effect +15 CMB check (grapple); a Medium or smaller creature grappled by the leg noose trap is hoisted 10 feet in the air and unable to move. A trapped creature can either break free of the grapple (CMD 25) or cut itself free as a standard action with a light or one-handed slashing weapon. Succeeding at either action causes the PC to fall 10 feet and take falling damage as appropriate. A creature that isn't grappled may attempt a Disable Device check to disarm the sprung trap and lower the grappled PC to the ground safely; this Disable Device action takes 2d4 rounds.

SPIKE TRAPS (2) CR 1/2

Type mechanical; Perception 20; Disable Device 20

SCALING ENCOUNTER C2

To accommodate parties of four PCs, make the following changes to the encounter in area C2.

Subtier 1-2: Give the krenshar the young template.

Subtier 4-5: Remove the stake traps.

EFFECTS

Trigger location; **Reset** manual

Effect spikes (atk +10 melee, 2d4); when a creature steps in the square, the trap catches and holds the leg. The target takes damage if it tries to move from that square or if a Disable Device attempt to free it fails by 5 or more. A character can escape the trap with a successful DC 20 Escape Artist check or DC 24 Strength check. Anyone can free a character from the trap with a successful DC 20 Disable Device check.

Treasure: The southwest and northeast statues hold weapons that are actually serviceable, having weathered the centuries and subtropical weather well. In Subtier 1–2, one holds a masterwork longspear and the other a masterwork light hammer bearing a cut onyx on its pommel. In Subtier 4–5, these are instead a +1 *longspear* and a *hammer of lightning* (otherwise identical to a *javelin of lightning*) respectively.

Rewards: If the PCs fail to overcome the traps and krenshar, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 105 gp.

Out of Subtier: Reduce each PC's gold earned by 213 gp.

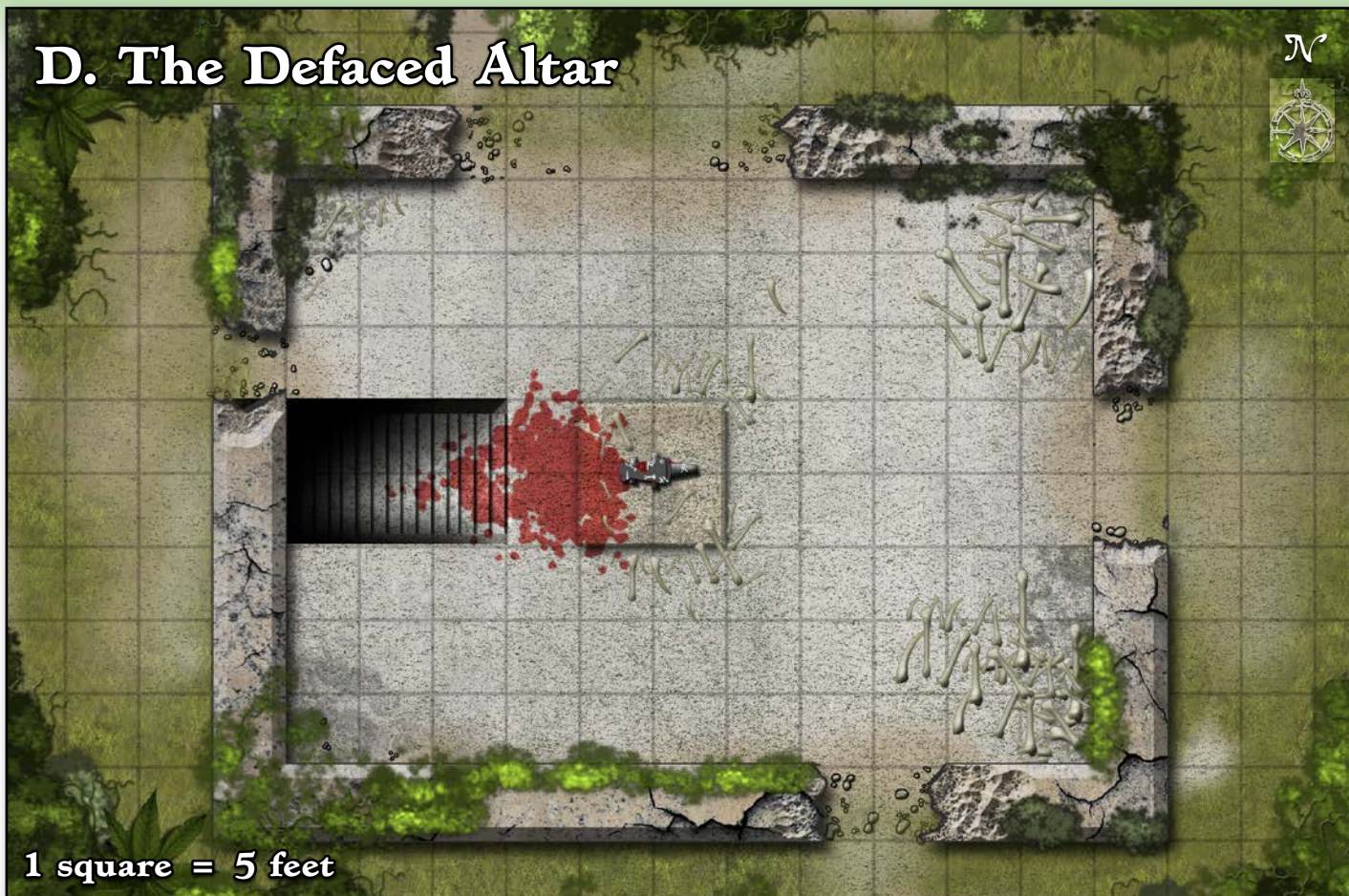
Subtier 4–5: Reduce each PC's gold earned by 322 gp.

D. THE DEFACED ALTAR (CR 4 OR CR 7)

When the dwarves of Jormundun settled this valley, they dug deep below the Bandu Hills and discovered a fortune in gold. To commemorate the find and honor their patron, the dwarves constructed a temple to Torag at the first entrance to the city below. The structure now lies in ruin, a crumbling series of ancient stone walls, shattered monuments, and weathered statues overgrown with massive jungle trees. The kobolds have claimed this place entirely and defaced many of the dwarven monuments and statues, decorating them with bone and feather fetishes or covering faded frescos with rudimentary kobold pictographs. Much of this kobold art depicts a ferocious golden dragon with wings outspread—an idealized depiction of the Golden Guardian.

As the PCs cross the ravine in area C2, they become increasingly aware of the kobolds' influence and presence, from the repurposed art to sprung traps to occasional

D. The Defaced Altar



glimpses of patrols far off through the trees. While the kobolds have done their best to deface the ruins, the PCs can still find many carvings and inscriptions that match the style of the one in Venture-Captain Sharrowsmith's office.

The kobolds' and miners' trail leads to the fallen temple of Torag.

What remains of the ruins's heart may have once been a shrine. Demolished walls encircle an ancient dais, atop which a shattered anvil-shaped altar lies defaced with dried blood, chalk markings, and other detritus. The bones of dozens of humanoid creatures are scattered about the building, along with the larger skeletal remains of what may be wyverns or drakes that are marred with deep claw marks. Behind the altar, a large stairwell stained with the blood of countless creatures descends into some dark vault below.

A PC who succeeds at a DC 12 Knowledge (religion) check identifies that the defaced altar was once dedicated to Torag, chief deity of the dwarven pantheon. PCs who succeed at a DC 15 Perception check notice that most of the skeletal remains littering the ruin were slain by a creature with powerful claws, for marks from its savage attacks are etched deep into the bones. With a successful DC 20 Heal check, a PC can date the wyvern bones as

being centuries old, whereas the humanoid skeletons are much more recent.

Creatures: This is where the kobolds intend to sacrifice their human captives from the Golden Crown, and the PCs arrive partway through the ritual slaughter. Several kobolds are in the temple proper, painting the captives with red and white patterns with a single yellow wing upon each human's forehead. Others are nearby, singing and chanting Draconic paeans to their golden god. A PC can recognize that the kobolds are preparing the captives for sacrifice with a successful DC 12 Knowledge (religion) or DC 15 Sense Motive check, but there's no recognizable deity associated with this particular ritual. Most of the captives are in and around the stairwell with their wrists bound.

The number of delays the PCs have experienced determines how many miners are still alive. If the PCs have met with one or no delay, all seven miners are still alive. For every delay beyond the first, two miners are dead, their corpses discarded and their blood wetting the altar and the nearby stairs.

The kobolds' religious fervor and focus allows the PCs to approach the shrine without immediate incident, though once a PC approaches within 10 feet of the building, she must move stealthily to avoid notice. Once the kobolds

spot the intruders, they attack and shrilling begin calling out for aid in Draconic.

In this encounter, enemies appear over the course of the first three rounds as detailed below. Place the starting opponents (described in the Round 1 entry) within 10 feet of the temple's altar. At the beginning of the second round of combat, new combatants (from the Round 2 entry) appear at random locations along the north, east, and west edges of the map. Repeat this process on the third round, but instead kobolds appear (see the Round 3 entry). This encounter can quickly spiral out of control unless the PCs quickly dispatch their foes!

If any of the miners are alive, they try to avoid combat; however, a PC can rally the miners to assist in the battle by succeeding at a DC 15 Diplomacy or Intimidate check (DC 19 in Subtier 4–5) as a full-round action. Although unarmed, the captives pick up bones, rocks, and anything else at hand to fend off the kobolds. Rather than keeping track of individual miners, crowding the temple with figures, and rolling an unwieldy number of dice, treat the miners as an advantageous effect that grants the PCs a +2 bonus on attack and damage rolls and a +2 bonus to AC for the entire battle as the NPCs harry the Pathfinders' foes. If fewer than five miners are still alive, reduce each of these bonuses by 1. If only one miner is alive, rallying him has no appreciable effect. Add in flavorful descriptions of the miners smashing a wyvern femur over a kobold's head, throwing themselves into a kobold attacker, or other dramatic actions during the battle.

Subtier 1–2 (CR 4)

Ten kobolds lead by exceptional kobold warrior enter combat in Subtier 1–2.

Round 1

KOBOLDS (4) CR 1/4

hp 5 each (*Pathfinder RPG Bestiary* 183; see page 25)

Round 2

KOBOLDS (6) CR 1/4

hp 5 each (*Pathfinder RPG Bestiary* 183; see page 25)

Round 3

KOBOLD BLADE CR 3

hp 30 (*Pathfinder RPG Monster Codex* 130; see page 26)

Special The kobold blade's *elixir of fire breath* only deals 2d6 points of fire damage.

SCALING ENCOUNTER D

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

Subtier 1–2: In round 1, reduce the number of kobolds to 3. Reduce the number of kobolds in round 2 to 4.

Subtier 4–5: In round 1, remove one kobold sniper from the encounter. Remove the second kobold blade from round 2.

Subtier 4–5 (CR 7)

Nine kobolds, many of which have formidable training, enter combat in Subtier 4–5.

Round 1

KOBOLD BLADE CR 3

hp 30 (*Pathfinder RPG Monster Codex* 130; see page 26)

KOBOLD SNIPERS (2) CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 26)



Kobold

Round 2

KOBOLD BLADE CR 3

hp 30 (*Pathfinder RPG Monster Codex* 130; see page 26)

KOBOLDS (4) CR 1/4

hp 5 each (*Pathfinder RPG Bestiary* 183; see page 25)

Round 3

KOBOLD GUILCASTER CR 5

hp 35 (*Pathfinder RPG Monster Codex* 131; see page 27)

Treasure: A leather satchel bearing the Glyph of the Open Road—the insignia of the Pathfinder Society—leans against the defaced altar; it is the only trace of Venture-Captain Nieford Sharrowsmith. Within are spoiled rations, an *elixir of vision*, and one of his field notebooks. Give the PCs **Player Handout #2**, an excerpt from his journal. In Subtier 4–5, the satchel is also a unique *handy haversack* (see the Chronicle sheet for more details), and it contains a dose of *stone salve*.

Development: Once the PCs defeat the kobolds, the hooting and shrieking subsides, and the ruins below grow relatively calm. If the PCs saved any of the miners, the liberated laborers are grateful and wish to leave the valley as soon as possible. They also warn the PCs who hundreds more kobolds inhabit the area; it’s only a matter of time before the others discover what has occurred and call upon their hellish dragon god for aid. Give the PCs enough time to explore the temple’s superstructure and flip through Sharrowsmith’s journals, but make it clear that remaining to fight the other kobolds and the strange beast is suicidal—at least right now, with what they have on-hand. For example, the miners become increasingly insistent, a throng of kobolds voices draws closer, and sounds of some great beast below begin to echo menacingly up through the stairs. Though the PCs haven’t found Sharrowsmith, they aren’t ready to take on the other challenges in Ashkurhall.

Faction Notes: Liberating one or more of the captive miners makes it easier for members of the Exchange faction to negotiate a deal with the Golden Crown Company at the end of the adventure.

Rewards: If the PCs fail to defeat the kobolds and recover Sharrowsmith’s satchel, reduce each PC’s gold earned as follows.

Subtier 1–2: Reduce each PC’s gold earned by 210 gp.

Out of Subtier: Reduce each PC’s gold earned by 532 gp.

Subtier 4–5: Reduce each PC’s gold earned by 855 gp.

CONCLUSION

Striking a blow against the kobolds demonstrates Fort Bandu’s ability to defend its territory and reduces the likelihood of future kobold raids. Praetor Sylrien is

pleased with the results of the PCs’ mission—even more so if they successfully rescued any of the miners. For the Pathfinders, though, the victory is incomplete without having found Venture-Captain Nieford Sharrowsmith, whose journal entries confirm he had explored part of Ashkurhall before implying he traveled to the Mwangi Expanse to find the Krihirik. Sylrien is amenable to helping the PCs further, and he recognizes that the Krihirik are a tribe of grippli that live in the Kaava Lands just northwest of the Bandu Hills. He further shares that a member of the tribe visits several times a year to barter for good and gems, who left only a yesterday morning. What’s more, Amersanus Valacosti abruptly wrapped up his business at the fort and departed in the same direction only a few hours later.

If the PCs are to find the Krihirik and recover the relic with the power to neutralize the Golden Guardian—especially if they want to get there ahead of the Aspis Consortium—the PCs must make haste for the Kaava Lands!

Primary Success Conditions

The PCs fulfill their primary success condition so long as they secure Sharrowsmith’s field notebook in area **D** in addition to either succeeding at the final Diplomacy check in area **A** to win Praetor Sylrien’s cooperation or rescuing at least three miners over the course of the adventure. Doing so helps repair some of the damage caused by Sharrowsmith’s expedition and earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs fulfill their secondary success condition by rescuing at least seven captive miners from areas **B1**, **C1**, and **D**. Doing so convinces Praetor Sylrien that he was mistaken in blaming the Pathfinder Society for Fort Bandu’s woes and earns each PC 1 additional Prestige Point.

Faction Notes

The Bandu Hills are a battleground for prospectors and mining companies, and it is a fertile region worthy of the Exchange faction’s investment. Faction PCs have the opportunity to side with one or both of the major mining powers in the area: the powerful yet less scrupulous Deeptreasure Mining Company or the Golden Crown Company, which has lost much of its territory yet also developed a robust business in shipping goods too and from the area.

The logbooks in area **B1** yield the nearby Golden Crown silver mine’s location, and both companies would pay dearly to secure that information. Faction PCs can choose to sell the paperwork to a representative of the

Deeptreasure company in Fort Bandu in exchange for a combination of favorable trade contracts, material goods, or any other compensation for the faction, but doing so requires a successful DC 15 Appraise, Diplomacy, or Profession (merchant) check (DC 19 in Subtier 4–5) and earns each Exchange faction PCs the Deeptreasure Edge boon on his Chronicle sheet. If the PC fails by 4 or less, he recognizes that the deal isn't favorable, and might get a better response by negotiating with the Golden Crown Company instead. If he fails by 5 or more, he completes the deal without realizing it's unfavorable.

Faction PCs can also try to negotiate with the Golden Crown company, and they have two resources when haggling: the logbooks and the successful rescue of any Golden Crown mining employees. Negotiating a good deal with the Golden Crown company representative requires the PC to have rescued at least one miner or returned the logbook so that nobody else can steal the

company's secret mine. The PC must succeed at a DC 25 Appraise, Diplomacy, or Profession (merchant) check to secure a good contract, and he receives a +2 circumstance bonus on the check for each miner beyond the first that the PCs rescued (maximum +10) and an additional +10 circumstance bonus if he gives the representative the Golden Crown logbooks. Doing so earns each Exchange faction PCs the Golden Crown Advantage boon on his Chronicle sheet. If the PC fails by 4 or less, he recognizes that the deal isn't favorable, and might get a better response negotiating with the Deeptreasure Mining Company instead. If he fails by 5 or more, he completes the deal without realizing it's unfavorable.

It's possible to negotiate a good deal with both sides without them knowing about each other, such as by selling the logbook to the Deeptreasure Company and using the rescued miners as leverage with the Golden Crown.

PLAYER HANDOUT #1: DWARVEN RUBBING

...AND WITH THIS ENGRAVING, WE COMMIT TO THE HISTORIES THE FOUNDING OF ASHKURHALL. HERE WE WILL STRIKE THE STONE IN MEMORY OF OUR ANCESTORS AND THE PROMISE OF THE SKY THAT WAS TAKEN FROM US. SO FAR WE HAVE TRAVELED AND SO LONG WE HAVE SOUGHT STONE TO CALL OUR HOME. IN THE SHADOW OF THE MOUNTAIN THE HUMANS CALL NAKYUK, WE WILL BUILD A NEW FUTURE FOR...

PLAYER HANDOUT #2: ENTRY IN SHARROWSMITH'S JOURNAL

The dwarves who inhabited what I now know as Ashkurhall frequently depict a great beast they simply call the "Golden Guardian," a winged monstrosity that often appears in an antagonistic role yet occasionally accompanies symbolism more befitting a revered figure in dwarven lore. My initial hypothesis is that this guardian was a sacred destroyer and may even be responsible for Ashkurhall's eventual abandonment.

The original occupants of this site put great stock in a curious orb that the carvings suggest shoots beams of light—likely someone in the Grand Lodge better versed in dwarven art could clarify the point—and causes the guardian beast discomfort and forces it to bow to their will (or writhe in pain... cursed erosion). The carving ends with a dwarf delivering this orb to an amphibian people called Krihirik, and the lack of more recent inscriptions suggests this may have been one of the society's final acts.

I recognize the name Krihirik from my voyage south through the Mwangi Expanse. No doubt old Sylien could help me track it down, but I would rather not impose on him again. This orb seems important for anyone exploring these ruins, and I shall set off for it after completing my survey of a few more structures here.

Pathfinder Society Scenario #6-12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail

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
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Character # _____	<input type="checkbox"/>	Prestige Points	
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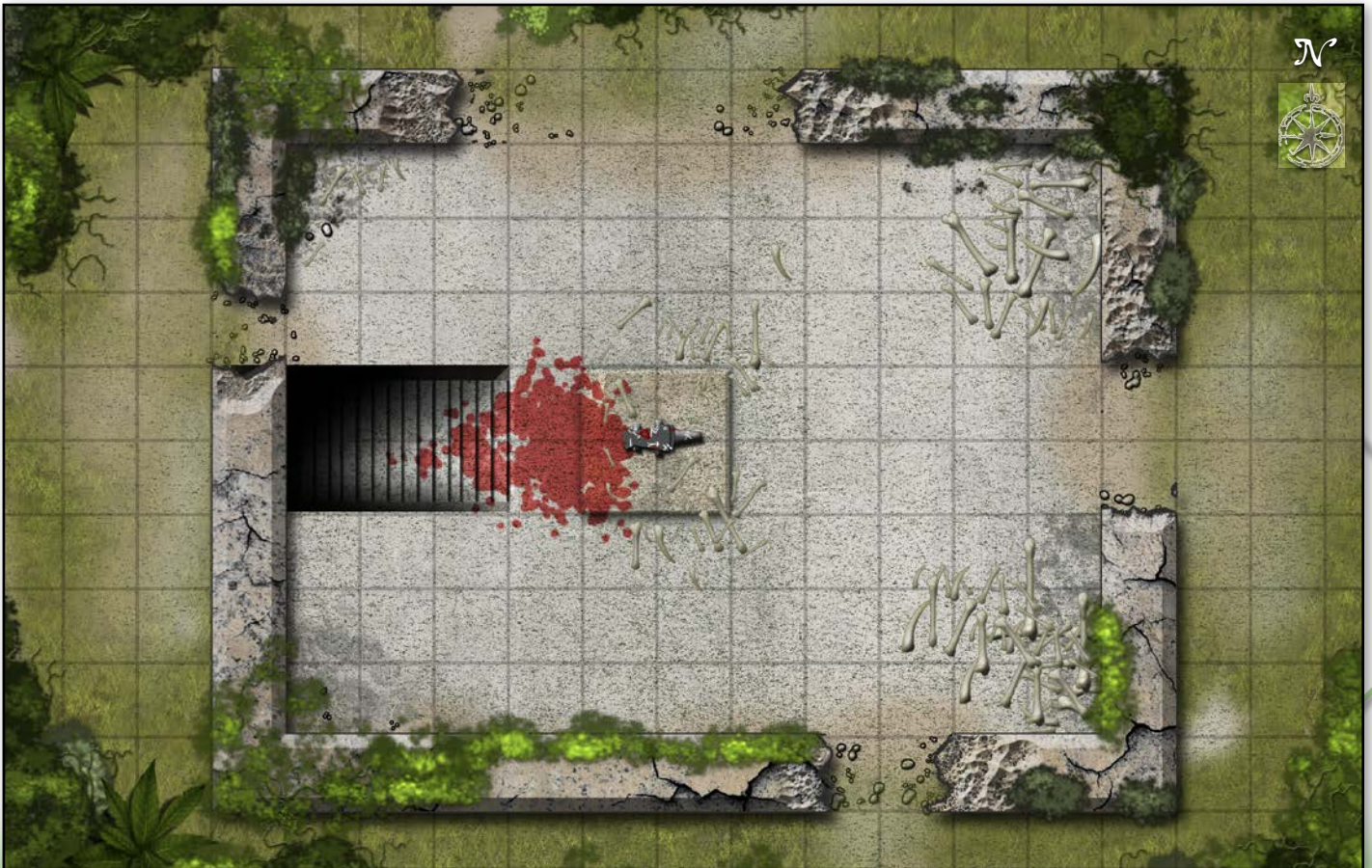
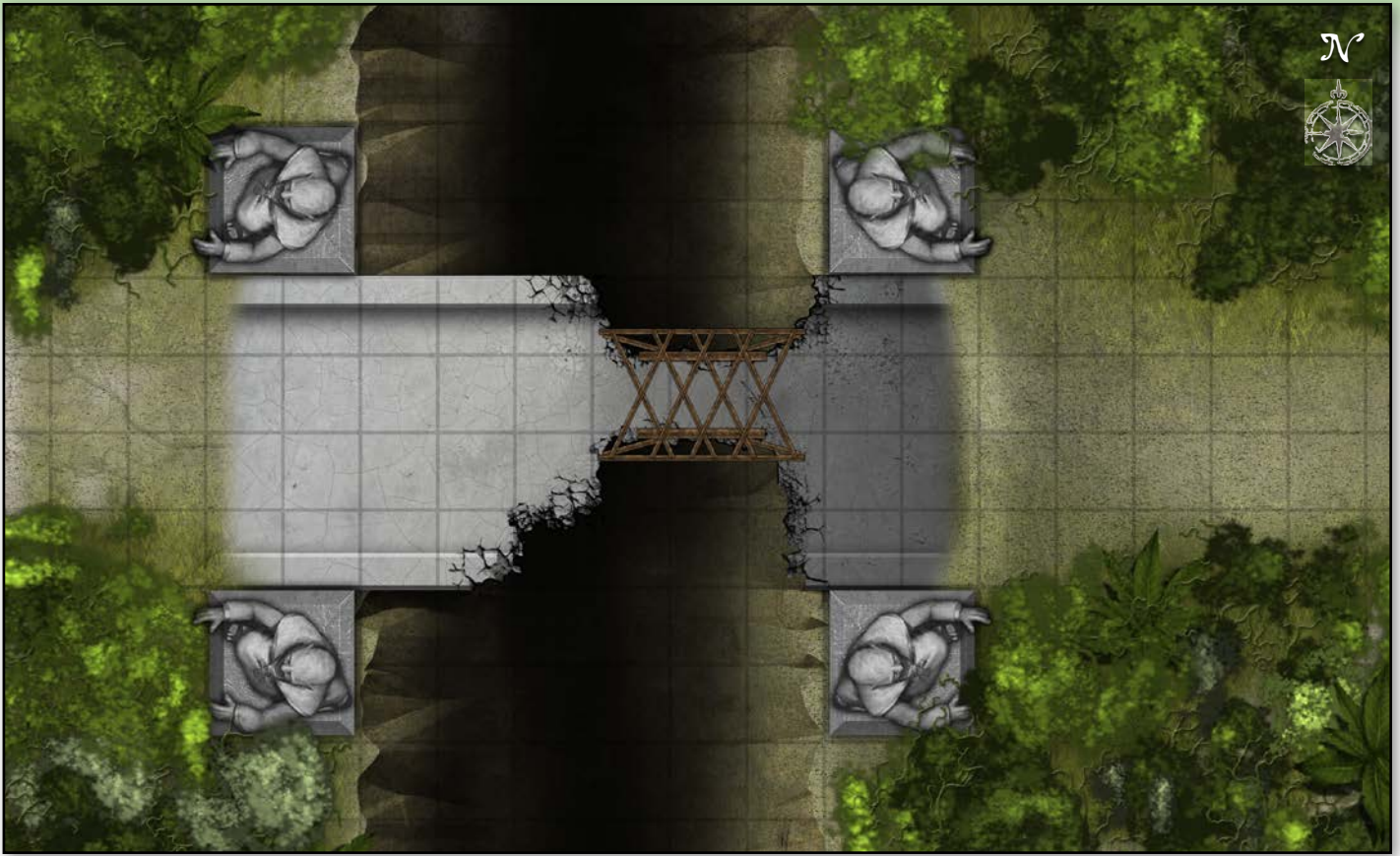
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Pathfinder Society Scenario #6-12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail © 2015, Paizo Inc.; Author: Robert Brookes

PATHFINDER SOCIETY SCENARIO



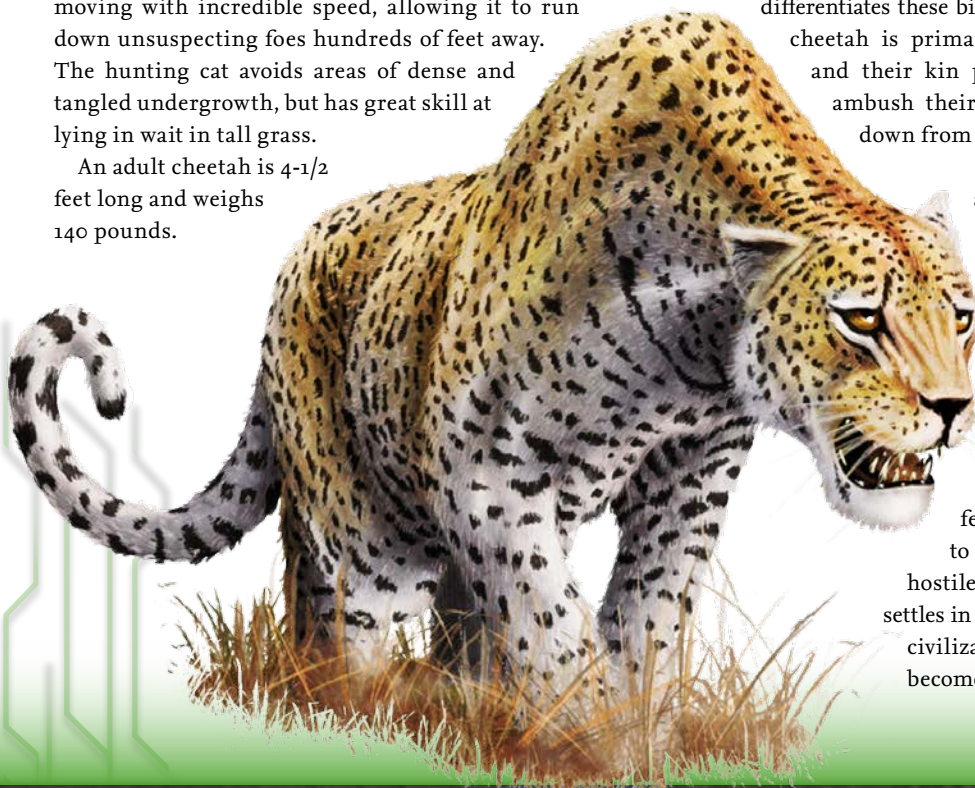
CAT, CHEETAH

This large, sleek feline has a golden coat spotted with black. Its long and powerful legs are obviously capable of great speed.

CHEETAH	CR 2	  
XP 600		
N Medium <u>animal</u>		
Init +8; Senses low-light vision, <u>scent</u> ; Perception +5		
DEFENSE		
AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)		
hp 19 (3d8+6)		
Fort +5, Ref +7, Will +2		
OFFENSE		
Speed 50 ft.; sprint		
Melee bite +6 (1d6+3 plus <u>trip</u>), 2 claws +6 (1d3+3)		
STATISTICS		
Str 17, Dex 19, Con 15, Int 2, Wis 12, Cha 6		
Base Atk +2; CMB +5; CMD 19 (23 vs. trip)		
Feats Improved Initiative, Weapon Finesse		
Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass);		
Racial Modifiers +4 Stealth in tall grass		
ECOLOGY		
Environment warm plains		
Organization solitary or pair		
Treasure none		
SPECIAL ABILITIES		
Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.		




The cheetah is a swift and deadly predator capable of moving with incredible speed, allowing it to run down unsuspecting foes hundreds of feet away. The hunting cat avoids areas of dense and tangled undergrowth, but has great skill at lying in wait in tall grass.

An adult cheetah is 4-1/2 feet long and weighs 140 pounds.



CAT, LEOPARD

With each graceful step, this leopard's steely muscles ripple beneath its spotted fur.

LEOPARD	CR 2	  
XP 600		
N Medium <u>animal</u>		
Init +4; Senses low-light vision, <u>scent</u> ; Perception +5		
DEFENSE		
AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)		
hp 19 (3d8+6)		
Fort +5, Ref +7, Will +2		
OFFENSE		
Speed 30 ft., climb 20 ft.		
Melee bite +6 (1d6+3 plus <u>grab</u>), 2 claws +6 (1d3+3)		
Special Attacks <u>pounce</u> , <u>rake</u> (2 claws +6, 1d3+3)		
STATISTICS		
Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6		
Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip)		
Feats Skill Focus (Stealth), Weapon Finesse		
Skills Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+15 in undergrowth); Racial Modifiers +4 on Stealth in undergrowth		
ECOLOGY		
Environment any forest		
Organization solitary or pair		
Treasure none		

Leopards are 4 feet long and weigh 120 pounds. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions—what differentiates these big cats from the similarly sized cheetah is primarily their habitats—leopards and their kin prefer to hunt at night and ambush their prey from above, pouncing down from trees or high rocks.

Leopards eat almost any animal they can run down and catch, preferring Small prey but capable of downing Large herbivores or surviving on rodents, birds, and insects. Healthy leopards are generally not aggressive toward humanoids, and if they aren't hungry and don't feel threatened, it is possible to approach closely without a hostile reaction. Yet a leopard that settles in an area bordered by humanoid civilization can easily and swiftly become a dangerous predator.

FESTROG

This hideously malformed, hairless, pustule-covered corpse moves and snarls more like an undead hound than an undead man.

FESTROG

CR 1



XP 400

NE Medium undead

Init +1; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +4

Immune undead traits

OFFENSE

Speed 30 ft.; four-footed run

Melee bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)

Special Attacks charging trip, diseased pustules, feed

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Weapon Focus (claw)

Skills Climb +8, Perception +6, Stealth +6, Survival +3

Languages Common

ECOLOGY

Environment any land

Organization solitary, pair, gang (3–5), or pack (6–11)

Treasure standard

SPECIAL ABILITIES

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.

Necrotic Boils: Disease—contact; *save* Fort DC 11; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent’s flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn’t hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

A festrog is an undead abomination spawned when a creature is killed by a massive release of negative energy (perhaps due to planar bleeding, the destruction of a potent artifact, or even certain magical attacks by powerful

undead), and then mutilated by an outside force, such as the scavenging of wild animals. Sometimes called dog-ghouls for their ability to run on all fours, the name often causes opponents to misinterpret this creature’s abilities and grossly underestimate its intelligence, for the festrog is in fact a rather canny monstrosity.

Festrogos inhabit remote areas near places where they were slain. It’s not uncommon for a tribe of festrogos to share territories with ghouls. Most festrogos gather in small bands, based on whatever loose affiliations they might recall from when they were alive, and choose dwellings in sunless areas easily defended with group tactics. Like ghouls, they tend to skulk about graveyards, though they prefer ones with tombs and mausoleums so they can hide during the day. They hunt nocturnally in packs, preferring open areas like plains, farmlands, or open forests where they can track down prey with few places for it to run or hide. These packs wander seminomadically, often traveling miles beyond their dwellings in pursuit of mortal flesh.



KOBOLD

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

KOBOLD
CR 1/4

XP 100

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE
AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 4 (1d8)

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

Weaknesses light sensitivity

OFFENSE
Speed 30 ft.

Melee spear +1 (1d6-1)

Ranged sling +3 (1d3)

STATISTICS
Str 9, **Dex** 13, **Con** 10, **Int** 10,

Wis 9, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6,

Perception +4, Stealth +6;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

SQ crafty

ECOLOGY
Environment temperate underground or deep forest

Organization solitary, gang (2-4), nest (5-30 plus equal number of noncombatants, 1 sergeant of 3rd level per 20 adults, and 1 leader of 4th-6th level), or tribe (31-300 plus 35% noncombatants, 1 sergeant of 3rd level per 20 adults, 2 lieutenants of 4th level, 1 leader of 6th-8th level, and 5-16 dire rats)

Treasure NPC gear (leather armor, spear, sling, other treasure)

SPECIAL ABILITIES
Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

Kobolds are creatures of the dark, found most commonly in enormous underground warrens or the dark

corners of the forest where the sun is unable to reach. Due to their physical similarities, kobolds loudly proclaim themselves the scions of dragonkind, destined to rule the earth beneath the wings of their great god-cousins, but most dragons have little use for the obnoxious pests.

While they may speak loudly of divine right and manifest destiny, kobolds are keenly aware of their own weakness. Cowards and schemers, they never fight fair if they can help it, instead setting up ambushes and double-crosses, holing up in their warrens behind countless crude but ingenious traps, or rolling over the enemy in vast, yipping hordes.

Kobold coloration varies even among siblings from the same egg clutch, ranging through the colors of the chromatic dragons, with red being the most common but white, green, blue, and black kobolds not unheard of.

Kobold Characters

Kobolds are defined by their class levels—they do not possess racial Hit Dice. A kobold with NPC class levels takes a -3 penalty to its CR (rather than the normal -2 penalty). All kobolds have the following racial traits.

-4 Strength, +2 Dexterity, -2 Constitution: Kobolds are fast but weak.

Small: Kobolds are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Normal Speed: Kobolds have a base speed of 30 feet.

Darkvision: Kobolds can see in the dark up to 60 feet.

Armor: Kobolds have a +1 natural armor bonus.

Crafty: Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks.

Craft (trapmaking) and Stealth are always class skills for a kobold.

Weakness: Light sensitivity (see page 301).

Languages:

Kobolds begin play speaking only Draconic. Kobolds who have high Intelligence scores can choose any of the following bonus languages: Common, Dwarven, Gnome, and Undercommon.



KOBOLD FIGHTERS

Kobold warriors are more prudent than brave. They usually opt to attack from hiding with ranged weapons, and move into melee only when absolutely necessary—such as when the chief doesn't give them any other option.

KOBOLD SNIPER

CR 1/2

XP 200

Kobold fighter 1

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

hp 12 (1d10+2)

Fort +3, **Ref** +3, **Will** +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d4-1/19-20)

Ranged mwk light crossbow +6 (1d6/19-20)

STATISTICS

Str 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic

SQ crafty

Combat Gear alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword

KOBOLD BLADE

CR 3

XP 800

Kobold fighter 4

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, **Ref** +5, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d4+2/18-20)

Ranged mwk light crossbow +10 (1d6/19-20)

STATISTICS

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

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick^{APG}, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

SQ armor training 1, crafty

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier



KOBOLD SORCERERS

Kobolds see sorcery as proof of their draconic heritage.

KOBOLD SCALECASTER

CR 1/2

XP 200

Kobold sorcerer 1

LN Small humanoid (reptilian)

Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 7 (1d6+1)

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

Weaknesses light sensitivity

OFFENSE

Speed 60 ft.

Melee 2 claws –2 (1d3–3)

Ranged light crossbow +4 (1d6/19–20)

Special Attacks claws (1d3–3, 5 rounds/day)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*burning hands* (DC 13), *charm person* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 12), *ray of frost*

Bloodline draconic (gold)

STATISTICS

Str 4, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +0; **CMB** –4; **CMD** 9

Feats Eschew Materials, Improved Initiative

Skills Craft (trapmaking) +2, Perception +3, Profession (miner) +3, Stealth +11, Use Magic Device +6

Languages Draconic

SQ bloodline arcana (fire spells deal +1 damage per die), crafty

Combat Gear *scroll of mage armor*, *scroll of vanish*^{APG}, caltrops, silversheen; **Other Gear** light crossbow, 54 gp

KOBOLD GUILCASTER

CR 5

XP 1,600

Kobold sorcerer 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 35 (6d6+12)

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

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d4–2)

Bloodline Spell-Like Abilities (CL 6th;

concentration +9)

6/day—*trap rune* (DC 16)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*create pit*^{APG}, *mirror image*, *scorching ray*

1st (7/day)—*alarm*, *charm person* (DC 14), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*arcane mark*, *daze*, *detect magic*, *open/close*, *prestidigitation* (DC 13), *resistance*, *spark*^{APG}

Bloodline kobold^{ARG}

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +0; **CMD** 12

Feats Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])

Skills Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic, Dwarven

SQ bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2


Combat Gear antitoxin, thunderstone;

Other Gear quarterstaff, *circlet of persuasion*, masterwork artisan's tools, 15 gp



LEAF RAY

This creature looks like a broad leaf with whiskers like a catfish and a dangerous stinger trailing behind it.

LEAF RAY	CR 1	  
XP 400		
N Small plant		
Init +3; Senses low-light vision; Perception +5		
DEFENSE		
AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)		
hp 15 (2d8+6)		
Fort +6, Ref +3, Will +1		
Immune plant traits		
OFFENSE		
Speed 5 ft., fly 40 ft. (average)		
Melee stinger +3 (1d4+1 plus poison)		
Special Attacks poison, seed		
STATISTICS		
Str 12, Dex 16, Con 17, Int 1, Wis 13, Cha 4		
Base Atk +1; CMB +1; CMD 14 (can't be tripped)		
Feats Flyby Attack		
Skills Fly +9, Perception +5		
ECOLOGY		
Environment temperate or warm forests		
Organization solitary or rustle (2–20)		
Treasure none		
SPECIAL ABILITIES		
Poison (Ex) Sting—injury; <i>save</i> Fort DC 14; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Dex; <i>cure</i> 1 save.		
Seed (Ex) Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful DC 14 Fortitude save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful DC 20 Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, <i>remove disease</i> , <i>heal</i> , or similar effects automatically destroy any implanted seeds.		

Growing in the upper canopies of massive trees, leaf rays fly through the air in search of food. Barely sentient, leaf

rays have just enough intelligence to find nourishment and pick out creatures suitable for harboring their seeds. These creatures are hardly picky in their quest for either, merely requiring a warm-blooded living creature, preferably mammalian, for each purpose.

Leaf rays begin their lives as buds in the tops of deciduous trees, and form a symbiotic relationship with these trees, often leaving the husks of their victims under their host trees to decay and fertilize the soil. During its budding stage, a leaf ray spends its time flexing its body in reaction to blowing winds in order to prepare itself for flight. Once a leaf ray has matured, it can separate its stingerlike stem from the parent tree and soar through the air. A leaf ray measures 3 feet across and weighs only 2 pounds.

VARIANT LEAF RAYS

Leaf rays change color in depending on the season, but they do not die off during winter. The stats above represent a leaf ray in the spring and summer. The following variations follow the changing seasons.

Fall: A leaf ray turns shades of yellow and red in the fall, and its poison's purpose shifts to deal Strength damage instead of Dexterity damage.

Winter: A leaf ray in the winter turns a dull range of browns and grays, and its poison deals Constitution damage instead of Dexterity damage. Because of this, few leaf rays are successful in implanting their seeds during this season.



LIVING TOPIARY

This lumbering topiary has the rough shape of an elephant, complete with brambly limbs and tusks.

LIVING TOPIARY

CR 4



XP 1,200

N Medium plant

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 42 (5d8+20)**Fort** +10, **Ref** +3, **Will** +1**DR** 5/slashing; **Immune** plant traits**Weaknesses** vulnerable to fire

OFFENSE

Speed 30 ft.**Melee** 2 slams +6 (1d6+4)**Spell-Like Abilities** (CL 5th; concentration +4)Constant—*pass without trace*3/day—*hedge stride*

STATISTICS

Str 17, **Dex** 14, **Con** 19, **Int** 6, **Wis** 10, **Cha** 9**Base Atk** +3; **CMB** +6; **CMD** 18 (22 vs. trip)**Feats** Great Fortitude, Improved Initiative, Power Attack**Skills** Escape Artist +10, Perception +6, Stealth +9 (+15 in undergrowth); **Racial Modifiers** +8 Escape Artist, +2 Stealth (+8 in undergrowth)**Languages** Common, Sylvan (can't speak any language)**SQ** assimilate, move through hedges, sculpt shape

ECOLOGY

Environment any land**Organization** solitary, garden (2–4), or boscage (5–7)**Treasure** none

SPECIAL ABILITIES

Assimilate (Ex) As a full-round action, a living topiary

can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.

Hedge Stride (Sp) This ability functions as *tree stride*, but rather than allowing for teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

Move through Hedges (Ex) A living topiary may move through any mass of brambles or other dense plant growth without

penalty. It must begin and end its turn outside of the mass.

Sculpt Shape (Ex) As a standard action, a living topiary can alter itself to take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.

Part plant and part beast, living topiaries are moving flora that look like decorative lawn ornaments used to adorn gardens and groves, though their bestial nature and aloof demeanor prove they are far from mere decorations.

Some theorize that the living topiaries originally came from the primal land of fey, where odd phenomena such as animal-shaped flora are not unheard of. Living topiaries wander the lands to fulfill their single purpose: searching for more plants to consume, which enables them to grow ever larger.

Though somewhat delicate, living topiaries can thrive for decades by constantly refreshing their bodies with new plant matter. Though living topiaries will not willingly go to such places on their own, sometimes one accidentally finds itself in an area void of adequate additional shrubbery or water, like a vast plain or desert. In such situations, an individual deprived of nutrients quickly dries out and shrivels over the course of several days.

Living topiaries range in height from shrubs only a couple feet off the ground to towering hedges. The average specimen is about 4 feet tall and weighs 200 pounds.



XTABAY

This patch of vines is ornamented with beautiful crimson and violet flowers, the petals of which seem to bear tiny faces.

XTABAY

CR 1/2



XP 200

N Small plant

Init +1; **Senses** low-light vision, tremorsense 30 ft.; Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 size)

hp 8 (1d8+4)

Fort +6, **Ref** +1, **Will** +1

Immune acid, plant traits

OFFENSE

Speed 5 ft.

Melee 2 stings +0 (1d3–1 plus 1d2 acid)

Special Attacks devour, soporific pollen

STATISTICS

Str 8, **Dex** 13, **Con** 19, **Int** —, **Wis** 12, **Cha** 11

Base Atk +0; **CMB** –2; **CMD** 9 (can't be tripped)

ECOLOGY

Environment any land

Organization solitary, pair, copse (3–5), or garden (6–12)

Treasure none

SPECIAL ABILITIES

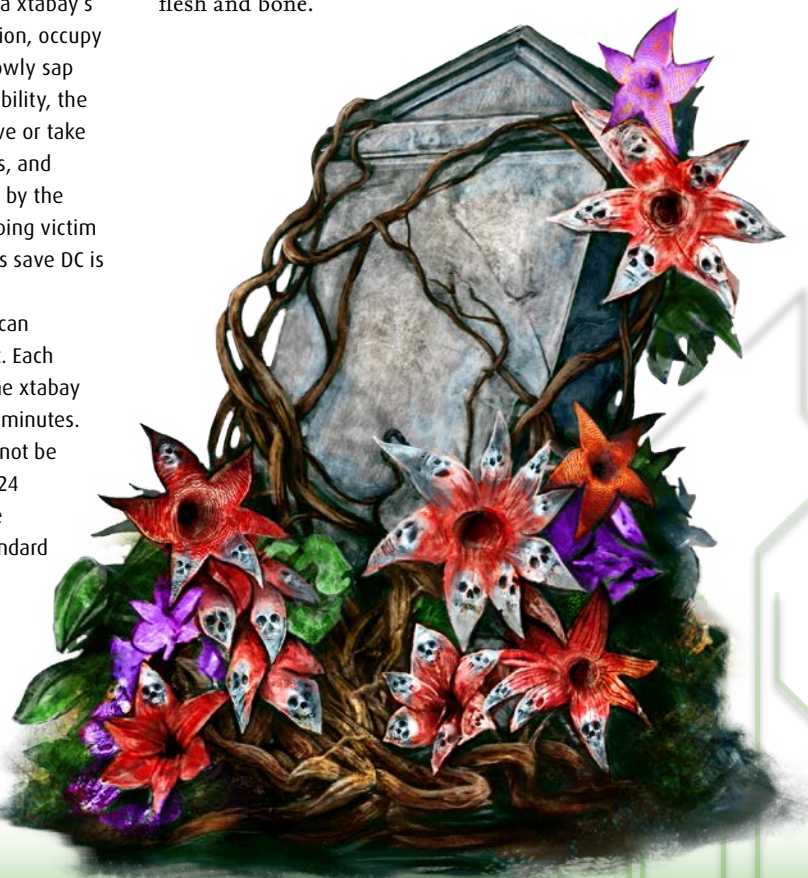
Devour (Ex) While a creature is under the effects of a xtabay's soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the affected creature must make a DC 14 Fortitude save or take 1d2 Con damage. This feeding is curiously painless, and normally isn't enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new DC 14 Will save to awaken. This save DC is Constitution-based.

Soporific Pollen (Ex) As a standard action, a xtabay can release sleep-inducing pollen into the air around it. Each creature within a 10-ft.-radius burst centered on the xtabay must make a DC 14 Will save or fall asleep for 1d3 minutes. A creature that succeeds on the Fortitude save cannot be affected by the same xtabay's soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect. The save DC is Constitution-based.

Known for their potent—and ultimately deadly—scent, xtabays are a floral hazard to the unwary. As fast-spreading as ivy, a xtabay's vines are sturdy and adaptive, making the plant a potential threat nearly everywhere—from gardens to wells to forest groves.




Attractive flowers blossom from the vines of xtabays, emitting the spores that mean a slow death for their victims. The strange, face-like patterns that grow on the petals are disturbing but seem to have no real function. Hermits or other reclusive types have been known to surround their territory with xtabays, warding off pesky creatures and adventurers alike. Instances of xtabays of larger-than-usual size have also been reported. These massive plants possess tendrils as thick as tree limbs and flowers that can fell even the hardest of warriors with their overwhelming perfume. Underground, xtabays thrive in the wet, dark environment, covering the walls and floors of entire caverns and anesthetizing whole dens of subterranean creatures.

Nomadic plants, xtabays traverse large expanses of land until they sense nearby life, at which point they lie dormant and take on the guise of harmless flowers while releasing their deceptive aroma. Once a creature is subdued, the beast-like plant wastes no time in devouring it, disregarding creatures unaffected by its aroma. Because of their carnivorous nature, xtabays only rarely run short on nutrients, consuming the entirety of a victim's body over the course of several days following the initial process of draining its blood. Xtabays are able to devour creatures thanks to their lengthy roots, which produce a corrosive acid that breaks down and absorbs flesh and bone.



ZOMBIE

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

HUMAN ZOMBIE CR 1/2   

XP 200

NE Medium undead

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

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

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

OFFENSE

Spd 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

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

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

Feats Toughness^B

Special Qualities staggered

ECOLOGY

Environment any

Organization any

Treasure none

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like *animate dead*. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill living creatures. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Most zombies are created using *animate dead*. Such zombies are always of the standard type, unless the creator also casts *haste* or *remove paralysis* to create fast zombies, or *contagion* to create plague zombies.

Creating a Zombie

“Zombie” is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

Challenge Rating: This depends on the creature’s new total number of Hit Dice, as follows:

HD	CR	XP
1/2	1/8	50
1	1/4	100
2	1/2	200
3–4	1	400
5–6	2	600
7–8	3	800
9–10	4	1,200
11–12	5	1,600
13–16	6	2,400
17–20	7	3,200
21–24	8	4,800
25–28	9	6,400

Alignment: Always neutral evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Armor Class: Natural armor is based on the zombie’s size:

Zombie Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Hit Dice: Drop HD gained from class levels (minimum of 1) and change racial HD to d8s. Zombies gain a number of additional HD as noted on the following table.

Zombie Size	Bonus Hit Dice
Tiny or smaller	—
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD

Zombies use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: Zombies lose their defensive abilities and gain all of the qualities and immunities granted by the undead type. Zombies gain DR 5/slashing.

Speed: Winged zombies can still fly, but maneuverability drops to clumsy. If the base creature flew magically, so can the zombie. Retain all other movement types.

Attacks: A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the zombie's size, but as if it were one size category larger than its actual size (see pages 301–302).

Special Attacks: A zombie retains none of the base creature's special attacks.

Abilities: Str +2, Dex –2. A zombie has no Con or Int score, and its Wis and Cha become 10.

BAB: A zombie's base attack is equal to 3/4 its Hit Dice.

Skills: A zombie has no skill ranks.

Feats: A zombie loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase, but it does gain Toughness as a bonus feat.

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

VARIANT ZOMBIES

The typical zombie is a slow-moving abomination that is tough to destroy. Yet this tough zombie is not the only type of zombie to plague crypts or stalk graveyards. Each of the following two variant zombies modifies the base zombie in a few simple ways.

Fast Zombie

Unlike the standard, plodding zombie, a fast zombie moves with a supernatural quickness.

Speed: Increase the base creature's land speed by 10 feet.

Defensive Abilities: A fast zombie does not gain DR 5/slashing.

Special Attacks: A fast zombie gains the following special attack.

Quick Strikes (Ex): Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Abilities: As a standard zombie, except its Dexterity is increased by 2 instead of reduced by 2.

Special Qualities: A fast zombie does not gain the staggered special quality.

Plague Zombie

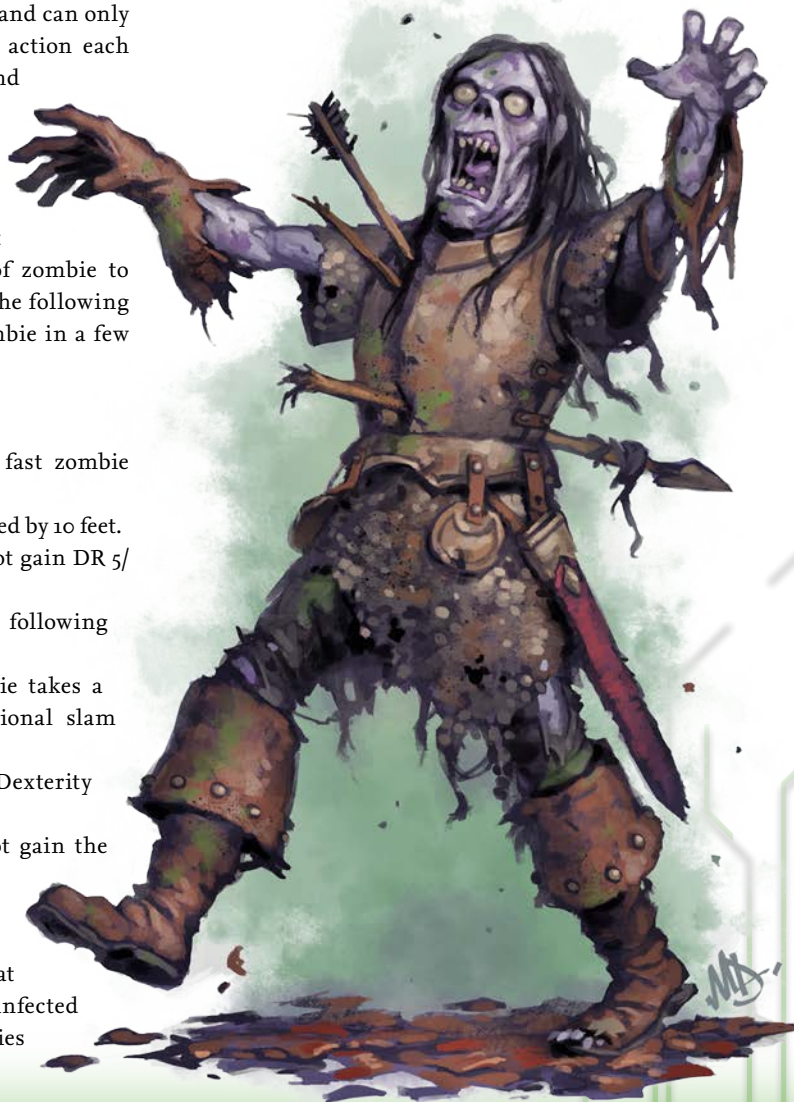
These zombies carry a terrible disease that perpetuates their undead lineage—those infected by a plague zombie's contagion rise as zombies themselves when they perish.

Defensive Abilities: A plague zombie does not gain DR 5/slashing.

Special Attacks: A plague zombie gains the following special attacks.

Death Burst (Ex): When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su): The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease. *Zombie rot:* slam; save Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.





Pathfinder Society Scenario #6-12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Deeptreasure Edge (The Exchange faction): You have secured an advantageous deal with the Deeptreasure Mining Company, which specializes in extracting mineral wealth from the Bandu Hills in Sargava. As a free action, you can cross this boon off your Chronicle sheet in lieu of expending up to 150 gp worth of gemstone material components for a spell that you or an adjacent ally casts.

Golden Crown Advantage (The Exchange faction): You have secured an advantageous deal with the Golden Crown Company, which specializes in transporting goods. Once per scenario, you can use this boon to waive any customs fee or expenditure to secure transportation of 25 gp or less. You may cross this boon off your Chronicle sheet before attempting a Day Job check to automatically get a result of 35.

SHARROWSMITH'S HANDY HAVERSACK		PRICE 4,000 GP
SLOT none	CL 9th	WEIGHT 5 lbs.
AURA none		

CONSTRUCTION	COST 2,000 GP
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Craft Wondrous Item, *magic aura*, *secret chest*

This backpack operates in all ways as a typical *handy haversack* (*Pathfinder RPG Ultimate Equipment* 301), but it does not detect as magical to *detect magic* and similar divinations (such as *magic aura*). In addition, the haversack resists most wear and tear incurred by the typical adventure—it has hardness 5 and 20 hit points.

All Subtiers

elixir of fire breath (1,100 gp)
elixir of vision (250 gp)

Subtier 4-5

+1 *shadow studded leather armor* (4,925 gp)
circlet of persuasion (4,500 gp)
hammer of lightning (1,500 gp; functions as a *javelin of lightning*)
potion of cure moderate wounds (300 gp)
Sharrowsmith's handy haversack (4,000 gp)
stone salve (4,000 gp)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	258	515
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	597	1,194
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	936	1,872
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	Starting XP
EXPERIENCE	+ <small>GM's Initials</small>
EXPERIENCE	XP Gained (GM ONLY)
EXPERIENCE	=
EXPERIENCE	Final XP Total

FAME	Initial Prestige	Initial Fame
FAME	+ <small>GM's Initials</small>	Prestige Gained (GM ONLY)
FAME	-	Prestige Spent
FAME	Current Prestige	Final Fame

GOLD	Starting GP
GOLD	+ <small>GM's Initials</small>
GOLD	GP Gained (GM ONLY)
GOLD	+ <small>GM's Initials</small>
GOLD	Day Job (GM ONLY)
GOLD	-
GOLD	Gold Spent
GOLD	=
GOLD	Total

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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