



# DEAD MAN'S DEBT

By Brian Duckwitz



# DEAD MAN'S DEBT

PATHFINDER SOCIETY SCENARIO #7-24

<b>Author</b> • Brian Duckwitz	<b>Publisher</b> • Erik Mona
<b>Development Lead</b> • Linda Zayas-Palmer	<b>Paizo CEO</b> • Lisa Stevens
<b>Contributing Artists</b> • Sebastian Gomez, Jakub Adam Witowski, and Kevin Yan	<b>Chief Operations Officer</b> • Jeffrey Alvarez
<b>Cartographer</b> • Jason Engle and Sean Macdonald	<b>Director of Sales</b> • Pierce Watters
	<b>Sales Associate</b> • Cosmo Eisele
	<b>Marketing Director</b> • Jenny Bendel
<b>Editor-in-Chief</b> • F. Wesley Schneider	<b>Chief Financial Officer</b> • John Parrish
<b>Creative Director</b> • James Jacobs	<b>Staff Accountant</b> • Ashley Kaprielian
<b>Creative Design Director</b> • Sarah E. Robinson	<b>Data Entry Clerk</b> • B. Scott Keim
<b>Executive Editor</b> • James L. Sutter	<b>Chief Technical Officer</b> • Vic Wertz
<b>Senior Developer</b> • Rob McCreary	<b>Software Development Manager</b> • Cort Odekirk
<b>Pathfinder Society Lead Developer</b> • John Compton	<b>Senior Software Developer</b> • Gary Teter
<b>Developers</b> • Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens, and Linda Zayas-Palmer	<b>Project Manager</b> • Jessica Price
<b>Managing Editor</b> • Judy Bauer	<b>Organized Play Coordinator</b> • Tonya Woldridge
<b>Senior Editor</b> • Christopher Carey	<b>Adventure Card Game Designer</b> • Tanis O'Connor
<b>Editors</b> • Jason Keeley, Elisa Mader, and Josh Vogt	
<b>Lead Designer</b> • Jason Bulmahn	
<b>Designers</b> • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter	
	<b>Community Team</b> • Liz Courts and Chris Lambertz
<b>Art Director</b> • Sonja Morris	<b>Customer Service Team</b> • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez
<b>Senior Graphic Designers</b> • Emily Crowell and Adam Vick	<b>Warehouse Team</b> • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
	<b>Website Team</b> • Christopher Anthony, William Ellis, Lissa Guillet, Don Hayes, Julie Iaccarino, and Erik Keith

*Pathfinder Society Scenario #7-24: Dead Man's Debt* is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Paizo Inc.**  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)

*Pathfinder Society Scenario #7-24: Dead Man's Debt* © 2016, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc.





# DEAD MAN'S DEBT

BY BRIAN DUCKWITZ



One of the important—yet almost entirely unknown—feats of Old-Mage Jatembe was the magical sealing of a nascent portal between the Abyssal lair of the deity Camazotz and Golarion in a cavern system that had become a center of worship for the god roughly 8,000 years ago. Before finishing this task, Jatembe made a pact with the Ekujae elves in the region to keep watch over the caves where the portal had been. Suspicious of this powerful human despite his honorable reputation, the elves demanded that Jatembe provide a way for his magic to be undone if they deemed it necessary. Ever wily, Jatembe agreed, but in a way that would discourage them from ever doing so: only the sacrifice of an Ekujae upon the altar of Camazotz within could shatter the powerful abjurations. Jatembe knew the jungle elves could be ferocious and driven if roused but found it inconceivable that they would ever do such a thing.

The Ekujae named the area Dehu Inu, declared it taboo, and shared the secret of why it was forbidden with only a few elders of each generation. Over the intervening centuries, lingering Abyssal energies drew dangerous creatures to the area, but never anything so threatening that the elves were forced to act. In fact, the dark reputation served to cement the taboo over the region.

Several months ago, the Ekujae scout Kaghaze and his patrol were on the hunt for a mobat that had been attacking the eastern portion of the Ekujae's lands. They followed the beast to the ancient stone markers that delineated the outskirts of Dehu Inu. Kaghaze knew the area was off limits, but driven to destroy his quarry, he convinced his fellow guardians to follow him anyway. They tracked the beast to a cave, cornering it in the central chamber that once served as a shrine to Camazotz. Their battle was fierce. The beast tore apart one of Kaghaze's followers and hurled his remains atop the altar. As the blood of the Ekujae flowed over it, a flash of the demon god's power broke through and struck Kaghaze, corrupting his mind and transforming him into a werebat. Kaghaze quickly captured his remaining

## WHERE ON GOLARION?

*Dead Man's Debt* takes place in the Mwangi Expanse, starting in the city of Nantambu and progressing to an area of the jungle approximately 100 miles to the southeast. For more information about the Mwangi Expanse, the city of Nantambu, and jungle hazards, see *Pathfinder Campaign Setting: Heart of the Jungle*, available in bookstores and hobby stores everywhere and online at [paizo.com](http://paizo.com).



patrol members and sacrificed them to his new god. As he committed these vile acts, Kaghaze could sense that their deaths had an effect on the altar. Whispering demands for more blood invaded his mind, and he began nightly hunts for new victims. The Ekujae sent patrols out to find and eliminate this new threat, but they all followed the strictures to avoid Dehu Inu, so they made little progress. This lack of pursuit made Kaghaze bolder. While he at first took pains to cover his trail, he eventually left enough evidence behind for Ekujae scouts to prove that his lair was within Dehu Inu.

The disappearance of their kin into a forbidden area drove the Ekujae to make a deal with Venture-Captain Sharrowsmith, who had long pestered the tribe to share their ancient lore about the mysterious "great darkness" the Ekujae fought in the jungle long ago. They shared several

## GM RESOURCES

This adventure uses material from the following Pathfinder Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG NPC Codex*, and *Pathfinder RPG Ultimate Equipment*. These rules can be found for free as part of the Pathfinder Roleplaying Game Reference Document online at [paizo.com/prd](http://paizo.com/prd). Relevant rules from the *Bestiary* volumes, the *GameMastery Guide*, and *NPC Codex* are reprinted at the back of the scenario for the GM's convenience.

tales with him, and in exchange, Sharrowsmith promised to end the attacks from Dehu Inu as soon as he returned from an expedition to some ruins in the Bandu Hills.

Unfortunately, Sharrowsmith died in a cave-in on this expedition, leaving merchant and Pathfinder ally Aya Allahe in charge of Pathfinder operations on a temporary basis. Since then, the Society has cast its nets in search of a suitable replacement, so far without luck. Further complicating the situation, no one in the Society knew that Sharrowsmith had made such a bargain with the Ekujae until a month ago, when Ekujae began challenging Nieford Sharrowsmith to make good on his bargains and kidnapping the occasional Pathfinder before unceremoniously depositing the beaten but living survivor near Nantambu. As far as the Ekujae are concerned, Sharrowsmith cheated them, and the elves don't know that he has perished. If push comes to shove, though, regardless of the fact that the venture-captain has expired, the elves will push his allies shall fulfill the bargain that he could not.

## SUMMARY

After meeting with Aya Allahe in Nantambu and learning of the recent spate of Ekujae attacks upon Pathfinders, the PCs travel southeast, following directions from Sharrowsmith's journal. On the way, they encounter several challenges in the jungle before making peaceful contact with the Ekujae and Fola Barun, a half-elf who acts as an ambassador between the tribe and the PCs. In the village of Jalunth, the PCs learn from the tribal elders of the deal Sharrowsmith made with the elves, and then head off to Dehu Inu, likely accompanied by Fola.

Within Dehu Inu, the PCs climb a cliff and encounter a circle of severed heads on spikes outside a cave entrance; some of these heads animate and attack. Inside the cave, the PCs encounter the werebat Kaghaze and attempt to put an end to his bloody sacrifices.

## GETTING STARTED

Read or paraphrase the following to get the adventure underway.

Despite the sweltering heat of the midday sun, the marketplace outside Sharrowsmith's Exports is bustling with customers. Merchants stand in the shade under colorful awnings behind enticing displays of all manner of goods, from fresh fruits to intricate works of art. In the center of the marketplace, two large, vaguely humanoid statues rise from a fountain. Water pours from their gaping mouths as they stare up at the sun. A dark-skinned woman with gold-colored eyes sits on a bench under the fountain surveying the scene. As she catches sight of the newest arrivals, she rises and strides toward the market's entrance, the crowd parting to allow her past. She speaks in hushed tones.

"Greetings, Pathfinders," she says. "I've been expecting you. For those of you whom I have not yet had the pleasure of meeting, I am Aya Allahe. There is much to discuss, but here is not the place. Follow me, please." She leads you through the crowd to an immense stone building decorated with carvings of fierce apes, giants, and reptilian figures.

The heat inside the building is far less stifling than in the market outside. Allahe opens the door to a small, private meeting room. She presses a hidden switch on the wall, revealing a doorway into a well-appointed lounge.

"Welcome to the Nantambu Pathfinder Lodge," she says, gesturing widely with her hands. In contrast to her animated gestures, the expression in her eyes is weary. "As you have probably heard, the local venture-captain, Nieford Sharrowsmith, recently passed away on an expedition. His unexpected passing left behind many loose ends. I've done my best to help the Pathfinders with the day-to-day problems, but the current task is beyond my abilities to handle alone.

"Over the last few weeks, the local Ekujae elves have become..." she pauses. "Well, they have become rather violent toward anyone they believe to be connected to Nieford or the Pathfinders. They have ambushed or abducted several travelers who fit that description, but have not yet killed any of them. Instead, they return their victims, beaten and severely bruised, near well-traveled roads. As I have been the Pathfinders' primary contact in the area lately, these victims have come to me and reported their experiences.

"Mostly they speak of being questioned and threatened. The Ekujae claim that Nieford Sharrowsmith owes them a service, and that if he himself will not settle the debt, then his friends or associates will. I have searched what records I have of Nieford's, but so far all I have found is a single entry in one of his journals describing a path he once followed to the Ekujae, although there is no mention of any deal. Given his penchant for secrecy and relying upon his own memory, however, I have no doubt there is something he said to the elves to strike a bargain. That the suspicious Ekujae were willing to make a deal with him at all speaks to his strength of character. He was an

honorable, trustworthy man, and the Society is poorer for his passing." Allahe pauses for a few moments, bowing her head in remembrance.

When she speaks again, her voice is clear and determined. She hands the PCs a detailed map drawn on a scrap of paper. "Nieford drew this map to help him find his way to an Ekujae village. I ask that you follow this map as best you can and make peaceful contact with the insular elves. If you are not confident of your ability to navigate the jungle, I suggest you hire a guide. Once you arrive in the village, find out what it is that the Ekujae want, and if it is in your power to do so, fulfill Nieford's bargain. While I doubt the Pathfinders could ever turn the Ekujae into full allies, they are dangerous foes." Allahe shakes her head, "Let us learn from the Aspis Consortium's mistakes and not antagonize them."

The PCs are likely to have a few questions. Aya Allahe has limited information about events outside of Nantambu, however.

#### What happened to Nieford Sharrowsmith?

"He was killed in a cave-in on an expedition to the Bandu Hills. It was a very sad end to a great explorer, businessman, and friend."

**Who are the Ekujae?** "They are one of the tribes of jungle elves that live in the Mwangi Expanse. I personally do not know much about them other than they are fiercely territorial and shun outsiders. That they've gone out of their way to capture but not kill their victims is a hopeful sign, I suppose."

#### What happened between the Aspis Consortium and the Ekujae?

"The Aspis Consortium's business practices rarely take respect for the prosperity of local people into account. When people protest violently, the Consortium is in the habit of taking captives and selling them into slavery. In response to the Consortium's activities, the Ekujae elves razed a fortified Consortium outpost called Nightfall Station to the ground."

**Are any of the Pathfinders who have been captured and released around for us to talk to?** "As you might imagine, they have had no great desire to remain in the area, and all have departed for other Pathfinder lodges. Unfortunately, they did not have much detailed information to share, as they were either blindfolded or unconscious during their capture and were released away from Ekujae territory."

**What did the Ekujae say?** "As I mentioned, their communication was only in the form of demands that the Pathfinder Society fulfill 'the bargain' and questions about the whereabouts of Nieford."

**Why don't you become the local Venture-Captain?** "I have great respect for the Pathfinder Society and am glad to call myself an ally of your organization. However, my mercantile endeavors throughout Nantambu and beyond take much of my time. I am not interested in taking on additional responsibilities, nor am I interested in spending enough time away from my business qualify for such a position."

**Where can we find a guide?** "Finding guides is normally a simple matter, but you will need to find one who is willing to travel into Ekujae lands. I recommend asking around the marketplace."

#### Can we look at Sharrowsmith's quarters for clues?

"After I learned he died, I had Nieford's belongings taken away. He had a habit of writing bits of information on little pieces of paper and leaving them around his office, however, and I gathered those and whatever else that seemed potentially useful and put them in a chest. I've been working to sort them out, but haven't gotten far. You are welcome to take a look."

A few hours of searching through these materials turns up a scrap of paper that reads, "Been invited to meet with the Ekujae storytellers. It was a long wait, but this is a rare gift!"

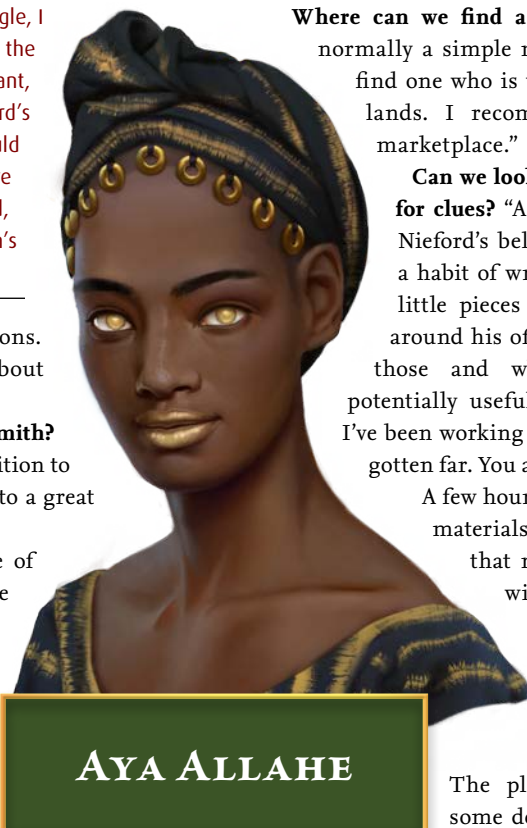
#### DIPLOMACY OR KNOWLEDGE (LOCAL)

The player characters may know some details about the Ekujae elves already, or they might ask around

about them. If the PCs choose to gather information, they run into **Jolan** (N male human ranger 2), a Mwangi man who has lived and worked in this part of the Mwangi Expanse for over 20 years. Spending 5 gp or more to buy him drinks grants the PCs a +5 circumstance bonus on their Diplomacy check. Each PC recalls (or learns) all of the information below whose DC is less than or equal to the result of her check.

**10+:** The elves of the Mwangi Expanse tend to distrust outsiders. They are hesitant at best, and fiercely xenophobic at worst.

**15+:** Elves make up the largest non-human population within the Expanse and are themselves broken into many tribes. The most well known are the Ekujae tribes of the western Mwangi, the Kallijae of the northwestern jungles, and the Alijae of the northern jungles. Although it's not clear why, every Ekujae on patrol carries a ceremonial club carved from yellowheart wood.





**20+:** The Ekujae tribe is divided into several scattered, self-sufficient communities. In times of strife, these groups band together against major threats. Recently, the Ekujae worked together to battle Aspis Consortium slavers operating out of Nightfall Station to the west. Aspis activity has not stopped, however, and rumors of sightings of Aspis agents south of Nantambu persist.

**25+:** The Ekujae see themselves as guardians of many ruins scattered throughout the jungle. They rarely explain why they guard them to outsiders. The few stories they have shared reveal that some of these places are connected to a “great darkness” that they were able to defeat but not destroy.

**30+:** Elves of the Ekujae tribes, like most other jungle elves, paint their faces and bodies with various patterns. Some indicate status or role in the tribe, while others are marks of accomplishment and achievement.

Knowledge of these marks aids the PCs in their interactions with the elves. A PC whose result is at least a 30 on this skill check knows enough about the significance of particular symbols to grant all PCs a +2 circumstance bonus to Diplomacy, Intimidate, and Sense Motive checks against Ekujae elves for the remainder of the scenario.

### KNOWLEDGE (NATURE) OR SURVIVAL

The PCs may know about the jungles near Nantambu and the possible dangers therein. Each PC recalls all of the information below whose DC is less than or equal to the result of her check.

**10+:** Jungles are hot and full of dense foliage that makes traversing them a time consuming prospect. They are also teeming with a variety of animal life, including biting insects.

**15+:** The insects around Nantambu are carriers for a variety of tropical diseases. The most prolific carriers, mosquitos, tend to cluster around stagnant water and flooded areas. The thick layers of plant life on the ground make finding footing particularly difficult for horses and most other mounts accustomed to flatter terrain.

**20+:** Many of the most dangerous jungle predators set up their lairs or ambushes near natural features such as quicksand to give them an advantage.

**25+:** Gold and ancient treasures are not the only highly valued commodities in the Mwangi Expanse; various fruits and other plant products can fetch a high price in the markets of major cities.

**30+:** Paying close attention to animal calls can alert travelers to danger, as monkeys and birds often send out warnings about predators in the area. A PC whose result is at least a 30 is knowledgeable enough about specific animal calls to help his allies react faster, granting all PCs a +2 circumstance bonus on Initiative checks in encounters A, B, and C1.

### HIRING A GUIDE

Those unfamiliar with jungle travel may seek out guides to accompany them on their journey. If the PCs search around Nantambu, they come across three potential guides. Each guide charges 30 gp (or 150 gp in Subtier 4–5) for the entire journey, which the guides predict will take just over a week each way. If the PCs succeed at a DC 16 Diplomacy, Profession (merchant), or Survival check (DC 20 in Subtier 4–5), they convince the guide to travel with them for the reduced rate of 15 gp (or 75 gp in Subtier 4–5). The guides do not participate in combat, nor do they have a chance of contracting diseases during the adventure.

**Kubalu** (N male human expert 1/wizard 1): Kubalu's parents were thrilled when their son demonstrated an aptitude for magic at a young age. Young Kubalu reveled in his parent's praise, and over time, he grew arrogant. Much to his classmates' irritation, he developed a habit of using obscure knowledge as a weapon to prove himself superior to others. When he was accepted into the Magaambya to study arcane magic at the age of 16, he had no doubt that he would continue to excel. He did not cope well with being surrounded by peers and teachers who not only had little patience for his antics, but also could decisively beat him at his own game. After only a year, he took a leave of absence. In his time away, he found a job as a guide as a way to use his extensive knowledge. While he has matured in the two years since he started his leave, he has not lost his tendency to use unnecessarily big words in his speech, and he is prone to spouting extraneous facts at the slightest provocation. Kubalu automatically spots the quicksand in encounter A before the PCs approach it. Additionally, he provides the PCs a +2 bonus on Knowledge checks during this adventure.

**Lisratak** (CN female human ranger 2): Lisratak is well over 6 feet tall. Her dark skin has blue-black undertones, and she styles her long hair in an elaborate coil of tight curls that she keeps pinned close to her head. She was once a member of a Bekyar tribe that worshiped the demon lord Angazhan, but a horrifying incident that she refuses to speak about shook her to the core and inspired her to abandon her family's traditions and wander off into the jungle in search of a new way of life. She does not follow any particular religious tradition anymore. She is interested in discussing religious traditions with the people she comes across, though she is somewhat distant with those who profess worship of demon lords. She has a dark sense of humor and a habit of cracking jokes to ease tension. She is well-versed in jungle diseases. She suggests that the PCs purchase Nantambu's vermin repellent if they haven't already, and she provides the PCs with a +2 bonus on all saving throws against poison and disease during the adventure (in Subtier 4–5, this bonus also applies to the saving throw against the vargouille's kiss in area D1).

**Mitarat** (N male human druid 1): Mitarat is a Bonuwat man with ashen-brown skin, and he keeps his head meticulously shaved. He wears simple, loose clothing with many pockets, many of which contain decorative trinkets, rare plants, or other small but valuable items. He is typically sparing with words, and he prefers to listen to everyone else's perspective and then pause before speaking. Despite his taciturn nature, his keen sense of people makes him a skillful salesman, and he makes a humble but secure living as a trader. He is one of the few people in Nantambu who has engaged in successful trades with Ekujae in the past. His presence grants the PCs a +2 circumstance bonus to Diplomacy, Intimidate, and Sense Motive checks against Ekujae elves for the remainder of the scenario. This stacks with the bonuses the PCs may have received from their Diplomacy or Knowledge (local) check. It also makes the elves in area C1 less likely to be hostile (see page 11).

## INTO THE JUNGLE

The hot, humid jungle is full of streams, bogs, fallen trees, and thick underbrush. Numerous hills, valleys, and cliffs require the PCs to take a somewhat circuitous route. Like clockwork, heavy rains begin at 4 p.m. each day and last until the following morning.

The journal fragment that Allahe gives the PCs is simple enough to follow, showing a general southeasterly route into the jungle around the major cliffs. If the PCs hire a guide, the guide ensures that they do not get lost. Otherwise, the PCs must succeed at a DC 15 Survival check (DC 19 in Subtier 4–5) to avoid getting lost on the way to the Ekujae territory. If they fail this check, the DC of their Fortitude saving throws to resist diseases increases by 2 (see Diseases below).

There are multiple character classes, archetypes, feats, and traits that may come into play during the jungle travel section of the scenario. GMs should take note of these details and emphasize them as the journey progresses, providing circumstance bonuses where appropriate. Below are the main challenges that the PCs encounter.

**Heat:** The jungle is stiflingly hot and humid. Rather than tracking the direct effects of heat in this adventure, the heat is factored into the PCs' chance of catching a disease.

**Disease:** Mosquitos, ants, and other biting insects provide constant irritation to travelers in most parts of the jungle, and some of them carry diseases. Alchemical vermin repellent (*Pathfinder RPG Ultimate Equipment* 101) is widely available in Nantambu, but it has a rather short duration for this journey. Merchants in Nantambu sell an alternative repellent made from local herbs and animal fats. A pot of repellent that is sufficient to last one PC for the entire journey costs 10 gp. Protecting a companion creature of size Small or larger requires a second pot of repellent, but Tiny or smaller creatures, such as most familiars, can

share with the PC. This repellent has no effect on insects whose CR is 1/3 or higher (such as the stirges in area A). To represent the chances of catching a disease, have each PC roll three DC 17 Fortitude saving throws (DC 21 in Subtier 4–5). Each PC gains a cumulative +2 circumstance bonus on these saving throws for each of the following precautions they take: applying Nantambu's vermin repellent, hiring Lisratak as a guide, taking precautions against the heat, and receiving assistance from a PC who succeeds at a DC 13 Heal check (DC 17 in Subtier 4–5). Taking precautions against the heat means either casting *endure elements* each day or both resting during the hottest part of the day and wearing only light clothing while traveling (i.e. no heavy clothing or armor). A PC experiences the following effects based upon their number of successful saving throws. Because these saving throws represent multiple exposures to the disease, *remove disease* does not negate the need for saving throws entirely; instead, a casting of *remove disease* increases the PC's number of successes by 1. *Lesser restoration* and similar effects remove ability damage as normal. For the sake of simplicity, assume that the PCs do not contract any diseases on their return journey from Ekujae territory.

3 *Successes:* The PC does not contract any diseases on the journey.

2 *Successes:* The PC contracted dengue fever, but shook off the disease. She arrives in area C with 1d2 points of Dex damage. In Subtier 4–5, the PC instead contracted and fought off the bubonic plague, and arrives in area C with 1d2 points of Con damage.

1 *Success:* The PC contracts a potent strain of dengue fever, and arrives in area C with the disease active (*save* Fort DC 13; *frequency* 1/day; *effect* 1d4 Dex damage; *cure* 2 consecutive saves) and 1d4 points of Dex damage. She has succeeded on the first of 2 saving throws required to clear the disease. In Subtier 4–5, the PC is instead infected with bubonic plague (*save* Fort DC 17; *frequency* 1/day; *effect* 1d4 Con damage, 1 Cha damage, and target is fatigued; *cure* 2 consecutive saves) and arrives in area C with 1d4 points of Con damage, 1 point of Cha damage, and the fatigued condition. She has succeeded on the first of 2 saving throws required to clear the disease.

0 *Successes:* The PC arrives in area C with dengue fever and 1d4+2 points of Dexterity damage. In Subtier 4–5, the PC has the bubonic plague, is fatigued, and has taken points of 1d4+2 Con damage and 2 points of Cha damage.

**Travel Time:** Finding the Ekujae is not as straightforward as following a road, and land-based mounts are more of a hindrance than a help in the jungle—in most cases, treat such mounts as if their movement speed were 30 feet. The village where Sharrowsmith met with the Ekujae is approximately 100 miles southeast of Nantambu. The 80-mile trip to the edges of Ekujae territory follows jungle trails, which take 5 days to traverse assuming a movement speed of 30 feet. The trails leading from the outskirts of

## SCALING ENCOUNTER A

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

**Subtier 1-2:** Reduce the number of stirges from three to two.

**Subtier 4-5:** A few days ago, a group of Ekujae warded off the vampiric mists, and the mists are still damaged. Reduce the hit points of the vampiric mists to 20 each.

the Ekujae's lands to the meeting point are far less obvious. These final 12 miles take just over 2 days at a 30-foot speed. The PCs can reduce the time to travel the final leg to 1 day if they succeed at a DC 15 Survival check (DC 19 in Subtier 4-5) to follow the Ekujae's tracks, or to only 4 hours if they convince the elves to show them the way.

**Wildlife:** There is abundant wildlife in the jungle. Watchful monkeys and birds keep a careful eye on anyone moving near them, and larger predators such as jaguars investigate the PCs' camp from a safe distance, although they rarely attack a large group. Birds, monkeys, insects, and the even the occasional hunting cat produce a constant stream of calls, chirps, and roars around the clock, imposing a -2 penalty on Perception checks.

## A. Blood Drinkers and Quicksand (CR 2 or CR 5)

Several days into their journey, the PCs come across a soggy, muddy pool of stagnant water that cuts across the trail.

**Creatures:** A group of opportunistic, blood-drinking predators has set up in this spot, looking for distracted victims. If one of the PCs becomes caught up in the quicksand (see Hazards), they attempt to move in unnoticed and attack that individual. Otherwise, they wait until the characters have moved past it and then attempt to attack the last in line. In Subtier 4-5, the vampiric mists initially take the appearance of skeletal jaguars as they stalk their prey.

**Hazards:** The perpetual jungle rains have supersaturated a portion of the trail, effectively turning the innocuous puddles into quicksand (*Pathfinder RPG Core Rulebook* 427). A PC who succeeds at a DC 8 Survival check spots the quicksand before stepping in it.

## SUBTIER 1-2 (CR 2)

### STIRGES (3)

CR 1/2

hp 5 each (*Pathfinder RPG Bestiary* 260, see page 26)

#### TACTICS

**During Combat** The stirges target the least heavily armored PCs first.

**Morale** A stirge leaves after drinking enough blood to deal a total of 4 points of Constitution damage to the PCs. Otherwise, the stirges fight to the death.

## SPECIAL ABILITIES

**Diseased (Ex)** Stirges can carry a variety of diseases. These particular stirges all carry filth fever.

*Filth Fever:* Disease—injury; save Fortitude DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves

## SUBTIER 4-5 (CR 5)

### VAMPIRIC MISTS (2)

CR 3

hp 30 each (*Pathfinder RPG Bestiary* 2 277, see page 26)

#### TACTICS

**During Combat** The vampiric mists target the least heavily armored PCs first.

**Morale** If reduced below 10 hit points, a vampiric mists leaves to seek easier prey.

## B. Aspis Raiders

Despite their defeat at Nightfall Station, the Aspis Consortium agents in this part of the Mwangi Expanse have continued to find inroads to the ruins and valuable natural resources held here, although in a less concerted, centralized way. One group of these agents has been harvesting mulue, a fruit that grows on a vine only found in this section of the jungle. When fermented, it is used to make a potent drink that the upper crust of Chelish society values highly. When an Ekujae patrol found these agents, they attacked. The agents killed most of the patrol and captured the rest, but not before losing most of their own members.

**Creatures:** The surviving Aspis agents are now working to head west to Bloodcove where they plan to sell the remaining two elves into slavery (use the Ekujae scouts from Subtier 1-2 of area C1 below for the elves' statistics, except they each have 2 hp currently). The leader of the Aspis group, a half-elf named Waolu, bears a deep hatred for elves, kindled when his father's family wanted nothing to do with their human-tainted son, and ignited the night that the Ekujae razed Nightfall Station, killing many of his closest friends and allies. He insults and disparages elven PCs and attacks them first before other targets.

## SUBTIER 1-2 (CR 3)

### ASPIS HUNTERS (2)

CR 1/2

NE bandits (*Pathfinder RPG GameMastery Guide* 258, see page 25)

hp 12 each

**Gear** The guards left their horses behind, as horses are ill-suited for jungle travel.

#### TACTICS

**During Combat** The guards attack with their longbows, switching to their rapiers in melee.

**Morale** The guards attempt to flee into the jungle if reduced to 5 hit points or fewer.



## A. Blood Drinkers and Quicksand



1 square = 5 feet

Pathfinder Map Pack: River System

### WAOLU

CR 1

Half-elf sorcerer 2

NE Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +9

#### DEFENSE

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

**hp** 13 (2d6+4)

**Fort** +1, **Ref** +2, **Will** +2; +2 vs. enchantments

**Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** light mace +1 (1d6) or

2 claws +1 (1d4)

**Ranged** light crossbow +3 (1d8/19–20)

**Special Attacks** claws (2, 1d4, 6 rounds/day)

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

1st (5/day)—*cause fear* (DC 14), *mage armor*

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

*mage hand*, *message*

**Bloodline** draconic (green)

#### TACTICS

**Before Combat** Waolu casts *mage armor* on himself. The benefit of this spell is included in his statistics.

**During Combat** Waolu uses his *scroll of mirror image* on the first round of combat, then attacks the PCs with his *wand of acid arrow*, targeting elven PCs first. If the PCs cluster around him, he uses *cause fear* to frighten them away.

**Morale** If reduced below 5 hit points, Waolu retreats, threatening to kill an injured captive if the PCs interfere.

#### STATISTICS

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

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

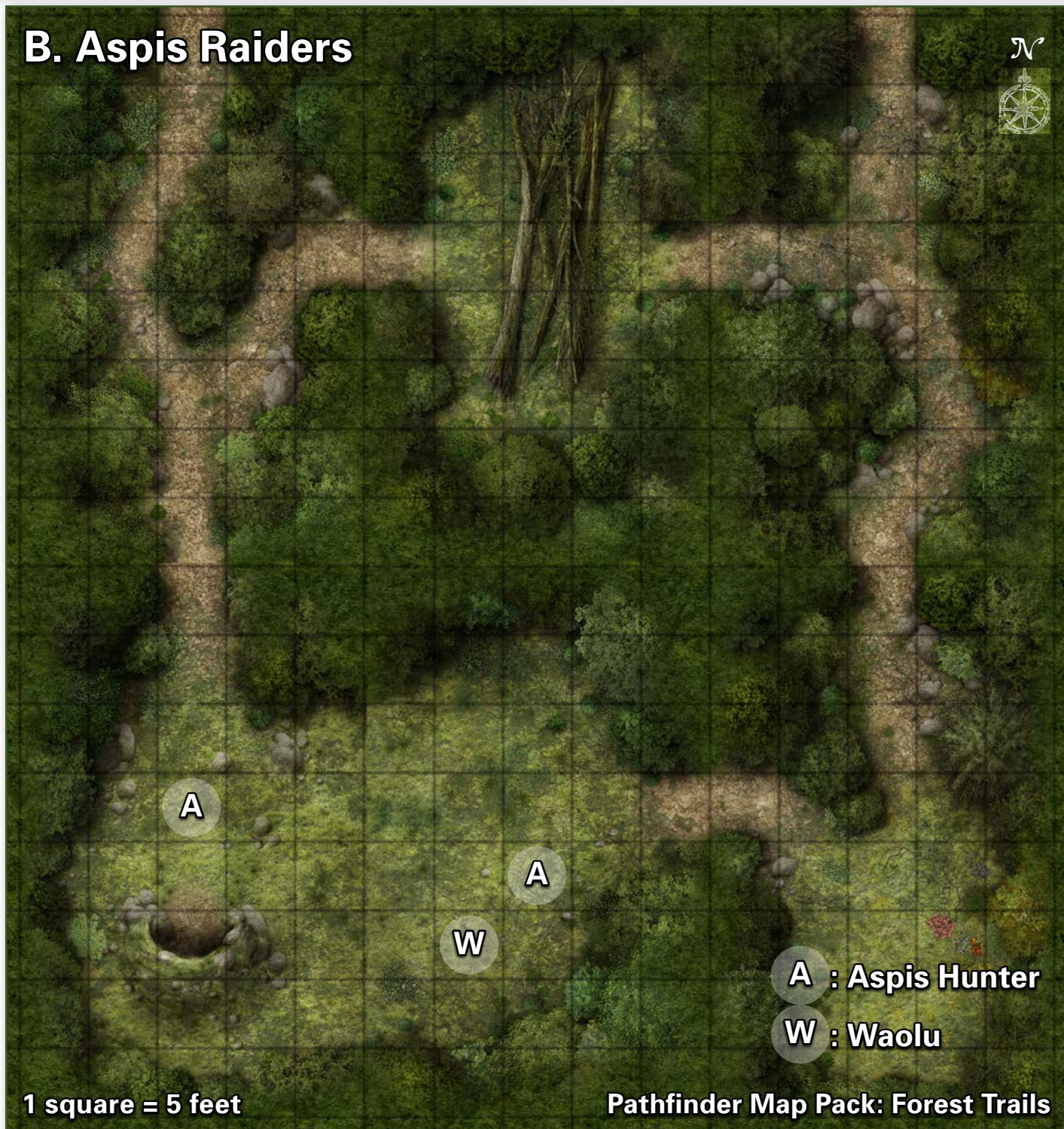
**Feats** Combat Casting, Eschew Materials, Skill Focus (Perception)

**Skills** Intimidate +8, Perception +9, Spellcraft +6; **Racial**

**Modifiers** +2 Perception



## B. Aspis Raiders



1 square = 5 feet

Pathfinder Map Pack: Forest Trails

**Languages** Common, Draconic, Elven

**SQ** bloodline arcana (acid spells deal +1 damage per die), elf blood

**Combat Gear** *potion of cure light wounds*, *scroll of mirror image*, *wand of acid arrow* (3 charges), *wand of endure elements* (10 charges), alchemist's fire (2); **Other Gear** light crossbow with 20 bolts, light mace, 12 gp

### SUBTIER 4–5 (CR 6)

#### ASPIS HUNTERS (2)

CR 2

NE poachers (*Pathfinder RPG NPC Codex* 129, see page 26)

**hp** 30 each

#### TACTICS

**During Combat** The two Aspis hunters drink their *potions of*



*bull's strength*, then they charge boldly into melee with the PCs.

**Morale** The Aspis hunters attempt to surrender or flee into the forest if reduced to 10 hit points or fewer.

## WAOLU CR 4

Bramble sorcerer (*Pathfinder RPG NPC Codex* 162, see page 25)  
hp 30

**Gear** Waolu's *wand of entangle* has 10 charges remaining.

### TACTICS

**Before Combat** Waolu casts *mage armor* and *resist energy* (fire).

The benefits from these spells are included in his statistics.

**During Combat** Waolu casts *mirror image*, then pelts his opponents with *acid arrow*, targeting elven PCs first. If the PCs cluster around him, he uses *cause fear* and a *scroll of levitate* to get out of melee.

**Morale** If reduced below 8 hit points, Waolu retreats, threatening to kill an injured captive if the PCs interfere.

**Development:** If the PCs defeat the Aspis raiders, any surviving Ekujae captives are grateful for the help, if still wary. They are willing to take the PCs to C2 directly and tell Fola Barun what happened. If there isn't enough time left to run the optional encounter in area C1, the PCs find the gear of an Ekujae patrol stashed near the captives.

**Treasure:** The Aspis agents carry 3 sacks of mulue, worth 60 gp each. In Subtier 4–5, they instead have 6 sacks.

**Rewards:** If the PCs return any of the captured Ekujae safely to Fola Barun in area C2, the starting attitude of the elders toward the PCs improves one step (see area C4).

If the PCs do not defeat the Aspis raiders, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 142 gp.

*Out of Subtier:* Reduce each PC's gold earned by 374 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 606 gp.

## C. EKUJAE TERRITORY

Once the PCs have traveled approximately 80 miles from Nantambu and toward the Ekujae village, they begin to enter the territory the Ekujae regularly patrol. The appearance of the jungle doesn't change in obvious ways, but a PC who succeeds at a DC 15 Survival check over the course of a day notices signs that there are fewer large predators in the area. A PC who succeeds at a DC 15 Perception check notices numerous vines growing in the canopy and hanging down from the larger trees, as well as several 10-foot by 10-foot square platforms in the treetops (see the *Swinging Through the Canopy* sidebar on page 13 for information about the way the Ekujae elves use these features).

### C1. Unfriendly Ekujae (CR 3 or CR 6)

Only a narrow trail winds through the jungle. Beyond the trail, thick foliage provides difficult terrain. The Ekujae

## SCALING ENCOUNTER B2

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

**Subtier 1–2:** Reduce the number of Aspis hunters from two to one.

**Subtier 4–5:** Reduce the hit points of the Aspis hunters from 30 each to 15 each to reflect injuries they sustained from fighting the Ekujae.

have constructed several treetop platforms in this area, as marked on the map. Each rests 30 feet off the ground.

**Creatures:** Given the recent attacks by the unknown threat coming from Dehu Inu, most Ekujae patrols are particularly on edge and their initial attitude toward the PCs is unfriendly. One such patrol works to follow the movement of any outsiders in their area. Their initial reaction to the PCs entering their territory without an Ekujae escort is to set an ambush and attempt to subdue their opponents with nonlethal damage. For information about the yellowheart wood weapons that they carry, see the *Yellowheart Wood* sidebar on page 17.

If the PCs are traveling with the Ekujae from area B, the patrol's assumptions depend upon the state of the elves. If the freed elves are still heavily injured, the patrol assumes that the PCs have taken them captive and attacks for lethal damage for 1 round, until the former captives yell for a cease-fire. However, if the PCs healed the former captives (or if they hired Mitarat as a guide), the patrol holds their attacks and demands to know why outsiders are intruding upon their lands. In either case, the PCs can attempt a DC 19 Diplomacy check to be allowed to pass (DC 24 in Subtier 4–5). If the PCs provided healing to the injured elves, they gain a +5 bonus on this skill check. They also receive a +5 bonus on this skill check if they mention Nieford Sharrowsmith or the Pathfinder Society.

If the PCs fail the Diplomacy check, the patrol demands that the PCs turn back, and attempts to nonlethally subdue them if they do not.

### SUBTIER 1–2 (CR 3)

#### EKUJAE SCOUTS (4) CR 1/2

Elf ranger 1

CN Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +7

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

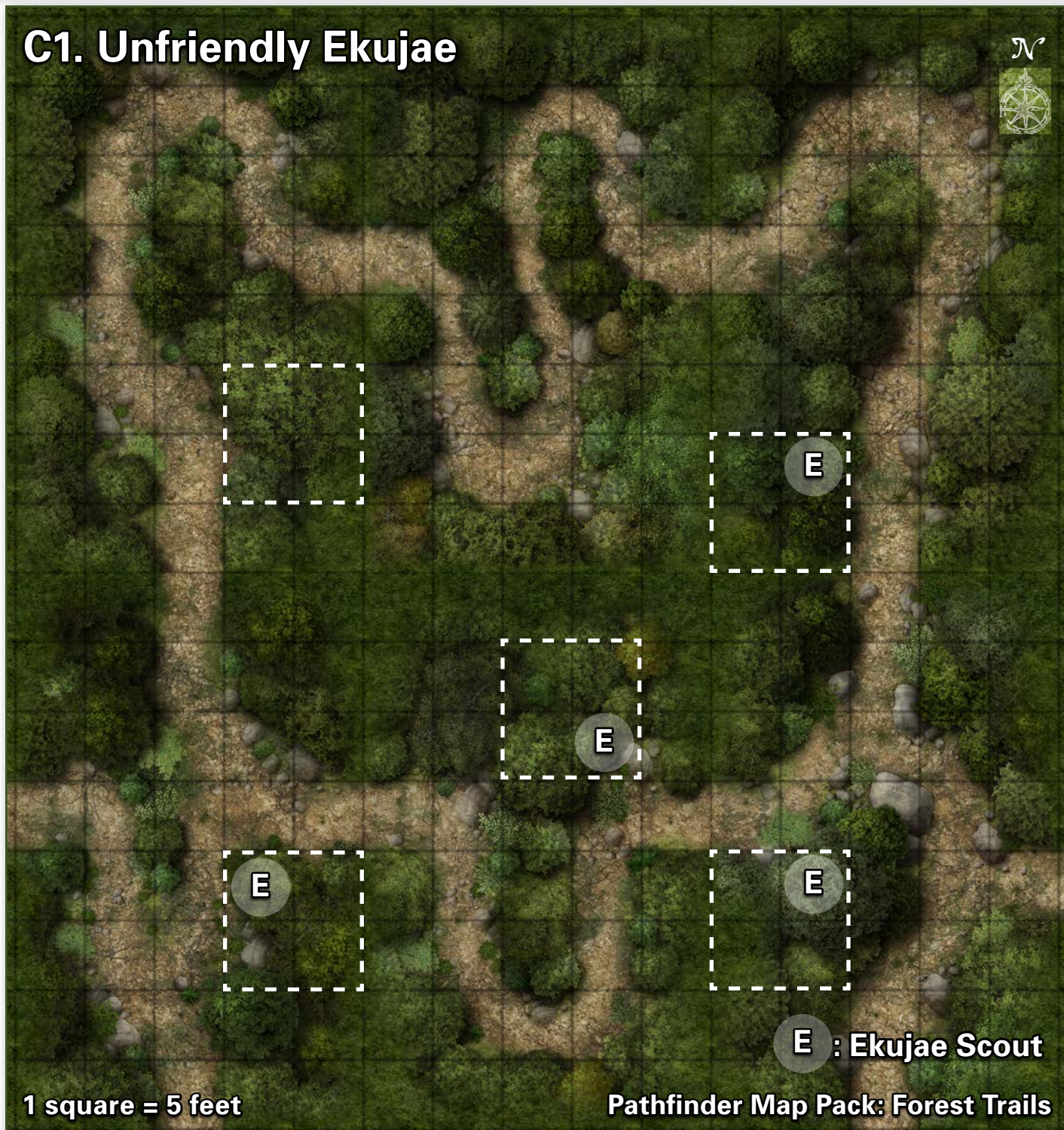
**hp** 12 (1d10+2)

**Fort** +3, **Ref** +5, **Will** +1; +2 vs. enchantments

**Immune** sleep



## C1. Unfriendly Ekujae

**OFFENSE****Speed** 30 ft.**Melee** spear +2 (1d8+1/x3) or  
dagger +2 (1d4+1/19–20)**Ranged** mwk longbow +1 (1d8 nonlethal/x3) or  
mwk longbow +5 (1d8/x3)**Special Attacks** favored enemy (animals +2)**TACTICS****Before Combat** The Ekujae scouts begin combat on small platforms, as marked on the map.**During Combat** The scouts fire arrows from their platforms. They deal nonlethal damage unless the PCs attack with lethal force. If a PC approaches a scout, the scout swings across the vines to a new platform before attacking with her longbow again.



**Morale** The scouts believe that surviving to warn the other Ekujae of dangerous intruders is better than risking their lives attempting to defeat a superior force. An Ekujae scout flees if she is reduced to 4 hit points or fewer, or if the PCs are clearly winning the fight.

## STATISTICS

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

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Deadly Aim

**Skills** Acrobatics +4, Climb +5, Handle Animal +3, Perception +7, Stealth +7, Survival +5, Swim +5; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Elven, Sylvan

**SQ** elven magic, track +1, wild empathy +0

**Combat Gear** *potion of cure light wounds*, tracking powder<sup>ACG</sup>, vermin repellent<sup>UE</sup>; **Other Gear** studded leather, dagger, mwk longbow with 40 blunt arrows<sup>APG</sup>, spear, yellowheart wood club (see page 17)

## SUBTIER 4-5 (CR 6)

### UNEMI

CR 3

Female Elf druid (jungle druid) 4 (*Pathfinder RPG Advanced Player's Guide* 100)

CN Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +12

### DEFENSE

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

**hp** 33 (4d8+12)

**Fort** +6, **Ref** +4, **Will** +8; +2 vs. enchantments, +4 bonus vs. disease and exceptional abilities of animals and magical beasts

**Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk spear +4 (1d8/×3)

**Ranged** mwk longbow +2 (1d8 nonlethal/×3) or mwk longbow +6 (1d8/×3)

**Druid Spells Prepared** (CL 4th; concentration +7)

2nd—*animal messenger*, *barkskin*, *flaming sphere* (DC 15)

1st—*cure light wounds*, *endure elements*, *entangle* (DC 14), *pass without trace*

0 (at will)—*detect magic*, *detect poison*, *know direction*, *purify food and drink* (DC 13)

### TACTICS

**Before Combat** Unemi casts *barkskin* on herself. The effects of this spell are included in her statistics. She also casts *endure elements* on herself each morning.

**During Combat** Unemi casts *entangle* to keep the PCs from climbing up to the Ekujae scouts and makes nonlethal attacks with her masterwork longbow. If the PCs use lethal damage, the sorcerer casts *flaming sphere* to harry them.

**Morale** Unemi flees if the PCs defeat all of her scouts, or if they reduce her to 5 hit points or fewer.

## SCALING ENCOUNTER C1

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

**Subtier 1-2:** Reduce the number of Ekujae scouts from four to three.

**Subtier 4-5:** Reduce the number of Ekujae scouts from four to two.

## OPTIONAL ENCOUNTER

The encounter with the Ekujae patrol is optional. If fewer than two and a half hours remain in which to complete the scenario, no patrols find the PCs before Fola Barun approaches them (see area C2).

## SWINGING THROUGH THE CANOPY

Throughout Ekujae territory, the elves cultivate and maintain a network of vines and small platforms that allow movement above much of the jungle floor. Scaling a tree to reach one of these vines requires a PC to succeed at a DC 15 Climb check. A creature that is clinging to a vine can attempt a DC 12 Acrobatics check to swing 30 feet laterally as a full-round action. Failing this check causes the creature to move in an unexpected direction. Resolve the direction of the swing using the splash weapon miss rules. The creature moves 10 feet in this random direction, plus an additional 10 feet for every 5 points by which they fail the skill check. Ekujae elves gain a +5 circumstance bonus to both of these checks from a lifetime of familiarity with the practice.

## STATISTICS

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

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

**Feats** Improved Initiative, Toughness

**Skills** Climb +4 (+6 to Climb in jungle terrain), Fly +6, Handle Animal +6, Heal +8, Knowledge (geography) +8 (+10 in jungle terrain), Knowledge (nature) +10, Perception +12 (+14 in jungle terrain), Stealth +3 (+5 in jungle terrain), Survival +12 (+14 in jungle terrain), Swim +4; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Druidic, Elven, Goblin, Sylvan

**SQ** elven magic, jungle guardian, nature bond (tiger named Nrana), nature sense, torrid endurance, wild empathy +3, woodland stride

**Gear** leather armor, mwk longbow with 20 blunt arrows<sup>APG</sup>, mwk spear, yellowheart wood club (see page 17), *cloak of resistance* +1

## EKUJAE SCOUTS (4)

CR 1

Elf ranger 2

CN Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 20 (2d10+4)

**Fort** +4, **Ref** +6, **Will** +1; +2 vs. enchantments

**Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** spear +3 (1d8+1/×3) or

dagger +3 (1d4+1/19–20)

**Ranged** mwk longbow +2 (1d8+1 nonlethal/×3) or

mwk longbow +6 (1d8+1/×3)

**Special Attacks** combat style (archery), favored enemy (animals +2)

### TACTICS

**During Combat** The scouts fire arrows from their platforms.

They attempt to deal nonlethal damage, switching to lethal damage only if the PCs meet them with lethal force. If a PC approaches a scout, the scout swings across the vines to a new platform before attacking with her longbow again.

**Morale** The scouts believe that surviving to warn the other Ekujae of dangerous intruders is better than risking their lives attempting to defeat a superior force. An Ekujae scout flees if she is reduced to 5 hit points or fewer, or if the PCs are clearly winning the fight.

### STATISTICS

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

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Deadly Aim, Rapid Shot

**Skills** Acrobatics +5, Climb +6, Handle Animal +4, Intimidate +3, Perception +8, Stealth +8, Survival +6, Swim +5; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Elven, Sylvan

**SQ** elven magic, track +1, wild empathy +1

**Combat Gear** *potion of cure light wounds*, tracking powder<sup>ACG</sup>, vermin repellent<sup>UE</sup>; **Other Gear** mwk studded leather, dagger, mwk composite longbow (Str +1) with 40 blunt arrows<sup>APG</sup>, spear, yellowheart wood club (see page 17)

**Development:** If the PCs manage to improve the Ekujae elves' attitude to indifferent, the elves willingly lead the PCs to Fola Barun (area C2). Although the elves aren't particularly talkative, they explain that they have been searching for Sharrowsmith and have captured several individuals and questioned them over the last few weeks.

**Rewards:** If the PCs either drive off the unfriendly Ekujae without killing any of them or convince them to communicate peacefully, the starting attitude of the Elders in C4 toward the PCs improves one step.

## C2. Meeting Fola Barun

Unless the PCs have been exceptionally careful and stealthy, the Ekujae have learned of the presence and have sent out a representative to meet with them. Fortunately, the leader of this particular group of Ekujae is willing to begin with conversation rather than conflict.

**Creatures:** The leader **Fola Barun** is the half-elven daughter of an Ekujae mother and Mwangi father. The couple traveled and adventured together 50 years ago, exploring ruins in the western Expanse. Fola was born 10 years into their adventuring and spent a brief time with her father's family before joining her mother's tribe, where she was eventually accepted as a full member. Since then, she has been the tribe's primary point of peaceful contact with the outside world, although even that contact is very limited. She is a highly regarded leader amongst the Ekujae.

When the elves finally tired about two months ago of waiting for Sharrowsmith to return and fulfill his bargain, the elders of the tribe directed Fola to head an effort to locate the man and return him to the village where the elves planned to convince him to do as he'd promised without any more delay. While Fola herself is fairly diplomatic, the patrols of Ekujae she'd sent out to find Sharrowsmith were less so. Their enthusiasm went beyond what Fola wanted, but she allowed the patrols to continue their methods as long as they did not kill any of the outsiders.

This encounter can take place any time after the PCs enter Ekujae territory. Read or paraphrase the following.

A broad, shallow stream cuts across the path here, flowing around the edge of a 10-foot-tall boulder. The air is slightly cooler and there are few insects flying about.

Standing atop the boulder, Fola holds her hands empty and relaxed at her sides as she addresses the party in Common. She begins, "I am Fola Barun, speaker for the Ekujae. Why are you here?" If the PCs do not immediately state anything relating to Sharrowsmith or the recent abductions, she then asks them directly whether Sharrowsmith sent them or if they speak in his stead. Any openly worn *wayfinders* immediately get her attention.

Fola is aware that Sharrowsmith made a deal with the tribe in exchange for the privilege of listening to some of their sacred stories, but does not know what he was supposed to do. Instead, she has been directed by the tribal elders to find and bring Sharrowsmith or his representatives to meet with them at Jalunth.

She has ordered the other three members of her patrol to remain out of sight until she signals them (if statistics for these patrol members are necessary, use the Ekujae scout statistics from area C1).

Unless the PCs are openly hostile, Fola asks them to accompany her to the village where they can meet with



the elders and learn what deal Sharrowsmith made. As she is initially indifferent toward the PCs, she tries to avoid sharing too much information about her tribe before getting to the village. She is, however, very curious about the PCs and eagerly listens to any tales of their exploits they wish to share. She's particularly interested in any half-elves in the group, as she has encountered very few in her life so far and is the only one in her tribe.

If the PCs attack, Fola's guards attempt to distract foes to cover her escape before they too try get away. Use the map from area C1. If the PCs capture Fola, she tries to talk her way out of trouble, although she strongly resists efforts to extract information about her village and tribe. In this circumstance, one of her guards works her way back to find reinforcements while the rest mount a rescue attempt.

## FOLA BARUN

CR 1

Half-elf (Wildborn) shaman 2 (*Pathfinder*

*Player Companion: Bastards of Golarion 6, Pathfinder RPG Advanced Class Guide 35)*

N Medium humanoid (elf, human)

**Init** +1; **Senses** low-light vision;

Perception +5

## DEFENSE

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

**hp** 16 (2d8+4)

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

**Immune** sleep

## OFFENSE

**Speed** 30 ft.

**Melee** dagger +0 (1d4-1)

**Ranged** mwk crossbow +3 (1d8/19-20)

**Special Attacks** hexes (entangling curse, evil eye)

**Shaman Spells Prepared** (CL 2nd; concentration +5)

1st—*bless, produce flame, protection from evil, charm animals* (DC 14)

0 (at will)—*guidance, know direction, light, stabilize*

**S** spirit magic spell; **Spirit** Nature

## STATISTICS

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

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Extra Hex, Skill Focus (Diplomacy)

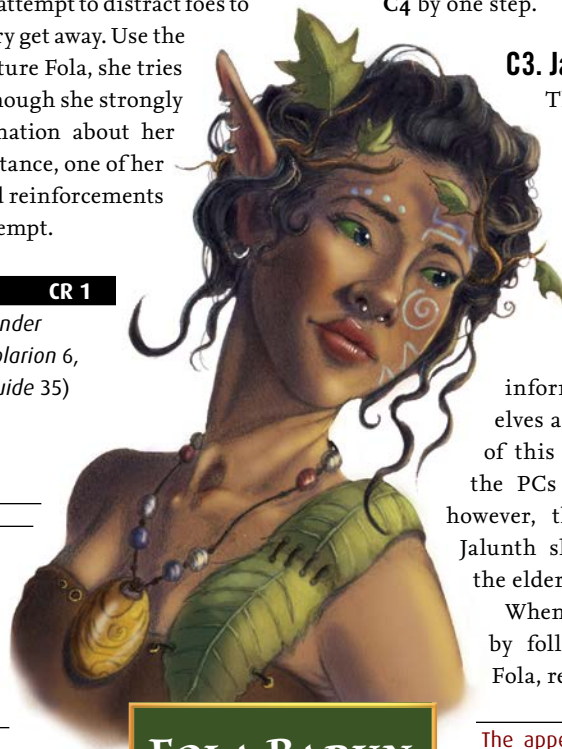
**Skills** Diplomacy +10, Handle Animal +6, Heal +8, Perception +5, Spellcraft +4, Stealth +1 (+5 in jungles), Survival +7;

**Racial Modifiers** +2 Perception, +4 Stealth in jungles

**Languages** Common, Elven

**SQ** elf blood, spirit animal, storm burst

**Combat Gear** *potion of cure light wounds* (2), vermin repellent<sup>UE</sup>; **Other Gear** mwk studded leather, dagger, mwk crossbow with 20 bolts



## SPECIAL ABILITIES

**Wildborn** Wildborn elves exchange their multitalented racial trait for a +4 racial bonus on Stealth checks in jungles.

**Rewards:** If the PCs did not face the Ekujae in the optional encounter (encounter C1), improving Fola's attitude to friendly or helpful with a Diplomacy check also improves the starting attitude of the elders in area C4 by one step.

## C3. Jalunth

The jungle elves are paranoid about revealing information about themselves and their homelands, having witnessed countless generations of outsiders come to the Mwangi Expanse in search of riches without providing much in exchange. As a result, information is hard to come by, and elves are loath to even share the name of this village with non-Ekujae. After the PCs conversation with the elders, however, the attitude of the Ekujae in Jalunth shifts to match the attitude of the elders.

When the PCs reach Jalunth, whether by following tracks or by following Fola, read or paraphrase the following.

The appearance of the jungle shifts subtly here over the course of a few hundred yards, moving from thick undergrowth among towering trees to more controlled vegetation.

Several small buildings formed of woven branches and grasses rise out of the ground.

In the surrounding trees above are many other buildings that match the style of those on the ground, although they seem to flow even more gracefully from the vegetation even than those below. A series of vines hang from branches throughout the area. Some are short enough only to swing from one treetop building to another, while others reach all the way to the ground.

Colorful birds and noisy monkeys call out from all around, yet their calls are fainter here than those in much of the surrounding jungle.

When the PCs first arrive in the village, a group of elven guardians rappels down from the treetops above and demands to know the group's business. While untrusting, the elves are not immediately hostile, and they assume the PCs have a good reason for their visit. If Fola is along, she speaks a few words and they are allowed to pass. If

she is not present, any mention of Sharrowsmith or the Pathfinder Society convinces the guards to allow access to the village and lead the PCs to the elders in area C4.

Within the village, the PCs get a rare glimpse into the lives of the jungle elves. Most go about the daily business of survival, as they prepare food, repair buildings and tools, and share stories. Only about a third of the village is on the jungle floor, however, and much of the activity takes place in the trees above. Below are a few examples of what the PCs may witness.

**Elven Children at Play:** On the south side of the village in the branches from 10 to 20 feet above, the Ekujae children play a game where the goal is to hit a target with a blunt arrow, but they move only by swinging on vines. Most startlingly, each team has a player with a knife who tries to cut the vines of the opponents. The elves call this game Makasse. If the PCs approach or try to communicate with them, the children stop their game suddenly and stare.

**Ekujae Artisans at Work:** Both on the ground and above, Ekujae work to shape and change their homes through a combination of magical and mundane effort. As the PCs move about the village, it becomes clear that the Ekujae are continually reinventing its appearance and function. There is a sense of action, motion, and life, and permanence and the past don't seem to be valued much. Casting *detect magic* or succeeding at a DC 14 Knowledge (arcana) or Spellcraft check reveal a lack of preservative magic that is often seen in the structures of other elves.

**Storytellers:** Scattered groups of elves, mostly younger, sit and listen to storytellers. The oral tradition is the primary means the Ekujae use to communicate about the past and hold information, and there are very few examples of writing anywhere at all. Most of the stories being told are about day-to-day life in the jungle, and typically revolve around hunts as well as patrols of the borders of the land by the scouts. If these storytellers notice the PCs listening, they stop and stare silently until the outsiders move on.

It is likely that at least one of the PCs is suffering from the effects of a disease when they arrive in Jalunth. The villagers of Jalunth offer to sell any obviously ill PCs antiplague for 50 gp a vial. Alternatively, the PCs can purchase castings of *remove disease* at CL 5 for 150 gp each.

## C4. Meeting the Elders

Near the center of the village is a 60-foot-wide area where the canopy does not block the sunlight. This space has been cleared of underbrush, and a single, 20-foot-tall tree with a straight bole, smooth gray bark, and a wide crown of emerald leaves stands alone. Arranged in a seemingly haphazard way around the tree are a series of smooth river stones, each two to four feet in diameter.

Nearby elves offer the PCs places to sit on the stones, then take seats themselves.

Within a few minutes, two elves, a male and a female, move to the tree and pat it gently. They then approach the PCs. Although the jungle elves eschew anything resembling a hierarchy, they treat these two with great deference, and the paints that decorate their bodies are so intricate that their faces are almost entirely covered. They are the oldest members of the tribe and its primary storytellers and record keepers. The first is **Elder Kalwe** (N venerable female elf expert 8), whose gray hairs attest to her great age. She is soft-spoken, but has an edge of iron in her personality, especially when dealing with threats to the Ekujae. Her husband, **Elder Nolanu** (N old male elf druid 6) leads most of the building and shaping of plants done in Jalunth, although he also occasionally travels the surrounding jungle as a bird, seeking out dangers and dealing with them personally.

The amount of information the elders are willing to communicate to the PCs depends upon their attitude toward the PCs. Without any modifiers from previous encounters, the elders start as unfriendly, and the PCs must succeed at a DC 22 Diplomacy check to improve their attitude. The PC's actions in encounters B and C1 or C2 may both have increased the elders' attitude by 1 step. These bonuses stack, to a maximum starting attitude of friendly. In Subtier 4–5, the elders are more hesitant to trust the PCs, and the PCs can only improve their starting attitude to indifferent with their past actions. The Ekujae elders are willing to share information based on their current attitude toward the PCs, as listed below; they give the information if their attitude is at least the category listed or better. If the PCs have not improved the elders' attitude sufficiently to earn the answer to a specific question, they may still attempt a separate Diplomacy check. This functions as a standard Diplomacy check to make a request, except the PCs may attempt it even if the elders' attitude is unfriendly. To determine the DC, treat information marked indifferent as simple advice, friendly as detailed advice, and helpful as an unimportant secret.

If the PCs improve the elders' attitude to friendly or better, Elder Nolanu offers the PCs up to two castings of *remove disease* and three castings of *lesser restoration* for free.

**What do you want us to do? (unfriendly)** "There is an evil whose source is at a place east called Dehu Inu, where we are forbidden to go. Sharrowsmith promised to investigate but never did, so we require his debt to be fulfilled. If you wish to settle this account, stop whatever it is that has arisen there. Since our stories tied to this place tell us of great battles in the past fought by heroes wielding yellowheart weapons, you may wish to take these."

**What is the name of this village? (indifferent)** "Jalunth is the name of our home."

**What is this evil? (indifferent)** “We do not know exactly. From time to time, creatures of darkness, usually ones that hide under cover of night, emerge from Dehu Inu and bring increased danger to the jungle. Before now these threats were easily dispatched outside its boundaries. Lately, however, the attacker has become clever and specifically targets Ekujae. Entire families have gone missing. The first sign of this trouble was when a patrol led by one of our best scouts, Kaghaze, disappeared several weeks ago.”

**Dehu Inu? (indifferent):** “It means Blood Maw.”

**Why yellowheart wood weapons? (friendly)** “It is sacred to us. When a scout is first allowed on patrol, she is given a club of yellowheart that she must carve to her liking. Most believe them to be only ceremonial, but the stories often carry the truth when written records are lost.”

**What is that tree? (friendly)** “This is a yellowheart tree. Many Ekujae villages are home to one. Our oldest stories tell us that we must nurture such trees, for they help us to know when it is time to move. Once it has reached an age when it loses a limb, we cut down the tree and use its wood. Then we move on and begin anew. As you can see, this village is still quite young.”

**Why did you strike a deal with Sharrowsmith? (friendly)** “For years he had been honest in his dealings. He wished to know the story of our legendary battle against the darkness in the jungle long ago. In exchange, he would investigate the place of evil to the east. We allowed him to listen to our stories, although we forbade him to write them down, for writing fossilizes the truth, capturing and holding it in place. There are some truths that change over time.”

**Since Sharrowsmith died, can you share the stories with us? (friendly)** “No, the deal struck was with Sharrowsmith, not you. Perhaps you can earn our trust, but it will take time. Before we can even contemplate such a future, his debt must be fulfilled.”

**Why are the Ekujae forbidden to go to this evil place? (helpful)** “The legend would take too long to explain now and require full trust between the teller and listener. I can say this: the story says that none of Ekujae blood may enter Dehu Inu.”

**Development:** If the PCs improved Fola’s attitude to at least friendly, she offers to accompany the PCs to Dehu Inu. If they improved the elders’ attitude to at least friendly, the elders ask her if she would be willing to journey with the PCs to the accursed land, and she agrees to accompany them.

**Treasure:** In Subtier 1–2, if the elders become friendly or helpful, they present the PCs with four masterwork yellowheart wood weapons from the following list: spear, longspike, club, greatclub, terbutje<sup>UE</sup>, or quarterstaff. If the PCs did not improve their attitude to at least friendly, they present four non-masterwork yellowheart weapons instead (see the sidebar on yellowheart wood above).

## YELLOWHEART WOOD

Named for the bright yellow color that develops after being polished, this rare tropical wood is harder than normal wood yet no heavier. A fully-grown yellowheart tree can reach 180 feet and is found only in the southern Mwangi. To determine the price of a yellowheart wood item, add 10 gp per pound to the price of that item.

A weapon made primarily from yellowheart wood (such as a staff or club) overcomes the damage reduction of werebats as if made of silver. Arrows, crossbow bolts, and other ammunition can be made of yellowheart wood as well. Such ammunition is less destructive than usual and imposes a –2 penalty on damage rolls.

Yellowheart wood has 12 hit points per inch of thickness and hardness 6.

Regardless of the elders’ attitude, they present the PCs with 50 pieces of yellowheart wood ammunition, in any combination of arrows or crossbow bolts. If they become friendly or helpful in Subtier 4–5, replace one of the masterwork weapons with a +2 yellowheart weapon.

**Rewards:** If the PCs do not improve the elders’ attitude to friendly or helpful, reduce each PC’s gold earned as follows.

*Subtier 1–2:* Reduce each PC’s gold earned by 110 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 270 gp.

*Subtier 4–5:* Reduce each PC’s gold earned by 430 gp.

## D. DEHU INU

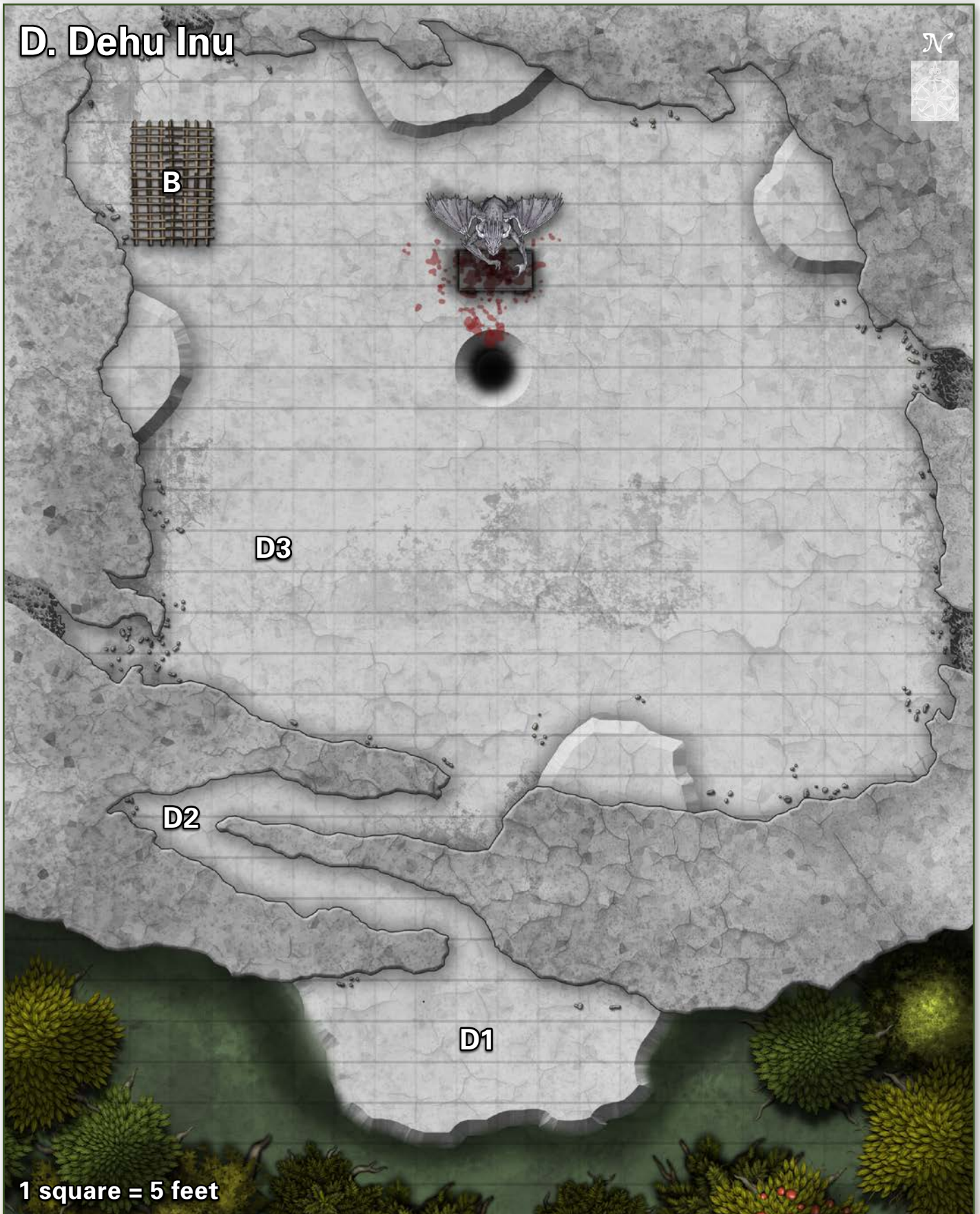
Ahead the jungle foliage thins and becomes an open area of stunted, low-growing brush and grasses that is nearly half a mile wide. The perpetual sounds of life in the jungle fall silent. A series of worn stone monoliths, each roughly ten feet tall and spaced evenly every 100 feet, marks the perimeter of this clearing.

On the northeast border, a 60-foot-tall cliff rises to a plateau above. More of the stone monoliths loom from the top of the cliff. About halfway up the cliff, a ledge juts sharply into the clearing.

The name Dehu Inu refers both to the cave that houses the shrine to Camazotz as well as the roughly one square mile around it. There are 188 markers all told, each covered in elven script that contains dire warnings of danger beyond. They never name Camazotz directly, nor do they use any of his other monikers, but instead describe some variety of winged, shadowy evil. A PC who succeeds at a DC 15 Linguistics check recognizes that the dialect is several thousand years old and discovers that the name of the place translates roughly to “Blood Maw.” If the PCs spend a few hours studying the monoliths and succeed at a DC 15 Linguistics check or a DC 20 Knowledge (history) check, they decipher that the monoliths speak of



# D. Dehu Inu



a deal struck between Jatembe and the Ekujae and declare that the place is within the Ekujae's keeping.

The entrance to the caves is on the ledge 20 feet up. A PC who succeeds at a DC 15 Climb check can scale the rough cliff face. In Subtier 4–5, the ledge is 40 feet high.

## D1. Sacrificial Victims (CR 3 or CR 6)

A semicircle of twelve wooden stakes, each topped with a severed head, is arranged in front of a wide split in the cliff face. Some are barely more than skulls, their flesh nearly gone, while others appear to be more recent. Two are almost completely covered with ants, busily working to take anything they can eat. The victims appear to be elven. Eleven of the heads have been mounted in such a way that they face toward the split in the rock, while one faces outward toward the clearing.

These heads are all that remain of Kaghaze's victims after he has drained their blood and eaten their bodies.

**Creatures:** With grisly rituals to Camazotz, Kaghaze has transformed the heads of several of his victims into vicious monsters. The monsters wait patiently, perched atop the stakes, ready to attack any trespassers who approach within 30 feet of the cave entrance.

### SUBTIER 1–2 (CR 3)

#### BEHEADED (4) CR 1/2

**hp** 4 each (*Pathfinder RPG Bestiary* 4 17, see page 25)

**Ranged** +2 touch (1d6 fire)

**Special Attacks** belching, screaming

#### TACTICS

**During Combat** The beheaded attack as a team, using ranged attacks whenever they can.

**Morale** The beheaded fight until destroyed.

#### SPECIAL ABILITIES

**Belching (Su):** The beheaded's ranged touch attack has a maximum range of 30 feet and deals 1d6 points of fire damage.

**Screaming (Su):** The beheaded can scream out once every 1d4 rounds. Every creature within 30 feet must succeed at a DC 10 Will saving throw or be shaken for 1d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the saving throw is successful, any creature in the area can't be affected by that beheaded's scream for the next 24 hours.

### SUBTIER 4–5 (CR 6)

#### VARGOUILLES (2) CR 2

**hp** 19 each (*Pathfinder RPG Bestiary* 272, see page 27)

#### TACTICS

**During Combat** The vargouilles open combat with their shrieks, then close in to kiss paralyzed targets.

**Morale** The vargouilles fight until destroyed.

## SCALING ENCOUNTER D1

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

**Subtier 1–2:** Reduce the number of beheaded from four to three.

**Subtier 4–5:** Remove one vargouille and one beheaded from the encounter.

#### BEHEADED (6) CR 1/2

**hp** 4 each (*Pathfinder RPG Bestiary* 4 17, see page 25)

**Ranged** +2 touch (1d6 fire)

**Special Attacks** belching, screaming

#### TACTICS

**During Combat** The beheaded attack as a team, attacking from range or focusing their efforts on paralyzed PCs, if possible. As undead, the beheaded are immune to paralysis effects.

**Morale** The beheaded fight until destroyed.

#### SPECIAL ABILITIES

**Belching (Su):** The beheaded can make a ranged touch attack with a maximum range of 30 feet that deals 1d6 points of fire damage.

**Screaming (Su):** The beheaded can scream out once every 1d4 rounds. Every creature within 30 feet must succeed at a DC 10 Will saving throw or be shaken for 1d4 rounds. This is a sonic mind-affecting fear effect. Whether or not creatures in the area succeed at this saving throw, they can't be affected by the same beheaded's scream for the next 24 hours.

**Development:** If Fola accompanies the party, the sight of the severed heads on pikes horrifies her. She hopes to remove the heads from the spikes and lay them on the ground for now and welcomes any help from the PCs.

## D2. Blood Maw Entrance

Long before Old-Mage Jatembe and his Ten Magic Warriors began their exploits, this cave served as a center for worship of Camazotz, Lord of Stolen Blood. An entire cavern system sprawls beneath the surface and is home to a community of devotees and all manner of foul creatures. It wasn't until the cultists began work on a permanent link between this place and their master's Abyssal lair that Jatembe took notice. In a titanic struggle, he and his allies destroyed the cultists and collapsed the tunnels leading to the deeper sections.

Today, only a long, sloped tunnel and single large cavern remain, left by Jatembe as part of his agreement with the Ekujae. The interior of the cave is dark, and the temperature remains cool at all hours of the day.

When the PCs enter the cave, read the following aloud.



**SCALING ENCOUNTER D3**

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

**Subtier 1–2:** Reduce the number of fast zombies from three to one.

**Subtier 4–5:** Reduce the number of skitterdark demons to one and remove the remaining demon's DR.

The persistent heat and humidity of the jungle fades away quickly beyond the cut in the rock that leads to a sloping passageway. A subtle breeze, tinged with the odor of bat guano, flows from deeper within.

A PC who succeeds at a DC 12 Perception check notices a series of ancient cave paintings that begin at a height of 20 feet off the ground. There are two layers of art. The older layer depicts humans and some type of bat-winged creatures worshipping a massive shadowy figure that resembles a gigantic bat. Over top of this layer are depictions of human figures battling and trapping the older figures. In fact, the newer art incorporates these older images into its own, imprisoning the old artwork within the new. These paintings continue for the rest of the cave, culminating in a series of images celebrating the carved stalactite in **D3**. A PC who succeeds at a DC 20 Knowledge (religion) check knows that the older images contain iconography associated with Camazotz, the god of bats, blood, and nocturnal predators. A PC who succeeds at a DC 20 Knowledge (history) check recognizes that the human figures are depictions of Old-Mage Jatembe and his Ten Magic Warriors. The PC also knows that Old-Mage Jatembe and his warriors are legendary heroes, responsible for protecting the people of Garund from countless evil forces and establishing schools of arcane learning, such as the world-famous Magaambya academy in Nantambu.

**D3. Blood Maw Heart (CR 4 or CR 7)**

A cool breeze flows through this large cavern from a ten-foot diameter hole near the center, carrying with it the metallic tang of blood. The floor and walls look to have been shaped long ago and stained with mineral deposits over time, but the ceiling fifty feet above remains in its natural state, covered with stalactites.

East of the hole is a crude stone altar formed of rock. Just past the altar to the east, a massive stalactite hangs from the ceiling and stops five feet from the floor. It has been carved into the shape of a gigantic bat, its wings outspread and its fangs exposed as if about to consume a victim below. Bloodstains cover the altar.

This room is all that remains of a once-sprawling temple complex. The pit in the center of the room is the location

of the nascent portal Jatembe sealed long ago. It is 20 feet deep and the bottom is littered with the bones of Kaghaze's victims. In four places around the cavern, the ground slopes up to high platforms. These platforms are 20 feet high. Scaling them requires a PC to succeed at a DC 15 Climb check. In Subtier 4–5, the platforms are slightly steeper, requiring a DC 20 Climb check to scale.

**Creatures:** Kaghaze, one-time defender of the Ekujae but now servant of Camazotz, uses the large chamber as his new home. Camazotz's influence keeps him in his werebat hybrid form. He appears as a Medium-sized batlike humanoid with crimson fur and long, sharp claws.

Camazotz's will has also provided additional servants for Kaghaze. In Subtier 1–2, these servants are a trio of headless zombies that the dark god animated from Kaghaze's sacrifices; in Subtier 4–5, Camazotz sent a pair of skitterdark demons from the Abyss.

Tied to the altar and gagged is an Ekujae elf that Kaghaze plans to sacrifice soon. Another three elves are held in the bamboo cage marked **B** on the map. One of the caged elves pleads loudly for Kaghaze to stop, having learned the werebat's identity during his captivity. The other two prisoners sit listlessly in the cage, driven near to madness by the insistent voice of Camazotz coming from the altar.

**Hazard:** The altar here has slowly reformed over time by the trickle of Camazotz's power that has begun to move through the sealed portal. This power has several effects on the encounter.

First, an aura of evil pervades the room. All non-evil creatures within 60 feet of the altar suffer a –1 profane penalty on attack rolls and saving throws as Camazotz's voice telepathically whispers commands to sacrifice blood upon his altar. During the first round of combat, the voice says, "Open your veins and give your lifeblood to The Hungry Dark." On the second round, it taunts the PCs with, "Kaghaze now serves The Master of Black Wings. Soon you will as well!" On consecutive rounds, the voice continues with similar taunts.

In addition, if any Ekujae elf blood touches the altar, the aura intensifies for 1d4 rounds, increasing the penalties the altar grants to –2 (–3 in Subtier 4–5). If an Ekujae-blooded individual is injured within 10 feet of the altar by a slashing, piercing, or bludgeoning attack, there is a 50% chance this blood touches the altar. Note that as a half-elf, Fola Barun has Ekujae blood. If any PC is a werebat skinwalker, she instead receives a profane bonus on attack rolls and saving throws equal to the penalty that the rest of the PCs receive, and Camazotz's voice calls to her as a "favored servant."

Finally, the altar provides the link to Camazotz that turned Kaghaze into a werebat. If the PCs destroy the altar, Kaghaze immediately reverts to his elven form and his alignment shifts back to chaotic neutral. Additionally, destroying the altar cures any PC who contracted



lycanthropy from Kaghaze of the affliction. In Subtier 4–5, destroying the altar also stops the transformation of PCs who succumbed to the vargouille's kiss ability in **D1**. The altar has 8 hardness, 30 hit points, and a break DC of 25.

## SUBTIER 1–2 (CR 4)

### KAGHAZE (HYBRID FORM)

CR 2

Elf natural werebat slayer 2 (*Pathfinder RPG Advanced Class*

*Guide 53, Pathfinder RPG Bestiary 4 188*)

CE Medium humanoid (elf, shapechanger)

**Init** +2; **Senses** low-light vision; Perception +10

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)

**hp** 21 (2d10+6)

**Fort** +5, **Ref** +5, **Will** +3; +2 vs. enchantments

**DR** 10/silver or yellowheart wood; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.; fly 40 ft. (average)

**Melee** bite +5 (1d6+3 plus curse of lycanthropy), 2 claws +5 (1d4+3)

**Ranged** greenwood composite longbow +5 (1d8+3/×3)

**Special Attacks** curse of lycanthropy, studied target +1 (1st, move action)

#### TACTICS

**Before Combat** Kaghaze stands by the altar, preparing to sacrifice his next victim. If he notices the screaming of the creatures in area **D1**, he flies to an upper platform to rain down arrows from above.

**During Combat** Kaghaze uses his studied target ability on one of the PCs and fires his longbow. When the PCs close to melee, he switches to full-round melee attacks. If reduced below 12 hit points, he tries to attack the elf tied to the altar to spill his blood.

**Morale** If the PCs destroy the altar, Kaghaze reverts to his elf form (see Hazard above). Otherwise he fights to the death.

#### STATISTICS

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

**Base Atk** +2; **CMB** +5; **CMD** 17

**Feats** Point-Blank Shot

**Skills** Acrobatics +7, Climb +8, Fly +7, Intimidate +4, Perception +10, Sense Motive +8, Stealth +7, Survival +8;

**Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Elven, Polyglot, Sylvan

**SQ** change shape (elf, hybrid, and bat; polymorph), elven

magic, lycanthropic empathy (bats and dire bats), slayer talent (rogue talent [fast stealth]), track +1

**Gear** +1 leather armor, greenwood<sup>UE</sup> composite longbow (+3 Str) with 40 arrows

#### SPECIAL ABILITIES

**Change Shape (Su)** Kaghaze has three forms—an elf form, a hybrid form, and a bat form—but remains in his hybrid form.

**Curse of Lycanthropy (Su)** A creature that Kaghaze hits with his bite attack must succeed at a DC 15 Fortitude save or be afflicted with lycanthropy (*Pathfinder RPG Core Rulebook 557*).

**Lycanthropic Empathy (Ex)** Kaghaze can use Diplomacy to alter the attitude of bats with a +4 bonus.

### FAST ZOMBIES (3)

CR 1/2

**hp** 12 each (*Pathfinder RPG Bestiary 288*, see page 25)

#### TACTICS

**During Combat** The zombies attack the nearest PC.

**Morale** The zombies fight until destroyed.

## SUBTIER 4–5 (CR 7)

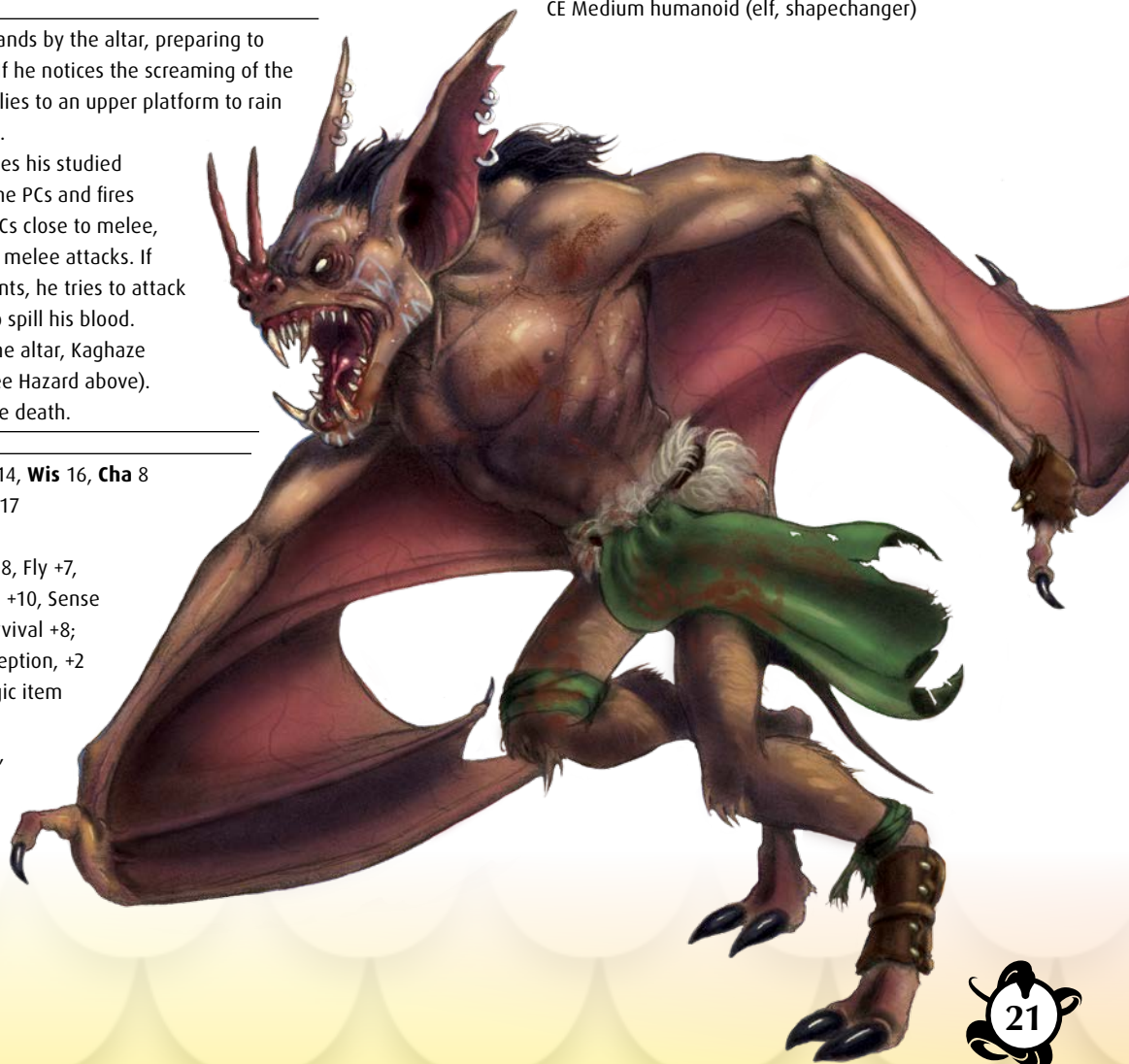
### KAGHAZE (HYBRID FORM)

CR 5

Elf natural werebat slayer 5 (*Pathfinder RPG Advanced Class*

*Guide 53, Pathfinder RPG Bestiary 4 188*)

CE Medium humanoid (elf, shapechanger)



**Init** +3; **Senses** low-light vision; Perception +13

## DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural)  
**hp** 47 (5d10+15)

**Fort** +7, **Ref** +8, **Will** +5; +2 vs. enchantments

**DR** 10/silver or yellowheart wood; **Immune** sleep

## OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** bite +8 (1d6+3 plus curse of lycanthropy), 2 claws +8 (1d4+3)

**Ranged** +1 greenwood composite longbow +9 (1d8+4/x3)

**Special Attacks** curse of lycanthropy, sneak attack +1d6, studied target +2 (2nd, move action)

## TACTICS

**Before Combat** As in Subtier 1–2.

**During Combat** As in Subtier 1–2, except he chooses two opponents for studied target and attempts to spill Ekujae blood on the altar if reduced below 30 hit points.

**Morale** As in Subtier 1–2.

## STATISTICS

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

**Base Atk** +5; **CMB** +8; **CMD** 21

**Feats** Deadly Aim, Point-Blank Shot, Precise Shot

**Skills** Acrobatics +11, Climb +11, Fly +11, Intimidate +7, Perception +13, Sense Motive +11, Stealth +11, Survival +11;

**Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Elven, Polyglot, Sylvan

**SQ** change shape (elf, hybrid, and bat; *polymorph*), elven magic, lycanthropic empathy (bats and dire bats), slayer talents (rogue talents [slow reactions, fast stealth]), track +2

**Gear** +1 leather armor, +1 greenwood<sup>UE</sup> composite longbow (+3 Str) with 40 arrows, cloak of resistance +1

## SPECIAL ABILITIES

**Change Shape (Su)** Kaghaze has three forms—an elf form, a hybrid form, and a bat form. He remains in his hybrid form during this encounter.

**Curse of Lycanthropy (Su)** A creature that Kaghaze hits with his bite attack must succeed at a DC 15 Fortitude save or be afflicted with lycanthropy (*Pathfinder RPG Core Rulebook* 557).

**Lycanthropic Empathy (Ex)** Kaghaze can use Diplomacy to alter the attitude of bats with a +4 bonus.

## DEMONS, SKITTERDARK (2)

**CR 3**

*Tome of Horrors Complete* 174

CE Tiny outsider (chaotic, demon, evil, extraplanar)

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

## DEFENSE

**AC** 19, touch 16, flat-footed 15 (+3 Dex, +1 dodge, +3 natural, +2 size)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +4, **Will** +5

**DR** 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

## OFFENSE

**Speed** 20 ft., fly 40 ft. (good)

**Melee** bite +9 (1d4–1), 2 claws +9 (1d3–1)

**Space** 2 1/2 ft.; **Reach** 0 ft.

**Special Attacks** profane claws

**Spell-Like Abilities** (CL 5th; concentration +6)

At will—*detect good*, *detect magic*

1/day—*hold person* (DC 13), *scare* (DC 13)

## TACTICS

**Before Combat** If the demons notice the shrieking of the vargouilles or beheaded, they hide near the ceiling and wait there in ambush.

**During Combat** The demons begin by casting *scare* to affect the most heavily armored targets during the first round of combat. On the second round, they cast *hold person* on any obvious spellcasters before moving into melee on the third round of combat.

**Morale** The skitterdark demons fights to the death.

## STATISTICS

**Str** 8, **Dex** 17, **Con** 16, **Int** 11, **Wis** 12, **Cha** 12

**Base Atk** +4; **CMB** +5; **CMD** 15

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +10 (+6 to jump), Escape Artist +10, Fly +18, Perception +8, Stealth +18, Survival +8

**Languages** Abyssal, Common

**SQ** clustering

## SPECIAL ABILITIES

**Clustering (Ex)** Because of their small size and swarming tactics, up to 4 skitterdarks can share the same square at the same time without penalty.

**Profane Claws (Su)** Any good-aligned creature hit by a skitterdark's claw attack takes an additional 1d6 points of profane damage.

**Development:** If Kaghaze reverts to his elven form, he is temporarily overcome with grief at his deeds. He is able to tell the PCs about his story of pursuing the mobat and his transformation. After telling his story, he quietly heads back to Jalunth. Kaghaze's prisoners are grateful to the PCs for defeating their captor. As long as the PCs release the captives from their cage, the prisoner who called out to the PCs insists that they take his pair of emerald earrings as a gift for saving his life. These earrings are worth 200 gp in Subtier 1–2, or 800 gp in Subtier 4–5.

**Rewards:** If the PCs do not defeat the corrupted Kaghaze or restore him to his elven form, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 184 gp.

*Out of Subtier:* Reduce each PC's gold earned by 359 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 534 gp.

## CONCLUSION

When the PCs defeat Kaghaze and his minions, the whispering, insidious voice of Camazotz goes silent in the cave. Although his plans to open a portal to Golarion have been thwarted for now, the cave maintains an aura of danger and a persistent smell of blood. Exploration of the room reveals several collapsed passages that have been sealed with many tons of rock. For now, the question of whether they can be cleared and further investigation of the cave system can be done will have to wait.

If the PCs return to Jalunth, either with anyone they've rescued or not, Elder Kalwe meets with them and listens patiently to the story of what they found. Afterward, she sits silently for a few minutes before replying. Read or paraphrase the following.

---

"What you say is troubling in many ways. Some of our stories spoke of the evil in Dehu Inu, but not of its nature. That an Ekujae's spirit could become so corrupted so quickly and completely by this bat-god makes me wonder what other secrets our long-held stories may contain. I cannot thank you enough for what you have done. I will spread word of your deeds. Perhaps one day we Ekujae may find that we have room for friendship with your Pathfinder Society."

---

Elder Kalwe invites the PCs to spend the night in Jalunth as her guests. If the PCs managed to bring at least one Ekujae back alive from the Dehu Inu, she also asks the PCs to participate in a ceremony that evening. Any PCs who accept are able to enjoy a celebration with the elves, and anyone who joins the ceremony has his or her face painted by Elder Kalwe in the Ekujae style. Each PC gains the Ekujae's Blessing boon on her Chronicle sheet. If the PCs redeemed Kaghaze, the elf also adds a mark to their faces representing his gratitude, and Fola Barun adds hers as well. In addition to the Ekujae's Blessing boon, each PC also gains the Kaghaze Redeemed boon on her Chronicle sheet.

If any of the PCs are still suffering from a disease when they return successfully from Dehu Inu, Elder Nolanu offers to cast *remove disease* and *lesser restoration* at no charge.

It is possible that one or more of the PCs may have contracted lycanthropy, and if the PCs did not destroy the altar, such PCs still have the condition. Note that the spells *remove disease* and even *heal* cannot cure lycanthropy unless cast by a cleric of 12th level or higher, making curing the condition difficult in most

circumstances. Any afflicted PCs are beginning to show signs of the condition by the time they return, including sensitivity to light and tufts of fur around the ears. The elders recognize these signs and tell the PCs a story of one of their founding warriors who suffered the same accursed affliction. They insist that the affected PCs perform the same rituals their founder did to cleanse himself. Because they are unsure of which portion of his actions was responsible for the cure, they insist that the PCs copy his actions exactly.

This founder began the day with the rising sun, drinking a large cup of bitter jaguar-root tea, before heading out for several hours of training and whittling weapons with a knife whose handle was made of yellowheart wood. When he began showing signs of the affliction, he spent hours in the afternoon bathing in a nearby stream while encasing his face in a mask of mud and the roots, seeds, and berries of a concoction of dozens of healing herbs. He ate only plants and seeds, letting no creature with blood pass his lips. After three days, he awoke in the morning, and found that he had shed the fur around his ears, and at that moment, he was cured.

If a PC chooses to follow the founder's schedule, she shakes off the lycanthropy without any additional saving throws or skill checks. Additionally, she gains an unusual mark on her face in the shape of a tree's root that appears a few shades lighter than her natural skin tone, which is recorded with the Lycanthropic Reminder boon on her Chronicle sheet.

## REPORTING NOTES

If the PCs killed Kaghaze, check box A. If they instead redeemed Kaghaze by destroying the altar of Camazotz, check box B.

## PRIMARY SUCCESS CONDITION

The PCs complete their main mission if they made peaceful contact with the Ekujae in Jalunth and learned of Sharrowsmith's bargain. Doing so earns each PC 1 Prestige Point.

## SECONDARY SUCCESS CONDITION

The PCs complete their secondary mission if they defeat or redeem Kaghaze and destroy the altar to Camazotz. This act helps open peaceful contact between the Ekujae and the Pathfinder Society and earns each PC 1 additional Prestige Point.



## APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

### BANDIT CR 1/2

*Pathfinder RPG GameMastery Guide* 258

Human warrior 2

CN Medium humanoid

**Init** +2; **Senses** Perception –1

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

**hp** 11 (2d10)

**Fort** +3, **Ref** +2, **Will** –1

#### OFFENSE

**Speed** 30 ft.

**Melee** rapier +3 (1d6+1/18–20) or  
sap +3 (1d6+1 nonlethal)

**Ranged** composite longbow +4 (1d8+1/x3)

#### STATISTICS

**Str** 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Dodge, Point Blank Shot

**Skills** Climb +4, Handle Animal +3, Intimidate +3, Ride +5,  
Stealth +2

**Languages** Common

**Gear** studded leather, buckler, composite longbow (+1 Str) with  
20 arrows, rapier, sap, light horse (combat trained)

### BEHEADED CR 1/2

*Pathfinder RPG Bestiary* 4 17

NE Tiny undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 4 (1d8)

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

**Immune** undead traits

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** slam +2 (1d2)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 11, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

**Base Atk** +0; **CMB** +0; **CMD** 10 (can't be tripped)

**Skills** Fly +14

#### DESCRIPTION

A decaying humanoid head floats silently and ominously, its  
graying teeth eerily clattering.

### BRAMBLE SORCERER CR 4

*Pathfinder RPG NPC Codex* 162

Half-elf sorcerer 5

LE Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +7

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge,  
+1 natural)

**hp** 30 (5d6+10)

**Fort** +3, **Ref** +6, **Will** +4; +2 vs. enchantments

**Resist** acid 5, fire 10

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk light mace +3 (1d6) or  
2 claws +2 (1d4)

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

**Special Attacks** claws (2, 1d4, treated as magic, 7 rounds/day)

**Sorcerer Spells Known** (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *mirror image*, *resist energy*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 15), *mage*  
*armor*, *magic missile*, *ray of enfeeblement* (DC 15)

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

**Bloodline** draconic (green)

#### STATISTICS

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

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

**Feats** Combat Casting, Dodge, Eschew Materials, Lightning  
Reflexes, Skill Focus (Use Magic Device)

**Skills** Intimidate +10, Knowledge (arcana) +7, Perception +7,  
Spellcraft +7, Use Magic Device +13

**Languages** Common, Draconic, Elven

**SQ** bloodline arcana (acid spells deal +1 damage per die), elf blood

**Combat Gear** *potion of cure moderate wounds*, *potion of*  
*invisibility*, *scrolls of levitate* (2), *scroll of ray of exhaustion*,  
*scroll of silent image*, *wand of entangle* (20 charges),  
smokestick; **Other Gear** mwk light crossbow with 10 bolts,  
mwk light mace, *cloak of resistance* +1, 190 gp

### FAST ZOMBIE CR 1/2

*Pathfinder RPG Bestiary* 288

NE Medium undead

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

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 12 (2d8+3)

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

**Immune** undead traits

#### OFFENSE

**Speed** 40 ft.

**Melee** slam +4 (1d6+4)

#### STATISTICS

**Str** 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

**Feats** Toughness<sup>B</sup>

#### DESCRIPTION

This walking corpse wears only a few soiled rags, its flesh rotting

off its bones as it stumbles forward, arms outstretched.

## **SPECIAL ABILITIES**

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

## **POACHER**

**CR 2**

*Pathfinder RPG NPC Codex 129*

Human ranger 3

CE Medium humanoid (human)

**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/x3)

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

**Special Attacks** favored enemy (animals +2)

## **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** mwk studded leather, mwk handaxes (2), mwk heavy crossbow with 20 bolts, 63 gp

## **STIRGE**

**CR 1/2**

*Pathfinder RPG Bestiary 260*

N Tiny magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

## **DEFENSE**

**AC** 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +6, **Will** +1

## **OFFENSE**

**Speed** 10 ft., fly 40 ft. (average)

**Melee** touch +7 (attach)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** blood drain

## **STATISTICS**

**Str** 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

**Feats** Weapon Finesse

**Skills** Fly +8, Stealth +16

**SQ** diseased

## **DESCRIPTION**

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

## **SPECIAL ABILITIES**

**Attach (Ex)** When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

**Blood Drain (Ex)** A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

**Diseased (Ex)** Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

## **VAMPIRIC MIST**

**CR 3**

*Pathfinder RPG Bestiary 2 277*

NE Medium aberration (air, water)

**Init** +8; **Senses** darkvision 60 ft., sense blood; Perception +8

## **DEFENSE**

**AC** 14, touch 14, flat-footed 10 (+4 Dex)

**hp** 30 (4d8+12)

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

**Defensive Abilities** amorphous; **DR** 5/magic

**Weaknesses** vulnerable to fire

## **OFFENSE**

**Speed** fly 50 ft. (perfect)

**Melee** touch +7 (bleed and blood siphon)

**Special Attacks** bleed (1d6)

## **STATISTICS**

**Str** —, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

**Base Atk** +3; **CMB** —; **CMD** —

**Feats** Improved Initiative, Weapon Finesse

**Skills** Fly +12, Perception +8, Stealth +11

**Languages** Aklo



**SQ** blood overdose, misty form

## DESCRIPTION

A cloud of crimson vapor reeking of fresh blood hangs in the air, reaching out with lashing claws.

## SPECIAL ABILITIES

**Blood Siphon (Ex)** A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

**Blood Overdose (Su)** When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saving throws, and can take one additional move action each round.

**Misty Form (Ex)** A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

**Sense Blood (Ex)** A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

## VARGOUILLE

CR 2

*Pathfinder RPG Bestiary 272*

NE Small outsider (evil, extraplanar)

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

## DEFENSE

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

**hp** 19 (3d10+3)

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

## OFFENSE

**Speed** fly 30 ft. (good)

**Melee** bite +5 (1d4 plus poison)

**Special Attacks** kiss, poison, shriek

## STATISTICS

**Str** 10, **Dex** 13, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +2; **CMD** 13

**Feats** Skill Focus (Stealth), Weapon Finesse

**Skills** Fly +13, Intimidate +5, Perception +7, Stealth +8

**Languages** Infernal

## DESCRIPTION

This creature is a blackened, bat-winged fiend's head.

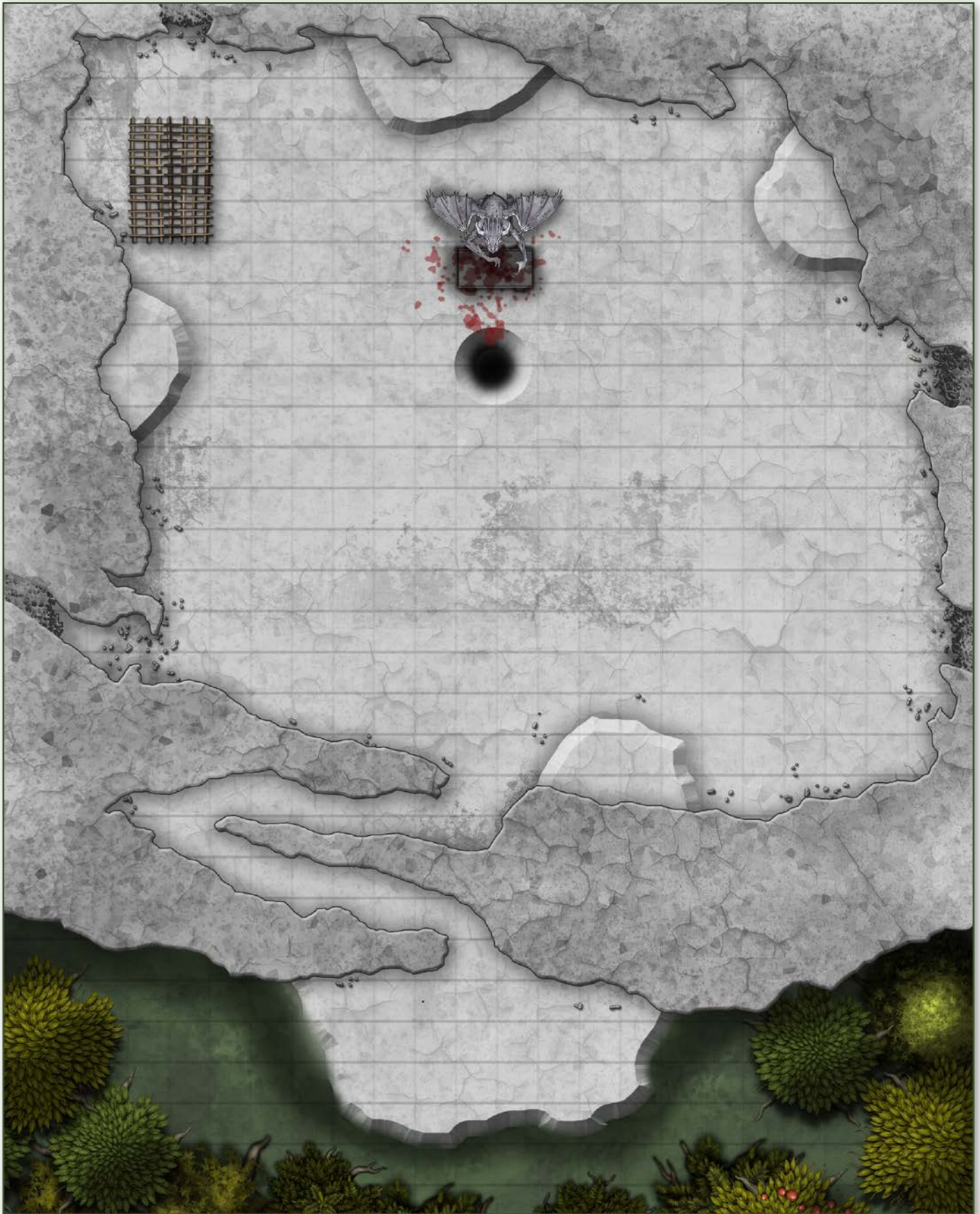
Tentacles dangle from chin and scalp, and its fanged mouth hangs agape.

## SPECIAL ABILITIES

**Kiss (Su)** A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude saving throw or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires remove disease or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

**Poison (Su)** *Bite*—injury; *save* Fort DC 12; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The save DC is Constitution-based.

**Shriek (Su)** Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.





## Pathfinder Society Scenario #7-24: Dead Man's Debt

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 \_\_\_\_\_

☐ 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 \_\_\_\_\_

☐ 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 \_\_\_\_\_

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

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Demon, Skitterdark from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene

Dead Man's Debt © 2016, Paizo Publishing, LLC; Author: Brian Duckwitz.



# Pathfinder Society Scenario #7-24: Dead Man's Debt

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Echoes of Lycanthropy:** You contracted lycanthropy. To cure the condition, you followed in the footsteps of one of the founders of the Ekujae village of Jalunth, copying his daily schedule and routines as well as additional steps he took in hopes of curing himself, including encasing your face in a mask of mud, roots, and medicinal herbs. This mask has left you with a root-shaped mark on your skin in a tone that is noticeably darker than the rest of your face.

**Ekujae's Blessing:** You rescued Ekujae from the forbidden caves of Dehu Inu, and the Ekujae elders granted you a ceremonial blessing. You gain the permanent benefits of *endure elements* but only in the heat and only to temperatures of 110 degrees F and below; you gain no bonuses in extreme cold. This is a supernatural ability.

**Kaghaze Redeemed:** By destroying the altar of Camazotz, you broke the dark god's sway over Kaghaze. The Ekujae consider you to be a stalwart ally, and they make a point of thanking you whenever you adventure in the region. Whenever you adventure in the Mwangi Expanse, Sargava, the Shackles, or the Sodden Lands, you receive a collection of gifts that includes a vial of antiplague, a piece of +1 *animal bane ammunition* for your preferred weapon, and a healing potion. This potion is a *potion of cure light wounds* if you are level 4 or below, *cure moderate wounds* if your level is between 5 and 8, or *cure serious wounds* if your level is 9 or above. If you do not use this equipment, the Ekujae ask for it back at the end of the adventure, with the promise to return it the next time you travel in the region.

### All Subtiers

blunt arrows (1 sp per arrow; *Pathfinder RPG Ultimate Equipment* 24)  
greenwood composite longbow (550 gp plus 100 gp per point of Strength bonus that can be applied, *Ultimate Equipment* 50)  
masterwork yellowheart wood weapon (300 gp plus the standard price of your choice of weapon from the following list: spear, longsword, club, greatclub, terbutje, or quarterstaff; limit 1)  
*scroll of mirror image* (150 gp)  
*tracking powder* (30 gp; *Pathfinder RPG Advanced Class Guide* 208)  
vermin repellent (5 gp; *Ultimate Equipment* 101)  
*wand of acid arrow* (3 charges; 270 gp, limit 1)  
*wand of endure elements* (10 charges; 150 gp, limit 1)

### Subtier 4-5

+ 1 *greenwood composite longbow* (550 gp plus 100 gp per point of Strength bonus that can be applied, *Pathfinder RPG Ultimate Equipment* 50)  
+2 *yellowheart wood* weapon (8,300 gp plus the standard price of your choice of weapon from the following list: spear, longsword, club, greatclub, terbutje, or quarterstaff; limit 1)  
*cloak of resistance +1* (1,000 gp)  
*potion of bull's strength* (300 gp)  
*potion of cure moderate wounds* (300 gp)  
*potion of invisibility* (300 gp)  
*scroll of levitate* (150 gp)  
*scroll of ray of exhaustion* (375 gp)  
*wand of entangle* (10 charges; 150 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

1-2 253 506

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 603 1,205

SUBTIER ☐ Slow ☐ Normal

4-5 952 1,903

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

### Starting XP

+

XP Gained (GM ONLY)

=

Final XP Total

EXPERIENCE

Initial Prestige Initial Fame

+

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

FAME

### Starting GP

+

GP Gained (GM ONLY)

+

Day Job (GM ONLY)

-

Gold Spent

=

Total

GOLD

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #