

A PATHFINDER SOCIETY SCENARIO



BEFORE THE DAWN, PART II: RESCUE AT AZLANT RIDGE™

By Joshua J. Frost



BEFORE THE DAWN, PART II: RESCUE AT AZLANT RIDGE

PATHFINDER SOCIETY SCENARIO 2–02

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Pathfinder Society Scenario 2–02: Before the Dawn, Part II: Rescue at Azlant Ridge is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 21 of this product.

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BEFORE THE DAWN, PART II: RESCUE AT AZLANT RIDGE

BY JOSHUA J. FROST



One year ago, the Pathfinder Society made an impossible discovery in the Terwa Uplands of the Mwangi Expanse. There, protruding from the earth, was an enormous half-sphere seemingly made of ivory. The expedition requested assistance, and in a matter of months the Azlant Ridge excavation site was born. The ivory sphere was not the last of the discoveries, either. Juliet Dias, the expedition leader, found a door beneath millennia-worth of earth and rock in the side of a nearby cliff face. Once she and her team cleared the door, they found an impressive structure, 15 feet tall and 10 feet wide, constructed of an unknown metal and carved with an intricate series of glyphs, pictures, and ornamentation. None of the Azlant scholars present had seen anything like it—but they knew for certain: the Society had discovered the first Azlanti site ever in the Mwangi Expanse.

Just after Dias discovered the door, the attacks began. Screeching, vile ape-men, known as the charau-ka, erupted from the jungle and flooded the camp, killing dozens of Pathfinders and their workers. The camp fought off the assault, but they continued day after day. Dias ordered the construction of a palisade wall, desperately attempting to keep the charau-ka at bay. After weeks of alternating assaults and construction, the Azlant Ridge excavation found itself behind defensible walls, but cut off. Worse, every time the charau-ka drew near, the ivory sphere in the ground glowed uncomfortably bright, surrounding the entire camp in a nimbus of magical energy that prevented the use of any magical travel spells. And since the charau-ka attacked every day and were rarely far away, even between raids, the sphere glowed constantly, effectively trapping the Pathfinders in their camp.

After months of siege, Dias grew desperate. Even though work continued on the site, she needed to both re-supply her camp and solve the mystery of the door. Her camp workers were getting sick with various jungle maladies, her Pathfinders were hungry, thirsty, and exhausted, and the mercenaries they had brought with them for protection were nearly all dead—those who weren't spent most days planning their escape from the Pathfinder excavation site.

Those plans gave Dias an idea. She gathered the two healthiest remaining Pathfinders and the mercenaries,

WHERE ON GOLARION?

Rescue at Azlant Ridge takes place at the Azlant Ridge expedition site in the Terwa Uplands region of the Mwangi Expanse, several days' travel northwest of Bloodcove. You can learn more about the Mwangi Expanse in the Pathfinder Campaign Setting book *Heart of the Jungle*, available at your local book or hobby store or online at paizo.com.



and told them to take a rubbing of the door along with a message for Venture-Captain Drandle Dreng in Absalom and make a break for Bloodcove under cover of darkness. That night, they rushed out of the excavation's palisade gates and ran all night through the jungle with shrieking ape-men picking them off one by one. Several days later, one of the Pathfinders made it to Bloodcove and stumbled into the Society's tiny lodge there, run by Malika Fenn. He relayed Dias's information and then collapsed from exhaustion. Fenn in turn hired a local wizard and magically contacted Dreng, explaining the desperate situation at Azlant Ridge.

Dreng took his council on the matter from the Pathfinder Society's Master of Spells, Aram Zey. Aram recognized the rubbing of the door at once, explaining that he'd recently catalogued a mysterious golden key in the vaults with similar markings. It was possible, Zey surmised, that the Azlant Ridge expedition had found the door that the key opened. Zey gathered Pathfinders and teleported them to

GM TIP

The final series of encounters at the Azlant Ridge excavation site are complicated by the presence of the GM-controlled angazhani champion and the PC-controlled advanced iron golem. When running that encounter, try to keep the PC controlling the iron golem focused on fighting the champion. Should she deviate from fighting the champion, say to aid her fellow PCs, have the champion destroy whole swaths of the camp's defenses, effectively adding another combat encounter for the other PCs and thus making their fight more difficult (see Act 3). GMs who are unfamiliar with running high-CR combats should also take a moment to study the stat blocks of the champion and the iron golem as they can be a bit complicated to run for new GMs.

Bloodcove to gather supplies for Azlant Ridge (see Part I, *The Bloodcove Disguise*). From there, the Pathfinders were to run their supplies to Azlant Ridge, resupply the camp, and deliver the golden key to Dias.

Little did the Pathfinder Society know that the charau-ka, in their failed assaults on the camp, had aroused the ire of their champion, a four-armed ape monstrosity known as an angazhani. As the Pathfinders draw closer to Azlant Ridge, hotly pursued by the Aspis Consortium, the next wave of charau-ka are headed right for the camp, with their 2,000 pound champion leading the way.

SUMMARY

After hotly pursuing the PCs for days, the Aspis Consortium finally catch them in an ambush in the jungles near Azlant Ridge. The PCs fight off a band of mercenaries only to learn that a second group is attempting to cut the PCs off from the excavation camp. Their caravan guide, Raimondo Scevola, frantically encourages the PCs to abandon the fight and make for the excavation camp, no more than an hour away.

As the PCs approach Azlant Ridge, they see hundreds, maybe thousands of shrieking charau-ka moving through the jungles in the valley below. They also see something larger—much, much larger—breaking trees in half and roaring in a guttural tongue for the ape-men to move faster. The PCs enter Azlant Ridge just ahead of the Aspis Consortium, who find themselves immediately swarmed by the advancing charau-ka. The Aspis Consortium mercenaries pound at the palisade gate, begging to be let in, and Dias leaves it up to the PCs to make that decision. At this point, the PCs also witness the near-blinding power of the ivory sphere.

After that, Dias shows the PCs the door, an impressive metallic structure in the nearby cliff face. She takes the golden key and after a few moments of study, places it

into a carving. The PCs then watch the door open for the first time in tens of thousands of years. Dias asks the PCs to explore the complex beyond while she organizes yet another defense of her camp.

Once inside, the PCs find a room with four 15-foot-tall, pure white cold iron golems standing silently in the four corners of the room. Beyond, they deal with ancient protectors of the Azlanti site, long ago freed from stasis by an earthquake only to be turned into mindless undead as the magical energies of their stasis backfired. Finally, in the last room, the PCs find a small white device covered in the same glyphs and symbols from the complex's door.

Heading back outside, the PCs find the camp in bad shape. Just in time, they see an enormous boulder burst from the tree line, smashing into the palisade and causing a breach—a breach soon swarming with charau-ka. As the PCs rush to help, the angazhani emerges from the jungle and heads straight for the breach. At this moment, whichever PC is holding the glyph covered-device is suddenly filled with clarity on how the object works—she can control the cold iron golems in the complex! While the rest of the PCs fight off wave after wave of charau-ka, the PC with the device powers a cold iron golem into combat with the angazhani. Keeping the angazhani occupied—or even slaying him—with the cold iron golem may just be what the camp needs to survive the sustained onslaught.

GETTING STARTED

Read the following to get the adventure underway.

You are several days northwest of Bloodcove—days of dusty, dirty running and riding as your caravan guide, the scoundrel Raimondo Scevola, whipped his horses and wagon-drivers to go faster, faster! Closing in behind you, no more than an hour by horse now, ride dozens of Aspis mercenaries. Your activities in Bloodcove, it seems, were not as secret as you hoped.

Awareness

As the PCs explored Bloodcove in *The Bloodcove Disguise*, interacting with the locals and making their purchases, agents of the Aspis Consortium watched from all sides, catching snippets of conversation, doling out payouts to informants, and making note of large purchases. During the course of the scenario, the PCs accumulated Awareness Points that determined both penalties they suffered on Charisma checks in Bloodcove and the level of interest the Aspis Consortium took in their presence. If their Awareness Point total grew too high and the PCs may have been run right out of town, captured, or worse.

The Awareness Point total the PCs accumulated during *The Bloodcove Disguise* has an influence on the several

encounters in this scenario, beginning with Act 1. If a PC is playing this arc out of order, have that PC roll 1d10+2 to determine what his Awareness Point total would have been had he played Part I first. Then take all of the PCs' Awareness Point totals, add them together, and divide this total by the number of PCs. The resulting number is their Average Awareness Point Total, which is used to determine how the PCs' success, or lack thereof, in Bloodcove affects their encounters.

ACT 1: CONSORTIUM ASSAULT (CR VARIES)

A sudden cry goes up among the wagons, and all eyes look back the way you came. The days-old familiar sight of pursuing horseman has vanished. "They've given up the chase!" Raimondo declares and a tired cheer erupts from his caravan.

