

SCIONS OF THE SKY KEY. PART 3: THE GOLDEN GUARDIAN

By Mikko Kallio



Scions of the Sky Key, Part 3: The Golden Guardian

Pathfinder Society Scenario #6–16

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SCIONS OF THE SKY KEY, PART 3: The Golden Guardian

By MIKKO KALLIO



Nearly 10,000 years ago, the dwarves of the Sky Citadel Jormurdun discovered a strange device amid the wreckage of a spaceship that had crashed into modern Numeria. The device, which the dwarves named the Sky Key, became a symbolic trophy of their Quest for Sky.

The dwarves' reign in Jormurdun came to a sudden end, however. Following a devastating attack by the duergar, the last king of Jormurdun ordered a mass exodus, knowing that their defeat was imminent. He split the Sky Key into five pieces and gave each of his four heirs a piece of the device to keep the legacy of Jormurdun alive.

The core device remained in the citadel with the king, who fell in a desperate last stand to buy his kinsfolk time to escape. The king's heirs led the exodus, carrying the four pieces with them. However, one by one, the siblings split away from the main group to continue their respective legacies elsewhere, taking their respective Sky Key components and their closest followers with them.

Not long ago, the Pathfinder Venture-Captain Nieford Sharrowsmith discovered dwarven ruins in the Bandu Hills of the Mwangi Expanse. Unbeknownst to him, a clan led by one of these scions of Jormurdun—Sigrin of Ashkurhall—had built the settlement. In an ambitious and foolish attempt to explore the ruins alone, Sharrowsmith caused a collapse that killed him and greatly angered a tribe of kobolds that inhabited the ruins.

Several months later, when it became clear that the venture-captain had vanished without a trace, Sharrowsmith's business partner Aya Allahe dispatched a group of Pathfinders to look for the missing venture-captain. The agents followed his trail from Nantambu up to Fort Bandu, where they found out not only that the Aspis Consortium was very influential in the region, but also that the local miners were blaming Sharrowsmith and the Society for recent kobold attacks. After dealing with the kobolds and restoring some of the miners' trust in the Society, the Pathfinders discovered that Sharrowsmith had indeed found the dwarven ruins. They also learned that a deadly creature known as the Golden Guardian

WHERE ON GOLARION?

Scions of the Sky Key, Part 3: The Golden Guardian takes place in the Bandu Hills of the Mwangi Expanse, where the PCs explore Ashkurhall, a ruined dwarven settlement now jealously guarded by a tribe of kobolds. More details on the Bandu Hills and its environs appear in *Pathfinder Campaign Setting: Sargava, the Lost Colony*, while more information about kobolds is available in *Pathfinder Campaign Setting: Kobolds of Golarion*. Both sources are available at bookstores and game stores, and online at paizo.com.



was protecting the place and that the only weapon that could defeat it, a dwarven talisman, was currently in the possession of the Krihirik, a gripli tribe.

Right before the start of this adventure, the Pathfinders tracked down the Krihirik and curbed the Aspis Consortium's devious plan to acquire the talisman. Thankful for the help and convinced that the Pathfinders could defeat the Golden Guardian, the griplis gave them the talisman.

Armed with the talisman, the PCs prepare to face the Golden Guardian and locate the missing venture-captain. What neither the griplis nor the PCs realize is that the egg-shaped clay talisman hides a far greater treasure within—Sigrin's component of the Sky Key.

GM RESOURCES

Scions of the Sky Key, Part 3: The Golden Guardian makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Bestiary*, *Pathfinder RPG Monster Codex*, and *Pathfinder RPG NPC Codex*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary*, *Monster Codex*, and *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

SUMMARY

Having acquired the dwarven talisman that is rumored to be the only weapon that can defeat the Golden Guardian, the PCs venture deeper into the dwarven ruins to find Venture-Captain Nieford Sharrowsmith. Along the way, they find clues indicating that Sharrowsmith was headed for an ancient temple.

To reach the temple, the PCs must negotiate a trap-laden maze of half-collapsed buildings and play a game of hide-and-seek with a playful basilisk that the local kobolds keep as a pet. In the temple, the Golden Guardian attacks the PCs but calms down as soon as it sees the Sky Key component. The PCs must, however, placate a group of angry kobolds that believe the PCs intend to harm their "Golden God".

Once they resolve the misunderstanding, the PCs find a series of murals that help them piece together the history of the dwarven ruins. The joy of their discovery is short-lived—a large force of Aspis agents attacks, and the PCs must enlist the aid of the kobolds and the Golden Guardian to defeat their unscrupulous rivals.

GETTING STARTED

In the second part of *Scions of the Sky Key*, a tribe of gripplis gave the PCs a clay talisman bearing the symbol of a mountain under dozens of bright stars. The gripplis kept the talisman safe for generations, in the knowledge that it would be the only weapon that could hold the Golden Guardian at bay. Their instructions were simple: break open the talisman in the presence of the Golden Guardian.

Upon their return to Fort Bandu, the PCs receive a letter from Venture-Captain Ambrus Valsin (**Player Handout #1**).

Before the PCs leave Fort Bandu, they may ask around for rumors about the Aspis Consortium, the Golden Guardian, and the kobolds.

Diplomacy (gather information) or Knowledge (nobility)

The PCs may ask the locals about the Aspis Consortium's latest movements.

15+ A contingent of Aspis mercenaries was seen approaching the Bandu Hills from the northwest—the direction of Bloodcove.

20+ The leader of the group is an Ustalavic aristocrat named Zaril Namoth, who is also known to be an expert tracker and hunter.

25+ According to some rumors, Zaril Namoth takes trophies from the people he tracks down and kills. Some say he needs their heads for dark rituals he learned while held by the Bekyar—a people infamous for kidnapping, cannibalism, and demon worship.

Knowledge (arcana), Knowledge (local), or Knowledge (religion)

The PCs may ask around Fort Bandu for rumors about the Golden Guardian.

10+ Almost everyone at Fort Bandu knows the legend of the Golden Guardian, but no one seems to know anything substantial.

15+ Since the stories about the local boogeyman have circulated in the region for centuries, most people speculate that the creature is immortal or not a living creature.

20+ Some people believe it is a gold dragon, while others say it is probably a living statue, a golden machine, or a god-like entity. The only thing the locals are unanimous about is that only a special weapon lost to antiquity can defeat the Golden Guardian.

Diplomacy (gather information), Knowledge (history), or Knowledge (local)

The PCs may ask the local miners about the kobolds of Mount Nakyuk.

15+ Until recently, the kobolds have largely kept to themselves. Most local people didn't even know about the kobolds before the incident with Sharrowsmith.

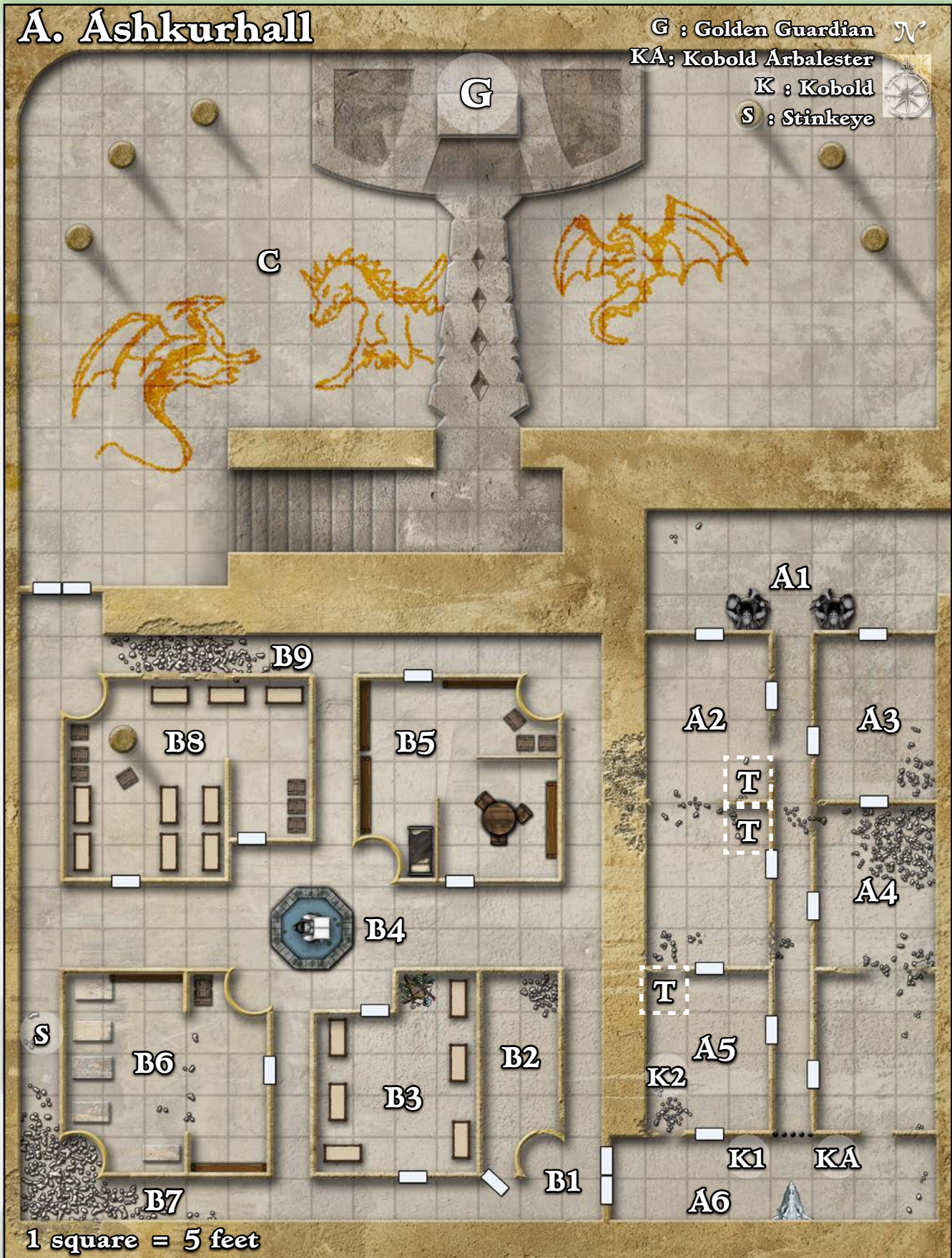
25+ Decades ago, a local boy went missing but returned weeks later with amazing stories about a hidden city protected by cruel traps that he only narrowly escaped. Learning this fact about the kobolds' defenses grants the PCs a +1 bonus on all skill checks and saving throws to find, disable, bypass, and evade traps during this adventure.

EXPLORING ASHKURHALL

Save for torrential rain alternating with scorching heat, the journey from Fort Bandu to Mount Nakyuk progresses smoothly. Ancient, crumbling stone buildings choked with vines and adorned with bone fetishes emerge from a patch of thick jungle underbrush. A scattering of bones and discarded tools hints that

A. Ashkurhall

G : Golden Guardian
 KA: Kobold Arbalester
 K : Kobold
 S : Stinkeye



this location was recently inhabited. A gaping stairwell yawns behind a blood-spattered altar, descending to the mysterious depths where the Golden Guardian makes its home.

Until a few days ago, kobolds inhabited this location. PCs who participated in *Pathfinder Society Scenario #6–12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail* remember arriving here just in time to rescue a group of miners from kobolds who were in the middle of sacrificing them. If none of the PCs participated in that adventure, PCs can discern that kobolds were here a few days ago with a successful DC 15 Survival check. The kobolds did not leave anything of value above ground.

The PCs descend into the musty depths of the mysterious ruins, where their exploration begins in a maze of half-collapsed rooms and corridors (area A).

The air is pleasantly cool in the lightless halls of Ashkurhall. The ceiling is 10 feet high except where otherwise noted, and the Climb DC on any of the stone surfaces is 18. On the hard granite floor, the Survival DC to follow tracks is 20.

While the PCs explore Ashkurhall, keep track of any Defense Points they gain, as detailed in encounter descriptions and in the Defense Points sidebar. These points affect the final encounter (see The Aspis Attacks in area C).

A. TRAP-LADEN MAZE

The dwarves built this area soon after they arrived in the region and found a vein of gold under Mount Nakyuk. Their journey through the Mwangi Expanse had been trying, and it seemed that almost everything was out there to kill them. They had lost many kinsfolk to wild animals, poisonous (and sometimes carnivorous) plants, quicksand, and other jungle dangers. The Bandu Hills had not been much gentler: landslides, sudden thunderstorms, and scuffles with local tribes of humans and humanoids had worn them down. Though the dwarves had to live their first years in these poor, cramped quarters, they felt safe for the first time in many years.

Any PC who succeeds at a DC 13 Knowledge (engineering) or Knowledge (history) check notices that the architecture in this area is quite plain by dwarven standards, which means the dwarves probably built this area in a hurry. Exceeding the DC of this check by 5 or more allows the PC to estimate that the ruins are about 3,000 years old. When the Nakyuk kobolds moved in eighty years ago, they made a few changes of their own as detailed in the area descriptions.