In truth, the Aspis mercenaries have split up. One large group is moving to cut the PCs off before they reach the Azlant Ridge excavation. A second group are pushing their horses hard to parallel the PCs and the caravan through the jungle. As Raimondo stops the caravan to rest in a small jungle clearing, the Aspis Consortium readies to ambush them. Since the PCs are part of the caravan, Raimondo did not hire any additional security. When combat starts, Raimondo and his drivers hide under their wagons, begging the PCs to do something.

If the PCs have a high Average Awareness Point Total, the number of Consortium mercenaries accompanying Captain Calgredine in this assault increases. The captain and the mercenaries listed beneath each tier below represent the base assault group. If the party's Average Awareness Point Total is 5+, add two more mercenaries. If it is 10+, add five more mercenaries. If it is 15+, add eight more mercenaries.

It's possible that the PCs lost the golden key in the last encounter of *The Bloodcove Disguise*. If so, none of these Aspis soldiers in this group has the key. If the PCs played Part I with a different group, determine whether or not the PCs have the key by taking a poll of the group—if the majority of the PCs lost the key, then the other Aspis group has it. If it's a tie, it's up to the GM to decide.

Creatures: Captain Calgredine and his mercenaries have taken care to approach the caravan quietly from the jungle. As soon as the PCs take a moment to rest, he blows a signal whistle and signals the attack. Captain Calgredine and one of his mercenaries hit the caravan from the north while the other two hit the caravan from the south. If the party has a high Average Awareness Point Total and there are additional mercenaries, split them between each side of the assault. Give the PCs a chance to spot Captain Calgredine before he clears the jungle and enters the

PLAYING BEFORE THE DAWN

While the two-part Before the Dawn arc does not have to be played in order, it will make a lot more sense if it is. Specifically, *Rescue at Azlant Ridge* picks up exactly where *The Bloodcove Disguise* ends: with the PCs being pursued by a band of mercenaries from the Aspis Consortium. In the Awareness section below, there are additional rules notes for PCs who play *Rescue at Azlant Ridge* first, but from a story perspective, you'll need to tell players who are doing so that their PCs were in Bloodcove gathering supplies for the Azlant Ridge excavation site and they are now being pursued by the Aspis Consortium to prevent them from delivering the much-needed supplies.

clearing—spotting him gives them a chance to act in the surprise round.

Tier 1–2 (CR varies)

CAPTAIN CALGREDINE

CR 2

Male human fighter 3

NE Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

hp 25 (3d10+9)

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

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.; can move at normal speed in Medium armor

Melee mwk lance +8 (1d8+3/x3) or
shortsword +6 (1d6+3/19–20)

Ranged shortbow +5 (1d6/x3)

TACTICS

During Combat Calgredine rides into combat and charges the PC he can see who's wearing the most armor. He tries to ride by and circle around to repeat the action throughout the rest of combat. If surrounded, Calgredine dismounts and fights with his shortsword.

Morale Calgredine is a brute, but he's not stupid. If his men are slain and there's no escape for him, he surrenders.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 18

Feats Iron Will, Mounted Combat, Ride-By Attack, Toughness, Weapon Focus (lance)

Skills Handle Animal +4, Intimidate +4, Ride +6, Survival +5

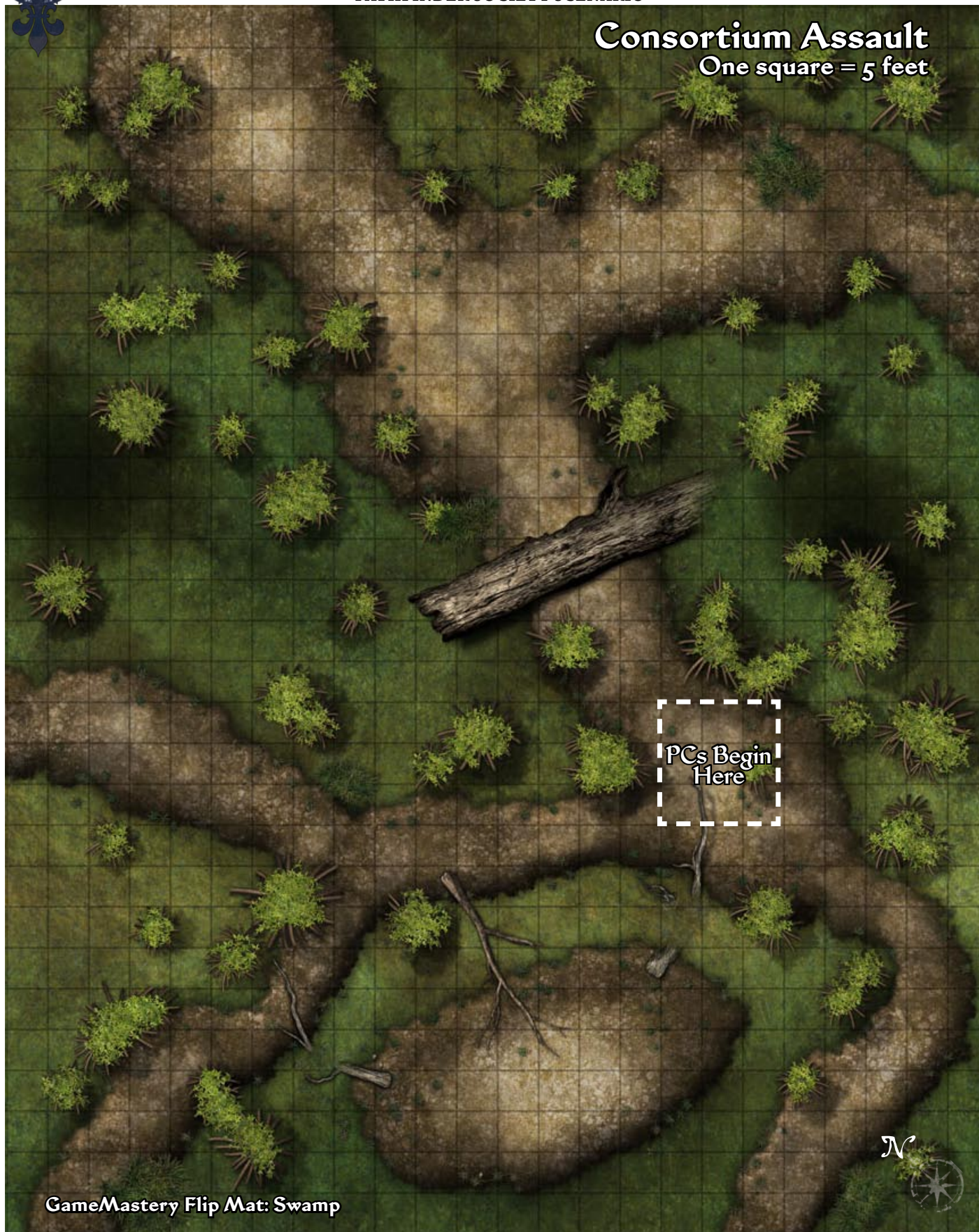
Languages Common, Polyglot

SQ armor training 1

Gear +1 chain shirt, masterwork heavy steel shield, masterwork lance, shortbow with 20 arrows, shortsword, scroll tube (scroll of cure moderate wounds, scroll of magic missile, scroll of shield), signal whistle, 1,800 gp

Consortium Assault

One square = 5 feet



GameMastery Flip Mat: Swamp

APSIS CONSORTIUM MERCENARIES (3) CR 1/3

Male or female human warrior 1

N Medium humanoid (human)

Init +2; **Senses** Perception +0**DEFENSE****AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)**hp** 6 each (1d10+1)**Fort** +3, **Ref** +2, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** shortspear +1 (1d6)**Ranged** longbow +3 (1d8/x3)**TACTICS****During Combat** The mercenaries ride around the periphery of the camp, firing wildly at the PCs.**Morale** As long as Captain Calgredine is alive, the mercenaries fight to the death. If Calgredine goes down, they flee.**STATISTICS****Str** 11, **Dex** 15, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +1; **CMB** +1; **CMD** 13**Feats** Mounted Archery, Mounted Combat**Skills** Intimidate +3, Ride +6**Languages** Common**Gear** masterwork studded leather, longbow with 20 arrows, shortspear, 9 gp**APSIS CONSORTIUM HORSES (4) CR 1****hp** 15 (*Pathfinder RPG Bestiary* 177)**NOTE**

These mounts are not combat trained, and should they enter melee combat, the rider will have to succeed on a DC 20 Ride check each round in order to act (see Ride skill, *Pathfinder RPG Core Rulebook* 104).

Tier 3–4 (CR 4)**CAPTAIN CALGREDINE CR 4**

Male human fighter 5

NE Medium humanoid (human)

Init +2; **Senses** Perception +0**DEFENSE****AC** 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)**hp** 42 (5d10+15)**Fort** +6, **Ref** +4, **Will** +2; +1 vs. fear**Defensive Abilities** bravery +1**OFFENSE****Speed** 30 ft.; can move at normal speed in Medium armor**Melee** +1 lance +11 (1d8+7/x3) or

shortsword +9 (1d6+4/19–20)

Ranged shortbow +7 (1d6/x3)**TACTICS****During Combat** Calgredine rides into combat and charges whichever PC he can see who is wearing the most armor.

He then tries to ride by and circle around to charge again, repeating this tactic throughout the rest of the combat. If he is surrounded, Calgredine dismounts from his horse and fights with his shortsword.

Morale Calgredine is a brute, but he's not stupid. If his men are slain and there's no escape for him, he surrenders.**STATISTICS****Str** 18, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8**Base Atk** +5; **CMB** +9; **CMD** 21**Feats** Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Toughness, Weapon Focus (lance), Weapon Specialization (lance)**Skills** Handle Animal +5, Intimidate +5, Ride +9, Survival +7**Languages** Common, Polyglot**SQ** armor training 1**Gear** +1 chain shirt, masterwork heavy steel shield, +1 lance, shortbow with 20 arrows, shortsword, scroll tube (*scroll of cure moderate wounds*, *scroll of fireball*, *scroll of magic missile*, *scroll of shield*), signal whistle, 1,800 gp**APSIS CONSORTIUM MERCENARIES (3) CR 1/2**

Male or female human warrior 2

N Medium humanoid (human)

Init +2; **Senses** Perception +0**DEFENSE****AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)**hp** 13 each (2d10+2)**Fort** +4, **Ref** +2, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** shortspear +2 (1d6)**Ranged** longbow +4 (1d8/x3)**TACTICS****During Combat** The mercenaries ride around the periphery of the camp, firing wildly at the PCs.**Morale** As long as Captain Calgredine is alive, the mercenaries fight to the death. If Calgredine goes down, they flee.**STATISTICS****Str** 11, **Dex** 15, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +2; **CMD** 14**Feats** Mounted Archery, Mounted Combat**Skills** Intimidate +3, Profession (mercenary) +4, Ride +5**Languages** Common**Combat Gear** tanglefoot bags (2); **Other Gear** masterwork studded leather, longbow with 20 arrows, shortspear, 39 gp**APSIS CONSORTIUM HORSES (4) CR 1****hp** 15 (*Pathfinder RPG Bestiary* 177)**NOTE**

These mounts are not combat trained and should they enter melee combat, the rider will have to succeed on a DC 20 Ride check each round in order to act (Ride skill, *Pathfinder RPG Core Rulebook* 104).

Tier 6–7 (CR 7)

CAPTAIN CALGRELINE

CR 7

Male human fighter 8
NE Medium humanoid (human)
Init +6; Senses Perception +0

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +3 shield)
hp 76 (8d10+32)
Fort +8, Ref +4, Will +4; +2 vs. fear
Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.; can move at normal speed in Medium armor
Melee +1 lance +15/+10 (1d8+7/x3) or
mwk shortsword +13/+8 (1d6+4/19–20)
Ranged shortbow +10/+5 (1d6/x3)

TACTICS

During Combat Calgredine rides into combat and charges the PC he can see who's wearing the most armor. He tries to ride by and circle around to repeat this action throughout the rest of combat. If surrounded, Calgredine dismounts and fights with his shortsword.

Morale Calgredine is a brute, but he's not stupid. If his men are slain and there's no escape for him, he immediately surrenders.

STATISTICS

Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8
Base Atk +8; CMB +12; CMD 24
Feats Critical Focus, Greater Weapon Focus (lance), Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Toughness, Weapon Focus (lance), Weapon Specialization (lance)
Skills Handle Animal +6, Intimidate +7, Ride +12, Survival +10
Languages Common, Polyglot
SQ armor training 2
Gear +2 chain shirt, +1 heavy steel shield, +1 lance, shortbow with 20 arrows, masterwork shortsword, scroll tube (*scroll of cure moderate wounds*, *scroll of black tentacles*, *scroll of fireball*, *scroll of magic missile*, *scroll of shield*), signal whistle, 3,550 gp in Bloodcove trade bars

ASPIS CONSORTIUM MERCENARIES (3)

CR 3

Male or female human warrior 5
N Medium humanoid (human)
Init +3; Senses Perception +0

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 32 each (5d10+5)
Fort +8, Ref +5, Will +2

OFFENSE

Speed 30 ft.
Melee shortspear +5 (1d6)
Ranged +1 longbow +10 (1d8/x3)

TACTICS

During Combat The mercenaries ride around the periphery of the camp, firing wildly at the PCs.

Morale As long as Captain Calgredine is alive, the mercenaries fight to the death. If Calgredine goes down, they flee.

STATISTICS

Str 11, Dex 16, Con 12, Int 9, Wis 10, Cha 8
Base Atk +5; CMB +5; CMD 18
Feats Improved Initiative, Mounted Archery, Mounted Combat, Weapon Focus (longbow)
Skills Intimidate +5, Profession (mercenary) +6, Ride +7
Languages Common
Combat Gear tanglefoot bags (2); Other Gear masterwork studded leather, +1 longbow with 20 arrows, shortspear

ASPIS CONSORTIUM HORSES (4)

CR 1

hp 15 (*Pathfinder RPG Bestiary 177*)

NOTE

These mounts are combat trained (see Ride skill, *Pathfinder RPG Core Rulebook 104*), which means that their hooves are treated as primary natural attacks (2 hooves +3 [1d4+3]) and their riders do not have to make a Ride check every round while in melee combat.

Development: If the PCs lost the golden key in the final encounter of *The Bloodcove Disguise* and one of the Aspis agents (Calgredine or his mercenaries) survives this encounter, that agent knows the key is with one of the captains in the other group of Aspis Mercenaries. He won't say (without magical influences) where the other group is, but if he is made to reveal the location, he informs the PCs that the other group is much larger and is moving to cut the PCs off from the excavation's camp. If Raimondo hears this news, he starts to panic, orders his drivers back to their wagons, and tells the PCs they all must leave immediately.

If none of the Aspis agents survive the encounter to reveal the above information, Raimondo still panics, reminding the PCs that the band of mercenaries that just attacked are only a fraction of the number they'd seen in pursuit, and he demands that the PCs leave at once for Azlant Ridge.

Treasure: Captain Calgredine carries a scroll tube with him that contains scrolls for a variety of spells (the scrolls vary by tier, see stat blocks). He has no idea the scrolls inside are magical—he just likes the tube and bought it to carry maps.

Mission Notes: Qadira faction PCs need to deliver the Pasha's message to Raimondo along with a DC 15 Intimidate check to ensure he gets the message.

Rewards: If the PCs defeat the Aspis Consortium mercenaries and their captain, reward each tier thusly:

Tier 1–2:

Give each player 532 gp.

Tier 3–4:

Give each player 770 gp.

Tier 6–7:

Give each player 2,017 gp.

ACT 2: AZLANT RIDGE

You climb ever higher out of the jungle, the series of thin switchback trails just large enough for Raimondo's caravan wagons. Suddenly, from the canopy below comes an unearthly bellowing roar. Thousands of colorful birds take flight and wing off away from the noise, and a cacophony of screeching, chittering, and screaming follows the roar.

As you approach the top of the ridge, a dilapidated camp comes into view. The camp is surrounded by a hastily constructed palisade wall forming a semi-circle that both starts and ends at an imposing cliff face stretching hundreds feet up from the palisade. The bodies of hundreds of ape-like creatures lie outside the walls in various states of decay. The stench is overpowering, and a cloud of flies is thick above the carnage. A cry goes up from the tower built over the palisade's gate as the lookouts spot you, and the gate itself rumbles aside on rickety wooden wheels. A tall woman with black hair pulled back against her head and a shortsword on her hip strides out from the camp to meet you.

At that moment, a horn sounds from down in the valley, closely followed by the screams of men and horses. Looking below, you see another group of Aspis Mercenaries, riding fast up the switchback trails, with hundreds—maybe even thousands—of ape-men hurling stones at them and running hard on their heels.

The woman who exits the gate to meet the PCs is **Juliet Dias** (CG female human fighter 6), a noted Pathfinder and the leader of the Azlant Ridge expedition. Dias is visibly emaciated, and it takes a simple DC 10 Heal check to realize that she's malnourished and starving. When she approaches, she smiles a thin, tired smile and says, "Welcome to Azlant Ridge. I see you've met the locals." She gestures back at the ape-men chasing the Aspis mercenaries up the trail.

At this point, the PCs may have some questions for Dias. She encourages them to enter the camp first with the caravan before answering any of them, saying, "Trust me, you don't want to be out here when they get here." Below are some likely questions and answers the PCs may have.

What are those ape things? "They're known as the charau-ka—my camp workers call them ape-men. They're minions of the demon lord Angazhan, and this lot serve

the Gorilla King of Usaro, though why the Gorilla King has any interest in this expedition is beyond me."

How long have you been here? "Nearly a year. We've been attacked almost daily for 10 months by the charau-ka, and my camp is exhausted, hungry, and ready to fling me into the jungle and run for their lives. You couldn't have come at a better time."

What is this site? "Near as my Azlant scholars can tell, this site was a weapons cache for a planned colonization of the Mwangi Expanse by the Azlanti. As we've never found an Azlanti site anywhere in the Mwangi, this is a huge find—some would say an impossible find. The Azlanti were simply not supposed to have been here."

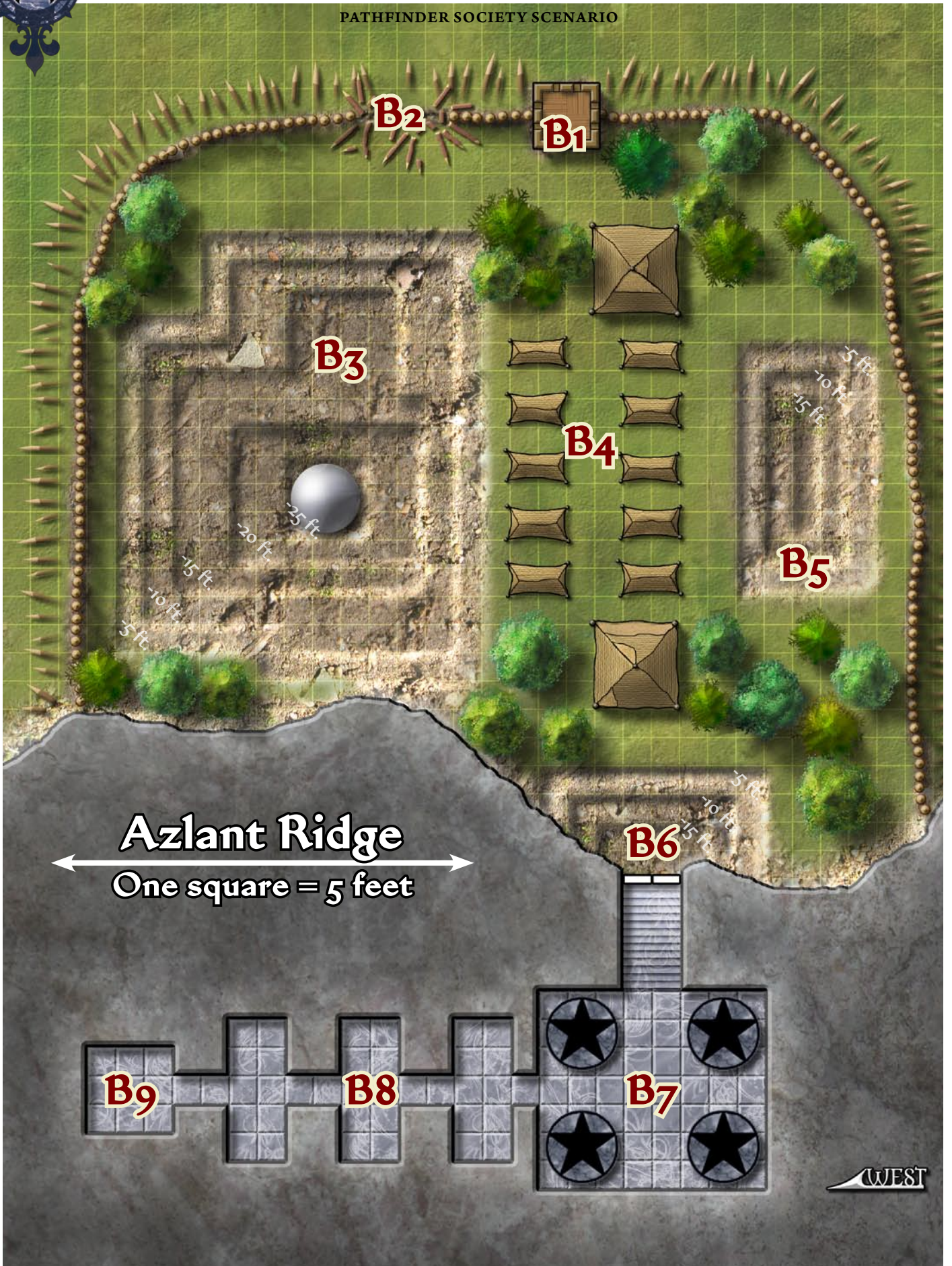
What was that roar? "I'm not sure. Every time the charau-ka approach the camp, the ivory sphere we've partially uncovered glows bright enough to blind anyone sensitive to light—it's just uncomfortable to look at the rest of the time. But when that roar gets closer... the light is different. It's like it knows something about the source of the roar—something we should be very afraid of, I think."

While answering the PCs' questions, Dias shows them around the camp, eventually reaching the metal door (see area **B6**). The charau-ka don't reach the top of the ridge—and thus, the camp—until an hour after the PCs arrive. The champion stays hidden in the ridge-top jungle, roaring at the charau-ka, but not presenting itself.

Mission Notes: There are many faction missions spread throughout the camp, most of which are not tied to a specific location. Andoran faction PCs must succeed on three DC 15 Diplomacy checks to convince Juliet Dias to release one slave from her service—they can convince her to release all of them with one DC 35 Diplomacy check. Andoran faction PCs must also locate Cullum Hewes; they can find him in the camp with a DC 10 Knowledge (local) check. Hewes is quite sick and has been reduced to 0 hit points. Using the Heal skill, Andoran faction PCs must give Hewes long-term care, enough to restore him to his full 30 hit points. Because of Hewes's disease, he doesn't regain lost hit points from rest, and he won't be cured until he's fully healthy again.

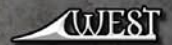
Osirion faction PCs need to deliver a full report to Amenopheus about the camp and the Azlanti complex. To do so accurately, have them make four DC 15 Perception checks during their time in the camp; they must succeed on three of them.

Qadira faction PCs must take stock of the camp's supplies and learn how they survived for 10 months without a direct supply line. With a successful DC 15 Diplomacy check, they discover nothing sinister—only that Dias dropped the camp to incredibly sparse rations and managed to make the food they had last. They also learn that the camp only had 2 weeks' worth of food left when the PCs arrived.



Azlant Ridge

One square = 5 feet



Taldor faction PCs need to examine someone suffering from the disease—there are several dozen sick Pathfinders and workers in the camp. It takes a DC 15 Spellcraft check combined with a DC 15 Heal check to determine the disease is magical in nature and that it prevents the infected from regaining hit points when resting. Taldor faction PCs must also look for Elden Klemmer, a contact of the Baron's. Elden was the first to become infected with the disease soon after the palisade went up and, rather than risk exposure, the camp pushed him outside the gates where he died in the next charau-ka attack. To get this story from anyone in the camp, Taldor faction PCs need to make a DC 15 Diplomacy check followed by a DC 15 Sense Motive check.

Let Us In!

At some point while Dias is showing the PCs around the camp and answering their questions, the surviving Aspis Consortium agents (and several horses with empty saddles) arrive at the gate and scream loudly to be let in. The camp looks to Dias to make the decision, but she leaves it to the PCs. "It's your call. We could use extra swords against those things, but they've been chasing you and trying to kill you. I'll back your decision."

Whatever the PCs decide, the decision has no effect on the rest of the scenario. If the PCs leave the Aspis agents outside the gate, the charau-ka swarm them and tear them to pieces. If the Aspis agents have the golden key the PCs lost in the last encounter of *The Bloodcove Disguise*, it should be a simple negotiation to get the key back in exchange for the safety of the Aspis agents.

B1. Fortified Gate

The fortified gate of the palisade wall is constructed from thick logs, lashed tightly together and sealed with pitch. A sturdy log stands above the gate, serving as both a lookout post and a brace to lash the gate to when it's closed. To open the gate, the guards have to untie the ropes holding the gate in place, and then push it aside on two sets of enormous wooden wheels. The gate is covered in dents, scrapes, chips, and blood.

B2. Palisade Breach

When the PCs first arrive, this breach isn't here—it appears just after the PCs exit the Azlanti complex (see Act 3). Once the palisade is breached here, the resulting rubble counts as difficult terrain.

B3. The Ivory Sphere

A precise and professional terraced dig site surrounds a half-sphere of a smooth, almost mirror-like white material. While it looks almost exactly like polished ivory, it's slightly warm to the touch and glows with a soft, white

light. Once the charau-ka reach the camp, the sphere begins to glow brighter. Anyone with light sensitivity is dazzled for 1 round after the light brightens, and anyone facing the sphere suffers a –1 penalty on all tasks that require sight. Once the charau-ka's angazhani champion reaches the camp, the sphere glows even brighter, its light changes colors subtly (DC 20 Perception check is required to notice it), and the penalty increases to –2 on all tasks that require sight when looking in the direction of the sphere.

B4. Excavation Camp

In the middle of the camp rests two large, but dirty and sagging tents—one is used for cooking, and the other as a mess hall. Between them are 10 canvas tents lined up in two neat rows, but suffering from rips and tears that seem to have been made by claws. Inside several of the tents rest camp workers, all tired, hungry, and sick.

B5. Abandoned Dig

If the PCs ask about this site, Dias says, "It was a test dig, nothing more." A DC 15 Sense Motive check reveals that she's not telling the whole truth, but she can't be pressed to reveal more.

Mission Notes: Cheliox faction PCs may persist at asking her what happened. If they succeed on three DC 15 Diplomacy checks through their stay at the camp, Dias relents and admits, "We uncovered a power that my arcanists tell me isn't of this world." She says no more on the matter.

B6. The Metal Door

At fifteen feet high and ten feet wide, this door is an impressive structure. Carved from a dull yet shimmering metal, every inch of its surface is covered in runes, glyphs, pictographs, and intricate patterns. A single rift, about an inch deep, splits the door in half from top to bottom, giving you the impression that it might open were it only to have handles. The door sits recessed several feet into the jagged rock of the ridge's impressive cliff face, which stretches a hundred feet or more above the camp.

Once Dias reaches the door, she becomes serious and professional. If the PCs tell her about the golden key, she asks the PCs for it, and once they've given it to her, she asks them to step back. She descends the terraced excavation to the door and spends several minutes tracing her hands along various pictographs and symbols, constantly looking to the key and then back to door. Without warning, she slaps the key into a space that just moments before wouldn't have fit it, and the door slowly, silently, opens outward to reveal a set of wide stairs descending into darkness.

She turns back to the PCs with a huge grin on her face, but as she's about to speak, a horn sounds from the tower over the palisade gate and the camp suddenly leaps into action. Dias runs back up the terraced dig and says, "Explore the complex, find out what might be in there, and hope to the gods it's something that will help us. I have to organize our defense. Go! GO!"

As she sprints off toward the camp's defenses, a familiar roar thunders in the air, and a cacophony of screeching and screaming sounds echoes from all around the palisade wall.

While inside the Azlanti complex, the ceilings are all 15 feet tall unless otherwise stated, and the rooms are pitch black unless the PCs bring their own light source.

B7. The Azlanti Monoliths

A wide set of stairs descends into an enormous room, measuring thirty-five feet wide by forty feet long, and more than thirty feet tall. The entire room smells sickly sweet, but the floors, wall, and ceiling are all smooth and clean—rather similar to the sphere in the ground outside. Four enormous monoliths, fifteen-foot-tall human-shaped metal statues, rest in the four corners of the room. They're made of white metal, almost like a suit of full plate sized quite large, but without anything discernible as a face.

The monoliths are cold iron golems (see Act 3), and they are currently inert. They are cool to the touch and impossible to tip over or move. They are perfectly smooth and perfectly clean—as though dust or dirt were repelled from their surface. If the PCs spend too much time here or are too loud, they garner the attention of the guardians in area B8.

B8. Stasis Chambers (CR 3 or CR 6 or CR 9)

This 5-foot-wide hallway extends east to west, with six 10-foot-by-10-foot alcoves splitting off to the north and south, three on each side. The alcoves contain what appear to be stone sarcophagi made of the same smooth, white material as the iron golems, but lacking lids. Small piles of sand, recently disturbed, rest in front of each of them.

Creatures: The alcoves once contained stasis fields for Azlanti warriors, left behind here to guard the weapons in area B7. They were only supposed to be in stasis for a year, but no one came back for them. After about 8,000 years in stasis, the fields began to weaken and fail. An enormous earthquake shook the region at about that time and the quake smashed enough of the fields to make the entire magical apparatus go haywire. The warriors awoke with the knowledge that they were changing even as the magic

warped them. In the end, they became mindless undead, and they've now waited here for thousands of years, still ready to do what they were last ordered to do—protect the monoliths.

Tier 1–2 (CR 3)

SKELETONS (6) CR 1/3

hp 4 (*Pathfinder RPG Bestiary* 250)

Tier 3–4 (CR 6)

VARIANT GHOULS (6) CR 1

hp 13 (*Pathfinder RPG Bestiary* 146)

NOTES

These ghouls have an Intelligence score of 0. They have no skills or feats, and take a –1 penalty on all of their attack rolls due to losing the Weapon Finesse feat.

Tier 6–7 (CR 9)

VARIANT WRAITHS (4) CR 5

hp 47 (*Pathfinder RPG Bestiary* 281)

These wraiths have an Intelligence score of 0. They have no skills or feats. They take a –4 penalty on initiative checks due to losing the Improved Initiative Feat, and take a –1 penalty on all of their attack rolls due to losing the Weapon Finesse feat.

B9. Monolith Control

This fifteen-by-fifteen-foot room is constructed entirely of the same smooth-white material seen on the sphere outside. A single white pillar stretches floor-to-ceiling in the center of the room, and in a niche rests a smooth, white, hand-sized square covered in glyphs and runes similar to those on the complex's front door.

The device in the pillar is the control device for the monoliths in area B7. A DC 30 Spellcraft check reveals that the device likely controls something, but the knowledge of how to use it was likely lost forever. The device has a secret power, however—when the sphere outside senses a security breach (such as the presence of the charauka or the angazhani), whoever is holding the device immediately knows how to use it. When this happens, the device grabs hold of the person's mind, causing her to fall unconscious, but rendering her completely able to perceive through the eyes of one of the monoliths. The PC need not be holding the device for it to seize her mind—instead, even having the device in a backpack or sack or something similar will give the device access to the PC's mind (see Act 3, Wave 1).

ACT 3: THE BATTLE FOR AZLANT RIDGE

As the PCs emerge from the Azlanti complex, they step into chaos. All along the palisade wall, Pathfinders and camp workers are trying desperately to hold off the horde of charau-ka outside the walls. Wave after wave of rocks, sticks, and even the camp's own garbage are flying over the walls at regular intervals. Somewhere back in the jungle, that same deafening roar echoes across at the valley.

After the PCs have had a moment to take in the scene, a large boulder flies out of the nearby jungle and smashes a hole in the palisade wall, creating a breach (see area **B2**). Soon after, a boiling mass of shrieking charau-ka charge the breach, while behind them stomps their champion—an advanced angazhani. The moment the champion appears, the PC holding the control device from area **B9** suddenly falls unconscious, but knows exactly how the device works and is able to control one of the monoliths from area **B7**. The PC controlling a monolith experiences all of the monolith's senses and can control it fully. Should the monolith fall, the PC is instantly able to control another—there are a total of four monoliths in area **B7** for the PC to control. Should the angazhani fall, the monolith overrides the PC's control and marches back into area **B7**, where it turns off, ejecting the PC back into consciousness.

The battle happens in three waves. In the first wave, the charau-ka attack the palisade breach and all of the camp's Pathfinders (including the PCs), camp workers, and the Aspis Consortium mercenaries must fight them off. In the second wave, the camp defends the breach, but the charau-ka change tactics and attack the entire length of the camp's remaining palisade wall, climbing into the camp at several dozen points. In the third wave, the charau-ka make one last attempt to attack the camp and climb down the cliff face—sometimes with disastrous results for the ape-men.

The entire battle should feel seamless—the PCs encounter wave after wave of charau-ka with only a few rounds between for rest. Describe the constant battle all around them—Pathfinders going down screaming under a mass of charau-ka, Aspis Consortium mercenaries bunched together and fighting back-to-back, the angazhani and the Azlanti monolith battling across the camp, piles of charau-ka bodies—this is a chaotic melee and it should feel like one.

Wave 1. Palisade Breach (CR 4 or CR 6 or CR 8)

Just as you emerge from the door, a large rock smashes a hole in the palisade wall, and moments later a hoard of screeching, chattering ape-men plunge through it and flood the camp. In the distance, their horrible champion—a four-armed gorilla,

fifteen feet tall and causing the ground to shake with each step, intelligently scans his troops and roars at them, causing the ape-men to devolve into a frenzy.

The PCs must help defend the palisade breach. Any time the PC controlling the iron golem spends a turn fighting the charau-ka instead of the angazhani champion, describe the champion smashing defenses and laying waste to entire groups of Pathfinders and camp defenders. For each time the champion does this, make the PCs battling the charau-ka fight yet another encounter with them.

If the PCs' Average Awareness Point Total from *The Bloodcove Disguise* is 10+ (or 15+ for groups of five or more), this encounter is much harder, as the PCs didn't bring enough supplies for the camp. Without these supplies, the Pathfinders and workers in the camp have a much harder time defending, meaning that the PCs must fight more of the charau-ka themselves. In that case, each wave of charau-ka contains two more ape-men than are listed below. For parties of four that encounter the two additional charau-ka (especially in Tier 1–2), the GM may want to give the PCs additional help from other Pathfinders, camp workers, or even Aspis mercenaries. The point to the extra foes is to make the encounter more difficult, not to outright kill lower-level PCs.

Creatures: The charau-ka are limber, shrieking creatures with the basic shape of an enraged monkey. They walk upright like a human and carry clubs (or any object they can throw) in their hands. They are vile, vicious, brutal, and intelligent, and most (especially these particular charau-ka) are devout worshippers of the demon lord Angazhan. Mwangi tribes and Pathfinders know the charau-ka by their vulgar name: ape-men. The PCs fight two groups of charau-ka during this wave, both the same make-up (though using the iron golem to fight charau-ka can have disastrous consequences—see above). Once the PCs defeat all groups of charau-ka in this wave, proceed to Wave 2.



ANGAZHANI CHAMPION

CR 14

Advanced Angazhani (High Girallon) (*Heart of the Jungle* 58)

CE Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +11

DEFENSE

AC 25, touch 10, flat-footed 23 (+4 armor, +2 Dex, +11 natural, -2 size)

hp 218 (19d10+114)

Fort +17, **Ref** +14, **Will** +10

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., **climb** 30 ft. (40-ft. base)

Melee bite +26 (2d6+9), 4 claws +26 (1d8+9 plus rend)

Space 15 ft.; **Reach** 5 ft.

Special Attacks rend (4 claws +16, 1d6+13)

Spell-Like Abilities (CL 14th, concentration +16)

Constant—*see invisibility*

At will—*deeper darkness*, *dimension door*, *dispel magic*

3/day—*dominate monster* (DC 21), *fear* (DC 16)

STATISTICS

Str 21, **Dex** 17, **Con** 18, **Int** 12,

Wis 14, **Cha** 14

Base Atk +12; **CMB** +30;

CMD 42

Feats Cleave, Combat

Reflexes, Improved Bull

Rush, Improved Initiative,

Improved Overrun, Iron Will, Multiweapon

Fighting, Power Attack, Throw Anything, Weapon Focus (claws)

Skills Climb +31, Intimidate +18, Knowledge (religion) +14, Perception +11, Stealth +8, Survival +11

Languages Abyssal, Common, Polyglot

SQ martial training

Gear Huge masterwork hide armor

SPECIAL ABILITIES

Martial Training (Ex) Because of their high intelligence, angazhani are proficient with light and medium armors, simple weapons, and one martial weapon of their choice.



PLAYER HANDOUT #1

AZLANTI MONOLITH

CR 16

Advanced Iron Golem (*Pathfinder RPG Bestiary* 162)

N Huge construct

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 31, touch 6, flat-footed 31 (-2 Dex, +25 natural, -2 size)**hp** 155 (21d10+40)**Fort** +7, **Ref** +5, **Will** +7**DR** 15/adamantine; **Immune** construct traits, magic**OFFENSE****Speed** 20 ft.**Melee** 2 cold iron slams +36 (4d12+27/19-20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** breath weapon, cold iron, powerful blows**STATISTICS****Str** 47, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +18; **CMB** +34; **CMD** 43**SPECIAL ABILITIES**

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Breath weapon—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Cold Iron This iron golem is constructed from cold iron, meaning its slam attacks count as cold iron weapons.

Immunity to Magic (Ex) An iron golem is immune to spells and spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect affecting the golem, and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. The iron golem gets no saving throw against fire effects.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a rusting grasp spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.



Tier 1–2 (CR 4)

CHARAU-KA (2) CR 2

CE Small humanoid (charau-ka)

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

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 19 (3d8+6)

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee club +5 (1d4+3), bite +0 (1d3+1)

Ranged rock +5 (1d4+2/19–20)

Special Attacks shrieking frenzy, thrown weapon mastery

TACTICS

During Combat The charau-ka immediately go into a frenzy, throwing themselves at the nearest PC with reckless abandon.

Morale The charau-ka fight to the death. If their champion falls, they flee.

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point Blank Shot, Precise Shot, Throw Anything^B

Skills Climb +14, Fly +0, Perception +2, Stealth +10; **Racial**

Modifiers +4 Stealth

Languages Abyssal, Polyglot

SPECIAL ABILITIES

Shrieking Frenzy (Su) Once per day, a charau-ka can enter a state of shrieking frenzy as a free action. While in this state, the charau-ka automatically fails Stealth checks and cannot speak or cast spells that use verbal components (or use items that require command words to activate), but functions as if under the effects of a *haste* spell. The charau-ka can continue shrieking for up to 3 rounds, after which it is staggered for 1 round.

Thrown Weapon Mastery (Ex) Charau-ka are masters of thrown weapons. All charau-ka gain Throw Anything as a bonus feat. In addition, a charau-ka gains a +1 racial bonus on all thrown weapons, and the threat range for thrown weapons is doubled, as if the charau-ka possessed the Improved Critical feat for all thrown weapons. This effect doesn't stack with any other effect that expands the threat range of a weapon.

Tier 3–4 (CR 6)

CHARAU-KA (2) CR 2

hp 19 (use the stats for Tier 1–2)

CHARAU-KA CHIEFTAIN CR 4

Female charau-ka druid 3

NE Small humanoid (charau-ka)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 22, touch 13, flat-footed 20 (+5 armor, +1 Dex, +1 dodge, +2 natural, +1 size, +2 shield)

hp 42 (6d8+15)

Fort +6, **Ref** +1, **Will** +7

OFFENSE

Speed 20 ft., climb 20 ft.

Melee shillelagh +7 (2d6+3), bite +1 (1d3+1)

Ranged rock +7 (1d4+1/19–20)

Special Attacks shrieking frenzy, thrown weapon mastery

Druid Spells Prepared (CL 3rd; concentration +6)

2nd—*flaming sphere* (DC 15), *summon nature's ally II*

1st—*entangle* (DC 14), *shillelagh* (already cast), *summon nature's ally I*

0—*create water*, *detect poison*, *flare* (DC 13), *purify food and drink*

TACTICS

During Combat The chieftain does not go into a frenzy, but instead orders her tiger to attack and either summons creatures with her *summon nature's ally* spells or rolls a *flaming sphere* into the PCs' midst. If she thinks the PCs are getting the upper hand, she casts *entangle* on them and her fellow charau-ka.

Morale The chieftain fights to the death.

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 8, **Wis** 16, **Cha** 11

Base Atk +4; **CMB** +2; **CMD** 13

Feats Dodge, Point Blank Shot, Precise Shot, Throw Anything^B

Skills Climb +11, Fly –3, Handle Animal +10, Knowledge (nature) +5, Perception +7, Stealth +7, Survival +10; **Racial**

Modifiers +4 Stealth

Languages Abyssal, Druidic, Polyglot

SQ nature bond, nature sense, trackless step, wild empathy +3, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *hide armor*, masterwork heavy wooden shield, club, 28 gp

TIGER, DRUID ANIMAL COMPANION CR —

NE Medium animal

Init +4; **Senses** low-light vision, scent; Perception +6

DEFENSE

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

hp 19 (3d8+6)

Fort +4, **Ref** +8, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d6+2), 2 claws +6 (1d4+2)

Special Attacks pounce, rake (2 claws +6, 1d4+2)

STATISTICS

Str 14, **Dex** 18, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 18 (22 vs. trip)

Feats Toughness, Weapon Finesse

Skills Acrobatics +8, Perception +6, Stealth +8

SQ link, share spells, tricks (attack, guard)

Tier 6–7 (CR 8)

CHARAU-KA (4) CR 2

hp 19 (use the stats for Tier 1–2)

CHARAU-KA CHIEFTAIN CR 6

Female charau-ka druid 5

NE Small humanoid (charau-ka)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7**DEFENSE****AC** 23, touch 13, flat-footed 21 (+5 armor, +1 Dex, +1 dodge, +2 natural, +1 size, +3 shield)**hp** 57 (8d8+21)**Fort** +7, **Ref** +1, **Will** +8; +4 vs. spell-like and supernatural abilities of fey**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** *shillelagh* +8 (2d6+3), bite +2 (1d3+1)**Ranged** rock +8 (1d4+1/19–20) or*magic stone* +9 (1d6+2) or*magic stone* +7/+7 (1d6+2)**Special Attacks** shrieking frenzy, thrown weapon mastery**Druid Spells Prepared** (CL 5th; concentration +8)3rd—*summon nature's ally III*2nd—*flaming sphere* (2, DC 15), *summon nature's ally II*1st—*entangle* (DC 14), *magic stone*, *shillelagh* (already cast), *summon nature's ally I*0—*create water*, *detect poison*, *flare* (DC 13), *purify food and drink***TACTICS****During Combat** The chieftain does not go into a frenzy, but instead orders the tiger to attack and either summons creatures with her *summon nature's ally* spells or rolls a *flaming sphere* into the PCs midst. If she thinks the PCs are getting the upper hand, she casts *entangle* on them and her fellow charau-ka.**Morale** The chieftain fights to the death.**STATISTICS****Str** 12, **Dex** 13, **Con** 14, **Int** 8, **Wis** 17, **Cha** 11**Base Atk** +5; **CMB** +3; **CMD** 14**Feats** Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Throw Anything^B**Skills** Climb +11, Fly –3, Handle Animal +12, Knowledge (nature) +7, Perception +7, Stealth +7, Survival +12; **Racial Modifiers** +4 Stealth**Languages** Abyssal, Druidic, Polyglot**SQ** nature bond, nature sense, resist nature's lure, trackless step, wild empathy +6, wild shape (1/day), woodland stride**Combat Gear** *potion of cure serious wounds*; **Other Gear** club, +1 hide armor, +1 heavy wooden shield, 375 gp**TIGER, DRUID ANIMAL COMPANION CR —**

NE Medium animal

Init +4; **Senses** low-light vision, scent; Perception +6**DEFENSE****AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)**hp** 37 (5d8+15)**Fort** +6, **Ref** +9, **Will** +3**Defensive Abilities** evasion**OFFENSE****Speed** 40 ft.**Melee** bite +7 (1d6+2), 2 claws +8 (1d4+2)**Special Attacks** pounce, rake (2 claws +7, 1d4+2)**STATISTICS****Str** 14, **Dex** 18, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10**Base Atk** +3; **CMB** +5; **CMD** 19 (23 vs. trip)**Feats** Toughness, Weapon Finesse, Weapon Focus (claws)**Skills** Acrobatics +9, Perception +6, Stealth +9**SQ** link, share spells, tricks (attack, guard)**Development:** After the first group of charau-ka, give the PCs 1 round to act before the second group hits them. Should they trigger a third group by using the iron golem to attack the charau-ka instead of the champion, give them 2 rounds between the second and the third groups. Once all of the groups are defeated, give the PCs 5 rounds to act before moving straight to Wave 2.**Mission Notes:** Cheliox faction PCs need to recover the whole body of the angazhani. Since the beast weighs over 1,000 pounds, this is no small feat. It costs Tier 1–2 Cheliox faction PCs 10 gp to hire caravan workers to haul the thing to the coast at the end of the scenario. Tier 3–4 Cheliox faction PCs must pay 150 gp, and Tier 6–7 PCs must pay 500 gp.

Osirion faction PCs need to perfectly preserve a charau-ka corpse. Have the PC describe how they plan to preserve the creature and then make a DC 20 Heal check. Since there are hundreds of corpses, they have several chances to succeed.

Rewards: If the PCs defeat this wave of charau-ka, reward each tier thusly:**Tier 1–2:**

No reward.

Tier 3–4:

Give each player 280 gp.

Tier 6–7:

Give each player 637 gp.

**Wave 2. Over the Walls!
(CR 4 or CR 6 or CR 8)**

A cheer goes up from the camp's defenders as the last of the charau-ka are slain or forced back out of the palisade wall's breach. Haggard yet determined, the defenders quickly begin piling wrecked logs in the breach to prevent the charau-ka from making another easy attack.

A horn sounds from the west side of the camp, and then the east, and then from the tower. The lookouts shout, "They're coming over the walls!" and the camp's defenders run to meet the charge.

If the PC controlling the iron golems is still battling the angazhani, the defenders ignore the girallon and instead focus on the palisade and the climbing charau-ka. If their champion is still up, the charau-ka fight on just as frenzied as before—if he is down, the second wave of charau-ka attack anyway, but aren't frenzied like the first wave was.

If the PCs' Average Awareness Point Total from *The Bloodcove Disguise* is 10+ (or 15+ for groups of five or more), this encounter is much harder, as the PCs didn't bring enough supplies for the camp. Without these supplies, the Pathfinders and workers in the camp have a much harder time defending, meaning that the PCs must fight off more of the charau-ka themselves. In that case, each group of charau-ka contains two more ape-men than are listed below. For parties of four that encounter the two additional charau-ka (especially in Tier 1–2), the GM may want to give those PCs with additional help from other Pathfinders or even Aspis mercenaries. The point to the extra foes is to make the encounter more difficult, not to outright kill lower-level PCs.

Creatures: During this wave, the PCs fight two more groups of charau-ka, but instead of defending the breach, they're forced to fight along a section of the palisade walls (their choice) as the charau-ka climb over in a shrieking mass. If the champion is still up but the PC controlling the monolith attacks the charau-ka instead, make the PCs battling the charau-ka fight yet another encounter with them (see Wave 1). Once the PCs defeat all the groups of charau-ka, proceed to Wave 3.

Tier 1–2 (CR 4)

CHARAU-KA (2) CR 2
hp 19 (use the stats on page 15)

Tier 3–4 (CR 6)

CHARAU-KA (4) CR 2
hp 19 (use the stats on page 15)

CHARAU-KA CHIEFTAIN CR 4
hp 42 (use the stats on page 15)

TIGER, DRUID ANIMAL COMPANION CR —
hp 19 (use the stats on page 15)

Tier 6–7 (CR 8)

CHARAU-KA (4) CR 2
hp 19 (use the stats on page 15)

CHARAU-KA CHIEFTAIN CR 6
hp 57 (use the stats on page 16)

TIGER, DRUID ANIMAL COMPANION CR —
hp 37 (use the stats on page 16)

Development: After the first group of charau-ka, give the PCs 1 round to act before the second group hits them. Should they trigger a third group (by using the iron golem to attack the charau-ka instead of the champion) give them 2 rounds between the second and the third group. Once all of the groups are defeated, give the PCs 5 rounds to act before moving straight to Wave 3.

Mission Notes: Cheliox faction PCs have another opportunity to recover the whole body of the angazhani. Since the beast weighs more than 1,000 pounds, this is no small feat. In essence, it costs Tier 1–2 Cheliox faction PCs 10 gp to hire camp workers and caravan workers to haul the thing to the coast at the conclusion of the scenario. Tier 3–4 Cheliox faction PCs must pay 150 gp and Tier 6–7 PCs must pay 500 gp.

Osirion faction PCs likewise have another opportunity to recover and perfectly preserve a charau-ka corpse. Have the PC describe how they plan to preserve the creature and then make a DC 20 Heal check. Since there are hundreds of corpses, they have several chances to succeed.

Rewards: If the PCs defeat this wave of charau-ka, reward each tier thusly:

- Tier 1–2:**
No reward.
- Tier 3–4:**
Give each player 280 gp.
- Tier 6–7:**
Give each player 637 gp.

Wave 3. Charau-Ka Cliff Attack (CR 4 or CR 6 or CR 8)

A ragged, much more muted cheer goes up from the camp's exhausted defenders. The cheer is short-lived, however; almost immediately the guards in the tower sound their horns, and pointing at the cliff that looms over the south end of the dig.

Thwarted at the breach and then again at the walls, the charau-ka make a last-ditch attempt to climb down the cliffs over the camp and attempt to take it from behind. The PCs need to pick a point along the cliff to assist in the defense. If the angazhani is down, the third wave of charau-ka attack anyway, but aren't frenzied like the first wave was—if their champion is still up, they fight on just as frenzied as before.

If the PCs' Average Awareness Point Total from *The Bloodcove Disguise* is 10+ (or 15+ for groups of five or more), this encounter is much harder, as the PCs didn't bring

enough supplies for the camp. Without these supplies, the Pathfinders and workers in the camp have a much harder time, meaning that the PCs must fight off more of the charau-ka themselves. In this case, this wave of charau-ka contains two more ape-men than are listed in the stat blocks below.

Creatures: During this wave, the PCs fight one more group of charau-ka, though instead of defending the breach or the palisade walls, they're forced to fight along a section of cliffs as the charau-ka climb down in a shrieking mass. With all of their chieftains dead, the charau-ka have made the rash decision to descend the tall cliff above the camp. Most of the charau-ka that attempt to climb down fall, resulting in a chaotic rain of shrieking ape-men. The PCs should occasionally be saved from combat by a falling, screaming ape-man that lands on the charau-ka the PC was fighting. This encounter is meant to be a quick, somewhat humorous wrap-up to the entire battle. By this point in the battle, the champion is likely dead, and the charau-ka are starting to lose their battle lust.

Tier 1–2 (CR 4)

CHARAU-KA (2)

CR 2

hp 19 (use the stats on page 15)

Tier 3–4 (CR 6)

CHARAU-KA (4)

CR 2

hp 19 (use the stats on page 15)

Tier 6–7 (CR 8)

CHARAU-KA (8)

CR 2

hp 19 (use the stats on page 15)

Development: The defeat of the charau-ka and their angazhani champion at last concludes the Battle for Azlant Ridge.

Mission Notes: Now that the battle is over, Cheliox faction PCs have an easier time recovering the whole body of the angazhani. It costs Tier 1–2 Cheliox faction PCs 10 gp to hire camp workers and caravan workers to haul the thing to the coast at the conclusion of the scenario. Tier 3–4 Cheliox faction PCs must pay 150 gp and Tier 6–7 PCs must pay 500 gp.

Osirion faction PCs likewise have another chance to recover and perfectly preserve a charau-ka corpse. Have the PCs describe how they plan to preserve the creature and then make a DC 20 Heal check. Since there are hundreds of corpses, many still fresh, they have numerous chances to succeed.

CONCLUSION

With the charau-ka and their champion defeated, the remnants of the ape-men flee back into the jungle, giving the excavation site its first relative peace in 10 months. With most of the camp either wounded or sick, Dias fears she may have to bury the site and take the key with her back to Absalom. Regardless, she thanks the PCs profusely for their timely help, promised to report to her venture-captain in Absalom that the success at Azlant Ridge was due in no small part to the efforts of the PCs.

Should any of the Aspis agents survive the battle, Dias thanks them and then informs them they have 1 hour to rest and then vacate her camp before she orders her Pathfinders to flay the skin from their bones. The Aspis grumble about it, but leave as they were told to.

Over the next several days, Dias guides the camp through packing and loading the caravan wagons to head for the coast and catch a vessel bound for Absalom. She packs away the key and the monolith control device and has the camp workers bury all signs of their dig, including triggering a rock fall to rebury the door to the Azlanti complex.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who convince Juliet Dias to release at least one slave earn 1 Prestige Award. PCs from the Andoran faction who also find Cullum Hewes and nurse him back to health earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who convince Juliet Dias to discuss the events on the evening she dug the test dig at area B5 earn 1 Prestige Award. PCs from the Cheliox faction who also recover the body of the angazhani and bring it back to Absalom earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who record everything they see at the Azlant Ridge site earn 1 Prestige Award. PCs from the Osirion faction who also recover and perfectly preserve a charau-ka corpse to return it to Absalom earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who successfully deliver the pasha's message to Raimondo earn 1 Prestige Award. PCs from the Qadira faction who also take an accurate stock of the expedition camp's supplies and discern the source of their food earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who examine the diseased camp workers and uncover the nature of their disease earn 1 Prestige Award. PCs from the Taldor faction who convince someone in the camp to talk about Elden Klemmer earn 1 bonus Prestige Award.

Andoran Faction Handout

Champion of Freedom,

As you approach the Pathfinder expedition known as Azlant Ridge, be mindful that your organization often uses slave labor to further its ends on these missions. Should you find slaves working in the camps, negotiate with Pathfinder Juliet Dias to either release them or sell them to you, then bring them back to Absalom where we might train them as partisans and send them back to the Mwangi to fight for the cause of freedom.

Additionally, we have a man in that camp—a former soldier named Cullum Hewes. He has not contacted us in over 10 months. Discover if he is well or what has befallen him. If he's injured or ill, ensure that he recovers and then bring him back to Absalom. I would know what he's seen there.

Capt. Colson Maldris

For Andoran,

Captain Colson Maldris



Cheliox Faction Handout

Exquisite Flesh Morsel,

Your unexpected disappearance from Absalom angered me, I must admit. You missed the masquerade of the year, and since you (among many) were to be my escort, I suffered embarrassment, the likes of which you can't possibly imagine. The fact that I have to relay this message by magic to my contacts in Bloodcove only angers me further.

You can cure me of my rage, however, by doing me some small favors at Azlant Ridge. Before my divinations were cut off, I was able to see that the dig focused not only on a white spherical object and some sort of metal door, but they were also digging a third hole. One evening I was lucky enough to see the tree of that dig bear fruit, for they hit something—something that glowed with a power that only our lord Asmodeus could have caused. Find out from Dias what that was and report back to me.

It is known that the Mwangi Expanse is influenced by the random chaos of the Abyss. Should you locate, stumble upon, or kill something Abyssal in nature, please bring me as much of it as you can so we can study its powers. Knowledge is power and we, the minions of Hell, must know our enemies in the Abyss.

Zarta Draldeen
Paracountess Zarta Draldeen

Osirion Faction Handout

Honorable Servant of the Ruby Prince,

Our nation has a history that stretches back long before any of the so-called powerful nations on Colarion today. If we were to grasp even a sliver of the power our history holds, we would crush the Inner Sea beneath our sandals and cleanse the puppet Qadira from existence. It is with this reminder, that I ask you assist in two matters that need resolving in the Terwa Uplands.

First, I must know everything about the Azlant Ridge dig site. I've heard rumors that the Society thinks it's the first Azlanti site in the Mwangi Expanse, but I question if its even Azlanti in nature at all. Sketch the door, or take a rubbing, and then describe to me everything you see beyond on it—if they decide to send you in.

Additionally, I need you to recover a specimen for me. Demon-possessed ape-men known as the charau-ka are thick throughout the jungles there. Should you encounter one, kill it and then preserve it and return to me. It must reach me in Absalom in perfect condition—I can buy rotting meat at the market.



For Our Ancestors,

Amenopheus

Amenopheus, The Sapphire Sage

Qadira Faction Handout

Servant of the Satrap,

Greetings. I hope this letter finds you in shade with a cool drink in your hand, because it's taken me a great deal of trouble to get it to you. Knowing what I do of Bloodcove, your only option for a caravan to the Terwa Uplands out of Bloodcove is that sneaky scoundrel Raimondo Scevola. Raimondo may not remember me, but I never forget a violated contract. With this message you will find another—a coded message that only Raimondo can decipher. Give it to him and be sure he receives it with the knowledge that failing to obey the message inside will result in his early reservation for a place in Pharasma's kingdom.

My final request is a rather simple one: take stock of the supplies in the Azlant Ridge expedition's camp and report back to me how they've managed to survive for 10 months without a direct supply line. I suspect magic is in play, and I must know if that's true.

Sincerely,

Pasha Muhlia Al-Jakri

Muhlia Al-Jakri

Taldor Faction Handout

Brother Victorious!

Greetings from glorious Oppara, where I recline on feather couches and sip only the finest Galtan wines—pre-revolution of course; the vintage has gone a bit downhill since then. My wizard tells me it should be no problem for you to receive this message, but I must point out that my wizard often lies to me and has to be whipped for his trouble. Let's hope he's gotten this to you as I asked.



I actually have nothing for you to do in the Mwangi Expanse—I mean, let's face it, it's as desolate as they come. And spending time at a dig site? I can't imagine how much dirt, grime, soil, mud, filth, disease, and pestilence you're like to find there. Not my first choice of assignments, I can tell you. Oh, that reminds me—while you're there, why don't you find out what disease the workers are suffering from. Is it, say, a strain of some jungle malady or perhaps a tailored, magical disease designed to ensure the failure of that expedition? I must know!

And since you're going to be there anyway, you might as well do me one last favor: my man there in the camp, Elden Klemmer—find out if he's well. He doesn't write, so I have no idea how those sores on his feet are doing.

I guess I had a few things for you to do, after all!

For Taldor!

BARON JACQUO
Baron Jacquo Dalsine

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SCENARIO #2-02: BEFORE THE DAWN, PART I: RESCUE AT AZLANT RIDGE

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
_____ Has Completed This Scenario.				

Scenario Chronicle # _____

TIER	1-2	▶	515	MAX GOLD
TIER	3-4	▶	1,282	
TIER	6-7	▶	3,185	

EXPERIENCE

Starting XP
+1 XP
Final XP Total

PRESTIGE AWARD

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
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+	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

Items Found During This Scenario

TIER	1-2	<i>Scroll of cure moderate wounds (150 gp)</i>
3-4		<i>Potion of cure moderate wounds (300 gp)</i> <i>Scroll of fireball (375 gp)</i>
6-7		<i>+2 chain shirt (4,350 gp)</i> <i>Potion of cure serious wounds (750 gp)</i> <i>Scroll of black tentacles (700 gp)</i>

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	_____

For GM Only

EVENT _____

EVENT CODE _____

DATE _____

Game Master's Signature _____

GM Pathfinder Society # _____