The following features apply to this area.

Cracks in the walls: Several of the walls have deep cracks resulting from tectonic activity or purposeful

THE KITSUNE'S GAMBIT

In the last two encounters of this scenario, the Aspis Consortium attacks the PCs. Throughout the scenario, the PCs have several opportunities to earn Defense Points, which weaken the forces that the Consortium can bring to bear against them. The following is a guide to all of the ways in which the PCs can earn Defense Points.

1 or 2 Defense Points: If one player at the table presents a chronicle sheet for *Pathfinder Society Scenario #6–09: By Way of Bloodcove*, the PCs begin the scenario with 1 Defense Point. This chronicle sheet can be applied to any of that player's characters. If two or more players present chronicle sheets for *By Way of Bloodcove*, the PCs instead begin the scenario with 2 Defense Points.

1 Defense Point: The PCs leave the collapsing wall trap in area A2 functional.

1 Defense Point: The PCs leave the purple worm's maw trap in area A5 functional.

1 Defense Point: The PCs do not break the portcullis in area A6.

1 Defense Point: All of the kobolds survive the encounter in area A6.

1 Defense Point: The PCs rearm the trap in area A6.

2 Defense Points: The PCs do not kill Stinkeye in area B.

2 Defense Points: All of the kobolds survive the God Defiled encounter in area C.

2 or 3 Defense Points: The PCs gain 2 Defense points if they secure the alliance of the Golden Guardian. If they secure the Guardian's alliance while successfully interpreting the mural, they instead gain 3 Defense Points.

destruction. A crack in the wall provides cover against creatures on the other side, though creatures in either of the two squares adjacent to a crack can make attacks through it without impediment. Small creatures treat a crack as difficult terrain, whereas a Medium creature must take a move action and succeed at a DC 15 Escape Artist check to pass through a crack.

The PCs can enlarge a crack so that it no longer impedes attacks or movement with a DC 23 Strength check or by dealing sufficient damage to the stone (hardness 8, hp 30).

Rust-stained iron doors: All of the doors in this area are stuck and don't open without sufficient force (hardness 10, hp 20, break DC 18).

A1. Entrance Hall

Two granite statues of dwarves in full armor stand guard in this entrance hall, flanking the entrance to a corridor to the south. Antelope skull patterns painted in red ochre cover each statue's face. In the wall to the south are two rust-stained iron doors.

When Nieford Sharrowsmith entered the ruins, he opened the eastern door with a crowbar, leaving visible marks on it (Perception DC 12 to notice). When he continued his exploration, he closed and jammed the door again, but opening it requires only a DC 10 Strength check.

Creatures: Kobold sentries quietly watch this area from afar. See area **A5** for details about the kobolds and their tactics.

A2. Collapsing Wall (CR 1/2 or CR 2)

A 10-foot section of the wall lies in pieces on the floor—the kobolds accidentally collapsed it. The collapse also weakened the adjacent 5-foot section of the wall dangerously. The kobolds noticed the weakened section and turned it into a crude but ingenious trap.

Anyone who succeeds at a DC 10 Knowledge (engineering) or Perception check notices that it would be easy to make the 5-foot section of the wall topple over with a strong push.

Trap: The floor tiles on either side of the unstable wall are actually pressure plates that cause the wall to collapse in on anyone who stands on them.

Subtier 1–2 (CR 1/2)

TOPPLING WALL TRAP

Type mechanical; **Perception** DC 13; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** repair

Effect collapsing wall; 2d6 bludgeoning damage (Reflex DC 13 half) and the square turns into difficult terrain.

Subtier 4–5 (CR 2)

TOPPLING WALL TRAP

Type mechanical; **Perception** DC 16; **Disable Device** DC 18

EFFECTS

Trigger location; **Reset** repair

Effect collapsing wall; 4d6 bludgeoning damage (Reflex DC 16 half) and the square turns into difficult terrain.

Development: If the PCs leave the trap functional, they gain 1 Defense Point.

A3. Sharrowsmith's Stash

The air in this room smells stale. A pile of rocks sits on the dust-covered floor in one corner of the room.

Nieford Sharrowsmith stored some of his items in this room. It's relatively easy (Perception or Survival DC 13) to notice that only a single human-sized creature wearing boots has visited the room recently.

Hazard: The door on the south wall is bent slightly inward as a result of the mass of rubble pressing against it in area **A4**. A PC can notice this convex feature with a successful DC 12 Perception check. If a PC manages to open the door, the weight of the rubble on the other side of the door breaks the door off its hinges, and the PC opening the door takes 1d8 points of bludgeoning damage (Reflex DC 14 half) in Subtier 1–2 and 3d6 points of bludgeoning damage (Reflex DC 16 half) in Subtier 4–5.

Treasure: With a DC 10 Perception or Knowledge (dungeoneering) check, a PC can determine that the pile of rocks in the corner is too orderly to be a natural feature. If the PCs examine the pile of rocks, they find Sharrowsmith's satchel. Sharrowsmith's satchel contains his journal (see **Player Handout #2** and **Player Handout #3**).

The satchel also contains a *wand of cure light wounds* (12 charges), a *wand of lesser restoration* (5 charges), and two *potions of cure moderate wounds*. In Subtier 4–5, there are also a *wand of bear's endurance* (14 charges) and two *potions of spider climb* in the satchel.

Rewards: If the PCs don't find Sharrowsmith's stash, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 102 gp.

Out of Subtier: Reduce each PC's gold earned by 187 gp.

Subtier 4–5: Reduce each PC's gold earned by 272 gp.

A4. Collapsed Ceiling

The large pile of rubble blocks access to Sharrowsmith's stash room (area **A3**) from this side unless the door is first opened from the other side. Anyone succeeding at a DC 10 Knowledge (dungeoneering) or a Knowledge (engineering) check notices that the cave-in wasn't completely accidental—there are tool marks in the ceiling. The check also reveals that climbing the rubble is possible but may be dangerous.

Hazard: Entering a rubble-filled square costs 4 squares of movement and requires a successful DC 15 Climb check. Anyone failing this check by 5 or more takes nonlethal bludgeoning damage from being hit by shifting debris (1d6 points of damage in Subtier 1–2 and 3d6 points of damage in Subtier 4–5).

A5. Purple Worm's Maw Trap (CR 1/2 or CR 2)

The clever kobolds have built a trap in this room that ensnares and damages intruders.

Trap: The floor in the northwest corner is purposefully built of fragile stone that fractures if a Medium creature enters the square. The rubble traps the creature's foot, and a shallow pit filled with downward-pointing spikes tears at his legs as he tries to escape.

Subtier 1–2 (CR 1/2)

PURPLE WORM'S MAW TRAP

Type mechanical; **Perception** DC 18; **Disable Device** DC 19

EFFECTS

Trigger location; **Reset** manual

Effect The target is entangled and cannot move (Reflex DC 17 negates). The target can escape as a full-round action, which deals 1d6 points of piercing damage. If the target succeeds at a DC 19 Disable Device or Escape Artist check, the target can escape as a full-round action without taking any damage.

Subtier 4–5 (CR 2)

PURPLE WORM'S MAW TRAP

Type mechanical; **Perception** DC 21; **Disable Device** DC 22

EFFECTS

Trigger location; **Reset** manual

Effect The target is entangled and cannot move (Reflex DC 20 negates). The target can escape as a full-round action, which deals 3d6 points of piercing damage. If the target succeeds at a DC 22 Disable Device or Escape Artist check, the target can escape as a full-round action without taking any damage.

Development: If the PCs leave the trap functional, they gain 1 Defense Point.

A6. Stone-Faced Dragon

A lowered portcullis blocks off this room from the hallway to the north. The portcullis is old and rusty, and it no longer fits properly in its grooves. A PC can smash the portcullis down with a successful DC 15 Strength check. At the south end of this hallway, there is a grotesque dragon face carved in the stone wall. In its gaping maw it has two dozen round holes where its teeth should be.

A 20-foot-long series of pressure plates down the hallway is in poor repair, and spotting it requires only a DC 10 Perception check. The dragon's face used to be a functional trap that fired crossbow bolts at anyone stepping on any of the pressure plates in the hallway, but when Nieford Sharrowsmith explored the ruins, he disabled the firing mechanism. A PC who succeeds at a DC 13 Craft (traps) or Disable Device check can recognize that the trap is merely disabled, not broken. A PC can repair and rearm the trap in 5 minutes with some spare parts (such as those in Naktok's house in area B5), 12 Small crossbow bolts, and a successful Craft (traps) or Disable Device check (DC 17 in Subtier 1–2 and DC 20 in Subtier 4–5).

Creatures: Several kobold sentries are stationed here (three in Subtier 1–2, and four in Subtier 4–5). As soon as the kobolds detect intruders, one of the sentries quietly leaves through the double door, releases Stinkeye the basilisk from area B1, and hurries to the temple (area C), leaving her comrades to fight the PCs alone.

The 2 remaining kobolds attack anyone that moves beyond the entrance hall (area A1). If possible, they attack from hiding to gain a surprise round. When necessary, they move through the cracks in the walls to evade the PCs or to get an unobstructed line of fire.

As long as the kobolds are able to avoid getting into melee, they respond to any attempts at negotiation with derision. They prefer flight to capture—if necessary, they attempt to flee to the surface through the entrance hall. If cornered, they surrender and are willing to answer the following questions.

What is the Golden Guardian like? “Our Golden God? As big as a dozen kobolds! It's in the temple!”

Have you seen any humans here before? “A human collapsed a corridor, that bastard! But we don't know where he went. Our boss Naktok might know.”

What lies beyond this area? “Our homes are to the west, and the temple is north from there. You can't go to the southern part of this place anymore because a corridor collapsed.”

The kobolds say nothing about Stinkeye unless the PCs insist that the kobolds enter area B. They know that their comrade released the basilisk in that area, and no amount of persuasion can convince them to go there. If pressed, they tell the PCs that there is a creature called Stinkeye roaming free there. The kobolds don't know what it looks like; they only know that it eats anyone who looks at it.

Subtier 1–2 (CR 1)

KOBOLD SNIPERS (2)

CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 31)

Subtier 4–5 (CR 4)

KOBOLD SNIPERS (2)

CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 31)

KOBOLD ARBALESTER

CR 3

Kobold blade (*Pathfinder RPG Monster Codex* 130; see page 31)

hp 30

Melee mwk rapier +6 (1d4/18–20)

Ranged mwk light crossbow +11 (1d6+2/19–20)

Feats Point-Blank Shot, Rapid Reload (light crossbow), Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow)

Treasure: In a sack next to the double door, there are twelve narrow strips of leather. The PCs can deduce with a successful DC 10 Appraise or Craft (leather) check that the strips are blindfolds for Small creatures, but it is possible to tie two blindfolds together to make a blindfold suitable for a Medium creature. Near the double door, the PCs also find 80 Small light crossbow bolts stored in a bucket.

Development: If all of the kobolds survive the encounter, the PCs gain 1 Defense Point. If the PCs repair the dragon-faced trap, they also gain 1 Defense Point. If the PCs do not smash down the portcullis, they gain an additional 1 Defense Point.

B. BASILISK'S PLAYGROUND (CR 2 OR CR 5)

The dwarves built this area once they had established a foothold in the Bandu Hills. Any PCs succeeding at a DC 10 Knowledge (engineering) or Knowledge (history) check notices that the architecture is more sophisticated here than near the entrance (area A). Despite the millennia that have passed since its construction, the stonework shows little wear, except where the kobolds have made "improvements."

Many of the kobolds that survived the collapse caused by Nieford Sharrowsmith live in this area, but when the PCs arrive, none of these kobolds are present.

Creature: A sentry from area A6 released the kobolds' pet basilisk Stinkeye. The kobolds' blind leader Naktok raised it from an egg to adult and spoiled it with a lot of food and toys. As a result, the basilisk is much more interested in playing than hunting, and it doesn't want to fight the PCs unless they act in a threatening manner. The basilisk is used to the blind kobold's company and doesn't understand why most other creatures that see it turn into food—petrified creatures are a basilisk's main source of nutrition—and may subject the PCs to its gaze inadvertently.

When the PCs arrive, the basilisk is sitting in the corridor behind the morgue (area B6). Any PC that sees the basilisk without turning to stone notices a collar around its neck. The PCs may also attempt a DC 15 Sense Motive or Knowledge (arcana) check to realize that its behavior is unusually docile for its species.

Stinkeye doesn't move unless the PCs attack it or come within 10 feet of it without first gaining its trust. As a warning, the basilisk starts hissing if anyone it doesn't trust comes within 20 feet.

A PC who visibly carries Stinkeye's toy (see area B2) automatically gains the basilisk's trust, and the basilisk will follow that PC around the dungeon as long as any PCs that it doesn't trust keep their distance. If the PC throws the toy, Stinkeye clumsily scampers off to fetch it. Alternatively, a PC can gain Stinkeye's trust with a successful DC 14 wild empathy check or a DC 16 Bluff or

UNEASY FEELING

Area B contains many telltale signs of the presence of a basilisk. To add to the tension, ask the players to roll Perception every now and then—a successful DC 15 check means the PC knows there's "something out there," a DC 20 check means the PC can guess the general direction where the creature is, and a DC 25 check reveals the exact location. If necessary, remind the players about the rules on averting eyes and wearing a blindfold (*Pathfinder RPG Bestiary* 300).

Handle Animal check. A PC who fails one of these checks by 5 or more may not attempt further checks. Any PC who succeeds at one of these checks can move freely around the basilisk and attempt further checks using the same DC to either scratch its head to make it close its eyes for one round, or to convince Stinkeye to follow the party around the dungeon, as long as any PCs that it doesn't trust keep their distance.

If the PCs kill the plump basilisk, they can use its blood to treat up to three petrified victims. In Subtier 1–2, the blood also heals all Dexterity damage caused by the basilisk.

Subtier 1–2 (CR 2)

STINKEYE

CR 2

Variant young basilisk (*Pathfinder RPG Bestiary* 295, 29)

N Small magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

OFFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 27 (5d10)

Fort +6, **Ref** +5, **Will** +2

DEFENSE

Speed 20 ft.

Melee bite +7 (1d6+1)

Special Attacks gaze

STATISTICS

Str 12, **Dex** 12, **Con** 11, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +5; **CMD** 16 (28 vs. trip)

Feats Blind-Fight, Great Fortitude, Skill Focus (Perception)

Skills Perception +10, Stealth +10

SPECIAL ABILITIES

Gaze (Ex) Calcify and harden flesh (1d4 Dex damage), range 30 feet, Fortitude DC 12 negates. A creature that is reduced to 0 Dexterity by the basilisk's gaze immediately turns to stone (as *flesh to stone*). A creature restored to flesh has its Dexterity damage caused by basilisk gaze removed, but not any existing Dexterity damage from other sources. The save DC is Constitution-based.

SCALING ENCOUNTER B

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 1–2: Reduce Stinkeye's current hp to 18 and reduce the Fortitude save DC of its gaze to 11.

Subtier 4–5: Reduce Stinkeye's current hp to 36 and reduce the Fortitude save DC of its gaze to 14.

Subtier 4–5 (CR 5)

STINKEYE

CR 5

Basilisk (*Pathfinder RPG Bestiary* 29)

hp 52

Development: If Stinkeye survives the encounter, the PCs gain 2 Defense Points. Each PC who gains Stinkeye's trust earns the Stinkeye's Friend boon on her Chronicle sheet.

B1. Petrifying Fear

Just five feet from the double door, a granite statue of a human woman stands in a running pose. The head of the statue is turned to look over her shoulder, her face locked in a silent scream.

The statue is the petrified body of an Aspis agent named Vanei Thaskin. An advance scout sent by Zaril Namoth, she was able to locate the dwarven ruins and sneak past the guards. However, she unwittingly released the basilisk and turned to stone while running away. In her current state, identifying her as a Keleshite requires a DC 12 Knowledge (geography) check. A PC who succeeds at a DC 15 Knowledge (local) check recognizes that her gear is typical of Aspis Consortium scouts working in the Mwangi Expanse.

With a DC 15 Sense Motive or Craft (sculptures) check, the PCs notice that the anguish and fear in her expression is too real and her features are disturbingly lifelike. The creeping suspicion that something is wrong also allows the PCs to attempt a DC 15 Knowledge (arcana) or Knowledge (nature) check to remember that some creatures, mainly magical beasts and monstrous humanoids, can petrify their victims.

If the PCs revive Vanei with Stinkeye's blood, which they can obtain from a jar in area **B6**, buy from a kobold in area **C**, or extract from Stinkeye's corpse, she is openly surprised that her enemies revived her and deeply ashamed that she failed her mission. In her vulnerable state, it is relatively easy to convince her to answer the questions below; a PC needs only to succeed at a DC 12 Diplomacy or DC 14 Intimidate check. If the PCs do not

convince her to answer their questions, she thanks them for their assistance and leaves the ruin.

Who are you? "I'm Vanei Thaskin. I was sent here to find out about any defenses. I got this far, but that... creature got me. I've had enough of this place and the Aspis Consortium!"

Who sent you here? "Zaril Namoth, an aristocrat from Ustalav. He works for the Aspis Consortium. He's a dangerous man. They say he used to hunt big beasts for pleasure, but a tribe of Bekyar captured him. Somehow he survived, but he had changed. Now he hunts people. He loves to impale people with his great spear and take their heads with his kukri. People say he learned these things and some demonic magic from the Bekyar!"

How many troops does Zaril command? "More than a dozen scouts and mercenaries."

What is the Aspis Consortium looking for? "A Pathfinder agent who knows something about a dwarven device that would be of great value to the Consortium. There are also rumors that there is a golden statue in these ruins. They are going to melt it for profit."

Development: If the PCs revive Vanei and let her live, each PC earns the Vanei's Friend boon on her Chronicle sheet. After the PCs have finished speaking with her, Vanei leaves the ruin.

B2. Stinkeye's Home

The reek of dung and sweat permeates this small room. Heaped in a corner, there is a pile of cement pellets, and in another corner lies a grotesque, stuffed leather bag with two oval patches sewn on it.

Stinkeye the basilisk lives in this room. For safety reasons, the kobolds usually keep it locked up in its room, but currently the basilisk is near the morgue (area **B6**).

The leather bag in the corner is Stinkeye's favorite toy. Upon closer inspection, it's easy to notice many bite marks on it. A PC succeeding at a DC 13 Handle Animal check can deduce that it has been used to teach a creature the fetch trick. A PC who succeeds at a DC 12 Knowledge (nature) or Survival check reveals that the pile of crumbly cement pebbles is actually dung.

B3. Barracks

Animal hides and furs have been laid out on the six dwarf-sized stone beds in this room. A crude set of dice lies scattered on the floor. A number of weapons have been stashed in a pile to the north.

Kobold guards live in this room, though none are currently present. A PC who succeeds at a DC 12 Survival

check notices that only three of the beds have been slept in recently—many kobolds died in the collapse that Sharrowsmith caused.

Treasure: While most of the weapons are of poor quality and virtually worthless, Sharrowsmith's longsword, which has his initials engraved on the crossguard, is also in the pile. Sharrowsmith's blade is a *lesser blade of the open road* in Subtier 1–2 and a *blade of the open road* in Subtier 4–5 (see sidebar). The kobolds managed to disarm the blade shortly before Sharrowsmith triggered the collapse (see area B7).

Rewards: If the PCs don't find Sharrowsmith's sword, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 26 gp.

Out of Subtier: Reduce each PC's gold earned by 109 gp.

Subtier 4–5: Reduce each PC's gold earned by 193 gp.

B4. The Crying Dwarf

At the center of a large fountain, a white marble statue of a dwarf in scholarly robes faces east in a defiant posture. In one hand, the dwarf holds a staff, and in the other an open book. While most of the statue's elaborate details are still intact, its face has crumbled away, and water pours down from two holes where the statue's eyes had once been.

The dwarves built this statue as a memorial to all those who perished or split off from the main group during the exodus from Jormurdun. The kobolds did not like the dwarf's face, and with a successful DC 13 Perception check, the PCs notice pickaxe marks, suggesting that the statue has been vandalized.

A successful DC 13 Linguistics check is needed to read the ancient, weathered writing in the book, which says: "Home is far behind, our kin scattered to the four winds, but we endure." Any PC who can understand Dwarven gains a +5 circumstance bonus on the check and can attempt the check untrained.

B5. Naktok's House

Many bits and pieces of metal lie on stone shelves carved into the walls. Several ornaments made from animal bones hang from the ceiling. A crude, one-foot-tall statue of a horned and winged creature stands on a stone table set next to a wall.

This room is home of the kobolds' leader, Naktok. The bits of metal are trap parts, which the PCs can identify with a successful DC 13 Craft (traps) or Disable Device check. The statue on the table depicts the Golden Guardian in an intermediate state when it had been sleeping in the dwarven temple for millennia, before the kobolds' architectural influences started to change it.

SHARROWSMITH'S BLADE

BLADE OF THE OPEN ROAD

PRICE
VARIES

Lesser blade of the open road	2,515 GP
Blade of the open road	19,715 GP
Greater blade of the open road	35,715 GP
SLOT none	CL 8th
WEIGHT 4 lb.	

AURA moderate conjuration

Blades of the open road are longswords specifically crafted to strike against the Aspis Consortium. A *lesser blade of the open road* is a +1 longsword with a Glyph of the Open Road stamped into its hilt. A *blade of the open road* is a +1 Aspis bane longsword. Against agents of the Aspis Consortium and creatures directly employed by the Aspis Consortium, the weapon's enhancement bonus is 2 higher than its actual bonus, and the weapon deals an extra 2d6 points of damage. A *greater blade of the open road* has all of the properties of a *blade of the open road* and gains the *ominous^{UE}* and *heartseeker^{UE}* weapon special abilities against Aspis Consortium agents and the Consortium's employees. Any *wayfinder* the wielder carries grants a +2 circumstance bonus on all Survival checks, not just checks to avoid becoming lost. A *blade of the open road* and *greater blade of the open road* increase this bonus to +4 or +6, respectively. Between scenarios, the wielder can enhance a *lesser blade of the open road* to become a *blade of the open road* and later into a *greater blade of the open road* by paying the difference in price between the two items.

CONSTRUCTION REQUIREMENTS

COST VARIES

Craft Magic Arms and Armor, *death knell*, *summon monster I*

Any PC that succeeds at a DC 19 Knowledge (nature) check recognizes that the creature depicted is a gargoyle.

B6. Morgue

The smell of incense is almost overpowering in this house, where shelves full of jars and vases of different sizes line the walls. Three kobolds lie motionless in stone beds.

The kobolds in this room have been dead for several weeks, casualties of the cave-in that killed Venture-Captain Sharrowsmith. A successful DC 10 Heal check confirms that the kobolds are dead. The resident alchemist (see area C) has alchemically preserved the bodies, and the corpses await burial. Unfortunately, the kobolds' sacred burial site lies beyond the collapsed

corridor (area **B7**). The kobolds have been begging the Golden Guardian to help them clear the rubble, but to no avail.

With a successful DC 14 Craft (alchemy) or Knowledge (religion) check, the PCs can determine that some of the herbs and liquids in the jars and vases are alchemical substances, while others are intended for religious purposes.

Treasure: Three of the jars have a crude drawing of a lizard's head on their labels. In Subtier 1–2, two of the jars are empty, and the third contains a rusty red gel. In Subtier 4–5, each of the three jars contains a rusty red gel. The gel is basilisk extract, Stinkeye's blood treated with alchemical preservatives that a PC can identify with a successful DC 18 Craft (alchemy) check. When applied to a creature that has been petrified by a basilisk's gaze for no more than 1 hour, the creature is restored to flesh as though it had been coated with fresh basilisk blood.

Reward: If the PCs do not retrieve the jar (or jars, in Subtier 4–5) of basilisk extract, reduce each PC's gold as follows.

Subtier 1–2: Reduce each PC's gold earned by 50 gp.

Out of Subtier: Reduce each PC's gold earned by 75 gp.

Subtier 4–5: Reduce each PC's gold earned by 100 gp.

B7. Collapsed Corridor

This corridor has caved in, completely blocking the passage.

When Nieford Sharrowsmith reached area **B**, he first went north to explore the ancient temple (area **C**). The kobolds accosted him, and he fled toward this entrance. Further down the corridor to the south, he toppled a corroded stone column to kill the pursuing kobolds. In doing so, he unwittingly caused a series of collapses and was crushed by the falling rocks. His body is still buried in the debris, far too deep for the PCs to see.

Hazard: Climbing the pile of rubble involves the same risks as in area **A4**. It is impossible to enter the two squares at the southern edge of the map.

B8. Abandoned Infirmary

A stone pillar bearing numerous lines of runic text stands amid pieces of stone furniture and heaps of miscellaneous junk.

A PC who succeeds at a DC 15 Heal or Knowledge (engineering) check realizes that this house used to be an infirmary. The kobolds have decorated the stone surfaces with paintings of dragons, but the original inscriptions on the stone pillar are still partially legible. Any PC who understands Dwarven knows that each line consists of the name of a dwarf followed by a number. A PC who succeeds at a DC 15 Linguistics check can deduce that the numbers are dates, but the notation

is completely different from that used in Absalom Reckoning dates.

Halfway through the list, the intervals between the dates suddenly become shorter and shorter. The column actually lists the dates of deaths. A disease ravaged the dwarven colony near the end of its occupation, quickly killing a large number of dwarves.

B9. Rubble

When the deadly cave-in happened in the corridor in area **B7**, the vibrations in the rock caused another collapse here.

Hazard: Climbing the pile of rubble involves the same risks as in area **A4**.

C. ANCIENT DWARVEN TEMPLE

A huge block of intricately sculpted stone dominates the center of this vast temple chamber. To the east, a flight of stairs leads up to a walkway, which connects to the stone block's surface. Six pillars lie around the edges of the room, each decorated with carved patterns of scales and dragon heads. Several large paintings of dragons adorn the floor.

The dwarves constructed this temple at the height of their prosperity. The ceiling rises to a uniform height of 25 feet here. The centerpiece of the temple is a huge block of stone, the top of which is connected to a stairway by a walkway with a curiously round cross-section. When viewed from above, its shape resembles a warhammer, and any PC who worships Torag or succeeds at a DC 12 Knowledge (religion) check identifies the shape as Torag's holy symbol.

The kobolds have added some details of their own to make the interior cozier. The kobolds did not dare to deface the hammer, however, and it still looks almost as good as new.

Once the PCs enter the temple, the encounters detailed below occur one after another.

Hazards: There are a number of dangerous terrain features in the temple.

Crumbling Pillars: The six pillars are badly corroded, a feature that a PC can notice with a successful DC 12 Knowledge (dungeoneering) or Knowledge (engineering) check, or a DC 17 Perception check. Any of the pillars can be collapsed (hardness 6, hp 20, Break DC 18) to deal 2d6 points of bludgeoning damage in Subtier 1–2, or 5d6 points of bludgeoning damage in Subtier 4–5, to all creatures in a 25-foot line. The affected squares also turn into difficult terrain.

Walkway: Moving faster than half speed along the uneven shaft of the massive stone hammer requires a DC 12 Acrobatics check. Any creature that fails the check by 5 or more falls 15 feet to the temple floor.

The Golden Guardian (CR 7)

A group of kobolds is frantically praying to a massive golden statue as if they wanted it to wake up. The winged statue is standing atop a fifteen-foot-tall block of stone, its back against a wall decorated with many gold-leaf murals depicting historical scenes. Suddenly, the statue starts moving, flexing its wings, and roaring in a voice resembling a metallic hunting horn.

Creatures: A group of kobolds has gathered around the Golden Guardian. They believe it is a living god and are asking it to repel a group of intruders—the PCs—but so far, the Golden Guardian has ignored the kobolds' prayers. As soon as the kobolds notice the PCs, they scream, "There they are!" and the Golden Guardian turns to regard the PCs. It roars in anger: "You should not have come here!" and starts moving menacingly toward the PCs as the kobolds stare in awe.

Like the temple itself, the Golden Guardian's appearance reflects both dwarven and kobold aesthetics. The creature is a rare type of gargoyle that is especially large and robust, and is made partly of gold. It also has scales on its skin, and a relatively narrow head and broad snout that give it a draconic appearance. Its posture is more regal than that of the usual, crouching gargoyles. Because of its unusual appearance, the DC to identify it with Knowledge (nature) is 27.

All Subtiers

THE GOLDEN GUARDIAN

CR 7

Variant giant metal-clad (gold) gargoyle (*Advanced Bestiary* 199, *Pathfinder RPG Bestiary* 295, 137)

CN Large monstrous humanoid (earth)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 7, flat-footed 17 (–2 Dex, +10 natural, –1 size)

hp 84 (8d10+40)

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

Defensive Abilities light fortification; **DR** 10/magic; **Resist** fire 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (1d6+4), bite +11 (1d8+4), gore +11 (1d8+4)

Space 10 ft.; Reach 10 ft.

TACTICS

During Combat Using Flyby Attack, the gargoyle swoops down, makes a gore attack, and retreats to a safe distance.

Morale If the PCs do not use the dwarven talisman in the first

round of combat, remind them of its importance. Breaking open the talisman reveals a piece of metal with an ancient symbol engraved on it. Upon seeing it, the Golden Guardian immediately calms down and utters, "Welcome, friends of Ashkurhall." The Golden Guardian attacks the PCs until they either present the talisman or retreat. It does not pursue fleeing PCs.

STATISTICS

Str 19, **Dex** 6, **Con** 20, **Int** 10, **Wis** 9, **Cha** 13

Base Atk +8; **CMB** +13; **CMD** 21

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

Skills Fly +10, Intimidate +11, Perception +9, Profession (miner) +5, Stealth +3; **Racial Modifiers** –4 Acrobatics, –4 Climb, –4 Escape Artist, +4 Profession (miner), –4 Sleight of Hand, –2 Stealth (+4 in stony environs), –4 Swim

Languages Common, Terran

SQ freeze



SPECIAL ABILITIES

Light Fortification (Ex) Whenever a sneak attack or critical hit is scored against a gold-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Development: Once the PCs finish the encounter with the Golden Guardian, the suspicious kobolds confront them about their actions and motives. The kobolds do not attack the PCs until the PCs have had a chance to explain themselves. However, if the PCs attack the kobolds, the kobolds fight back. These kobolds begin any altercation spread throughout the room and roughly 30 feet from the PCs.

The God Defiled (CR 3 or CR 6)

The kobolds are enraged by the sudden turn of events and assemble to shout at the PCs from approximately 30 feet away. Their blind leader, Naktok, makes the following accusations in halting Common, interspersed with other indignant claims, punctuated by the distressed chorus of his kobold followers.

- “What is this? You put a curse on our Golden God with that trinket!”
- “The idiot human who collapsed the corridor was a friend of yours, wasn’t he?”
- “You attacked kobolds a few weeks ago just outside these ruins, didn’t you?”
- “How did you get past Stinkeye? Did you murder him?”
- “You have been stealing our stuff!”

The PCs may answer in an apologetic (Diplomacy), evasive (Bluff), or defiant manner (Intimidate). Any PC that speaks Draconic receives a +2 circumstance bonus on the checks. The PCs may also answer the questions in creative ways (such as using Handle Animal to prove that Stinkeye is still alive). Regardless of the skill used, the DC for each of the checks is 13 in Subtier 1–2 and 16 in Subtier 4–5. If the same PC attempts to answer more than three questions, Naktok interrupts, blindly points a finger in the direction of another PC and says “No! Let that one answer!”

If the PCs succeed at three or more of the checks, the kobolds calm down. If not, they attack and keep fighting for 4 rounds if the PCs succeeded at none of these checks, and for 1 round fewer for each successful check that the PCs made. The gargoyle doesn’t want any harm to come to its kobold thralls or the bearers of the Sky Key component, and each round of the combat, it roars angrily, “Do not kill each other!”, which eventually snaps the kobolds out of their rage.

All Subtiers

NAKTOK CR —

Kobold master trapper (*Pathfinder RPG Monster Codex* 133; see page 30)

hp 31

Weaknesses blind

During Combat Naktok is a noncombatant.

Subtier 1–2 (CR 3)

KOBOLDS (2) CR 1/4

hp 4 each (*Pathfinder RPG Bestiary* 183; see page 29)

KOBOLD SNIPER CR 1/2

hp 12 (*Pathfinder RPG Monster Codex* 130; see page 31)

KOBOLD BOMBER CR 1

hp 12 (*Pathfinder RPG Monster Codex* 133; see page 30)

Subtier 4–5 (CR 6)

KOBOLD SNIPER CR 1/2

hp 12 each (*Pathfinder RPG Monster Codex* 130; see page 31)

KOBOLD BOMBERS (2) CR 1

hp 12 (*Pathfinder RPG Monster Codex* 133; see page 30)

KOBOLD BLADES (2) CR 3

hp 30 (*Pathfinder RPG Monster Codex* 130; see page 31)

Development: Once the fighting ends, Naktok asks the PCs what they want. Assuming the PCs tell the kobolds that they are only looking for their missing comrade, the kobolds seem more relaxed. If all kobolds survived the encounter and the PCs look injured, the kobolds offer to sell them up to five *potions of cure light wounds*, two *potions of cure moderate wounds*, and a dose of basilisk extract (which they sell for 600 gp, see area B6).

If all the kobolds survive the encounter, the PCs gain 2 Defense Points.

Pieces of a Mystery

After parleying and bartering for any potions, Naktok goes to check on Stinkeye, and his sulking comrades go to check if the traps near the entrance (area A) are still functional. The Golden Guardian is still suspicious of the Pathfinders because they look nothing like the dwarves it knew millennia ago. In order to test them, it asks the PCs to get on top of the massive stone hammer to view a series of murals on the wall, saying that the bearers of the dwarven talisman would know the meaning of the murals—unless bearers acquired the talisman through dishonest means.

The murals depict the rise and fall of Jormurdun as well as later stages of the exodus. Read each of the following read-aloud texts and allow the PCs to attempt the listed checks in any order to figure out what the murals depict. The DC for each check is 15 in Subtier 1–2 and 18 in Subtier 4–5. Dwarves gain a +2 circumstance bonus on all checks to interpret the mural. A PC can replace the listed skill checks for a mural with a successful Bluff of Perform (oratory) check to spin a sufficiently convincing story. The DC of this check starts at 15 in Subtier 1–2 and 18 in Subtier 4–5. Each time the PCs use Bluff or Perform (oratory) to convince the Golden Guardian that they know the meaning of a mural, the DC to use these skills on future murals increases by 5, as the Golden Guardian becomes increasingly suspicious.

The mural depicts a dwarf in a cave gazing up and shielding her eyes with a hand.

Knowledge (history) or Knowledge (religion): The mural depicts the ancient dwarven migration to the surface known as the Quest for Sky. According to legend, Torag gave the dwarves a prophecy that prompted them to leave their original homes in the Darklands realm of Nar-Voth.

The mural depicts a fireball with long, trailing streaks descending from the sky.

Knowledge (history) or Knowledge (geography): The mural depicts a historical event called the Rain of Stars. Before recorded history, a fireball fell from the heavens and crashed into the land now called Numeria. Modern scholars believe the fireball was a vessel of some sort.

The mural depicts two dwarves locked in battle. One of them has long, braided hair while the other is bald.

Knowledge (local) or Knowledge (dungeoneering): The bald dwarf in the mural is a duergar. According to legend, an outcast god turned their heads bald and their skin ashen gray. They are infamous slavers who believe that the surface dwarves are traitors of their race and that other creatures are fit only for service and torment.

The mural depicts four complex symbols arranged on the four points of a compass rose slanted slightly to the right.

SCALING THE GOD DEFILED

Make the following adjustments to the encounter to accommodate a party of four PCs.

Subtier 1–2: Remove the kobold sniper from the encounter.

Subtier 4–5: Remove one kobold bomber and one kobold blade from the encounter.

Appraise or Perception: The symbol set on the south point of the compass rose is a stylized version of the symbol engraved on the piece of metal that the PCs found inside the dwarven talisman.

The mural depicts rolling hills with dark gray, rocky soil, punctuated with veins of gold. A vine covered in lavender flowers crushes a giant lizard like a constricting serpent.

Knowledge (geography) or Knowledge (nature): This mural depicts the westernmost part of the Bandu Hills.

The mural depicts a map with many rooms, some crude, others skillfully carved and rich in detail.

Knowledge (engineering) or Survival: This mural depicts a stylized version of Ashkurhall, the dwarven settlement whose ruins the PCs are exploring. The map quite accurately shows how the parts that were built later are architecturally more impressive.

The mural depicts a dwarf with his eyes cast to the ground and his hand held against his chest.

Heal or Sense Motive: The dwarf looks worried and has lost much weight. It is likely that the dwarf depicted has a terminal disease.

The mural depicts a demonlike creature with horns and wings.

Knowledge (engineering) or Knowledge (nature): The creature is a monstrous humanoid called a gargoyle. Gargoyles are best known for their ability to freeze in place to look like a statue. They are also ageless beings, and over time, their appearance changes to match the surrounding architecture.



The mural depicts a humanoid with bulbous eyes and bowed legs.

Knowledge (geography) or Knowledge (local): The creature is a gripli, a member of the same race of humanoids from whom the Pathfinders gained the dwarven talisman. If any PC has credit for *Pathfinder Society Scenario #6–14: Scions of the Sky Key, Part 2: Kaava Quarry*, then she automatically succeeds on this check.

The mural depicts a dwarf whose weapons and armor are made of wood and stone rather than metal. His skin bears numerous simple tattoos, and several bright feathers adorn his beard.

Knowledge (geography) or Knowledge (local): The dwarf in the mural is a Taralu. These jungle dwarves practice a version of ancestor worship alongside the worship of totems based on local creatures, particularly dragons and wyverns. These dwarves have a small but notable presence within the city of Kibwe.

If the PCs succeed at five or more checks, the Golden Guardian tells the PCs the history that the murals depict, pointing to each mural in sequence. Read or paraphrase the following.

The Golden Guardian nods approvingly. “You truly are the worthy bearers of the talisman, so I shall tell you a story that Sigrin of Ashkurhall, the founder of this place, once told me.

“Long ago, when Sigrin’s father ruled as king, the dwarves rose from the depths and built a citadel so mighty that even a titan would gaze upon it in awe. Centuries later, a shower of stars rained upon a land not far from the dwarven hold. The dwarves marched to investigate. They found many wonderful things, the greatest of which was the mysterious artifact they named the Sky Key.

“But dark times soon followed, for their cousins from the underworld fell upon the dwarven citadel. Caught unprepared, the dwarves knew they could not hold off against the siege. The king ordered all but his most trusted guards to leave, and stayed behind to buy his people time to escape. Before Sigrin and her three siblings left to lead the dwarves to safety, the king gave each of them a piece of the Sky Key, and kept one for himself. The dwarves traveled far and wide, but the dangerous journey across the unknown land caused rifts in their clan. One by one, the king’s children went their separate ways, each taking a piece of the key and a part of the clan. Sigrin’s dwarves made their way to this continent, and though they found it quite inhospitable, they pressed on. After much searching, they found gold and started building this place. Their prosperity grew with each passing decade.”

Grinning, the Guardian continues, “That’s when I entered the picture. We didn’t get along at first, but I came to realize they were decent people, who appreciated stone and gold as much as I did.

“Their luck did not last, however. A sickness came over the dwarves, and the survivors were too few in number to continue

their lineage. Rather than slowly die out here, they chose to leave. However, they wanted someone to watch over this place. They chose me. Sigrin went to her gripli allies and gave them her piece of the key. Where the dwarves were going, they couldn’t hold onto their memories and traditions. I think Sigrin made up a monstrous story about me—I probably deserved it,” the Guardian says with a grin, “but the story was to protect this place and the piece of the key.”

The Guardian stares at the last mural for a long time. “The dwarves left to join their cousins who lived in the jungle to the east. They never came back.”

Development: If the PCs successfully interpret enough of the mural images to convince the Golden Guardian to share the site’s history, they also earn the gargoyle’s cooperation in the upcoming combat and earn 3 Defense Points. If the PCs fail to interpret enough murals, they can still attempt a Diplomacy of Bluff check (DC 20 in Subtier 1–2 and DC 25 in Subtier 4–5) to convince the gargoyle of their good intentions. If they succeed, they gain 2 Defense Points but don’t learn the story above.

THE ASPIS ATTACKS

Just as the PCs finish speaking with the Golden Guardian, the group of kobolds returns, screaming “More intruders! They attacked us!”

Wave 1: First Assault (CR varies)

The PCs have only one round to prepare for battle before the first wave of Aspis agents reach the doors to area C.

While the PCs prepare, the kobolds gleefully describe how their bolts and traps hurt the intruders, or how Stinkeye chomped on someone’s leg. Conversely, for any actions that caused the PCs to fail to gain Defense Points (such as killing the basilisk or triggering a trap), they lament vocally what a pity it is that “someone” stupidly destroyed their defenses.

The kobolds are injured and out of ammunition, so they flee to the northeast corner of the temple to recover more bolts. However, they are not active combatants, and their impact is instead measured with the number of Defense Points the PCs have earned. Similarly, the Golden Guardian is not an active combatant. It remains airborne and swoops down to gore at a foe each time a wave of Aspis agents arrives—this assistance is already accounted for in the Defense Points.

Creatures: The Aspis agents attack in two waves. The second wave arrives 5 rounds after the first. See the sidebar Defense Points in Action for a full description of how to scale both waves based on how many Defense Points the PCs earn over the course of the scenario. None of the agents carry any money, as Zaril has refused to pay anyone until the mission is complete. A towering female Bekyar

(half-Bekyar orc in Subtier 4–5) and three Garundi men arrive along with a trained animal. They aggressively close in making ranged attacks, but quickly enter melee.

Subtier 1–2 (CR 4)

KAMEKTAH THE HUNTRESS CR 1/2

Savage mercenary (*Pathfinder RPG NPC Codex* 10; see page 33)
hp 17

OFFENSE

Melee scorpion whip^{uc} +6 (1d4+5) or torch +2 (1d3+5 plus 1 fire)

STATISTICS

Feats Exotic Weapon Proficiency (whip), Power Attack

ASPIS MERCENARIES (3) CR 1/2

Brigand (*Pathfinder RPG NPC Codex* 266; see page 32)
hp 15 each

HYENA CR 1

hp 13 (*Pathfinder RPG Bestiary* 179; see page 28)

Subtier 4–5 (CR 7)

KAMEKTAH THE HUNTRESS CR 2

Axe warrior (*Pathfinder RPG NPC Codex* 11; see page 34)
hp 40

OFFENSE

Melee mwk greataxe +9 (1d12+7/×3) or
scorpion whip^{uc} +4 (1d4+5)

ASPIS MERCENARIES (3) CR 2

Poacher (*Pathfinder RPG NPC Codex* 129; see page 32)
hp 30 each

Special Attacks favored enemy (humans +2)

ADVANCED LEOPARD CR 3

N Medium animal (*Pathfinder RPG Bestiary* 294, 40; see page 27)
Init +6; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

hp 25 (3d8+12)

Fort +7, **Ref** +9, **Will** +4

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +8 (1d6+5 plus grab), 2 claws +8 (1d3+5)

Special Attacks pounce, rake (2 claws +8, 1d3+5)

STATISTICS

Str 20, **Dex** 23, **Con** 19, **Int** 2, **Wis** 17, **Cha** 10

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 23 (27 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +10, Climb +13, Perception +7, Stealth +13 (+17 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth

DEFENSE POINTS IN ACTION

The actions that the PCs take during the adventure substantially influence how prepared they are to face the Aspis Consortium. Make the following adjustments to the Aspis Consortium encounters. These adjustments apply to both Wave 1 and Wave 2.

1–3 Defense Points: No adjustment. The defenses in place are not sufficient to hamper the Aspis Consortium.

4–5 Defense Points: One of the Aspis agents did not make it past the traps and kobolds. Remove one Aspis mercenary from each wave. In addition, Zaryl has expended 1 round of his enlarge ability (in Subtier 4–5, he has also expended 1 round of his bane ability). He expends an additional round of each ability for every 2 Defense Points beyond 4 that the PCs acquire.

6–7 Defense Points: The PC's defenses have injured the members of the Aspis Consortium. Remove one Aspis mercenary from each wave, and reduce the starting hit points of each creature as follows:

Subtier 1–2: Kamektah begins combat with 11 hp, the Aspis mercenaries with 10 hp, and the hyena with 9 hp. Zaryl's *shield of faith* spell has worn off, reducing his AC to 17.

Subtier 4–5: Kamektah begins combat with 26 hp, the Aspis mercenaries with 20 hp, the advanced leopard with 17 hp. Zaryl's *shield of faith* has worn off, reducing his AC to 18.

8–9 Defense Points: The PCs have created a formidable defense, and the Aspis agents' resolve is shaken. Remove one Aspis mercenary from each wave, and apply the injuries described in the 6–7 Defense Points entry. All creatures except Zaryl are shaken.

10–11 Defense Points: The Aspis agents' resolve is deeply shaken. Remove one Aspis mercenary from each wave, and apply the injuries described in the 6–7 Defense Points entry. All creatures except Zaryl are sickened.

12+ Defense Points: The PCs' defensive wards give even the hardened demon worshipper Zaryl pause. Remove one Aspis mercenary from each wave, and apply the injuries described in the 6–7 Defense Points entry. All creatures in both waves, including Zaryl, are sickened.

SCALING THE ASPIS ATTACKS

To accommodate parties of four PCs, make the following adjustments.

Subtier 1–2: Remove one Aspis mercenary from each wave.

Subtier 4–5: Replace the Aspis mercenaries in both Wave 1 and Wave 2 with the Aspis mercenaries from Subtier 1–2. If the PCs earn at least 6 Defense Points, use the starting hit point values for the Aspis mercenaries from the Subtier 1–2 section, rather than from the Subtier 4–5 section.

Rewards: If the PCs do not defeat Zaril and his mercenaries, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 165 gp.

Out of Subtier: Reduce each PC's gold earned by 730 gp.

Subtier 4–5: Reduce each PC's gold earned by 648 gp.

Wave 2: Zaril's Ambush

The second wave of creatures arrives 5 rounds after the first.

Creatures: More Aspis mercenaries arrive with their leader, Zaril Namoth. While Zaril is invisible, one of his henchmen pretends to be in charge. The mercenaries open with ranged attacks and later attempt to flank with Zaril.

Subtier 1–2 (CR 4)

ASPIS MERCENARIES (3) CR 1/2

Brigand (*Pathfinder RPG NPC Codex* 266; see page 26)

hp 15 each

ZARIL NAMOTH CR 2

Male human inquisitor of Angazhan 3

NE Medium humanoid (human)

Init +4; **Senses** Perception +6

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +2 deflection, +2 Dex, +1 dodge)

hp 23 (3d8+6)

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 60 ft.

Melee mwk longspear +5

(1d8+3/×3) or

mwk kukri +5 (1d4+2/18–20)

Special Attacks enlarge (5 rounds/day)



Zaril Namoth

Inquisitor Spell-Like Abilities (CL 3rd; concentration +5)

At will—*detect alignment*

Inquisitor Spells Known (CL 3rd; concentration +3)

1st (4/day)—*cause fear* (DC 13), *cure light wounds*, *expeditious retreat*, *shield of faith*

0 (at will)—*create water*, *daze* (DC 12), *detect magic*, *guidance*, *light*, *stabilize*

Domain Growth^{APG}

TACTICS

Before Combat Zaril casts *expeditious retreat* and *shield of faith*, and drinks a *potion of invisibility*.

During Combat Zaril activates the healing judgment, and while invisible, maneuvers into an advantageous position to flank a foe or harry a spellcaster. Against foes outside his reach, he uses the growth domain's enlarge ability.

Morale If reduced to 10 hp or less and unable to heal himself, Zaril flees.

Base Statistics Without *expeditious retreat* and *shield of faith*, Zaril's statistics are **AC** 17, touch 13, flat-footed 14; **Speed** 30 ft.

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 19

Feats Combat Reflexes, Dodge, Mobility, Paired Opportunists^{APG}

Skills Bluff +6, Climb +6, Diplomacy +6, Intimidate +7, Knowledge (nature) +3, Knowledge (religion) +3, Linguistics +1, Perception +6, Sense Motive +7, Stealth +6, Survival +6

Languages Abyssal, Common, Polyglot

SQ cunning initiative, judgment 1/day, monster lore +2, solo tactics, stern gaze, track +1

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (2); **Other Gear** mwk chain shirt, mwk longspear, mwk kukri, *everburning torch*, wooden unholy symbol of Angazhan, spell component pouch, 34 gp

Subtier 4–5 (CR 7)

ASPIS MERCENARIES (3) CR 2

Poacher (*Pathfinder RPG NPC Codex* 129, see page 32)

hp 30 each

Special Attacks favored enemy (humans +2)

ZARIL NAMOTH CR 5

Male human fighter 1/inquisitor of Angazhan 5

NE Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 20, touch 15, flat-footed 17 (+5 armor, +2 deflection, +2 Dex, +1 dodge)

hp 55 (6 HD; 1d10+5d8+23)

Fort +9, **Ref** +3, **Will** +6

OFFENSE

Speed 60 ft.

Melee +1 longspear +8 (1d8+5/×3), or
mwk kukri +8 (1d4+3/18-20)

Special Attacks bane (5 rounds/day), enlarge (5 rounds/day)

Inquisitor Spell-Like Abilities (CL 5th; concentration +7)

At will—*detect alignment*

5 rounds/day—*discern lies*

Inquisitor Spells Known (CL 5th; concentration +5)

2nd (3/day)—*hold person* (DC 14), *invisibility*, *silence* (DC 14)

1st (5/day)—*cause fear* (DC 13), *cure light wounds*, *expeditious retreat*, *shield of faith*

0 (at will)—*create water*, *daze* (DC 12), *detect magic*, *guidance*, *light*, *stabilize*

Domain Growth^{APG}

TACTICS

Before Combat Zaril casts *expeditious retreat*, *invisibility*, and *shield of faith*, and he drinks a *potion of bear's endurance*.

During Combat Zaril activates the healing judgment, and while invisible, maneuvers into an advantageous position to flank a foe or harry a spellcaster. Against foes outside his reach, he uses the growth domain's enlarge ability. He uses Spring Attack to retreat to a safe position each round after attacking with Power Attack and bane. Against troublesome warrior types, Zaril uses *hold person*, and against spellcasters, he uses *silence*.

Morale If reduced to 16 hp or less and unable to heal himself, Zaril flees.

Base Statistics Without *bear's endurance*, *expeditious retreat*, and *shield of faith*, Zaril's statistics are **AC** 18, touch 13, flat-footed 15; **hp** 43; **Fort** +7; **Speed** 30 ft.; **Con** 12.

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Dodge, Mobility, Paired Opportunists^{APG}, Power Attack, Spring Attack

Skills Bluff +8, Climb +7, Diplomacy +8, Intimidate +10, Knowledge (nature) +4, Knowledge (religion) +4, Linguistics +1, Perception +8, Sense Motive +9, Stealth +6, Survival +7

Languages Abyssal, Common, Polyglot

SQ cunning initiative, judgment 2/day, monster lore +2, solo tactics, stern gaze, track +2

Combat Gear *potion of cure moderate wounds*, *potion of bear's endurance*, alchemist's fire (2); Other Gear +1 chain shirt, +1 longspear, mwk kukri, everburning torch, wooden unholy symbol of Angazhan, spell component pouch, 6 gp.

Rewards: If the PCs do not defeat Zaril and his mercenaries, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 165 gp.

Out of Subtier: Reduce each PC's gold earned by 730 gp.

Subtier 4–5: Reduce each PC's gold earned by 648 gp.

CONCLUSION

With Zaril Namoth and his Aspis Consortium expedition thwarted, the Golden Guardian and kobolds assist the PCs in clearing the collapsed corridor of rubble. There they uncover the remains of Venture-Captain Nieford Sharrowsmith, which are badly damaged but identifiable thanks to his crushed *wayfinder* and other belongings. The kobolds allow the PCs to extract the body and its possessions in peace, but afterward the small humanoids make it clear that the PCs have overstayed their welcome and should leave.

When the PCs return to Nantambu, Aya Allathe is there to receive them. She listens to the PCs' recounting of their mission, and when she learns of Sharrowsmith's death, she nods sadly and voices her thanks.

"Nantambu will not be the same without my friend Nieford Sharrowsmith. When he was younger, he traveled to all corners of the Mwangi Expanse and truly made the region his home, despite having been born hundreds of miles away in Avistan. He never truly lost his adventuring spirit, and as this lodge grew, he found his hours dedicated more and more to paperwork and less and less to exploring the lands' rich history. I know his soul would take no offense at my saying he died as he would have wished—active, engaged, and in the field. I take solace in being able to provide him proper funerary rites.

"With his passing, Sharrowsmith's Exports has no venture-captain, but I have corresponded with Nieford's colleague Ambrus Valsin and agreed to act as the temporary manager of the lodge. After all, the full extent of the Pathfinders' involvement in Nantambu has remained a something of an open secret, and it would be an embarrassment for anyone but a friend or family member to take command of the business so soon after the owner's death."

"I dearly appreciate what you have done for the Society, for your venture-captain, and for me."

Aya Allathe also examines the metal component the PCs found in the Krihirik talisman. After a moment's study, she quickly stands, recovers a piece of stationary bearing five graphite illustrations, and slowly smiles. "This is remarkable," she announces. "The shape of the talisman matches one of the drawings Ambrus Valsin sent me. What you have found is a piece of the Sky Key, the device even now the rest of the Society is at its wits' end attempting to reassemble!" Then, with quiet affection, she murmurs to the Sky Key component, "Congratulations, Nieford. You and your agents have once again done what the rest of the Society could not—a fitting tribute, and a fine legacy."

REPORTING NOTES

If the PCs revived Vanei Thaskin and let her live, check box A on the reporting sheet. If the PCs resolved the encounter with the kobolds in the temple without any kobold deaths, check box B. If the PCs learned Sigrin's story from the Golden Guardian, check box C. If Zaril Namoth survived the scenario, check box D.

PRIMARY SUCCESS CONDITION

The PCs successfully complete their main mission by delivering Nieford Sharrowsmith's body or *wayfinder* to Aya Allahe. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITION

The PCs successfully complete their secondary mission if none of the kobolds in the Golden Guardian encounter died. Staying on peaceful terms with the kobolds makes it easier for the Nantambu Lodge to continue its operation, and earns each PC 1 additional Prestige Point.

FACTION NOTES

The Grand Lodge is very interested in recovering all the pieces of the Sky Key, and thus any information that may lead to finding any of the missing parts is invaluable. If the PCs learn Sigrin's story from the Golden Guardian, each Grand Lodge faction PC earns the Scholar of Ashkurhall boon on her Chronicle sheet.



PLAYER HANDOUT #1: LETTER FROM AMBRUS VALSIN

Pathfinders,

News of your mission in the Bandu Hills has reached me. It is unfortunate that Venture-Captain Sharrowsmith angered the kobolds so much that they attacked the local miners, but I have also heard that thanks to your efforts, the kobolds have ceased their attacks, at least for now.

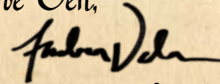
According to the latest report, you learned about an ancient monster watching over the dwarven ruins that Sharrowsmith had been studying, and you decided to visit the Kaava lands to acquire a powerful weapon that could defeat the guardian. I hope that your negotiations with the tribe of gripplis guarding the weapon were successful and you are now ready to continue your mission to find Sharrowsmith.

I want to remind you that Nieford Sharrowsmith is our foremost scholar in the region, and thus, your first priority is to bring him back alive, or at least find evidence about what has happened to him. Naturally, also record any information of historical value as you explore the ruins.

If you run into kobolds while exploring the dwarven ruins, try not to antagonize them any more than is necessary to find Sharrowsmith. The earlier trouble with the kobolds has already harmed our reputation with the locals. It is vital to the continued success of the Nantambu lodge that we secure allies, not make enemies.

One more thing: we have reason to believe that the Aspis Consortium is planning to intercept your mission and kill or kidnap Sharrowsmith. Make haste and keep an eye out for trouble at all times.

Blessing of the Zen,



Venture-Captain Ambrus Valsin

PLAYER HANDOUT #2: EXCERPT FROM SHARROWSMITH'S JOURNAL

Every time I plan to depart on the expedition, a new responsibility crops up and demands my attention. There will never be a perfect time, and Aya is more than capable of handling the business and the lodge in my absence for a few weeks. That settles it; at first light, I will begin my journey at last.

PLAYER HANDOUT #3: LAST ENTRY FROM SHARROWSMITH'S JOURNAL

I did not run into any guards on the way here, but the religious decorations and traps suggest that kobolds live in these ruins. I found a room that had not been used recently. It seems safe enough to rest a bit and to store some of my equipment here. If my hunch is right, there is a temple somewhere deeper in these ruins.

SCIONS OF THE SKY KEY, PART 3: THE GOLDEN GUARDIAN

Pathfinder Society Scenario #6–16: Scions of the Sky Key, Part 3: The Golden Guardian

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
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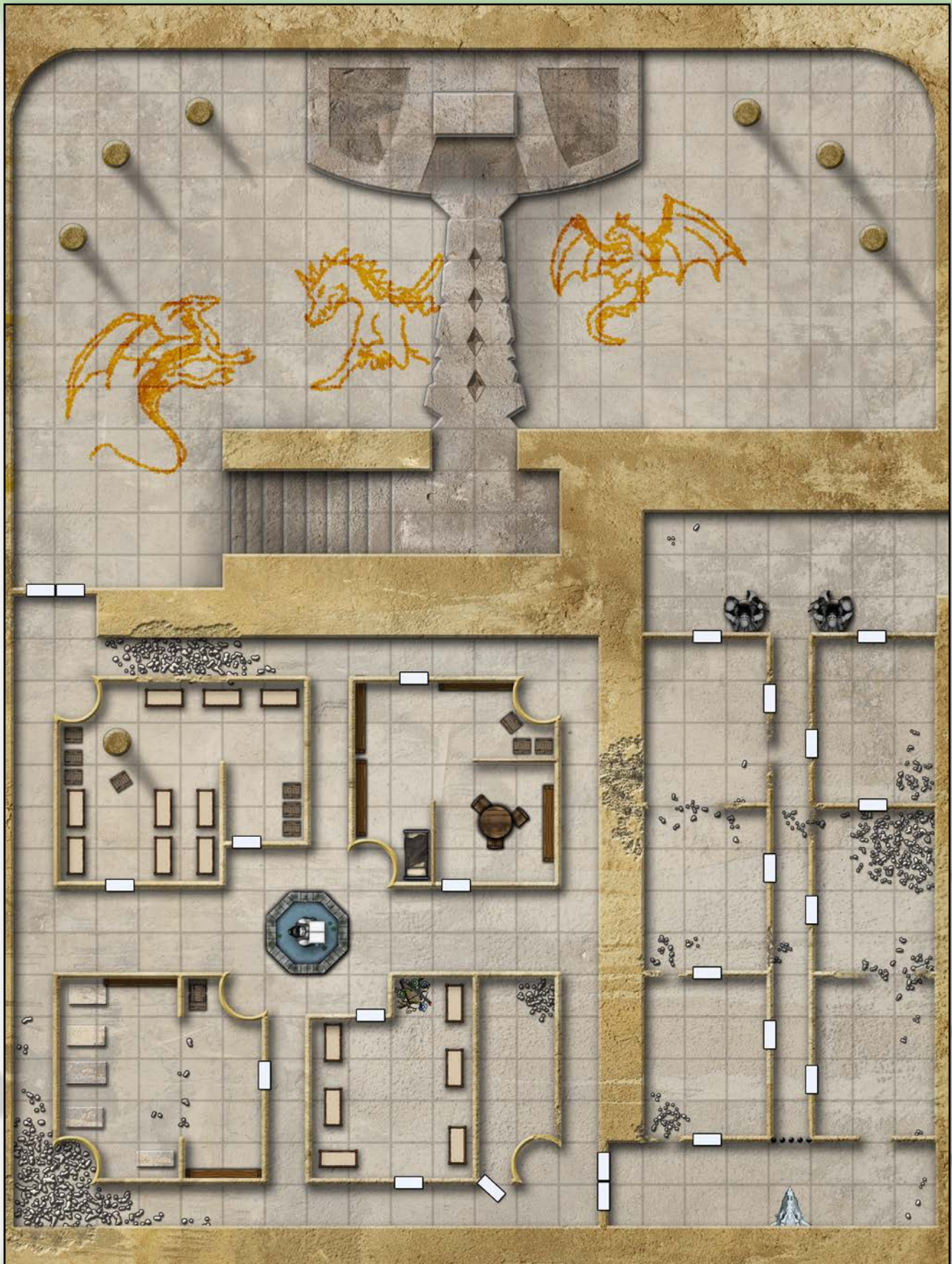
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Pathfinder Society Scenario #6–16: Scions of the Sky Key, Part 3: The Golden Guardian © 2015, Paizo Inc.; Author: Mikko Kallio



BASILISK

This squat, reptilian monster has eight legs, bony spurs jutting from its back, and eyes that glow with pale green fire.

BASILISK

CR 5



XP 1,600

N Medium magical beast

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)**hp** 52 (7d10+14)**Fort** +9, **Ref** +4, **Will** +5

OFFENSE

Speed 20 ft.**Melee** bite +10 (1d8+4)**Special Attacks** gaze

STATISTICS

Str 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11**Base Atk** +7; **CMB** +10; **CMD** 19 (31 vs. trip)**Feats** Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)**Skills** Perception +10, Stealth +10; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment any**Organization** solitary, pair, or colony (3–6)**Treasure** incidental

SPECIAL ABILITIES

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

The basilisk, often called the “King of Serpents,” is in fact not a serpent at all, but rather an eight-legged reptile with a nasty disposition and the ability to turn creatures to stone with its gaze. Folklore holds that, much like the cockatrice, the first basilisks hatched from eggs laid by snakes and incubated by roosters, but little in the basilisk’s physiology lends any credence to this claim.

Basilisks live in nearly any terrestrial environment, from forest to desert, and their hides tend to match and reflect their surroundings—a desert-dwelling basilisk might be tan or brown, while one that lives in a forest could be bright green. They tend to make their lairs in caves, burrows, or other sheltered areas, and these dens are often marked by statues of people and animals in lifelike

poses—the petrified remains of those unfortunate enough to stumble across the basilisk.

Basilisks have the ability to consume the creatures they petrify, their churning stomach acid dissolving and extracting nutrients from the stone, but the process is slow and inefficient, making them lazy and sluggish. As a result, basilisks rarely stalk prey or chase those who avoid their gaze, counting on their stealth and the element of surprise to keep them safe and fed. When not lying in wait for the small mammals, birds, and reptiles that normally make up their diet, basilisks spend their time sleeping in their lairs, and those brave enough to capture basilisks or hide treasure near them find that they make natural guardians and watchdogs.

An adult basilisk is 13 feet long, with fully half of that made up by its long tail, and weighs 300 pounds. Some breeds have short, curved horns on their noses or small crests of bony growths topping their heads like crowns. Though normally solitary creatures, coming together only to mate and lay eggs, in particularly dangerous areas small groups may band together for protection and attack intruders en masse.

For unknown reasons, weasels and ferrets are immune to the basilisk’s stare, and sometimes sneak into basilisk lairs while a parent is hunting in order to consume its young. Some legends suggest that a basilisk’s blood can transmute common stones into other material, but this is likely a case of witnesses misinterpreting the magical restoration of previously petrified creatures or body parts.



RECRUIT	CR 1/3
DWARF WARRIOR 1	XP 135
Medium humanoid (dwarf)	N

Init +0; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 8 (1d10+3)

Fort +4, **Ref** +0, **Will** +0; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee dwarven

waraxe +3

(1d10+1/x3) or

dagger +2

(1d4+1/19-20)

Ranged light crossbow +1

(1d8/19-20)

Special Attacks +1 on attack rolls

against goblinoid and

orc humanoids

TACTICS

During Combat The warrior prefers

melee combat and working with other

soldiers. He uses alchemist's fire against

targets resistant to weapon damage.

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 10,

Cha 7

Base Atk +1; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)

Feats Weapon Focus (dwarven waraxe)

Skills Intimidate +2, Perception +1 (+3 to notice unusual stonework)

Languages Common, Dwarven

Combat Gear alchemist's fire; **Other Gear**

chainmail, heavy wooden shield, dagger,

dwarven waraxe, light crossbow with

20 bolts, 12 gp

Filled with bluster and swagger, a recruit lacks the discipline of an experienced soldier and can quickly lose resolve if he finds himself in over his head. A recruit works best in a large group under a strong leader who can keep all the soldiers in line and working together.

Left to his own devices, a recruit becomes bored and looks for entertainments such as drinking and gambling to pass the time.

BRIGAND	CR 1/2
HUMAN WARRIOR 2	XP 200
Medium humanoid (human)	NE

Init +1; **Senses** Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

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

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19-20) or

sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/x3)

TACTICS

During Combat The warrior snipes with arrows until her foes

are close, then uses her sword. She hurls thunderstones at

spellcasters, and tanglefoot bags at foes wearing heavy armor.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

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

Feats Point-Blank Shot, Skill

Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear *potion of cure*

light wounds, masterwork

arrows (5), tanglefoot

bags (2), thunderstone (2);

Other Gear leather armor,

longbow with 20 arrows,

longsword, sap, 48 gp

A brigand has no sense of mercy, and is happy to kill for a handful of silver. Brigands waylay caravans, create illegal turnpikes on roads to collect tolls from travelers, attack noisy camps at night, and harass villages for protection money. They are easily routed but carry a grudge and remain a recurring problem until imprisoned or killed.

Many brigands are former soldiers who lacked the discipline to stay in the military or a mercenary company, and may even be deserters from a local or invading army. They rarely use group tactics, and form into gangs under the toughest member of the group, typically a grizzled mercenary (warrior 6).



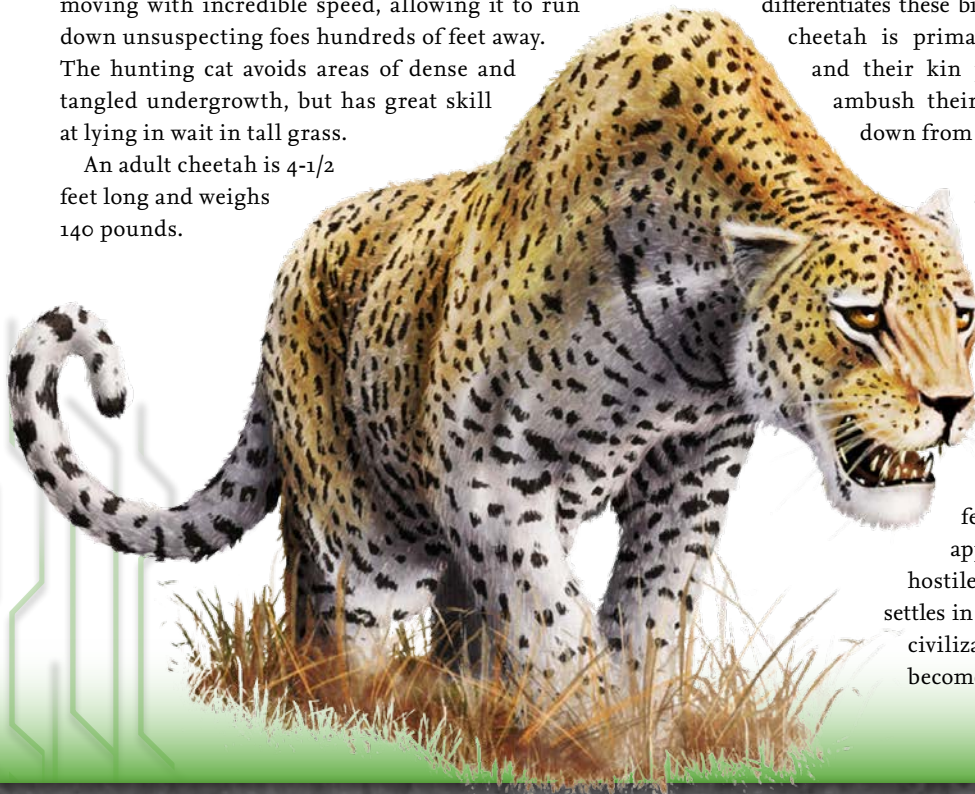
CAT, CHEETAH

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 animal				
Init +8; Senses low-light vision, scent; 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 trip), 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 animal				
Init +4; Senses low-light vision, scent; 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 grab), 2 claws +6 (1d3+3)				
Special Attacks pounce, rake (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.

HYENA

This hyena is covered in shaggy, tan-colored fur with black and brown stripes.

HYENA	CR 1			
XP 400				
N Medium animal				
Init +2; Senses low-light vision, scent; Perception +7				
DEFENSE				
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)				
hp 13 (2d8+4)				
Fort +5, Ref +5, Will +1				
OFFENSE				
Speed 50 ft.				
Melee bite +3 (1d6+3 plus trip)				
STATISTICS				
Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6				
Base Atk +1; CMB +3; CMD 15				
Feats Alertness				
Skills Perception +7, Stealth +6 (+10 in tall grass); Racial Modifiers +4 Stealth in tall grass				
ECOLOGY				
Environment warm plains				
Organization solitary, pair, or pack (3–12)				
Treasure none				

Hyenas are pack hunters infamous for their cunning and their unnerving, laughter-like vocalizations. They are largely scavengers, but aren't above supplementing their diet of carrion with fresh prey.

Hyenas tend to hunt alone, but when hunting as a pack they typically send one or two members against a foe's front while the rest of the pack circles and attacks from behind.

Many of the savage humanoid races, particularly gnolls, use hyenas as guard dogs. Such hyenas typically wear leather barding and are trained from birth to be vicious and savage—many such creatures are advanced hyenas.

Hyena Companions

Starting Statistics: Size Small; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus trip); **Ability Scores** Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Medium; **Attack** bite (1d6 plus trip); **Ability Scores** Str +4, Dex –2, Con +2.

HYENA, DIRE

This large hyena has a thick head, rheumy red eyes, and a mouth filled with sharp, powerful teeth.

DIRE HYENA (HYAENODON)	CR 3			
XP 800				
N Large animal				
Init +2; Senses low-light vision, scent; Perception +8				
DEFENSE				
AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)				
hp 26 (4d8+8)				
Fort +6, Ref +6, Will +2				
OFFENSE				
Speed 50 ft.				
Melee bite +6 (2d6+6 plus trip)				
Space 10 ft.; Reach 10 ft.				
STATISTICS				
Str 18, Dex 15, Con 15, Int 2, Wis 13, Cha 6				
Base Atk +3; CMB +8; CMD 20				
Feats Skill Focus (Perception, Stealth)				
Skills Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); Racial Modifiers +4 Stealth in tall grass				
ECOLOGY				
Environment warm plains				
Organization solitary, pair, or pack (3–8)				
Treasure incidental				

Dire hyenas (known to many as hyaenodons) are more fearsome than their smaller cousins. While hyaenodons won't turn down carrion as a handy meal, they much prefer to hunt for prey. A pack of dire hyenas rarely stops moving and hunting for anything other than sleep, mating, or food. Hyaenodons are 6 feet tall at the shoulder and often over 12 feet long. They weigh 900 pounds.

Gnolls have been known to train hyaenodons to serve in their lairs as guardians, or more commonly as fearsome mounts.



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 TRICKSTERS

Kobold tricksters are experts at crafting deadly traps—both magical and mundane—and at striking from concealment while their enemies are distracted by the traps' effects.

KOBOLD BOMBER

CR 1

XP 400

Kobold alchemist (alchemical trapper) 2 (*Pathfinder RPG Advanced Player's Guide* 26, see page 128)

LE Small humanoid (reptilian)

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

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)

hp 12 (2d8)

Fort +2, **Ref** +6, **Will** +1; +2 vs. poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk spear +2 (1d6–1/×3)

Ranged sling +5 (1d3–1)

Special Attacks bomb 6/day (1d6+2 fire, DC 13), bomb trap*

Alchemist Extracts Prepared (CL 2nd)

1st—*adjuring step*^{uc}, *endure elements*, *shield*

TACTICS

During Combat The kobold uses her mutagen and extracts to strengthen her defense, and throws bombs at her enemies.

STATISTICS

Str 8, **Dex** 16, **Con** 8, **Int** 15, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 12

Feats Brew Potion, Extra Bombs^{APG}, Throw Anything

Skills Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic, Gnome, Goblin

SQ alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/–2, +2 natural, 20 minutes), poison use

Combat Gear *potion of invisibility*, acid, alchemist's fire (3); **Other**

Gear chain shirt, mwk spear, sling, 8 gp

KOBOLD MASTER TRAPPER

CR 4

XP 1,200

Kobold rogue 5

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 natural, +1 size)

hp 31 (5d8+5)

Fort +2, **Ref** +10, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3–1/19–20)

Ranged mwk shortbow +9 (1d4/×3)

Special Attacks sneak attack +3d6

TACTICS

During Combat If the master trapper's enemies aren't near her traps, she fires arrows or uses her *necklace of fireballs*.

STATISTICS

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

Base Atk +3; **CMB** +1; **CMD** 15

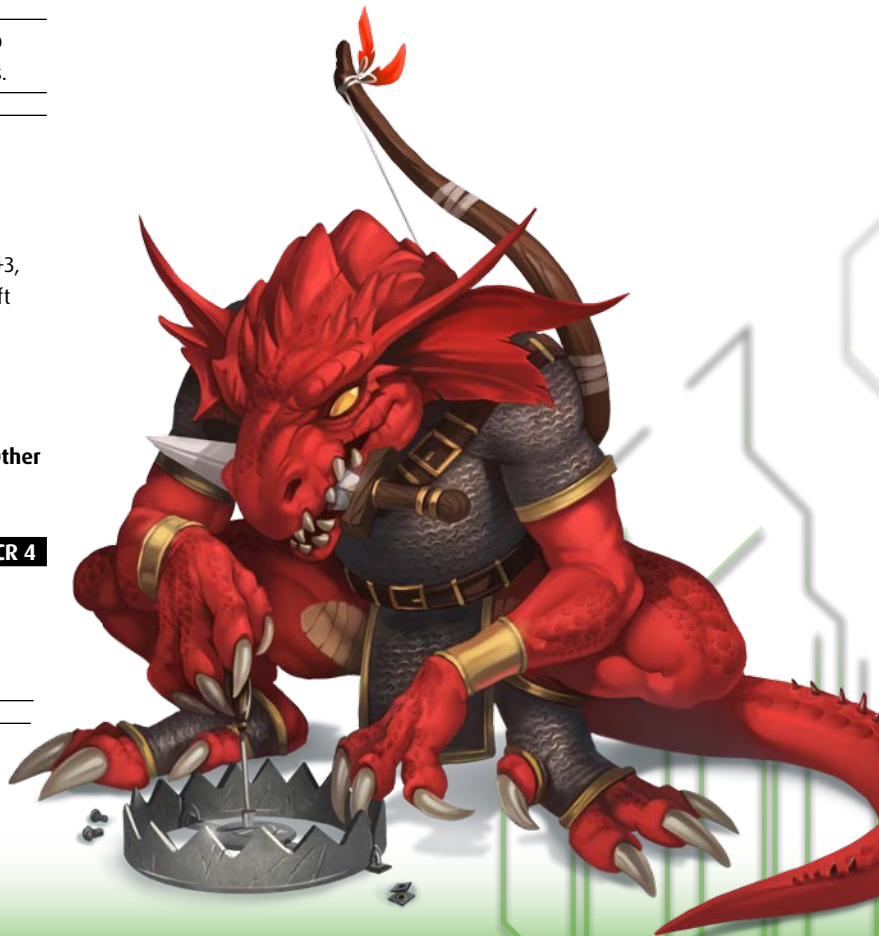
Feats Improved Initiative, Lightning Reflexes, Skill Focus (Craft [trapmaking])

Skills Acrobatics +11, Appraise +8, Climb +6, Craft (trapmaking) +13, Disable Device +13, Escape Artist +11, Perception +11, Profession (miner) +3, Sleight of Hand +11, Stealth +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty, rogue talents (trap spotter, cunning trigger), trapfinding +2

Combat Gear *necklace of fireballs I*; **Other Gear** +1 chain shirt, dagger, mwk shortbow with 20 arrows, mwk artisan's tools, mwk thieves' tools, 62 gp



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



POACHER	CR 2
HUMAN RANGER 3	XP 600
Medium humanoid (human)	CE

Init +1; **Senses** Perception +7

DEFENSE

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

hp 30 (3d10+9)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 mwk handaxes +6 (1d6+3/×3)

Ranged mwk heavy crossbow +5 (1d10/19–20)

Special Attacks favored enemy (animals +2)

TACTICS

Before Combat If hunting an animal, the ranger drinks his *potion of hide from animals*.

During Combat The ranger sneaks close, then charges into melee. If his target is more powerful than expected, he retreats and drinks his *potion of bull's strength*.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Double Slice, Endurance, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Climb +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +6, Perception +7, Stealth +7, Survival +7

Languages Common

SQ favored terrain (forest +2), track +1, wild empathy +2

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), *potion of hide from animals*; **Other Gear**

masterwork studded leather, masterwork handaxes (2), masterwork heavy crossbow with 20 bolts, 63 gp

Poachers hunt animals for meat or trophies in areas where hunting is forbidden.

BRAYVEK THE BUTCHER

Brayvek is a sadist who enjoys cutting up animals; selling the meat, horns, and tusks is merely a side benefit.



BORDER GUARD	CR 3
HALF-ORC RANGER 4	XP 800
Medium humanoid (human, orc)	NE

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

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

hp 30 (4d10+4)

Fort +5, **Ref** +8, **Will** +2

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+3/18–20)

Ranged mwk composite longbow +9 (1d8+2/×3)

Special Attacks favored enemy (elves +2)

Ranger Spells Prepared (CL 1st; concentration +2)
1st—*resist energy*

TACTICS

Before Combat The ranger casts *resist energy* (fire).

During Combat The ranger keeps her foes as far away as possible.

Base Statistics Without *resist energy*, the ranger's statistics are
Resist none.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8

Languages Common, Orc

SQ favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3

Combat Gear +1 flaming arrows (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*;

Other Gear masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, *elixir of hiding*, 26 gp

A border guard protects the lands of her tribe.

VARDEEKA

Vardeeka considers it an insult to her ancestors if an intruder gets past her.

SAVAGE MERCENARY	CR 1/2
HUMAN BARBARIAN 1	XP 200
Medium humanoid (human)	CN

Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 17 (1d12+5)

Fort +6, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee greatsword +6 (2d6+7/19-20) or heavy flail +6 (1d10+7/19-20)

Special Attacks rage (6 rounds/day)

TACTICS

During Combat The barbarian favors her greatsword and Power Attack when fighting monsters, but uses her flail against weapon-using foes to make disarm and trip combat maneuvers.

Base Statistics When not raging, the barbarian's statistics are

AC 17, touch 11, flat-footed 16; **hp** 15; **Fort** +4, **Will** +1; **Melee** greatsword +4 (2d6+4/19-20) or heavy flail +4 (1d10+4/19-20);

Ranged sling +2 (1d4+3); **Str** 17, **Con** 14; **CMB** +4; **Skills** Climb +3, Swim +3.

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +6; **CMD** 15

Feats Cleave, Power Attack

Skills Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5

Languages Common

SQ fast movement

Combat Gear *potion of cure light wounds*, *potion of remove fear*, alchemist's fire; **Other Gear** breastplate, greatsword, heavy flail, sling with 10 bullets, 5 gp

This cold, merciless barbarian fights for gold and glory.

ARJANA

This mercenary once roamed the wilderness, but now fights to pay for the comforts of civilization.

Combat Encounters:

Arjana may be in the hire of a merchant lord, local princeling, or cult leader. She offers no quarter and expects none.

Roleplaying Suggestions:

Arjana is amiable if she feels respected.

DWARVEN RAGER	CR 1
DWARF BARBARIAN 2	XP 400
Medium humanoid (dwarf)	CN

Init +2; **Senses** Perception +7

DEFENSE

AC 18, touch 10, flat-footed 16 (+6 armor, +2 Dex, -2 rage, +2 shield)

hp 28 (2d12+10)

Fort +7, **Ref** +2, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dwarven waraxe +7 (1d10+4/×3) or

mwk dwarven waraxe +5 (1d10+4/×3), armor spikes +4 (1d6+2) or spiked heavy steel shield +4 (1d8+4)

Ranged throwing axe +4 (1d6+4)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, rage (8 rounds/day), rage powers (knockback)

TACTICS

During Combat The barbarian uses his shield primarily for defense.

Base Statistics When not raging, the barbarian's statistics are **AC** 20, touch 12, flat-footed 18; **hp** 24; **Fort** +5, **Will** +2;

Melee mwk dwarven waraxe +5 (1d10+2/×3) or mwk dwarven waraxe +3 (1d10+2/×3), armor spikes +2 (1d6+1) or spiked heavy shield +2 (1d8+2); **Ranged** throwing axe +4 (1d6+2); **Str** 14, **Con** 15; **CMB** +4; **Skills** Climb +1.

STATISTICS

Str 18, **Dex** 15, **Con** 19, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +6; **CMD** 16 (20 vs. bull rush or trip)

Feats Two-Weapon Fighting

Skills Climb +3, Knowledge (dungeoneering, engineering) +2, Perception +7 (+9 to notice unusual stonework), Survival +6

Languages Common, Dwarven

SQ fast movement

Combat Gear acid; **Other Gear**

masterwork breastplate with armor spikes, spiked heavy steel shield, masterwork dwarven waraxe, throwing axe, 2 gp

The most adventurous, thrill-seeking, and foolhardy dwarves can go a little mad, roaming the land in their search for blood and battle.



AXE WARRIOR	CR 2
HALF-ORC BARBARIAN 3	XP 600
Medium humanoid (human, orc)	CE

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

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 40 (3d12+15)

Fort +7, **Ref** +2, **Will** +3

Defensive Abilities orc ferocity, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk greataxe +9 (1d12+7/×3)

Ranged mwk sling +5 (1d4+5)

Special Attacks rage (10 rounds/day), rage powers (intimidating glare)

TACTICS

During Combat The barbarian uses intimidating glare each round, attacking first, then focusing her glare upon the uninjured.

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch 11, flat-footed 16; **hp** 34; **Fort** +5, **Will** +1; **Melee** mwk greataxe +7 (1d12+4/×3); **Ranged** mwk sling +5 (1d4+3); **Str** 17, **Con** 14; **CMB** +6; **Skills** Climb +5, Intimidate +12, Swim +3.

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +8; **CMD** 17

Feats Intimidating Prowess, Power Attack

Skills Climb +7, Intimidate +14, Perception +6, Survival +4, Swim +5

Languages Common, Orc

SQ fast movement, orc blood, weapon familiarity

Combat Gear *potion of cure*

light wounds, potion of lesser restoration, potion of protection from good; **Other Gear** mwk chainmail, mwk greataxe, mwk sling with 10 bullets, climber's kit, 250 gp

There are few things more terrifying than a half-orc barbarian with a greataxe.

BLOODY BARRU

Bloody Barru licks the blood from her axe each time she fells a foe.

Combat Encounters: Bloody Barru allies with almost anyone who promises excessive carnage.

Roleplaying Suggestions: Barru is hard to get along with. She would rather kill a person than engage in conversation.

DOG RIDER	CR 3
HALFLING BARBARIAN 4	XP 800
Small humanoid (halfling)	N

Init +3; **Senses** Perception +10

DEFENSE

AC 18, touch 12, flat-footed 15 (+5 armor, +3 Dex, -2 rage, +1 shield, +1 size)

hp 43 (4d12+12)

Fort +8, **Ref** +5, **Will** +5; +3 vs. spells and spell-like or supernatural abilities, +2 vs. fear

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee lance +9 (1d6+4/×3)

Ranged +1 *halfling sling staff* +10 (1d6+5/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks rage (11 rounds/day), rage powers (superstition +3, surprise accuracy +2)

TACTICS

Before Combat The barbarian applies *oil of magic weapon*.

During Combat The barbarian keeps his distance, pelting enemies with bullets. If ranged attacks fail, he charges with his lance.

Base Statistics When not raging and without *magic weapon*, the barbarian's statistics are **AC** 20, touch 14, flat-footed 17; **hp** 35; **Fort** +6, **Will** +3; **Melee** lance +7 (1d6+2/×3); **Ranged** mwk halfling sling staff +10 (1d6+2/×3); **Str** 14, **Con** 13; **CMB** +5; **Skills** Climb +9, Swim +5.

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 10,

Wis 12, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 18

Feats Deadly Aim, Weapon Focus (halfling sling staff)

Skills Acrobatics +11, Handle Animal +6, Perception +10, Ride +9, Stealth +10, Survival +5

SQ fast movement

Combat Gear *oils of magic*

weapon (2),

potions of cure light wounds

(2); **Other Gear** +1 *chain*

shirt, masterwork buckler,

lance, masterwork halfling

sling staff with 20 bullets,

riding dog with riding

saddle and leather barding,

55 gp

Small and adept at skirmish maneuvers, a dog rider is a deadly and cautious warrior.





Pathfinder Society Scenario #6–16: Scions of the Sky Key, Part 3: The Golden Guardian

Character Chronicle #

☐ Core Campaign

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

This Chronicle sheet grants access to the following:

Scholar of Ashkurhall (Grand Lodge faction): Studying the murals of Ashkurhall opened your subconscious mind to ancient dwarven secrets. Whenever you are examining architecture, objects, or writing of dwarven origin, you either gain a +1 bonus on any Appraise, Knowledge, or Linguistics check involved, or you can substitute your Perception or Sense Motive bonus for the check. You can cross this boon off your Chronicle sheet as a free action in order to apply its benefits when examining architecture, objects, or writing of any origin for the duration of the scenario.

Sky Key Component (Sargava): You have recovered one of the five lost components of the strange relic known as the Sky Key. This piece once belonged to Sigrin, who founded the now abandoned settlement of Ashkurhall in the Bandu Hills.

Stinkeye's Friend: Playing with a domesticated basilisk has taught you to be careful around creatures with gaze attacks. When you are subjected to a gaze attack, you can cross this boon off your Chronicle sheet to gain a +4 insight bonus on a saving throw to avoid the gaze's effects.

Vanei's Friend: You have befriended Vanei Thaskin, who now works as an informant for the Pathfinder Society. Once per scenario, you can recall information Vanei provided in order to reroll a failed Bluff, Diplomacy, or Knowledge check pertaining to the Aspis Consortium. If the second check fails, cross this boon off your Chronicle sheet; your reckless use of Vanei's information has compromised her cover and led to her capture.

BLADE OF THE OPEN ROAD		PRICE VARIES
Lesser blade of the open road		2,515 GP
Blade of the open road		19,715 GP
Greater blade of the open road		35,715 GP
SLOT none	CL 8th	WEIGHT 4 lb.
AURA moderate conjuration		

CONSTRUCTION REQUIREMENTS COST VARIES

Craft Magical Arms and Armor, *death knell*, *summon monster I*

the open road and gains the *ominous*^{UE} and *heartseeker*^{UE} weapon special abilities against Aspis Consortium agents and the Consortium's employees. Any *wayfinder* the wielder carries grants a +2 circumstance bonus on all Survival checks, not just checks to avoid becoming lost. A *blade of the open road* and *greater blade of the open road* increase this bonus to +4 or +6, respectively. Between scenarios, the wielder can enhance a *lesser blade of the open road* to become a *blade of the open road* and later into a *greater blade of the open road* by paying the difference in price between the two items.

Blades of the open road are longswords specifically crafted to strike against the Aspis Consortium. A *lesser blade of the open road* is a +1 longsword with a Glyph of the Open Road stamped into its hilt. A *blade of the open road* is a +1 *Aspis bane longsword*. Against agents of the Aspis Consortium and creatures directly employed by the Aspis Consortium, the weapon's enhancement bonus is 2 higher than its actual bonus, and the weapon deals an extra 2d6 points of damage. A *greater blade of the open road* has all of the properties of a *blade of*

All Subtiers

basilisk extract (600 gp; when applied to a creature that has been petrified by a basilisk's gaze for no more than 1 hour, the creature is restored to flesh as though it had been coated with fresh basilisk blood)
lesser blade of the open road (2,515 gp)
potion of cure moderate wounds (300 gp)
potion of invisibility (300 gp)
potion of lesser restoration (300 gp)
wand of cure light wounds (12 charges; 180 gp, limit 1)

Subtier 4–5

blade of the open road (19,715 gp)
potion of bear's endurance (300 gp)
potion of bull's strength (300 gp)
potion of spider climb (300 gp)
wand of bear's endurance (16 charges; 1,440 gp, limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1–2	254	508
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	605	1,209
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	4–5	955	1,910
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
	Initial Prestige	Initial Fame	
	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	—		
	Prestige Spent		
Current Prestige	Final Fame		
GOLD	Starting GP		
	+	GM's Initials	
	GP Gained (GM ONLY)		
	+	GM's Initials	
	Day Job (GM ONLY)		
—			
Gold Spent			
=			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #