

SECOND EDITION

PATHFINDER®



Strength of Thousands

ADVENTURE PATH

SECRETS OF THE TEMPLE-CITY

By Luis Loza

MZALI

2,500 FEET

TO THE SHRINE OF THE ECLIPSE

• SUNLIT INN

• TEMPLE OF THE DEATHLESS CHILD

• GOLDEN MOUSE

• THEMBA SUFU'S MANOR

THE NECROPOLIS



PATHFINDER

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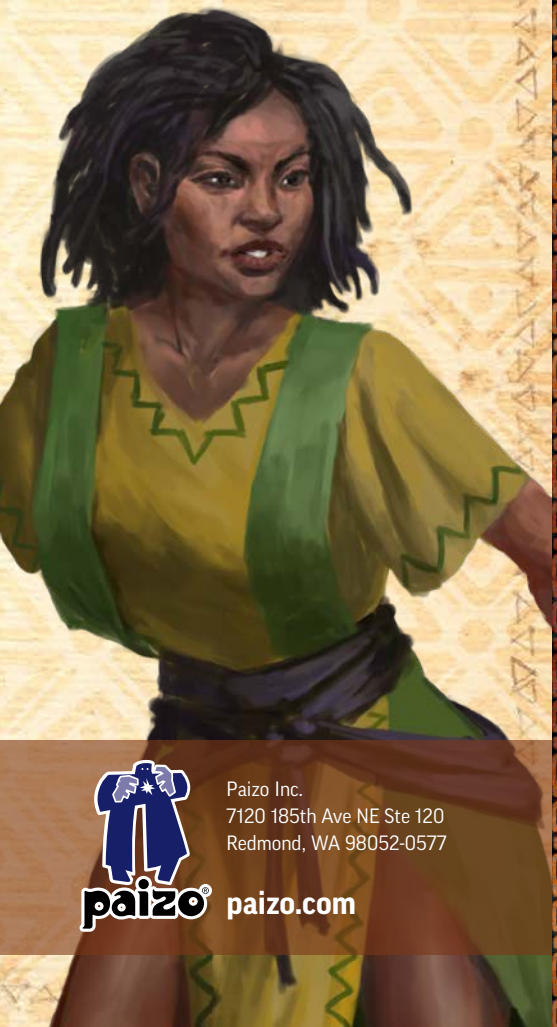
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Strength of Thousands

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SECRETS OF THE TEMPLE-CITY

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Chapter 1: Words for the Dead

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Chapter 3: Guardians of the Golden City

Teachers of the Magaambya

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Chapter 1: Words for the Dead 4

The heroes join a group of other Magaambyan teachers on a diplomatic endeavor in the insular city of Mzali. They need to meet with notable officials and individuals from the city in an attempt to open the city up to external influence. The heroes need to negotiate, perform favors, and more in hopes of winning over the evil god-king Walkena and his trusted officials.

Chapter 2: Raising the Sun 28

Walkena tasks the heroes with visiting the Shrine of the Eclipse outside the city as the final task to complete negotiations. Inside, the heroes find an abandoned temple to unfulfilled gods, undead horrors, and other dangers. The shrine's greatest secret, however, is the key to finding Osibu, the mythical lost city of gold.

Chapter 3: Guardians of the Golden City 46

The heroes travel to Osibu to learn what they can about the city, only to find that Walkena also learned of Osibu's location. The heroes must fend off his forces to allow Dimari-Diji, the powerful arboreal who defends the city, enough time to complete a defensive ritual that can protect Osibu from the outsiders who would invade and plunder it.

DEALING WITH EVIL

Magaambyans stand as wardens to the world, and this means facing off against evil in all its forms. But if their time at the Magaambya has taught the heroes anything, it should be that guiding evil toward good is a greater victory than vanquishing evil with spell or spear. Sometimes, it's so entrenched and so powerful that it must not be fought but guided toward good. This requires resolve, and it sometimes requires violence, but redemption comes through intentional, incremental change.

Mzali's people aren't evil, but its leaders are, and the god-king who controls the city most certainly is. This isn't an adventure where the heroes cast down these leaders and return righteousness and justice to Mzali. This is the adventure where trusted diplomats and hard-working heroes make Mzali a bit more open, a bit more trusting, and a bit more susceptible to bigger changes in its future. That will be quite a story to tell someday, and this is the story that enables it.

ADVANCEMENT TRACK

"Secrets of the Temple-City" is designed for four characters

- 12** The heroes begin this adventure at 12th level.
- 13** The heroes reach 13th level by the time they meet with the god-king Walkena.
- 14** The heroes reach 14th level after they complete the cleansing of the Temple of Dajermube.

The heroes should reach 15th level by the end of the adventure.

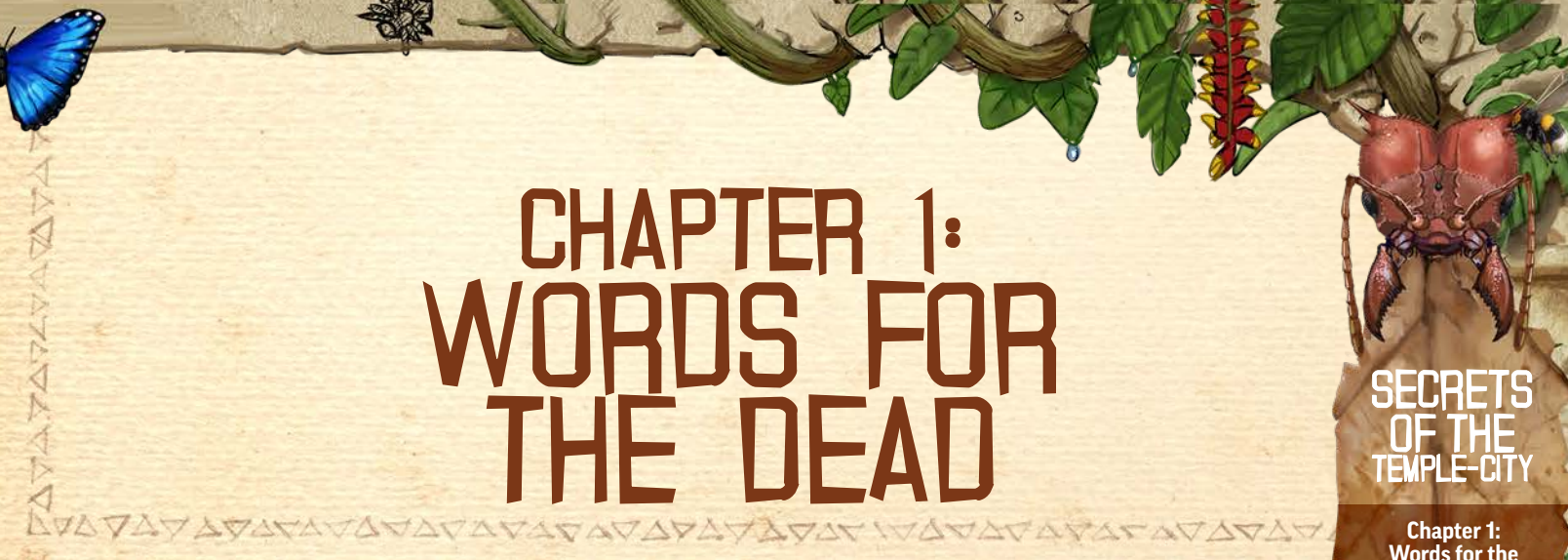
Back in the days before days, but sometime after Jatembe returned magic to the world, three siblings—Chohar, Luhar, and Tlehar—joined together to build Mzali. Its people loved the siblings and made them joint rulers of the city. The three drew power from the sun and wielded the power of gods. Together, these sun kings helped Mzali prosper.

Soon, the siblings believed the city was ready to stand on its own. The three moved on, leaving their children to care for the city as the new sun kings. For generations, the city prospered. And this is how Mzali was for a long time. But each new ruler would forget lessons from the past, taking the lessons for granted or allowing their ideals to become corrupted by outside evils. The last of the sun kings was a young boy named Walkena. He ignored what his ancestors taught the people.

When outsiders reached the city seeking refuge from the jungle, Walkena sneered. "Mzali is for the people of Mzali, not outsiders," he said. The old sun kings watched as Walkena treated the outsiders with cruelty. Angered at his actions, the sun kings called on the people of Mzali to help. Some called out, "Oh, sun kings, lend us your might so that we may teach Walkena a lesson."

The sun kings obliged. With the power of the sun kings in hand, these people laughed and laughed. Now no one could stop them. Not even Walkena.





CHAPTER 1: WORDS FOR THE DEAD

SECRETS OF THE TEMPLE-CITY

Chapter 1: Words for the Dead

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Teachers of the Magaambya

Walkena

Adventure Toolbox

Since graduating as lore-speakers and becoming teachers at the Magaambya, the heroes have come a long way and accomplished much, earning the respect of their peers at the Magaambya and the community in Nantambu. Word of these new lore-speakers has traveled far. They cared for their students so much that they risked their lives to search for a student's family far from Nantambu, even after she abandoned her lessons. They also scoured the ruins of Bloodsalt and faced off against the Knights of Abendego. These lore-speakers are heroes!

After the heroes' return to the Magaambya from Jula, they've been the talk of the academy, and several attendants have been doing their best to learn from them. People the heroes called teachers only a short time ago now look upon them respectfully as peers.

The notoriety they've gained has earned the heroes an opportunity to serve the Magaambya in an even greater capacity. High Sun-Mage Oyamba is looking for an opportunity to send the Magaambya's best members on a diplomatic mission to the city of Mzali. With their burgeoning fame and several noble feats under their belt, High Sun-Mage Oyamba sees the heroes as ideal representatives. As this adventure begins, Oyamba invites them to meet in Archhorn Library.

When the heroes arrive, read or paraphrase the following.

The doors open to a bookshelf-lined room containing a small stage. Several people are already here, including Teacher Ot, Koride Ulawa, and several other faculty members. High Sun-Mage Oyamba, wearing his red cloak and leopard mask, steps out from the group. He opens his arms and says, "Ah, there they are, our famous lore-speakers! Welcome! You're just in time. I was just about to explain the task at hand. Please, all of you, take a seat."

High Sun-Mage Oyamba is an impressive figure. His steps are wide and heavy, but he seems to glide across the stage as he moves, suggesting a grace that his rigid movements belie. His voice carries from the stage with the charisma and electricity of a teacher with long experience.

Oyamba explains that the city of Mzali is a place of great culture, fine crafts, and a storied history. Unfortunately, the city's ruler, god-king Walkena, seems intent on stymieing the city's potential. Walkena returned from the dead over a century ago, liberating the city from a group of Chelaxian invaders. While Mzali was free from the tyranny of these raiders, it was replaced by a different type of tyranny altogether: Walkena's. Now Walkena rules the city but does so with cruelty. He demands his people's loyalty and worship, punishes anyone who questions his rule, and has



CHAPTER 1 SYNOPSIS

In this chapter, the heroes visit the city of Mzali as part of a diplomatic delegation. The delegation hopes to convince Walkena to change his policy on the treatment of non-Mwangi individuals and outsiders visiting his city. Yet the process is a long and challenging one. The heroes must work with multiple city officials, slowly building rapport with Walkena's inner circle to earn an opportunity to speak with the god-king himself.

CHAPTER 1 TREASURE

The permanent and consumable items available as treasure in Chapter 1 are as follows.

- +1 striking axiomatic warhammer
- +2 greater striking returning dagger
- breastplate of command
- flame spike (as a flame tongue, but a spear rather than a longsword)
- greater binding coil (*Secrets of Magic* 173)
- greater crafter's eyepiece
- iron equalizer
- major staff of fire



banned all non-native Mwangi people from his city. The people of Mzali suffer under Walkena's rule.

The Magaambya is not dedicated to revolution, assassination, or liberation of the subjugated. It is a place of learning, teaching, and charity. High Sun-Mage Oyamba believes the Magaambya can help Mzali and its people using peaceful methods. He is proposing a diplomatic mission to the city, one that can convince Walkena and his ruling Council of Mwanyisa to open the city to outsiders. With the city open to outside influence, the Magaambya and other groups can enter the city and improve trade and the overall health of the citizenry. At the very least, if the Magaambya can put a stop to Walkena's casual slaughter of non-Mwangi people from his draconian laws, it will save dozens, if not hundreds, of lives. Oyamba doesn't expect this diplomatic mission to change Walkena's heart entirely, but this important first step opens the door to the possibility for greater change for Mzali in the future.

Oyamba warns that the task won't be a simple one. Negotiations may require several weeks or even several months of work. Evil people lead Mzali, including Walkena, the god-king's inner circle, and the Council of Mwanyisa. Each of them will be on the lookout for an opportunity for the Magaambyan delegation to slip up and break one of the city's laws. Another complication is the existence of the Bright Lions, a local group dedicated to rising up against Walkena and liberating the city from his rule. The Magaambya has no official contact with the Bright Lions, but it's likely that the group will try to contact the delegation, which might complicate matters. Officially, the Magaambya empathizes with the people of Mzali but is dedicated to a liberation of the city via diplomatic means. As such, the Magaambya forbids the delegation from working with the Bright Lions, no matter how appealing their cause.

Before the heroes leave for Mzali with the rest of the delegation, they may have some questions for Oyamba. The following are some possible questions and responses.

What is our goal in Mzali? "While I would say our ultimate goal would be for Walkena to give up rule of the city, a far more realistic goal is for Walkena to change his laws on the treatment of non-Mwangi individuals. He currently punishes all non-Mwangi with death, unless they have completed the lengthy and complicated process of earning his seal. We're hoping to reduce this punishment—perhaps exile instead of execution. If we're fortunate, we might even be able to extend permission for non-traders to enter the city, allowing us to send doctors and teachers to help the city's people. A lofty, yet still achievable goal would be

open trade with the city but aiming for the safety of non-Mwangi people should be our main goal."

Are we safe in Mzali? "Yes, at least as much as one can be within the city walls. Walkena has slowly warmed to relations with other Mwangi entities like the city of Kibwe and the Magaambya. Kibwe merchants have been receiving Walkena's seal for years now, allowing them to trade in the city. We've entered a similar agreement, allowing us to send a group to study the city and speak with officials. This seal allows you to move about the city as if you were a citizen, though normally with an escort. You still have to follow the city's laws however, such as adhering to curfew and obeying Walkena's commands."

Who will we meet in the city? "Walkena is not one to engage in direct negotiations and talks, particularly with foreigners. You will most likely meet with Nkiruka, his appointed speaker. You're also likely to speak with many of his closest officers, such as Thembu, the head of his internal police, Worknesh, the head of all his military forces, and Zubari, the head of the Council of Mwanyisa and his highest ranking priest. It's possible there might be other important figures you will need to meet, but those seem like the most likely candidates at the moment."

Who is coming with us? "All of you here and a group of conversants that volunteered to join you." (See the Gathering the Delegation section below for details on everyone taking part in the mission.)

What about our students? "We have plenty of other teachers to spare at the moment, so their studies can continue uninterrupted. You don't have to worry. The students will have plenty to learn while you're gone, and you'll have much to teach once you return."

Gathering the Delegation

When the heroes are ready, they can speak with the other members of the delegation.

Ahassunu: As an expert on diplomatic history and relations, Ahassunu is an obvious pick for the Magaambyan delegation. She also joined in hopes of studying Mzali antiques. See page 63 for more information on Ahassunu.

Izem Mezitani: While his focus on archeology might provide some insight on Mzali's history, Izem is mostly joining the group as a means of seeking atonement with the people of Mzali. Izem got himself into some hot water with Mzali's government last time, and he hopes that by being part of this group, he can clear his name with Walkena. See page 64 for more information on Izem.

Koride Ulawa: Koride's laid-back attitude seems like a good fit for the group's mission, as a more relaxed

individual might put others at ease. Koride herself is excited to travel to the Screaming Jungle and learn more about the native fauna, especially if the mission continues into the rainy season. See page 64 for more information on Koride.

Mafika Ayuwari: Mafika's recent trip to Tian Xia helped refine his manners and diplomatic skills, earning him a place in the group. Mafika also put in a word that he was interested in the trip, if only to afford himself some time away from the constant questions about his participation in the Ruby Phoenix tournament. See page 65 for more information on Mafika.

Nhyira: With an eye for the creative aspects of a culture, Nhyira joined the group to provide a unique perspective to the diplomatic effort. Her understanding of local art and traditions might aid with understanding the people of Mzali. See page 66 for more information on Nhyira.

Takulu Ot: A kindly heart and a warm smile can go a long way toward winning someone over. At least, that was the belief when Oyamba chose Takulu for the mission. Takulu, as usual, smiled and nodded as he accepted the position, a response that only assured Oyamba that his choice was correct. See pages 90–91 of *Pathfinder Adventure Path #169 Kindled Magic* for more information on Takulu.

Conversants: A group of daring conversants has angled for official membership within the delegation, and they managed to receive Walkena's seal. These conversants intend to pursue their own projects in the city and generally stay out of the way, although you can use them as you wish to liven up the heroes' experiences in the city. You can invent these conversants yourself, draw them from NPCs the heroes have already met (such as the students in *Kindled Magic* or *Pathfinder Adventure Path #171 Hurricane's Howl*), or use the students presented in *Pathfinder Adventure Threshold of Knowledge*: **Ekene** (LG female elf monk), **Kalaggi** (LN female human fighter), **Muruwa** (CG gripli rogue), **Ufi** (NG male human cleric of Tlehar), and **Zane** (N male half-orc sorcerer), who have dubbed themselves the "Canal Runners" due to their previous exploits.

Arriving in Mzali

Once everyone is ready, the delegation can head to Mzali. The trip takes several weeks by land,

but the journey is uneventful, as the members of the delegation are more than capable of defending themselves from the minor dangers they encounter along the way. Feel free to provide a few random encounters or encounters of your own design during this time, especially if the heroes are not yet 12th level.

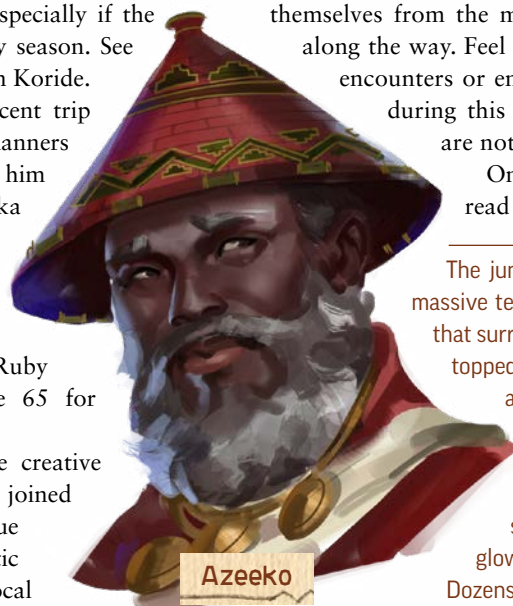
Once the group arrives in Mzali, read or paraphrase the following.

The jungle gives way to the skyline of massive temples towering over stone walls that surround Mzali. The temples are each topped with impressive spires, statues, and other architectural marvels. Beyond the thick gates, the city is bustling. The sun beats down on Mzali, causing the sandstone buildings to shine and glow with an almost golden light.

Dozens of people, each wearing heavy jewelry and spotless outfits, walk around with smiles on their faces. Some of the smiles hold genuine joy, while others seem forced or even full of fear. Though smiles abound, the sounds of the people are less than lively. Murmurs and monotone conversations hum about the air, and there is little in the way of laughter. Smiles fade for just a moment as people catch sight of travelers from a distant land, but they return just as quickly as the people move about their day.

As the Magaambyans approach the gates, a group of guards arrives and demands to know the delegation's purpose for entering. Ahassunu is quick to provide documentation stamped with a golden seal. After a bit of careful scrutiny, a guard nods and leads the delegation through the city. The group doesn't have to travel far as the guard leads them to the Golden Mouse, an inn only a few blocks from the city's south gate. An old, bearded man with a large build steps out to welcome the foreigners.

This man is **Azeeko** (N male human innkeeper 6), the Golden Mouse's proprietor and a secret contact with the Bright Lions. Using the Bright Lions' help, Azeeko placed a bid to serve as the official headquarters for the Magaambyan delegation. When he won, he constructed an additional building to provide enough space for everyone. He's now collecting a decently sized stipend from the city to pay for the delegation's room and board. While this is a nice perk, Azeeko's ultimate goal is to place the delegation in contact with the Bright Lions. For now, though, he plays the part of the welcoming innkeeper.



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Walkena

Adventure
Toolbox



Azeeko is a friendly person and eagerly greets the delegation, helping them unload their supplies and carry them to their personal building. The building itself is rather impressive, considering how quickly it was built. The two-story stone building features four circular dormitories, each with six beds. It also contains a small study and lounge. The building lacks a kitchen, but Azeeko can serve food and drink at the Golden Mouse's main building, which has a modest tavern and connected kitchen.

The Golden Mouse serves as the delegation's home away from home. With the extra bit of land Azeeko purchased, the grounds are surprisingly big. A large, natural courtyard rests between the tavern and the dormitories, which is a good place for relaxing privately and enjoying the fresh air of the city. The heroes can get any basic meals they like at the Golden Mouse, but characters who want to explore Mzali's cuisine need to venture into the city.

Once the group is settled in, one of Walkena's most influential representatives arrives to welcome them. This is **Nkiruka** (page 89), Speaker of Walkena and the official diplomatic contact for the Magaambya

within the city. This entire diplomatic mission is a result of her work convincing Walkena to admit more outside groups after successful trade relations with Kibwe. Nkiruka is a stern and serious woman, always paying attention to details, analyzing her surroundings, and carefully watching those who speak with her.

Nkiruka welcomes the delegation to Mzali and explains that although Walkena is excited to meet and discuss his city, he won't be seeing them until tomorrow. For now, the delegation is free to remain in their rooms, explore the Golden Mouse grounds, or visit the Mixed Marketplace with an escort. She explains that a strict curfew is in place for the city and that the group must remain on the Golden Mouse grounds from sunset to sunrise. Outside these hours, everyone must have an escort until the time it is no longer deemed necessary. She also notes that any attempts at initiating violence while inside Mzali's walls, other than self-defense, are grounds for severe punishment. Nkiruka coldly looks the group over once more before leaving, her eyes resting particularly on Izem.



Most of the other members of the Magaambya delegation have heard of Nkiruka. As Walkena's chief diplomat, she's one of the most powerful people in the city. They're pleased to have made her acquaintance so soon, although her demeanor unnerves all of them except for the perpetually placid Takulu. They get right to settling in at the Golden Mouse.

Guard Escorts: Walkena's Master of Spears, Worknesh, assigns a number of the city's elite guards, the Jackal Guard, to escort detail. Each member of the delegation is assigned a pair of guards who meet with the person they're assigned to guard at sunrise and follow the members around until sunset, rotating out with other guards as necessary. Use the following if the statistics for these guards become necessary.

JACKAL GUARD CREATURE 10

UNCOMMON LE MEDIUM HUMAN HUMANOID

Perception +19

Languages Common, Mzunu (*The Mwangi Expanse* 228)

Skills Acrobatics +20, Athletics +23, Religion +18, Society +17, Stealth +18

Str +5, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** -1

Items chain shirt, religious symbol of Walkena, +1 striking returning spear, lesser sturdy shield (Hardness 10, HP 80, BT 40)

AC 29 (31 with shield raised); **Fort** +21, **Ref** +18, **Will** +18

HP 180

Attack of Opportunity ➤

Shield Block ➤

Speed 30 feet

Melee ♦ spear (magical) +23, **Damage** 2d8+13 piercing

Melee ♦ fist +22 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+13 bludgeoning plus Grab

Ranged ♦ spear +22 (magical, thrown 20 feet), **Damage** 2d8+13 piercing

Impaling Strike ♦♦ **Frequency** once per round; **Effect** The Jackal Guard lunges forward with their spear and delivers a piercing blow. The Jackal Guard Steps and then

makes a melee spear Strike. On a hit, the target also takes 1d6 persistent bleed damage.

Knocking Sweep ♦♦ **Frequency** once per round; **Effect** The Jackal Guard swings their weapon with a sweeping spin. They attempt separate Athletics checks to Trip any number of creatures within their reach. Each attempt counts toward the Jackal Guard's multiple attack penalty, but the multiple attack penalty doesn't increase until after they make all the attacks.

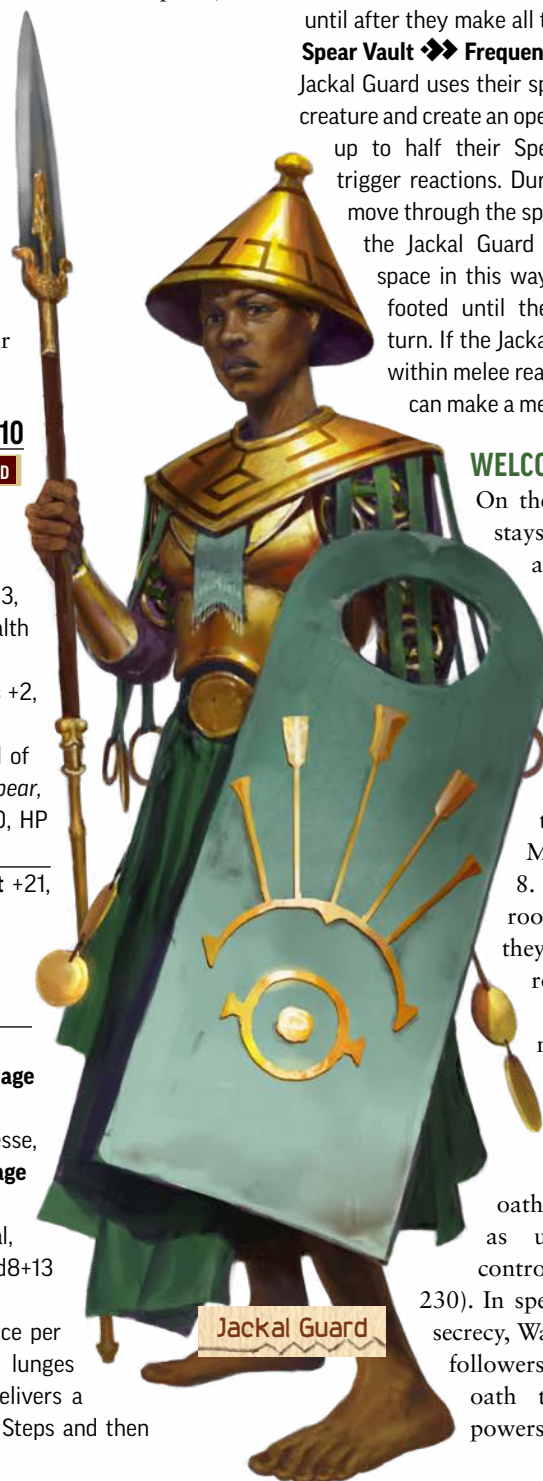
Spear Vault ♦♦ **Frequency** once per round; **Effect** The Jackal Guard uses their spear to jump over or around a creature and create an opening. The Jackal Guard Strides up to half their Speed. This movement doesn't trigger reactions. During this movement, they can move through the space of one creature, and when the Jackal Guard moves through a creature's space in this way, that creature becomes flat-footed until the end of the Jackal Guard's turn. If the Jackal Guard ends their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

WELCOME GIFT MODERATE 12

On the first night the delegation stays in Mzali, Walkena sends a number of his followers to test the new arrivals. If they can't survive a straightforward ambush, he figures, there's not much use in wasting time on them.

This encounter uses the map of the Golden Mouse dormitory on page 8. The heroes share a large room on the ground floor; if they insisted on an upper-story room, the layout is the same.

Creatures: Walkena's most loyal followers typically take the Oath of the Devoted, dedicating their lives and deaths to his cause. This magical oath returns these followers as undead under Walkena's control (*The Mwangi Expanse* 230). In special cases and under great secrecy, Walkena has his most trusted followers take a slightly modified oath that grants even greater powers in undeath. These undead



Jackal Guard

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are known as Walkena's "reborn." The oath's power mimics Walkena's personal rebirth and provides the reborn with control over fire and a measure of Walkena's divine magic. The reborn oath also includes a contingency that causes the individual to explode into flames when destroyed, burning their body away to avoid leaving much evidence.

Walkena keeps a few of his reborn on hand for special missions where overwhelming power and the ability to leave little trace behind is an asset—such as an attack on the Magaambyan delegation in the dead of night. Four groups of reborn attack the Golden Mouse, scaling the walls and creeping through its courtyard to strike the delegation all at once. The other members of the delegation struggle with their own attackers, but

the heroes must face a trio of Walkena's reborn on their own. The hunter and warrior try to attack the most physically imposing heroes first, flanking when they can, while the mage throws spells from a distance.

The rest of the delegation fares as well as the heroes do; if they're hard-pressed by the reborn, so are the other delegation members. When the heroes finally overcome these three reborn, the rest of the delegation has just run off their own attackers.

REBORN SUN HUNTER

CREATURE 11

RARE LE MEDIUM FIRE UNDEAD

Perception +24; darkvision

Languages Common, Necril

Skills Acrobatics +23, Athletics +21, Religion +19, Stealth +23, Survival +19

Str +4, **Dex** +6, **Con** +1, **Int** +3, **Wis** +2, **Cha** -1


Items +2 greater striking returning dagger, religious symbol of Walkena,

AC 30; **Fort** +18, **Ref** +23, **Will** +21


HP 195, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 10, mental 10


Burning Sacrifice (divine, evocation, fire) When the sun hunter is destroyed, they explode in a blast of flame that deals 6d6 fire damage in a 10-foot emanation (DC 27 basic Reflex save).


Creatures that critically fail their saves are marked with Walkena's religious symbol on a visible area of their body, which remains for 1 day. This mark allows Walkena to treat the creature as if he knew the creature's identity but not having met them for the purposes of *scrying*, lowering the spell's DC by 2. The sun hunter's gear and treasure are unaffected by the explosion and left in a pile where they die.

Nimble Dodge  **Trigger** The sun hunter is targeted with a melee or ranged attack by an attacker they can see; **Effect** The sun hunter gains a +2 circumstance bonus to AC against the triggering attack.

Speed 35 feet


Melee  *dagger* +22 (agile, finesse, magical, versatile S), **Damage** 3d4+6 piercing plus 1d6 fire

Melee  *fist* +22 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning plus 1d6 fire

Ranged  *dagger* +22 (agile, magical, thrown 10 feet, versatile S), **Damage** 3d4+6 piercing plus 1d6 fire

Divine Innate Spells DC 27, attack +19; **5th** *burning hands*; **Cantrips** (5th) *divine lance* (law or evil), *message*, *shield*, *sigil*

Sneak Attack The sun hunter's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

Study Foe  The sun hunter reads a creature they can see within 30 feet to notice openings. The sun hunter



Reborn Sun Hunter

attempts a Perception check against that creature's Deception DC or Will DC, whichever is higher. The target is then temporarily immune for 1 minute.

Critical Success The sun hunter reads the target like a book. The target is flat-footed against the sun hunter's attacks until the end of the sun hunter's next turn.

Success The sun hunter notices a brief opening. The target is flat-footed against the sun hunter's attacks until the end of the sun hunter's turn.

Failure The target is unaffected.

Critical Failure The sun hunter's intense focus opens them up to other attacks. The target is unaffected, and the sun hunter is flat-footed until the start of their next turn.

REBORN SUN MAGE

CREATURE 11

RARE LE MEDIUM FIRE UNDEAD

Perception +24; darkvision

Languages Common, Necril

Skills Acrobatics +21, Athletics +17, Intimidation +23, Nature +19, Religion +19

Str +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +5

Items *major staff of fire*, religious symbol of Walkena

AC 28; **Fort** +18, **Ref** +21, **Will** +24

HP 195, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 10, mental 10

Burning Sacrifice (divine, evocation, fire) As reborn sun hunter.

Speed 25 feet

Melee ♦ *fist* +19 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning plus 2d6 fire

Melee ♦ *staff* +17 (magical, two-hand d8), **Damage** 1d4+4 bludgeoning

Ranged ♦ *sunfire* +19 (fire, magical, range increment 40 feet), **Damage** 3d6+12 fire

Divine Innate Spells DC 30, attack +22; **5th** *burning hands*; **Cantrips (5th)** *divine lance* (law or evil), *message*, *shield*, *sigil*

Primal Spontaneous Spells DC 30, attack +22; **6th** (3 slots) *chain lightning*, *fire seeds*, *purple worm sting*; **5th** (4 slots) *dispel magic*, *fireball*, *elemental form*, *wall of stone*; **4th** (4 slots) *fly*, *shape stone*, *stoneskin*, *wall of fire*; **3rd** (4 slots) *fireball*, *haste*, *meld into stone*, *wall of thorns*; **2nd** (4 slots) *barkskin*, *faerie fire*, *flaming sphere*, *spider climb*; **1st** (4 slots) *grease*, *gust of wind*, *shocking grasp*, *spider sting*; **Cantrips (6th)** *acid splash*, *detect magic*, *light*, *produce flame*, *read aura*

Revitalizing Flame ♦ (divine, healing, necromancy)

Frequency once per day; **Effect** The sun mage produces a specialized flame that burns away maladies and restores a creature. If the sun mage's next action is to Cast a Spell with the fire trait that deals damage

and isn't a cantrip, the spell doesn't deal any damage. It instead restores a number of Hit Points equal to four times the spell's level to all targets or creatures. This restoration affects all creatures regardless of whether they are healed by positive or negative energy.

REBORN SUN WARRIOR

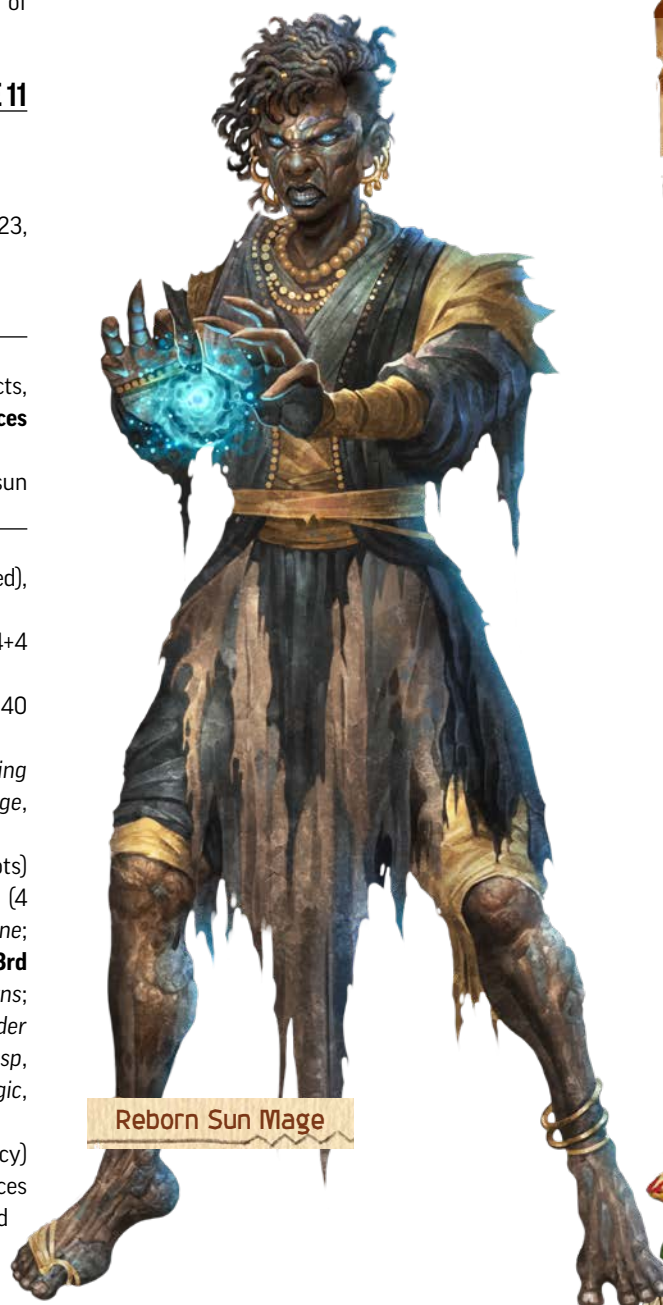
CREATURE 11

RARE LE MEDIUM FIRE UNDEAD

Perception +21; darkvision

Languages Common, Necril

Skills Acrobatics +21, Athletics +23, Intimidation +16, Religion +19, Stealth +21



Reborn Sun Mage

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Str +5, **Dex** +4, **Con** +5, **Int** +1, **Wis** +2, **Cha** -1

Items *flame spike* (as a *flame tongue*, but a spear rather than a longsword), religious symbol of Walkena

AC 31; **Fort** +24, **Ref** +21, **Will** +18

HP 245, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 10, mental 10

Burning Sacrifice (divine, evocation, fire) As reborn sun hunter.

Speed 25 feet

Melee ♦ *spear* (magical) +24, **Damage** 3d8+11 piercing plus 1d6 fire

Melee ♦ *fist* +23 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning plus 1d6 fire and Grab

Ranged ♦ *spear* +23 (magical, thrown 20 feet), **Damage** 3d8+11 piercing plus 1d6 fire

Divine Innate Spells DC 27, attack +19; **5th** *burning hands*; **Cantrips (5th)** *divine lance* (law or evil), *message*, *shield*, *sigil*

Constrict ♦ 1d4+9 bludgeoning plus 2d6 fire, DC 27

Knocking Sweep ♦♦ **Frequency** once per round; **Effect** The sun warrior swings their weapon with a sweeping spin. They attempt separate Athletics checks to Trip any number of creatures within their reach. Each attempt counts toward the sun warrior's multiple attack penalty, but the multiple attack penalty doesn't increase until after they make all the attacks.

Pinning Thrust ♦♦ The sun warrior attempts to drive their spear through a foe to pin them in place. The sun warrior makes a spear Strike. On a hit, the target's clothes, armor, or other piece of equipment becomes pinned to the ground. The sun warrior Releases the spear, and the target is immobilized until they can remove the spear (Escape DC 27). If the Strike was a critical hit, the DC increases by 2.

Negotiations

The next morning, a squad of Jackal Guards arrives to escort the delegation to the Temple of the Deathless Child in the center of the city. If the heroes bring up last night's attack, the Jackal Guards remain silent about the matter. They don't know anything about it, but they're not particularly surprised. At this point, the conversants go elsewhere in the city to engage in their own research; only lore-speakers are permitted into the Temple of the Deathless Child.

As the group approaches the temple, read or paraphrase the following.

An enormous staircase leads up to this towering temple. Several small buildings connect to the main structure at various points along the temple's height. Ascending the stairs is a long and arduous process. Waiting at the top of

the staircase is Nkiruka, who simply greets everyone with, "Welcome. The sun shines brightly this morning," before turning and entering the temple.


Nkiruka leads the delegation to a large meeting chamber located deep inside the temple. The room contains a large, low table with comfortable cushions, and a sideboard with a collection of drinks, local fruits, and charred and highly spiced meat. She proceeds with small talk and niceties as she gets everyone situated, asking if the first night in Mzali was a restful one. If the heroes bring up the attack, Nkiruka is alarmed but relieved that everyone survived the attack. Nkiruka is particularly hard to read (her Deception DC for the purposes of Sensing her Motive is 38), but she's telling the truth: she was unaware that Walkena would test the delegation. If the heroes press the matter or even present the reborn's religious symbols as evidence of Walkena's connection, Nkiruka calmly explains that many of the people of Mzali are devoted to Walkena, and his religious symbols aren't difficult for anyone with ill intent to find. Nkiruka is correct, and the reborn leave no other evidence to connect them to Walkena. The heroes have to drop the matter for the moment, but are right to remain suspicious.

Once the heroes arrive at the meeting chamber, Nkiruka leaves the delegation for several hours through another exit from the meeting chamber. The delegation is not allowed to leave until Nkiruka returns, and the Jackal Guards inform them as such if they attempt to depart. This is part of Nkiruka's standard ploy with foreigners; she hopes to initially irritate them in hopes that they will give some tells or additional insight on their negotiation tactics while frustrated. As noon rolls around, Nkiruka returns and finally sits to speak with the delegation. Servants trail behind her, bringing more food and drinks.

Once Nkiruka returns to the room, read or paraphrase the following.

Nkiruka sits on a cushion at the meeting table and lets out a short sigh before proceeding with her introduction. "Thank you so much for your patience. It's so wonderful to see the patience of the Magaambya in full force in this room. It is truly humbling. Before we get to any matters of significance, I must apologize. Walkena is tired from his morning walk through the city and will be unable to meet with you today. Instead, I shall speak on his behalf.

"Be aware, this is likely to be a common occurrence. Walkena loves the people of his city, and he will always put them, and the miracles he performs for them, first. As such, I believe I will be meeting you as his representative



for the majority of your stay in Mzali. Please understand that Walkena is very busy, but every word you speak to me will reach his ears as if he were here. I urge you to put the thought of speaking with Walkena out of your heads for the moment and direct your attention to me.

"I am Walkena's Voice. He speaks through me. I understand that you might be here to ease Walkena's punishment on those who are not Mwangi and perhaps even open the gates of Mzali to outsiders. I see that as a very noble and courageous goal, one you might very well obtain if all goes well here. But know this: if you don't work with me, your goals will melt away like so much ash in the Pasuango River. I have seen the ash Walkena creates when he is displeased, and I recommend we work together to avoid creating more."

After this introduction, Nkiruka suggests a short break for all to wash and eat. The other members of the delegation are frustrated to be stuck dealing with her, but only Koride is rude enough to grumble about "talking with that stiff-necked puppet" loud enough to be overheard.

Once the break is over, Nkiruka asks everyone to sit down, this time in a much friendlier tone. She explains that she uses spells to foil magical eavesdropping, detect lies, and spot invisible intruders. Although she's vague about the specific spells she uses, she relies on *discern lies*, *private sanctum*, and *true seeing*. She explains that this is all merely a deterrent for unfair or unscrupulous negotiations and she simply wants an even playing field for all parties involved. Ahassunu confirms for the heroes, if they're suspicious, that Nkiruka's spells are as she claims and that her aims seem genuine.

Nkiruka then proceeds to explain the nature of Walkena's thinking. The undead king is a fickle person, sometimes full of joy, and other times unreasonable or prone to fits of rage. Walkena is aware of his mannerisms and uses the Council of Mwanyisa and others to direct him toward making informed and reasonable decisions. Nkiruka explains that convincing Walkena is in fact a matter of convincing the god-king's inner circle and the Council of Mwanyisa of working with the Magaambya. The more people the delegation is able to convince or outright win over, the more likely Walkena will acquiesce to the delegation's requests. Nkiruka herself intends to remain impartial in all matters, but she does hope to see the city do better, if only to further her own renown as Walkena's Voice. She notes that she refuses to decide any matters herself, but she is more than happy to speak to Walkena about anyone else the delegation has convinced.

In short, Nkiruka suggests the heroes win over other important figures in Mzali and report back to her about the influence they earn. She will then pass word of this to Walkena and work to convince him to agree to the delegation's goals.

With that, Nkiruka suggests the delegation return to their place at the Golden Mouse and rest for the day. She suggests the group take some time to get to know Mzali, travel around the city to meet its people, and learn about the other influential people who might help the Magaambya complete its goal. Nkiruka then stands, bows to the delegation, and leaves for the day. The heroes gain 1 Influence Point with Nkiruka after this interaction—the first of many Influence Points they may gain.

INFLUENCE IN MZALI

This chapter makes use of the influence subsystem found on pages 151–153 of the *Pathfinder Gamemastery Guide*. It's recommended that both the GM and the players become familiar with these rules before playing out the rest of this chapter. Typically, the citizens of Mzali would be unwilling to engage with non-native Mwangi people or other foreigners, but since the delegation members are guests of Walkena, the lore speakers don't take the usual penalties visitors to Mzali face (a –4 circumstance penalty to Deception, Diplomacy, and Intimidation checks, and failures on such checks becoming critical failures). There are, however, some key differences in how influence works during the heroes' negotiations in Mzali.

First, social encounters in Mzali don't use typical rounds. Diplomatic endeavors here take much longer than a standard social gathering. Instead, the heroes can engage in one round of social encounters per week. This round represents several days' worth of Influencing or Discovering information about a specific individual. The delegation is assumed to work together, so all influence rounds include every hero, as well as the other lore-speakers. All lore-speakers are assumed to attend all diplomatic meetings, unless the heroes suggest one or more lore-speakers stay back at the Golden Mouse. These other members sometimes come into play during attempts to influence specific figures, as noted in those figures' influence stat blocks.

Second, each notable figure grants rewards as noted in their influence stat blocks. These can be experience point awards, treasure, or other rewards that affect the heroes' time in Mzali. The figure's influence stat block notes when the heroes gain these rewards—this is typically after gaining a certain number of Influence Points with that figure.

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Finally, the heroes must learn about a given individual before using Discover or Influence activities. Though the heroes might know the name of key figures in Mzali, they still have to put in the effort of learning where to meet with this figure and arranging a meeting with them using the Contact a Mzali Figure downtime activity.

CONTACT A MZALI FIGURE

DOWNTIME

You gather information on a notable figure in Mzali, speaking with contacts and putting your name out. You also attempt to arrange a meeting with the figure. Each figure requires a specific skill check or skill checks to properly contact them. The GM notifies you as to which skill or skills you can use and uses the DC listed in the figure's entry. This activity normally takes 1 week, but if your allies are also working to contact the same figure, the time is reduced if any of you succeed. The activity takes only 4 days if two heroes are engaged in this activity, 2 days if three heroes are engaged in this activity, and 1 day if four or more heroes are engaged in this activity.

Critical Success You arrange a meeting with the figure and learn a bit of information that might be helpful when speaking with them. You can engage that figure in social encounters (Influence and Discover activities) in the future. You gain a +1 circumstance bonus to checks to Influence them or attempts to Discover information about them.

Success You arrange a meeting with the figure, allowing you to engage that figure in social encounters (Influence and Discover activities) in the future.

Failure You're unable to pin down any information on the figure.

MOVING THROUGH MZALI

Walkena's laws are strict. Even though the heroes have Walkena's seal, they need to follow these laws during their visit. The heroes have a group of guards assigned as escorts during their time in the city. The heroes must move everywhere with these escorts. The Jackal Guards do give the heroes reasonable privacy, however, and remain outside the Golden Mouse when the heroes are relaxing there. The city curfew also requires that the heroes remain on the Golden Mouse grounds between sunset and sunrise. Finally, the heroes can't initiate an attack on a resident of the city.

The first time the heroes are caught breaking any of these rules, such as traveling through the city without an escort, they receive a warning. The second time results in a fee of 100 gp per person who broke the law. On a third offense, the guards arrest the lawbreaker and take them into custody to await Walkena's judgment. At this point, the diplomatic endeavor is a failure, as Walkena ejects the entire delegation from his city.

At your discretion, the heroes might encounter more reborn assailants. These undead most likely attempt to ambush the heroes and serve only as annoyances from Walkena. He hopes that repeated attacks might cause the heroes to lash out and give him reason to eject the delegation. These attacks are a good way to break up the diplomacy and negotiations if your players are fond of combat. Mzali contains a number of different locations of interest and other possibilities for adventure. See pages 220–231 of *The Mwangi Expanse* for full details on the city.

NKIRUKA

Nkiruka is the first person with whom the heroes have a chance to interact, and winning her over should be the heroes' main goal. Influencing Nkiruka is different from influencing the rest of the important figures in Mzali. While the heroes can speak with Nkiruka at any time, she consistently reminds them she's unwilling to begin conversations with Walkena until the heroes confirm they've earned everyone else's trust.

The heroes automatically gain 1 Influence Point after their first meeting with Nkiruka, which represents her understanding of the delegation's mission. Beyond that, the heroes can't earn Influence Points with her except by gaining the trust of a dignitary in Mzali. When they do, Nkiruka learns about it. She calls the heroes to the Temple of the Deathless Child the next day and congratulates them on their success, granting any rewards indicated in her influence stat block as appropriate. These meetings are brief; Nkiruka appears for only a few minutes before she must return to other duties. As such, these meetings don't affect the heroes' time toward influencing other figures in Mzali.

Once the heroes gain a total of 8 Influence Points with Nkiruka, she is finally willing to speak with Walkena about the matter. See page 26 for full details on how things play out when she does.



NKIRUKA

N MEDIUM HUMAN HUMANOID

Speaker of Walkena

Perception +25; *discern lies, true seeing*

Will +27

Influence 1 The heroes automatically gain 1 Influence Point and reach this threshold after their first meeting with Nkiruka at the temple.

Influence 2 Nkiruka trusts the heroes enough to end their escort detail. The heroes can move through Mzali without escorts, though they must still follow other laws. The heroes gain 30 XP.

Influence 3 Nkiruka marks the delegation as an important group in Mzali. They can now attempt to use the Contact a Mzali Figure activity to meet with the Council of Mwanyisa. The heroes gain 30 XP.

Influence 4 Nkiruka marks the delegation as a priority group in Mzali. Nkiruka requires that other important figures prioritize more time meeting with the delegation. The heroes can now engage in 2 rounds of social encounters per week. The heroes gain 30 XP.

Influence 5 Nkiruka grants the delegation access to the tombs of the Necropolis in the western part of the city. This serves as an opportunity for Practical Research as the heroes can study the history and relics of the countless tombs within the Necropolis. At your discretion, they might encounter dangers in the form of undead, traps, and other common tomb hazards. The heroes gain 30 XP.

Influence 6 Nkiruka appreciates how well the delegation has interacted with the people of Mzali. She offers the opportunity for further integration in the form of language lessons. The heroes can take these lessons to learn to read and speak Mzunu, the official language of the city (*The Mwangi Expanse* 228). This requires one month of downtime of intense lessons. A hero can instead spend the month to learn to sign Mzunu, or two months of downtime to learn both the spoken and signed language. The heroes gain 30 XP.

Influence 7 Nkiruka provides servants and assistants to the delegation to aid the heroes during their time in Mzali. This help grants a +2 circumstance bonus to all skill checks the heroes make while within Mzali, including checks to Influence or Discover. The heroes gain 30 XP.

Influence 8 Nkiruka feels that the heroes have done more than enough to earn an audience with Walkena himself. The heroes gain 80 XP.

Resistances Nkiruka is a professional and above threats of all kinds. Attempts to use Intimidation or other aggressive negotiation tactics draw her ire, which trickles down as consequences with others. This increases the DC of checks with other figures by 2 for 1 week.

Weaknesses Nkiruka is above allowing her emotions get in the way of her work and lacks any true weakness that can be taken advantage of during negotiations.

Background: Nkiruka comes from a line of diplomats and ambassadors. She strove to be the best in her family and came to Mzali to prove her skills. More information on Nkiruka is found on pages 88–89.

Appearance: Nkiruka is a Mwangi woman in her late thirties. She wears traditional Mzali garb accessorized with a tall headdress decorated with gold. Though she is a high-ranking member of Mzali society, she wears more simple gold and attire than her station warrants to put others at ease and lower their defenses.

Personality: Cunning, methodical, stern.

PRACTICAL RESEARCH IN MZALI

DOWNTIME

Requirements You're a lore-speaker and have unrestricted access to the necropolis in western Mzali.

You carefully explore the necropolis, seeking out clues about Mzali's ancient history while leaving the dead undisturbed. Choose either your primary or secondary branch, and attempt a skill check against a standard DC of the branch's level. You can use Religion or one of the branch's associated skills for this check. This activity takes 1 month.

Critical Success You find distinct clues explaining faith in the sun-gods of old Mzali. While Walkena would consider such discoveries heretical, they greatly add to the Magaambya's lore about Mzali's history. Increase the branch level of the branch you chose by 2.

Success You find heretofore unknown depictions of the Council of Mwanyisa and Walkena's rise to power. Increase the branch level of the branch you chose by 1.

Failure You're unable to uncover much of interest. Your branch level remains the same.

Critical Failure You inadvertently disturb the dead and suffer a terrible curse. You're doomed 1 for 1 month. Furthermore, the necropolis guards spot your desecration and bar you from Practical Research in Mzali forever.

COUNCIL OF MWANYISA

After Walkena's return as an undead god-king, the Council of Mwanyisa believed it would soon meet its destruction at Walkena's hand. While Walkena initially considered ridding himself of the council, he soon realized it could be useful. Rather than concern himself with the everyday minutia of administering Mzali, Walkena assigned that responsibility to the council. The council accepted the duties without question, fearing (correctly) that declining them would spell its doom.

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All the council members since have done so with the realization that they serve, and indeed survive, only so long as Walkena deems them useful.

The council consists of more than a dozen members, but the delegation needs to convince only the four high priests, its highest ranking members, to earn the backing of the entire council. The prime council, a priest named Zubari, has much more autonomy than other council members, so the heroes must reach out to him independently; see page 25.

Ougan-Priest Dzonzi (N male human spirit priest 13) is in charge of organizing religious services and considered the city's leader against "spirit intrusions," which is local parlance for non-Walkena faiths. Dzonzi is an elderly man more concerned with living a comfortable life than the expulsion of outside faiths. He is a curt man, tolerating no nonsense from others, but speaks with a wisdom and gravity afforded to him by his experience and age.

Sangoma-Priest Gondwi (CN male human healer 12) serves the city as its plague-ward and master physician. He uses a combination of practical and magical techniques to offer healing services, though usually at high prices. He's a middle-aged man with a penchant for flashy outfits and accessories. He has a somewhat laid-back attitude and is prone to fits of spontaneous song or dance, which his peers see as unbecoming of a council member. He sees the delegation's offers to provide medical services to the people of Mzali as an opportunity to convert his services into "exclusive healing" and charge even more.

The city's historian and chronicler, **Suikiro-Priest Onami** (LN female human cleric of Walkena 11), uses her divine powers to reach out to the spirits of the past. She channels ancient spirits as a way to learn about Mzali's past, though she only channels specific spirits tied to the historic events Walkena wishes to perpetuate. Onami is the youngest of her peers, but she still has over a decade of service as a member of the council. She's a quiet and reserved woman, though it's clear that she is constantly assessing others and keeping mental notes of all events.

N'ganga-Priestess Simbwala (CN female human diviner 13) is the city's seer and prophetess, using her magic to keep an eye on Mzali's future and help guide the council's actions. She is the oldest member among the council, having joined as a teenager

with the help of her prophetic abilities. Now in her eighth decade, she continues to use her abilities, though the effort and strain required to complete her divinations has slowed her predictions down to monthly or weekly events at most. She's a patient woman who loves to tell long-winded stories that only sometimes circle around to the point she's attempting to make. She sees the delegation as harbingers of inevitable change for Mzali but wishes to put them through their paces before she provides any support for their cause.

Contacting the Council: Even if the heroes realize speaking with the Council of Mwanyisa might be helpful for their goal, the council members deflect any attempts at contact. Due to their high position and diligent efforts to deter visitors, initial attempts to use the Contact a Mzali Figure to reach them automatically fail. It's not until the delegation has built some rapport with Nkiruka that she demands the council members make themselves available. Fearing retribution from Walkena, the council immediately opens up to the delegation, and heroes can attempt to Contact a Mzali Figure to meet the council. Thereafter, contacting the council using the Contact Mzali Figure activity requires a successful DC 27 Diplomacy check, DC 25 Religion check, or DC 30 Society check.

The heroes must meet with all four high priests, but they can do so in any order after they've successfully contacted the council. Once the heroes earn 2 Influence Points with a given high priest, that priest is won over, and the heroes can move on to a different member.

COUNCIL OF MWANYISA

N MEDIUM HUMAN HUMANOID

Walkena's inner circle

Perception +25

Will +22

Discovery DC 27 Mzali Lore, DC 32 Perception, DC 30 Society

Influence Skills DC 27 Mzali Lore, DC 30 Arcana (Simbwala only), DC 30 Medicine (Gondwi only), DC 30 Religion (Dzonzi only), DC 30 Society (Onami only), DC 30 Walkena Lore, DC 32 Diplomacy, DC 34 Deception, DC 34 Intimidation

Influence 2 The first high priest agrees to support the delegation. The heroes gain 30 XP.

Influence 4 The heroes secure the second high priest's support and gain 30 XP.



Influence 6 The third high priest agrees to back the heroes. The heroes gain 30 XP.

Influence 8 The fourth high priest pledges to aid the delegation. The heroes gain 30 XP and 1 Influence Point with Nkiruka. In addition, the Council of Mwanysa presents the delegation with golden relics of Mzali's past; the relics given to the heroes specifically are worth a total of 4,500 gp. Believing the delegation's mission will ultimately bolster the local economy and that it can recoup the costs in a short time, the council considers these elaborate gifts to be an investment rather than a loss.

Delegation Bias Koride assumes the council members are all pompous figureheads, and she's not shy about sharing this opinion in front of them. While she's present in a social encounter, critical successes to Influence or Discover the Council of Mwanysa are successes instead.



M'bele Numbe

M'BELE NUMBE

When the people of Vidrian reclaimed their nation from their Sargavan oppressors, Walkena watched as the nation fell into what he described as “turmoil caused by outsider influence.” He believed the Vidric people became unruly due to their constant exposure to non-Mwangi values. Walkena warned Mzali's people that, though the Vidric people had removed the colonialist influence from their lands, Vidrics still had the rebellious and dangerous ideas of the colonists dancing in their heads. The Vidric attempt to unite the Mwangi nations under the banner of “colonist deterrent” was only a ploy for Vidrian to take over Mzali, Nantambu, and other lands. Walkena would have none of it and closed his doors to Vidric influence, even as his people fled Mzali in secret, seeking greater freedoms in Vidrian.

When Vidrian began the process of rebuilding in the wake of its liberation, it sought allies. The Combined Mercantile Interests, a coalition of economic guilds based in the Vidric capital of Anthusis, started reaching out to neighboring nations and city-states in hopes of establishing trade to kickstart Vidrian's economy. After years of effort, Nkiruka convinced Walkena that the economic benefits might outweigh the risks—after all, Nkiruka was herself from Anthusis—and the god-king grudgingly allowed the Anthusis Traveling Merchant Guild into the city.

The guild's leader, a Bonuwat man by the name of **M'bele Numbe** (N male human trading master 11), was surprised to hear a positive response from Mzali. M'bele had taken the position as head of the guild only a few weeks earlier as the previous leader vacated due to a lack of progress in establishing trade routes, a fate that the guild's leaders met with some regularity. Determined to avoid the failures of the guild's previous leaders, M'bele quickly set off toward Mzali in hopes of establishing regular trade with the Temple City.

M'bele and his fellow merchants have been in the city for several weeks, undergoing a process similar to that of the Magaambyan delegation. The guild needs to earn the favor and respect of Mzali's leaders to earn a chance at an audience with Walkena. The arrival of the Magaambyan delegation represents a major obstacle for the guild. The movers and shakers of Mzali have limited time to meet with outsiders, and if the Magaambyan delegation takes priority, the guild could lose its opportunity to do something good for its homeland.

Contacting M'bele: The first time the heroes attempt to Contact a Mzali Figure, M'bele catches wind of their attempts. He seeks the delegation out within a day and attempts to speak with the heroes at the Golden Mouse. M'bele explains who he is and the Traveling Merchant Guild's goal in Mzali. He hopes that the guild will be done soon and can establish a trade agreement with the city. Once that's complete, the delegation can do as it sees fit. Until then, however, the Magaambya delegation should stand down and keep to its pleasant quarters. It's not hard to recognize M'bele's suggestion as a threat, and one born of desperation and fear.

If the heroes attempt to ease M'bele's feelings, he immediately feels patronized and takes his leave. In fact, anything short of agreeing to wait for the guild to finish its business causes M'bele to become upset. If they agree to give the guild the time it needs, they soon hear rumors that things won't go as easily as they wish. M'bele is not a great negotiator. He and the guild constantly run into stalling attempts, unsatisfactory deals, and more, ensuring that the guild is likely to take weeks or even months to make any sort of progress. During this time, Walkena grows impatient with the Magaambyan delegation, believing

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it to be taking advantage of his hospitality, and issues an ultimatum via a messenger: either proceed with diplomatic dealings or leave Mzali.

The heroes must continue to work toward their goal, much to M'bele's chagrin. Hoping to keep the delegation from interfering with the guild's negotiations, M'bele intends to interfere with the heroes' efforts. As long as M'bele remains upset, the heroes take a -2 circumstance penalty to any checks to Contact a Mzali Figure, as members of the guild attempt to spread misinformation about the delegation or generally keep it from properly contacting anyone in the city. The first time they take this penalty, the heroes overhear that it's due to the guild's interference, and they might think to speak with M'bele again to get him to stop. Otherwise, M'bele insists on meeting with the heroes once they reach a total of 4 Influence Points with Nkiruka, hoping to settle the matter once and for all.

Meeting with M'bele is a simple matter that takes only a day to arrange. M'bele prefers to meet at the Sunlit Inn on the north side of town. The guild members are staying at the inn and feel that meeting on their turf might help them get the edge in any negotiations with the delegation. As the heroes start convincing M'bele to work with the delegation, he becomes more and more humble, realizing that his attitude was mostly the result of his attempts to do good by the guild.

M'BELE NUMBE

N MEDIUM HUMAN HUMANOID

Head of the Anthusis Traveling Merchant Guild

Perception +18

Will +21

Discovery DC 23 Mercantile Lore, DC 28 Perception, DC 33 Religion, DC 26 Society

Influence Skills DC 26 Mercantile Lore, DC 29 Society, DC 31 Deception, DC 31 Diplomacy, DC 36 Intimidation

Influence 1 The heroes convince M'bele that the delegation isn't a threat to guild's efforts. The heroes no longer take a penalty when attempting to Contact a Mzali Figure. The heroes gain 30 XP.

Influence 4 The heroes and the guild determine a way to combine their efforts and make their requests intrinsic to each other's, guaranteeing that both groups will succeed together. Nkiruka is impressed with the combined negotiating power and realizes it's the heroes' doing, not the bumbling M'bele's. This earns the heroes 1 Influence Point with Nkiruka and 30 XP.

Influence 6 The heroes and the guild expand on their combined negotiating power, giving the two greater weight to throw around during discussions. The heroes

gain a +2 circumstance bonus to all checks to Influence other Mzali figures.

Influence 8 One week after the heroes reach this threshold, the guild succeeds in its negotiations. M'bele thanks the heroes for their help and gives them two gifts. The first is a *greater crafter's eyepiece* as an apology for his initial attitude. The second is clout with the merchants of Mzali. This grants the heroes a 5% discount with all merchants in the city for 1 year. The heroes gain 80 XP.

Delegation Bias Ahassunu is eager to hear about recent Vidric history; although she's heard much of it before, her memory of recent history is poor, and this makes her an engaging listener who shows interest in M'bele's past. If Ahassunu is present at social encounters with M'bele, the heroes' checks that would critically fail to Influence him are failures instead.

Weaknesses M'bele is intent on succeeding on behalf of the guild. Assuring him that the heroes will work to aid the economic stability of Vidrian reduces the Mercantile Lore or Society DC by 2.

Background: M'bele was the middle child of a merchant family. After his father passed when M'bele was a teenager, he took it upon himself to serve as the family's representative with a Sargavan trade company. After Vidrian's rise, M'bele joined the Traveling Merchant Guild in hopes of helping his family rise to a greater economic standing. This desire to do well by his family compelled him to take on the role of the guild's leader when the opportunity arose.

Appearance: M'bele is a heavyset man dressed in an elegant merchant outfit. He puts on an air of hostility, believing it to be helpful in negotiations.

Personality: Ambitious, irritable, outspoken.

SIHAR

Before the delegation's arrival in Mzali, Walkena warned his city that foreigners were coming. Though the Magaambyans would be honored guests, Walkena warned his citizens that unsanctioned attempts to contact these outsiders could lead to punishment. This warning gave the Bright Lions plenty of time to plan to reach out to the delegation in hopes of securing the Magaambya's aid to liberate Mzali. The Bright Lions spent the next several months planning the best method to contact the delegation.

The same day that the heroes meet with Nkiruka, **Sihtar** (LG female human rebel leader 13) and a trio of Bright Lions check in to the Golden Mouse, disguised as a family looking for a few days of relaxation away from their home. That night, Azeeko escorts Sihtar's group to the delegation's building, explaining that some locals would like to speak with

the Magaambyans. Sihar and her Bright Lions reveal themselves, forthcoming about their identities and the goals of the Bright Lions.

As a child, Sihar stumbled into an abandoned temple and learned of the Old Sun Gods of Mzali, the first rulers of the city who later ascended into divinity and watched over Mzali for generations. Having learned of their benevolence, she decided to work against Walkena and restore their kindly rule. She spent several years as a mercenary, amassing funds and allies, finally returning to Mzali to establish the Bright Lions. The clandestine group hides in plain sight within the city, with its members pretending to be devout followers of the god-king and slowly working their way into positions of power to topple the regime from within.

When Sihar reveals herself to the delegation, she notes that she's worked hard to reach this point and believes that the Bright Lions are on the cusp of undertaking their first major strike against Walkena. She believes that if the Bright Lions were to join forces with the Magaambya, the two could assure the liberation of Mzali. The fight would not be without its casualties, but it would be a decisive one.

As High Sun-Mage Oyamba made clear at the outset of the mission, the delegation is not in a position to aid the Bright Lions. The heroes might be inclined to join with them, but the other lore-speakers of the delegation are quick to point out that a failure on their diplomatic mission would mean that Walkena's current laws and punishments would remain in place. Worse yet, attempts to attack Walkena or his officials could lead to the punishment of innocent Mzali citizens. The delegation's hands are tied and attempts to aid the Bright Lions are almost certain to lead to negative repercussions for the people of Mzali. If the heroes nevertheless insist on joining with the Bright Lions, they must first formally resign their positions within the Magaambya. If they are unwilling to do so, the Magaambya is quick to terminate any connection they have with the heroes, declaring them rogue agents who broke away from the Magaambya and don't represent the academy. The heroes are on their own from this point on, and a campaign in which they work with the Bright Lions to topple Walkena is beyond the scope of this adventure path.

Sihar is an understanding woman, but disappointed when she learns that the delegation can't aid her. The

Bright Lions take their leave but tell the delegation that it can contact the Bright Lions later for anything. Though the delegation can't face off against Walkena, the Bright Lions recognize the good the delegation is trying to do for the people of Mzali and are willing to help.

The heroes might realize that the Bright Lions know Mzali well, and their knowledge of the city might be useful in helping the delegation with its efforts. The delegation can meet with Sihar later to get to know her and the Bright Lions better. If the heroes don't think to meet with the Bright Lions again, Nkiruka makes the suggestion the next time she meets with the delegation. Nkiruka notes that she's aware that the delegation was in contact with the Bright Lions. (A bluff, as Nkiruka has no evidence of a meeting, but she is sure it's inevitable.) She says that the Bright Lions attempt to contact all visitors to the city, and the delegation is not judged for the acts of criminals and rebels. Nkiruka states that the Bright Lions are a thorn in Walkena's side, and that the delegation might be able to prove its dedication to the diplomatic endeavors if it can convince the them to limit their rebellious activity while the delegation remains in the city.

Contacting Sihar: The heroes can speak with Azeeko to arrange meetings with Sihar, but contacting the rebel leader is still not easy. Contacting Sihar using the Contact a Mzali Figure activity requires a successful DC 30 Mzali Lore check, DC 35 Perception check, DC 33 Religion check, or DC 33 Society check. Sihar agrees to meet wherever the Magaambya's conversants are undertaking their work, so the heroes can disguise their meeting as simply checking on the students.

SIHAR

LG MEDIUM HUMAN HUMANOID

Leader of the Bright Lions

Perception +26

Will +23

Influence Skills DC 23 Mzali Lore (to remind Sihar of the innocents in the city), DC 31 Religion (to discuss the Old Sun Gods), DC 31 Warfare Lore (to discuss improvements to Bright Lion tactics), DC 33 Diplomacy, DC 35 Intimidation

Influence 2 Sihar shares the resources of the Bright Lions with the delegation. The heroes gain access to the lion scythe and sun sling weapons (page 78) as well as to



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the Bright Lion archetype on page 79. The heroes gain 30 XP.

Influence 4 Sihar recognizes that the Bright Lions need to stay out of the delegation's way for now. She commands the Bright Lions to reduce their actions in the city while the delegation is in Mzali. This earns the heroes 1 Influence Point with Nkiruka, who hears about the reduction in rebel activity almost immediately. The heroes gain 30 XP.

Influence 6 Sihar uses the eyes and ears of the Bright Lions to aid the delegation with contacting important figures in the city. The heroes need only half the normal time to Contact a Mzali Figure, to a minimum of 1 day.

Influence 8 The Bright Lions distract city guards and Mzali's secret police whenever the delegation goes out. The heroes can move through the city with impunity at all hours, even after curfew. The heroes gain 80 XP.

Delegation Bias Koride is careless in speaking aloud about the Bright Lions once she's met Sihar, and this puts the organization in jeopardy. If Koride is present at any social encounter to Discover Sihar, all subsequent failures to Influence or Discover Sihar become critical failures instead, as Sihar must work to provide extra cover for her organization.

Weaknesses Sihar is hoping to spread the word of the Old Sun Gods. Any hero who worships one of the Old Sun Gods or makes a promise to spread word of their faith reduces the Religion DC by 2.

Background: Sihar lived under the subjugating rule of Walkena until she learned of the Old Sun Gods. She then took their teachings, learned to fight, and formed the Bright Lions in hopes of liberating the city from Walkena's tyranny. More information on Sihar appears on pages 98–101 of *Pathfinder Lost Omens Legends*.

Appearance: Sihar is a tall, muscular woman with common Mzali clothing. She comes across as a kind woman capable of defending those she cares about.

Personality: Caring, inspiring, patient.

THEMBA SUFU

Walkena's sense of self-importance is tied to his view of himself as a great leader. To help satisfy his ego, Walkena demands that all the people of Mzali present themselves as happy citizens, smiling and never questioning his rule. Anyone who doesn't show

loyalty to Walkena and eagerness for life in Mzali risks incurring the god-king's wrath.

Themba Sufu (LE male human spy 15) is the leader of Walkena's secret police, a force dedicated to seeking out those citizens who dare show anything but joy in front of Walkena or anyone who dares challenge the god-king's rule. The secret police don't officially exist as an entity within the city's hierarchy or bureaucracy, but the group is an open secret among all the citizens of Mzali. Locals sometimes refer to the group as Walkena's Hand.

Themba is the son of two of Walkena's priests, making him the scion of the closest thing to nobility in Mzali.

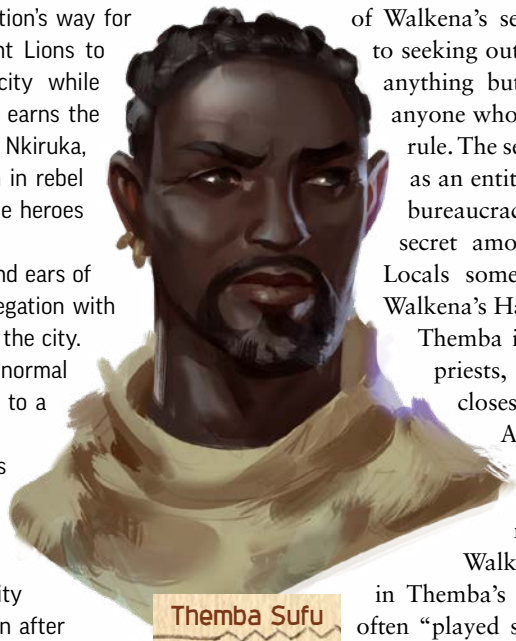
As a child, Themba watched as his parents gave themselves to Walkena and earned great rewards for their loyalty.


Walkena was an aspirational figure in Themba's eyes, and the young Themba often "played sun god," casting punishments on other children his age by burning them with fire or simply beating them. The children and their families could do nothing, however, as any attempts to prevent Themba's assaults would upset his parents, which in turn upset Walkena. Themba grew up knowing no consequences for his actions and indulging freely in his cruelty and ruthlessness.

Once he grew older, Themba was in a prime position to establish himself as a person of note in Mzali. Rather than follow in his parents' footsteps as a priest, Themba wanted something more hands-on. He joined the city guard but found it unsatisfying. He worked his way into Walkena's secret police and has served as its head for over two decades.

Themba is a reserved and calculating man. He delights in the power his position affords him and demands unquestioning loyalty from his subordinates. In a way, Themba is much like Walkena, save that he has no public persona to maintain. Themba is free to steal people away for the slightest offenses or hint of disloyalty. For many years, Themba kept his focus on uncovering outsider influences, particularly those from Avistan, but he's had his eye on the Bright Lions for the past few years. The fact that they've eluded capture for several years now only infuriates Themba, and his temperament continues to slip further and further into an ugly seething.

Themba believes that he could accomplish so much more if he was given a large force to command. In the years since the initial rise of the Bright Lions, Themba





has grown more and more convinced that he could put an end to the rebels if he also took command of Mzali's army. He sees Worknesh as an obstacle to this goal and spends a fair amount of time attempting to find a way to remove her as the Master of Spears. Unfortunately for Themba, Worknesh is a clever woman, and she's thwarted all his attempts at subterfuge. Themba fears that his only opportunity to take over as Master of Spears would be to eliminate Worknesh, but he knows that even with the secret police at his command, he is likely to fail at any assassination attempt. Further, Themba knows that if Worknesh were suspiciously murdered in the city, her death would only inflame Walkena's skepticism and spoil Themba's chances.

Contacting Themba: Officially, Themba commands the sun warriors, Walkena's personal guard detail. This is just his public role, however, and Themba leaves the sun warriors to **Ochieng** (LN female zombie human guardian 15), who normally commands the guards that defend the Temple of the Deathless Child. If the heroes don't think to contact Themba or Ochieng, one of their allies likely does. Sihar might bring up the idea that having Themba's or Ochieng's trust would make Walkena more comfortable and willing to meet. If the heroes already met with Zubari, he suggests something similar. Otherwise, the heroes can learn about Themba and Ochieng with a successful DC 25 Diplomacy check to Gather Information or a successful DC 20 Mzali Lore check.

Contacting either Themba or Ochieng using the Contact a Mzali Figure activity requires a successful DC 35 Diplomacy check, DC 33 Mzali Lore check, or DC 35 Society check. Ochieng, however, is a dead end. As an undead, Ochieng doesn't much care about what goes on outside the temple walls or anything that doesn't concern her orders. In fact, Walkena specifically chose Ochieng as the temple's guardian due to her dedication to the job and hasn't interacted with her beyond the occasional greeting for several years. Ochieng has nothing to offer the delegation, but she directs the heroes to speak with Themba about any matters related to the sun warriors or Walkena's defense.

Once contacted, Themba arranges meetings from his opulent manor in the northeastern part of the city. He puts on an air of friendliness to put the delegation at ease and unravel its intention. Even though he comes across as friendly, Themba is a rigid man who is set in his ways. He takes a long time to warm to the delegation. Once he does, he drops the facade of kindness and presents himself as he truly is: a serious man who puts his own goals first, seethes with rage, and harbors grudges.

THEMBA SUFU

LE MEDIUM HUMAN HUMANOID

Leader of Walkena's secret police

Perception +29

Will +26

Discovery DC 30 Diplomacy, DC 25 Mzali Lore, DC 38 Perception, DC 27 Society, DC 25 Underworld Lore

Influence Skills DC 31 Mzali Lore (to discuss the loyal state of Mzali's citizenry), DC 31 Underworld Lore (to hint at Themba's status as a master of secrecy), DC 34 Stealth (to appreciate the secret movements of Walkena's Hand), DC 36 Diplomacy, DC 38 Athletics (to discuss combat), DC 38 Deception, DC 41 Performance (to flatter Themba without coming across as a patronizing)

Influence 2 Themba grows suspicious of the delegation's intent. He commands members of Walkena's Hand to keep an eye on them, which causes other citizens to be wary about speaking with the heroes. The heroes take a -2 circumstance penalty to checks to Contact a Mzali Figure. If the Bright Lions are distracting the secret police on behalf of the heroes, they don't take this penalty.

Influence 4 Themba reports positively to Nkiruka. This earns the heroes 1 Influence Point with Nkiruka. The heroes gain 30 XP.

Influence 6 Themba drops his suspicions of the delegation and no longer assigns a member of the secret police to follow the heroes. They no longer take a penalty to checks to Contact a Mzali Figure. The heroes gain 30 XP.

Influence 8 The heroes manage to win Themba over, and he offers them a favor as a token of their friendship. He explains that he has members of Walkena's Hand not only in Mzali, but anywhere Mzali has interests (though he declines to be more specific than this). If the heroes call out, "May Walkena's Hand smite you!" and indicate any citizen of Mzali (other than Themba himself, of course), his agents will assassinate the citizen at their earliest opportunity. An important figure will take longer for the right opportunity to arise, he confides, but his people will get the job done. The heroes gain 80 XP.

Delegation Bias Themba knows that Izem fled Mzali and believes the man is working to undermine the city, not repair his reputation. While Izem is present in a social encounter with Themba, critical successes to Influence him are successes instead.

Resistances Themba is upset at Worknesh's current position. Any attempts to suggest the secret police and Worknesh's forces should work together increase the check's DC by 4.

Weaknesses Themba is bloodthirsty, so any anecdotes that feature brutality or the slaying of others cause him to perk up. Weaving these into a story with Athletics, Deception, or Performance reduces the DC by 2.

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Penalty Bringing up the Bright Lions in any capacity causes Themba to fly into a rage. He immediately ends any meeting, causing checks to Discover or Influence to automatically fail. If the heroes already attempted some of these checks, they retroactively fail and lose any Influence Points they gained in the process, though they retain whatever knowledge they Discovered. Themba becomes unwilling to meet with the delegation for 2 weeks, and the heroes must Contact a Mzali Figure again to arrange a new meeting with him after this time.

Background: Themba grew up as a cruel child subservient to Walkena. Once he reached adulthood, his violent heart earned him a place at Walkena's side, leading the king's secret police.

Appearance: Themba is a middle-aged man wearing fashionable Mzali clothing that belies his true role in the city's authority. He is surprisingly handsome and would likely be a fairly popular man had he a different role, but it's hard to ignore the rage that seems to bubble behind his eyes.

Personality: Calculating, manipulative, wrathful.

WEKESA

Walkena is nothing if not considerate of the people of Mzali. Unfortunately for his citizens, the god-king tends to let his temper and xenophobia get the better of his thinking. Recognizing he might not always make decisions with the best interests of the people of Mzali in mind, he created an official position to serve as a liaison for the needs of Mzali's citizens. The official title of the liaison is Ambassador to the Needs of Mzali and Bridge Between the Mind of Walkena and His People, but most people refer to the person in the position as the Voice of Mzali.

The current Voice of Mzali is a **Wekesa** (NE male human shaman 13), a former council member who earned the position as a reward for his loyalty to Walkena. Wekesa is the eldest child of a Zenj family that moved to Mzali after a flood destroyed their village. In a rare moment of generosity, Walkena took in the village's survivors and offered them homes and citizenship, an act that endeared the young Wekesa to Walkena. From that point on, Wekesa dedicated himself to serving his new home of Mzali and his new patron, Walkena, hoping to live up to the example that Walkena set for him.

As Wekesa grew older, Walkena's teachings slowly turned Wekesa into an evil man. Much like Walkena,

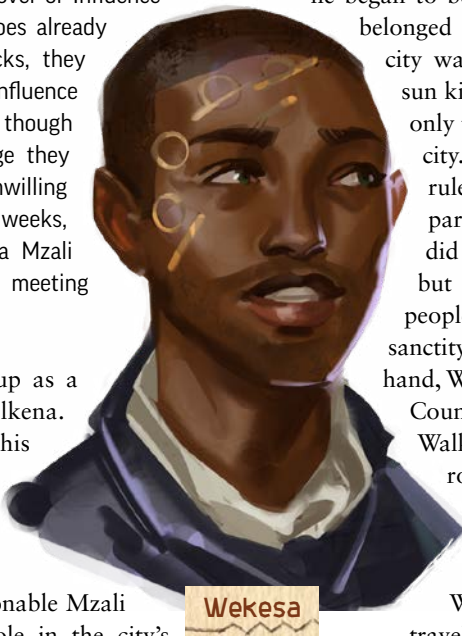
he began to believe that Mzali was a place that belonged only to the people for which the city was originally designed. The ancient sun kings chose the people of Mzali, and only their progeny were deserving of the city. In some rare cases, Mzali's rightful ruler could invite outsiders to become part of Mzali—much like Walkena did with Wekesa and his family—but otherwise, Mzali was only for its people and any outsiders threatened the sanctity of the city. With these beliefs in hand, Wekesa earned a position among the Council of Mwanyisa, and eventually Walkena's favor, elevating him to the role of Voice of Mzali.

In his position, Wekesa is in charge of taking the needs of Mzali's citizens to Walkena.

Wekesa spends a lot of his time traveling through the city and meeting with common citizens. Wekesa is adept at logging all of the citizenry's requests and bringing them to Walkena. Whether or not Walkena acts on these requests doesn't concern Wekesa; he simply reports his findings. One thing that he doesn't do, however, is log the needs of non-Mzali citizens. Although they may reside within the city walls, Wekesa only cares to speak with true citizens of Mzali.

Contacting Wekesa: Finding Wekesa is a surprisingly difficult task. The people of Mzali see him as an ally and are reticent to share his whereabouts. The heroes have a decent chance of spotting Wekesa if they keep an eye out for him, rather than relying on Mzali's citizens to locate him. Contacting Wekesa using the Contact a Mzali Figure activity requires a successful DC 35 Diplomacy check, DC 33 Mzali Lore check, DC 30 Perception check, DC 30 Religion check, or DC 35 Society check.

Wekesa prefers to meet in the city while he's making his rounds to communicate with citizens. He doesn't want to lose too much time for his standard duties by meeting with the delegation. Additionally, by keeping his meetings in the open, Wekesa believes he's safer as the citizens of Mzali will defend him if anything goes wrong. As the heroes start convincing Wekesa that the delegation's efforts can help the people of Mzali, he grows to like the delegation and sees that its members are similar to the citizens he serves. This small revelation is the first step for Wekesa to undo his xenophobic mindset. If the heroes work with him,



they can convince Wekesa of the evils he's helped support and put him on the long, difficult path toward a redemption, though such an act is outside the scope of this adventure.

WEKESA

NE MEDIUM HUMAN HUMANOID

Voice of Mzali

Perception +23

Will +26

Discovery DC 35 Diplomacy, DC 33 Mzali Lore, DC 30 Perception, DC 35 Society

Influence Skills DC 31 Mzali Lore (to talk about all Walkena has done for the city), DC 34 Deception, DC 34 Walkena Lore, DC 36 Diplomacy, DC 36 Society, DC 41 Intimidation

Influence 2 Wekesa connects the heroes with local cart drivers, offering them free transport during their time in Mzali. The heroes double their travel time within the city and gain 30 XP.

Influence 4 Wekesa recognizes that the delegation means no harm for the people of Mzali and communicates his approval to Nkiruka. This earns the heroes 1 Influence Point with Nkiruka. The heroes gain 30 XP.

Influence 6 The citizens of Mzali recognize the heroes as friends of Wekesa and more freely communicate with them. The heroes gain a +2 circumstance bonus to checks to Contact a Mzali Figure.

Influence 8 Wekesa decrees the heroes to be honorary citizens of Mzali and provides them ownership of a private home in the city. The luxurious home is valued at 5,000 gp, which the heroes can acquire if they sell the home. Renting out the lavish home earns the heroes 50 gp per month, but they must return to Mzali to collect this rent. Regardless of what they do with this home, the heroes gain 80 XP.

Delegation Bias Nhyira is eager to talk about culture and art with Wekesa, and how it can lift public sentiment. Wekesa responds very positively to her suggestions. While Nhyira is present in a social encounter with Wekesa, checks that would succeed in Influencing him are critical successes instead.

Resistances Suggesting that Wekesa is bad at his job by noting that he doesn't follow up on the citizenry's requests or that little has changed for the people of Mzali infuriates Wekesa, increasing the DC of the check by 4.

Background: Wekesa grew up believing Walkena to be a benevolent figure and followed the god-king's

teachings as best he was able. He therefore fell deep into the propaganda Walkena and his supporters push and is wholly immersed within it. This propaganda has turned Wekesa into a selfish man loyal only to an idealized vision of Walkena.

Appearance: Wekesa is a young Zenj man who dresses much like a priest of Mzali, dressing in colorful robes accompanied by dozens of golden bracelets. He marks his face with gold paint to make him stand out to the people he serves.

Personality: Friendly, reserved, observant.

WORKNESH

Worknesh (page 90) serves as the Master of Spears, head of Mzali's military. She sees the delegation as her first opportunity to test the might of outsiders. With the rebellions in Vidrian now a few years past, Worknesh worries that it's only a matter of time before the flames of rebellion burn toward Mzali. She believes that understanding the potential of outsiders to threaten Mzali will be important in the coming years.

Contacting Worknesh: To get in contact with Worknesh, the heroes must slowly work up the chain of Mzali's law enforcement. They first have to go through standard guards, moving up to guard captains, and then the chief guard. Eventually, they can get in contact with a Jackal Guard who can connect the delegation with Worknesh. Worknesh holds her meetings at the Jackal Guard base, located just east of the Temple of the Deathless Child. She always keeps a pair of Jackal Guards at her side during these meetings in hopes of intimidating the delegation members. Contacting Worknesh using the Contact a Mzali Figure activity requires a successful DC 30 Mzali Lore check, DC 37 Diplomacy check, or DC 35 Warfare Lore check.

WORKNESH

LE MEDIUM HUMAN HUMANOID

Walkena's Master of Spears

Perception +28

Will +28

Discovery DC 32 Mzali Lore, DC 37 Perception, DC 35 Society

Influence Skills DC 32 Warfare Lore (to discuss offensive combat techniques), DC 35 Acrobatics (to discuss defensive combat techniques), DC 35 Athletics (to discuss training techniques), DC 35 Intimidation, DC 35 Mzali Lore, DC 37 Deception, DC 39 Diplomacy, DC



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39 Performance (to discuss the performative aspects of combat), DC 39 Society

Influence 2 Worknesh invites the delegation to a combat performance later in the week. The performance features members of the Jackal Guard engaging in sparring matches and retellings of the history of Mzali, with exciting combat peppered in. The heroes are under no obligation to go, but if they do, they are Worknesh's esteemed guests. During the performance, she takes the time to introduce the heroes to other key leaders in the city: Themba, Wekesa, and Zubari. This meeting gives the heroes inroads to contact these other leaders (even though Themba is decidedly cool to Worknesh). If the heroes' next attempt to Contact a Mzali Figure is to reach out to Themba, Wekesa, or Zubari, the attempt has a result no worse than a success.

Influence 4 Worknesh wants to know the delegation's combat capabilities and invites the heroes to an exhibition fight. See **Worknesh's Challenge**, below, for details on how this plays out.

Influence 6 Worknesh acknowledges that the delegation is unlikely to pose a threat to the city and shares her approval with Nkiruka. This earns the heroes 1 Influence Point with Nkiruka. The heroes gain 30 XP.

Influence 8 Worknesh finds a kind of kinship with the delegation, recognizing its ambition. She presents the heroes with a cache of armaments as a gift and sign of respect—or of pity if she genuinely thinks they're poor combatants. While the armaments are very elegant, Worknesh is against mistreatment of weaponry by making them more decorative than functional—each piece can be used in a fight. The armaments include a *breastplate of command*, an *iron equalizer*, and a *+1 striking axiomatic warhammer with a greater binding coil* (*Secrets of Magic* 173) affixed to it.

Delegation Bias Even Worknesh has heard of Mafika's combat prowess in the Ruby Phoenix Tournament, and she's wary of his martial abilities. If Mafika is present during social encounters with Worknesh, checks that would fail to Influence her are critical failures instead.

Resistances Worknesh is intent on proving the might of Mzali and, by extension, herself. Any attempts to question the techniques of Mzali's military, compare Mzali's fighting style to other styles, or something else in a similar vein causes Worknesh to go on the defensive, increasing the DC of the check by 2.

Weaknesses Leaning into Worknesh's pride in her might and that of Mzali pays dividends. Expressing praise for Mzali's forces or intentionally discussing clearly inferior combat techniques causes Worknesh to see the heroes as unskilled in strategic analysis, which endears them to her. This lowers the DC of the check by 4.

Background: Worknesh grew up knowing constant

violence in her life. After losing much of her family to an attack on the city, she joined with the city guard, slowly moving up the ranks until reaching the position of Master of Spears, overseer of Mzali's military. More information on Worknesh is found on pages 90-91.

Appearance: Worknesh is a powerful warrior clad in golden splint mail. She has a commanding presence and is never without her magical spear, a gift from Walkena himself.

Personality: Determined, proud, stoic.

WORKNESH'S CHALLENGE

MODERATE 12

Worknesh invites the heroes to spar with her Jackal Guards to showcase the Magaambya's skill and combat prowess. Though she presents this as a friendly match, Worknesh intends to use the combat to critically size up the heroes and determine whether or not they represent a strategic threat to Mzali. The players might suspect this motive; if not, heroes can discern Worknesh's intent with a successful DC 30 Perception check to Sense Motive. If they ask Worknesh about her motive, her direct nature prevails, and she's surprisingly forthcoming on the intent of the match.

The match takes place on the Jackal Guards training grounds with Worknesh and a few other high-ranking Jackal Guards as referees. If the heroes are unaware of Worknesh's intent, run the combat as normal; the heroes aren't likely to lose, as the Jackal Guards are much weaker than they are. If the heroes deduced Worknesh's motive for the match, they also realize that showing weakness during the match could ingratiate them to her. Worknesh can analyze combatants with great accuracy, however, and intentionally holding back one's skill is difficult.

The heroes can attempt to bluff about their abilities during combat using the Combat Ruse action. Some characters, especially paladins, might be uncomfortable with attempting a ruse, but not throwing full-strength blows isn't a lie or a dishonorable way of fighting, so performing a ruse isn't anathema to a champion's tenet or their cause.

COMBAT RUSE ◆

CONCENTRATION VISUAL

Frequency once per round

You attempt to obfuscate your full combat potential or even intentionally perform a mediocre action to fool others into thinking you're a poor combatant. Attempt a skill check related to your combat style. This is likely an Athletics or Acrobatics check for physical combat, or an Arcana, Nature, Occultism, or Religion check for your spellcasting tradition; you can instead use Deception, Performance, or an applicable Lore skill to bluff about your abilities. The GM

might allow you to use another skill to create a suitable ruse. The DC is the Will DC of the creature you're trying to fool (in this case, Worknesh is distracted by watching her own troops, reducing the DC from 38 to 33).

Critical Success Your ruse is exceptional! You gain 2 Ruse Points.

Success You pull off the ruse. You gain 1 Ruse Point.

Critical Failure Your attempt is not only a failure, but an obvious one. You lose 1 Ruse Point.

Creatures: Worknesh selects a group of her loyal guards to spar with the heroes. The guards use Spear Vault to leap around the battlefield and Knocking Sweep if there are multiple heroes within reach. A Jackal Guard surrenders when reduced to fewer than 40 Hit Points. Once one side is defeated, or after 10 rounds of combat, Worknesh calls for an end to the fight. The winners of the match should be obvious, though if the match ends in a time out, Worknesh declares the team with the least injured members standing the winner.

JACKAL GUARDS (4)

CREATURE 10

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Initiative Perception +19

Ruse Results: If the heroes chose to attempt the ruse, they may have deceived Worknesh. Just how much they deceived her depends on the group's total number of Ruse Points. This determines Worknesh's tactics when the heroes face her in Chapter 3. If the heroes lose the match, they gain an additional 2 Ruse Points; if they win, they lose 1 Ruse Point instead.

3 or fewer Ruse Points: Worknesh isn't fooled at all.

4–7 Points: Worknesh slightly underestimates the heroes. She begins combat in Chapter 3 both clumsy 1 and enfeebled 1.

8–11 Points: Worknesh is moderately deceived, and she believes the heroes to be subpar combatants. She begins combat clumsy 2 and enfeebled 2.

12–15 Points: Worknesh believes the heroes to be generally ineffective combatants. She begins combat clumsy 3 and enfeebled 3.

16 or more Points: Worknesh is fully deceived and doesn't see the heroes as a combat threat. She begins combat clumsy 4 and enfeebled 4.

Treasure: A number of guards place bets during the match. If the heroes win, some of the guards share their winnings with the heroes as thanks for helping them earn some extra gold. The amount of gold the heroes win depends on how successful their ruse was, as the ruse dramatically changed the betting odds mid-match. The heroes get 100 gp (3 or fewer Ruse Points), 500 gp (4–7 Ruse Points), 1,000 gp (8–11 Ruse Points), 2,000 gp (12–15 Ruse Points), or 5,000 gp (16 or more Ruse Points).

XP Award: Whether they win or lose, the heroes gain 80 XP, as if they had defeated the Jackal Guards in combat. If the heroes manage to gain at least 8 Ruse Points, award them an additional 30 XP.



ZUBARI

Zubari (LE male human priest of Walkena 15) serves as head priest of Walkena's faith as well as the head of the Council of Mwanyisa. He oversees the council and, by extension, everyday administration of the city. This runs the gamut from city finances to managing the city's waste to collecting taxes. Unfortunately for Zubari, the Council of Mwanyisa is a generally complacent entity, so he has to handle many of the council's duties himself or they don't get done. Zubari is a man stretched thin dealing with everyday tasks as an administrator alongside his priestly duties.

Contacting Zubari: Getting in touch with Zubari is a somewhat difficult process, not because he's elusive, but because he's usually dealing with day-to-day matters or addressing the city's latest problem. These issues pull him away from his office in the Temple of the Deathless Child for hours every day. With a bit of effort, the heroes can pin Zubari down when he's in and set up a time to meet with him. These meetings are usually short, however, as Zubari is nearly always called away to deal with another problem. It's clear the man is stressed, and he sees the delegation's efforts as potentially more work for him in the future. If he sees the delegation organize the Council of Mwanyisa's support, Zubari recognizes the heroes' tactics as those he can use himself to whip the council into shape and ease some of his work. Contacting Zubari using the Contact a Mzali Figure downtime activity requires a successful DC 35 Mzali Lore or Walkena Lore check,

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DC 37 Diplomacy check, DC 32 Religion check, or DC 39 Society check.

ZUBARI

LE MEDIUM HUMAN HUMANOID

Head priest of Walkena

Perception +27

Will +27

Discovery DC 35 Mzali Lore, DC 37 Perception, DC 30 Religion

Influence Skills DC 32 Administration Lore (to discuss administrative shortcuts to getting tasks done), DC 32 Legal Lore (to suggest improvements to city regulations), DC 35 Mzali Lore, DC 35 Religion, DC 37 Diplomacy, DC 39 Intimidation, DC 39 Society, DC 42 Deception

Influence 2 Zubari assigns a few priests of Walkena to aid the delegation. Once per week, the heroes can request a free spellcasting service. The priests can cast any common divine spell of 5th level or lower for them. The heroes gain 30 XP.

Influence 4 Zubari is satisfied with what the delegation is attempting to do in Mzali. He notifies Nkiruka of his approval. This earns the heroes 1 Influence Point with Nkiruka. The heroes gain 30 XP.

Influence 6 Zubari places the delegation in contact with his mercantile contacts located throughout the Mwangi Expanse. This expands the wares that the heroes can buy while in Mzali. This increases the city's level to 14 for the purposes of purchasing items (instead of 8, as indicated on page 220 of *The Mwangi Expanse*).

Influence 8 Zubari offers to place a blessing upon the delegation. This blessing comes with a mote of Walkena's power. The heroes gain fire resistance 2 for 1 year. A hero who already has (or later gains) fire resistance increases it by 2 instead. As this blessing comes from Walkena, it doesn't protect against fire damage originating from Walkena, his priests, or any of his followers. The heroes gain 80 XP.

Delegation Bias Takulu realizes that many of Zubari's administrative problems are due to a failure to teach his underlings properly. Takulu offers Zubari some advice in this regard, and the priest considers this valuable. If a hero fails (but does not critically fail) a check to Influence Zubari while Takulu is present, that hero can reroll the check and take the new result. This is a fortune effect.

Resistances Non-Walkena faiths makes Zubari uneasy. Bringing other faiths, or openly wearing a religious symbol of another faith, increases the DC for the check by 1.

Weaknesses Zubari has a lot to manage as the head of the Council of Mwanyisa, and the heroes can make his life easier by encouraging the high priests to cooperate.

The heroes gain a cumulative +1 circumstance bonus to checks with Zubari for every high priest whose support they have earned.

Background: Zubari is a Mzali-born man who joined the priesthood of Walkena as a way of improving his own status in life. He moved up the ranks in priesthood over several years, eventually earning his current position after uncovering the previous head priest's connections to the Bright Lions.

Appearance: Zubari is dressed in the head priest's robes, a colorful golden yellow outfit with a small crown made of gold. His bright and colorful appearance are contrasted by his generally stoic demeanor.

Personality: Distracted, quiet, tense.

Meeting Walkena

Once the delegation earns Nkiruka's approval by gaining 8 Influence Points with her, she sets up a meeting with Walkena the following week. This gives the heroes one more week to meet with any other important figures they'd like and perhaps earn a few more last-minute Influence Points.

The meeting with Walkena takes place within the throne room of the Temple of the Deathless Child. The entire Magaambya delegation is present, along with Nkiruka, Themba, Worknesh, Zubari, and two dozen reborn sun warriors standing vigilantly at attention. Read or paraphrase the following as the meeting with Walkena begins.

Clad in white silk robes, a golden shawl, and a radiant crown, Walkena strides into the chambers, a look of confidence upon his young, sunken face. The rest of the people in the room throw themselves to the floor, prostrating before the god-king. With a gesture, he commands everyone to stand and return to their seats. He looks around the room, eventually resting his gaze on the Magaambya delegation, a warm but somewhat strained smile on his face. He begins to speak with a dry rasp to his voice.

"I understand you have worked hard to earn some time to speak with me. I've been told that you would ask me to enact some changes to the way I rule my city. Your efforts and your... persistence have truly paid off, I would say. I have considered the words you've shared with my officials and the words you've shared with me through Nkiruka. I think you will be pleased to hear that I agree. It is indeed time for some changes in Mzali, and you should be proud of all you've done here. Now then, let me tell you everything you've done for my beautiful city."

Walkena's pledge to the delegation varies based on the results of its attempts to influence the important

people of Mzali. The overall effect of the delegation is based on the total number of Influence Points with Mzali figures the heroes have earned.

42–44 Points: The heroes made the minimum effort to convince Walkena and the rest of Mzali, so the god-king returns the favor in kind. He promises to no longer set the death penalty as the mandatory punishment for all non-Mwangi individuals, though he reserves the right to issue death penalties in individual cases as he sees fit.

45–49 Points: Walkena is convinced to rescind the death penalty as a punishment for all non-Mwangi individuals, citing exile as the worst possible punishment in these cases. He maintains the death penalty for extreme individual cases, such as treason.

50–54 Points: Walkena decrees exile as the harshest punishment for non-Mwangi people in Mzali and eases requirements to receive his seal. This allows more outside merchants to visit the city and opens the city up to other interested parties, such as doctors and teachers.

55–59 Points: Walkena replaces the death penalty with exile and increases access to his seal. He also opens up trade to all outside traders, without requiring his seal, creating free trade between Mzali and the rest of the Mwangi Expanse, though other visitors still require Walkena's approval to enter Mzali.

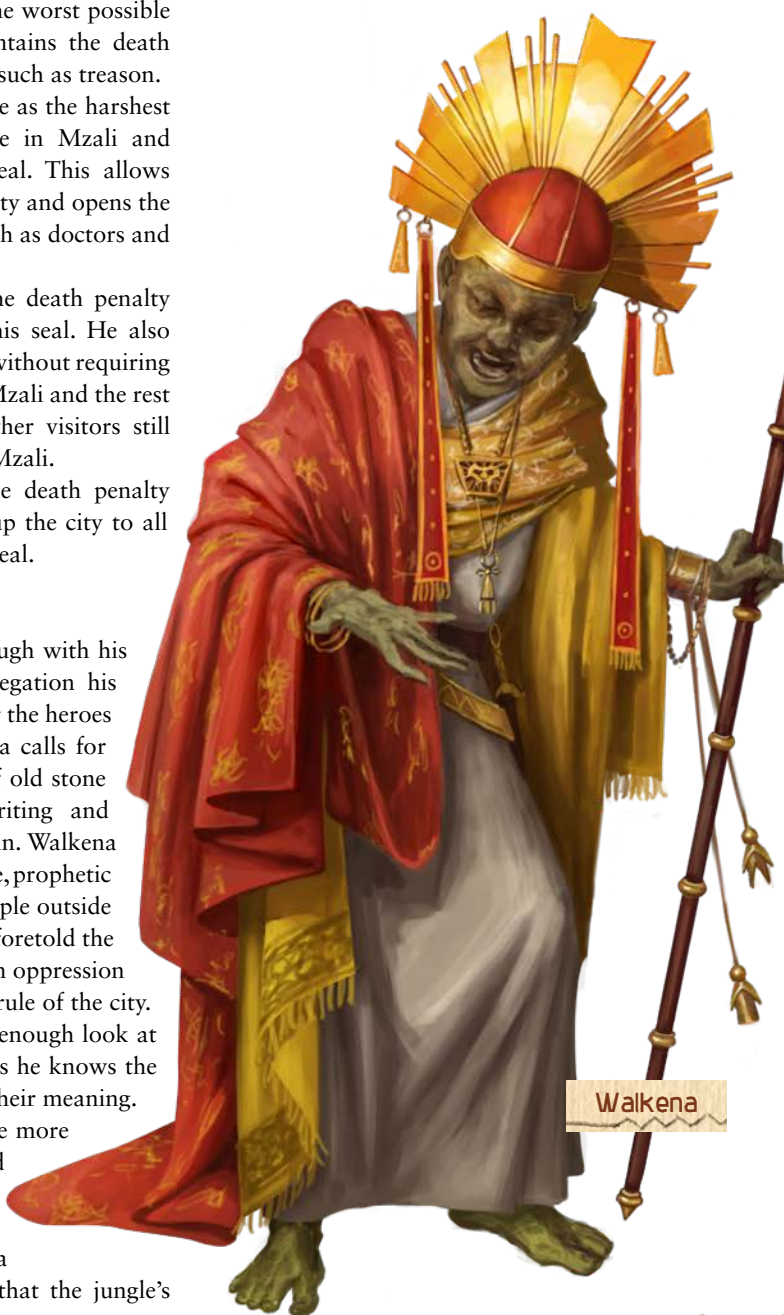
60–64 Points: Walkena repeals the death penalty for non-Mwangi people and opens up the city to all outsiders, removing the need for his seal.

ONE LAST REQUEST

Walkena isn't quite ready to go through with his promise, however. He gives the delegation his word to enact his policy changes after the heroes complete one favor for him. Walkena calls for assistants, who bring in a number of old stone tablets bearing ancient Mzunu writing and symbology referencing fire and the sun. Walkena explains that these are the tablets of fire, prophetic tablets found near an abandoned temple outside Mzali. He declares that these tablets foretold the rise of Walkena to liberate Mzali from oppression and serve as a symbol of his rightful rule of the city. He doesn't let the heroes get a close enough look at them to dispute this interpretation, as he knows the tablets of fire aren't entirely clear in their meaning.

Walkena believes that there may be more tablets of fire within the abandoned temple, which is known as the Shrine of the Eclipse. The temple has sat untouched for decades, Walkena admits to the heroes, and he fears that the jungle's

denizens may have made the temple unsafe for his archivists to visit. He wants the heroes to clear the temple of dangers and bring any other tablets of fire they find there back to Nkiruka. If the heroes object, Walkena simply notes that this task will help enrich the culture of Mzali and is for the good of all his people. Whether or not the heroes agree, Walkena takes his leave, noting with a smirk that he won't complete his end of the bargain until the heroes finish this task. With his exit, the sun warriors escort the Magaambya delegation from the temple.



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Wielding the power of the sun kings, the wicked people stormed Walkena's temple. The battle was mighty, and the blows rang for ten days and ten nights. In the end, Walkena perished. The old sun kings came down to Mzali to bury their progeny beneath the city. They hoped he could reflect on his cruelty and learn from death what he could not learn in life.

Once Walkena was buried, the sun kings asked the empowered warriors to return the might. These warriors laughed and laughed. "We are just as mighty as you, sun-kings, and there are many more of us. We will do as we please." The warriors struck the sun kings, forcing them to flee, and declared themselves the new rulers of the city. They called themselves the Council of Mwanyisa and forced all to bow before them.

For generations, the council ruled with great power, but each generation grew a bit weaker. The might of the sun kings wasn't the council's to keep, and each new ruler lost more of this power. Soon, the council was not strong enough to protect Mzali. The jungle creatures entered the city and took what they wanted. The rains and winds destroyed what they liked. The people of Mzali called to the council to protect them, but the council could do nothing for they were weak.

The people of Mzali searched for help wherever they could. They looked in the jungle and in the skies and beneath the city. Within a tomb they found someone who could help: a sun king! He was dead, but they brought him into the daylight and the animals were afraid of him and the storms fled from him. For a time, Mzali was safe again.





CHAPTER 2: RAISING THE SUN

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The heroes receive directions to the Shrine of the Eclipse to the north of Mzali. Walkena considers their task a victory for him, regardless of the outcome. If the heroes fail, they are finally out of Walkena's way, and he can enact whatever trade agreements and other policies he sees fit with the Magaambya's principal negotiators gone. If the heroes succeed, he can reclaim the remaining tablets and use them to uncover further secrets about himself—and potentially grow his own power.

Walkena is in no rush, so the heroes have as much time as they like to complete this final task. They can finish up any conversations or quests from Chapter 1 they left incomplete, or even perform more Practical Research in the necropolis. This is also a great time to provide a few quests or encounters of your own design if the heroes are not yet 13th level. They can sell treasures and purchase new equipment, working with M'bele to arrange orders from outside the city if they choose.

The journey to the Shrine of the Eclipse is relatively eventless. Though the jungles outside of Mzali are filled with dangers, the city's guards keep the area immediately surrounding the city safe. The heroes can follow the road north of town for the majority of the journey, so they shouldn't worry about random encounters they can't easily handle at their level. It's only once the heroes get close to the shrine that they are in any real danger.

GRAVE DANGERS

MODERATE 13

The area containing the shrine was once a home to the people of ancient Mzali. Not all of Mzali's residents chose to live within the city walls, due to personal preferences or the nature of their jobs. Hunters, fishers, and farmers all relied on the Pasuango River for their livelihoods, and many instead took residence in the small villages that dotted the length of the river. One of these villages was Mzali-Jimbuani, which roughly translates to "Younger Mzali" in the ancient Mzunu language.

Today, Mzali-Jimbuani is an abandoned ruin. Many of these ruined buildings are crypts and mausoleums dedicated to ancient citizens of Mzali who wished to be buried near their childhood homes instead of within the city. Mzali-Jimbuani is riddled with crypts as a result.

Creatures: The large number of crypts attracts a fair number of karinas, fiendish owl-like corpse thieves. Dozens of karinas stalk the ruins of Mzali-Jimbuani, but they pose no real danger to the heroes; the fiends aren't powerful enough to contend with their magic and might. However, the abundance of corpses has also attracted more powerful versions of karinas. Known as grave karinas, these beasts have received great power from consuming the corpses of powerful figures.

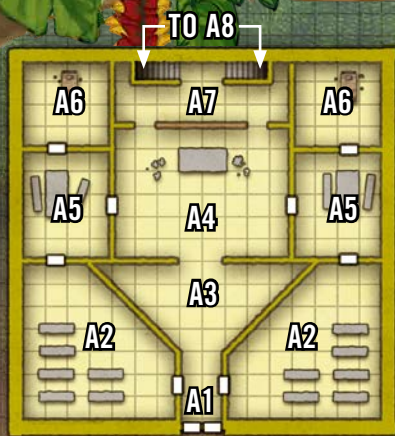
CHAPTER 2 SYNOPSIS

In this chapter, the heroes travel to the Shrine of the Eclipse outside of Mzali. There, they investigate the shrine and learn that it's full of undead and other creatures. Further investigation determines the shrine was once the temple of Dajermube, an ancient citizen of Mzali descended from the Old Sun Gods. Dajermube remains trapped beneath the shrine, and the heroes have an opportunity to release her and learn powerful secrets about the shrine and Dajermube herself.

CHAPTER 2 TREASURE

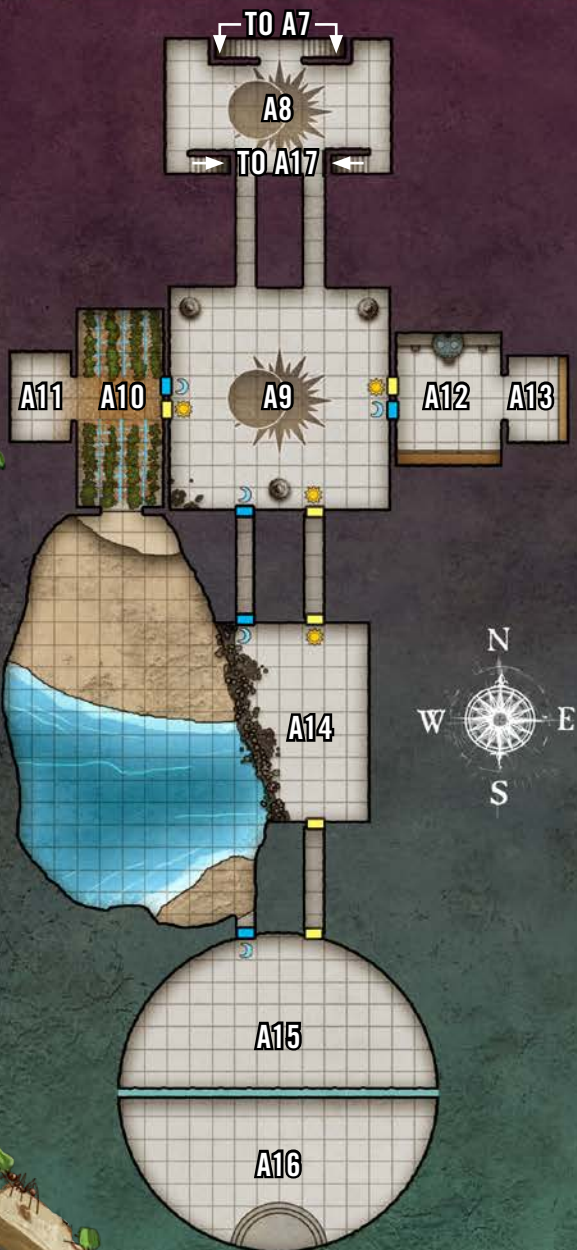
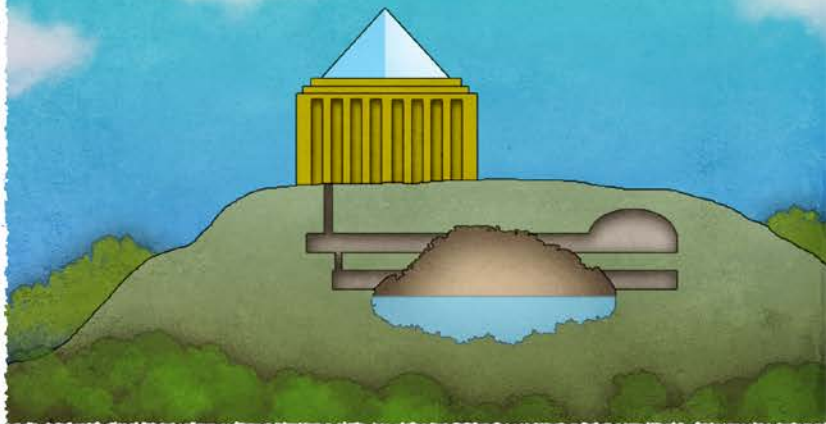
The permanent and consumable items available as treasure in Chapter 2 are as follows.

- +1 striking maul
- bracers of armor type II
- dancing rune
- dazing coil
- deflecting branch (page 75)
- goggles of night
- golden lions wondrous figurine
- greater cloak of elvenkind
- greater healer's gel (*Secrets of Magic* 168)
- greater holy prayer beads
- greater midday lantern (page 76)
- greater potion of fire resistance
- greater twilight lantern (page 76)
- immovable rod
- moderate thurible of revelation
- scroll of eclipse burst
- traveler's any-tool
- wand of vital beacon 6th

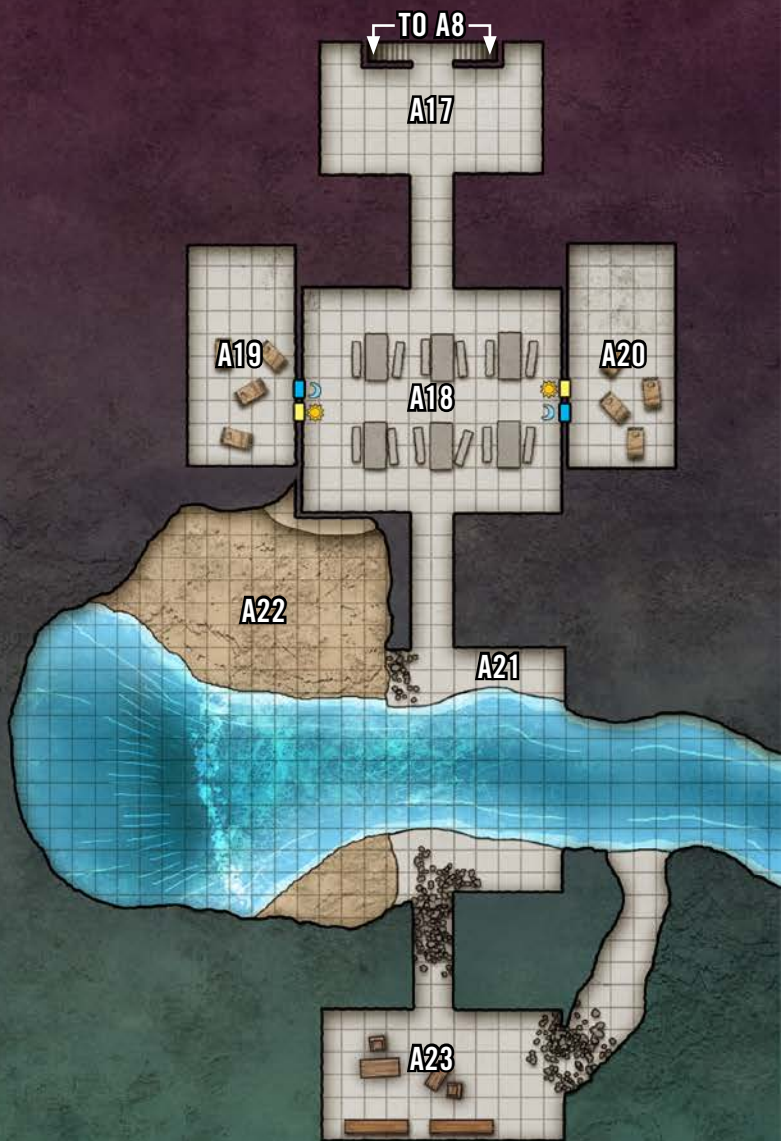


SHRINE OF THE ECLIPSE - GROUND FLOOR

SHRINE OF THE ECLIPSE



SHRINE OF THE ECLIPSE - LEVEL 1



SHRINE OF THE ECLIPSE - LEVEL 2
1 SQUARE = 5 FEET

As the heroes approach the shrine, they move through the grave karinas' territory. These avian fiends seek to defend Mzali-Jimbuani from intruders, hiding in the treetops and watching from a distance. The grave karinas wait until they can surround the party from multiple sides. Once the ambush is set, the grave karinas use their sound imitation to mimic the cries of lost children to give the heroes pause.

The first grave karinas descend from the treetops and use their breath weapons to create cover for the rest. The remaining beasts rush the heroes and control their shadows, in hopes of turning the heroes against themselves. If they manage to control a hero with a particularly powerful appearance, they instead command that hero to flee. The grave karinas seek to defend their larder of corpses and fight to the death.

GRAVE KARINAS (4)

CREATURE 11

RARE NE LARGE BEAST FIEND

Variant karina (*Pathfinder Lost Omens The Mwangi Expanse* 301)

Perception +21; darkvision, smoke vision

Languages Common, Necril (can't speak any language)

Skills Acrobatics +22, Athletics +21, Deception +22, Stealth +24

Str +4, **Dex** +7, **Con** +4, **Int** -1, **Wis** +2, **Cha** +7

Smoke Vision Smoke doesn't impair a grave karina's vision; they ignore the concealed condition from smoke, including the ash they create with their Breath Weapon.

Sound Imitation A grave karina who succeeds at a Deception check to Lie can mimic any voice they have heard. They have a +4 circumstance bonus to this check.

AC 30; **Fort** +21, **Ref** +24, **Will** +19

HP 240; **Weaknesses** good 10

Speed 10 feet, fly 50 feet

Melee ♦ **beak** +24 (magical, reach 10 feet), **Damage** 2d10+16 piercing plus grave blight

Melee ♦ **claw** +22 (agile, magical), **Damage** 2d8+13 slashing plus grave blight

Melee ♦ **talon** +24 (magical), **Damage** 2d6+13 piercing plus Grab

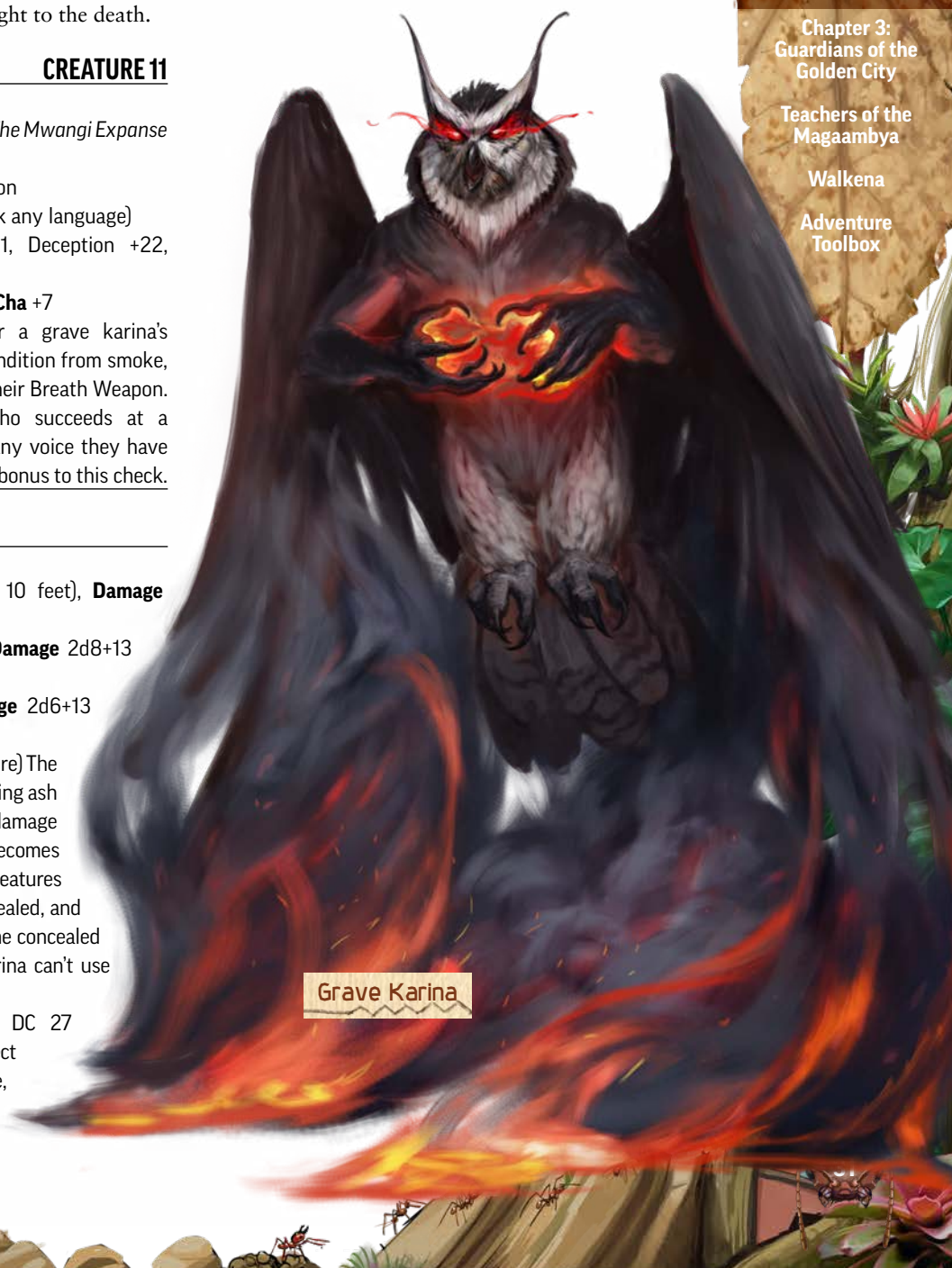
Breath Weapon ♦♦ (divine, evocation, fire) The grave karina breathes a cloud of burning ash in 30-foot cone that deals 9d8 fire damage (DC 30 basic Reflex save). The area becomes filled with ash for 1 round. All creatures within the cloud of ash become concealed, and all creatures outside the cloud become concealed to creatures within it. The grave karina can't use Breath Weapon again for 1d4 rounds.

Grave Blight (disease) **Saving Throw** DC 27 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 poison damage,

and sickened 1 (1 day); **Stage 3** 2d8 poison damage, every hour the victim must succeed at another Fortitude save or be confused for 1 minute, and sickened 2 (1 day)

Mocking Cry ♦ (auditory) The grave karina mimics a voice and mocks a creature within 30 feet. They attempt a Deception check to Demoralize the creature. Regardless of whether the check succeeds, the target is temporarily immune to the grave karina's mocking cry for 1 hour.

Shadow Command ♦♦ (concentrate, manipulate) **Frequency** once per day; **Requirements** The grave karina is adjacent to a creature that's casting a shadow; **Effect** The grave karina drives a talon into a creature's shadow and attempts to manipulate it like a puppet with the effects of *dominate* (DC 27 Will save), except the duration is only 1 minute.



Grave Karina

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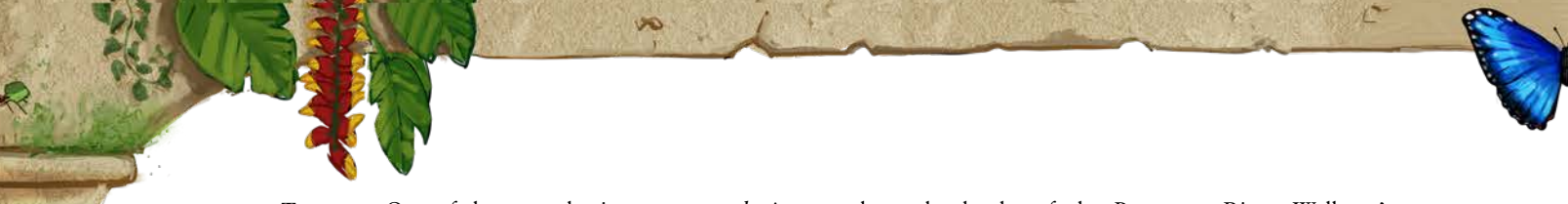
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Treasure: One of the grave karinas wears a *dazing coil* around its neck, a trophy claimed from a traveler.

Shrine of the Eclipse

The Shrine of the Eclipse was originally formed as a haven from the rule of the Council of Mwanyisa after the group took over Mzali thousands of years ago. The council's shaman-priests sought to erase any sign of the sun kings or the sun gods in hopes of subjugating Mzali's people even further. Without their old rules and gods to cling to, Mzali's people would lose hope and become easier to control.

In an effort to maintain records of the sun kings and worship of the sun gods, a number of Mzali's people fled to Mzali-Jimbuani and began building the Shrine of the Eclipse. To keep the temple a secret from the council, the people of Mzali-Jimbuani built a smaller shrine over the temple to serve as a decoy. The ersatz shrine was designed to serve as a gathering hall and give the people of Mzali-Jimbuani a place to perform weddings, hold festivals, and generally serve the community. This front as a community center worked for some time. While the Council of Mwanyisa focused on Mzali, they ignored the "common folk" of Mzali-Jimbuani and their simple community shrine.

During this time, a woman named Dajermube began to rally those who fled Mzali in the wake of the council's tyranny. She was a descendant of Chohar and his divine might flowed in her veins, granting her great magical power. Dajermube spearheaded the efforts to preserve as much information about Mzali as possible in the Shrine of the Eclipse. It was during the years she led these efforts that Dajermube discovered her divine lineage and followed in her ancestors' footsteps. With great knowledge in hand, Dajermube was close to ascending to divinity and becoming the new sun god that would liberate her people and reclaim Mzali from the Council of Mwanyisa.

Unfortunately, the council learned of Dajermube's plot and attacked the shrine. They found the temple beneath and killed most of her followers, along with the rest of the people living in Mzali-Jimbuani. This attack coincided with a full solar eclipse that Dajermube was using to complete her apotheosis. The council reached her ritual chamber just as the moon fully blocked out the sun. Dajermube was on the verge of ascension, but the council slaughtered her mere seconds before completing the ritual. The would-be god was dead, and the council left the temple, abandoning it to the whims of the Screaming Jungle.

The temple came to notoriety in 4704 AR when part of it collapsed during a flood, which washed out a number of items, depositing ancient tablets and scrolls

along the banks of the Pasuango River. Walkena's servants were quick to gather these discoveries, sorting through to find anything that could be used against the city's king. The servants found a number of tablets bearing predictions that were easy enough to attribute to Walkena instead of the Old Sun Gods, granting him even greater status as "prophesied liberator" of Mzali.

Once the scrolls and tablets served their purpose as propaganda, Walkena sent his forces to investigate the shrine. Finding a temple full of undead and other dangers, Walkena was satisfied the temple was of no further use to him. Anyone willing to scour the temple for treasure would meet only death at the hands of the undead lurking within. Walkena put the temple out of his mind and returned his focus to Mzali itself.

Today, the Shrine of the Eclipse remains relatively untouched. Walkena's predictions are correct—many would-be tomb raiders have died before venturing too far into the shrine. The shrine's remaining secrets remain inside, ready to be discovered.

FEATURES OF THE SHRINE

Brownish-yellow sandstone makes up the shrine. The interior walls feature eclipse imagery and local symbology representing eclipses. These symbols are spaced at regular intervals along the shrine's walls and are magically enchanted to glow, filling the shrine with dim light at all times. Unless otherwise noted, the ceilings of the aboveground shrine are 30 feet tall, or 20 feet tall in the temple below. The shrine's typical entrance is area **A1**, with access to the temple below via the staircases in area **A7**. The massive opening in the side of the temple in area **A22** allows access into the temple's bottom floor, but the opening is anything but safe, as noted in the area's entry.

The temple features a system of magical doors that open to exposure to direct sunlight or moonlight, or to similar magic, as marked on the map. These doors are made of magically reinforced stone (Hardness 42, HP 168, BT 84) and have no discernible handle or way to open them. The residents of the shrine typically used a pair of magical lanterns—one that produces light similar to sunlight, and another that produces light similar to moonlight—to open these doors. The *twilight lantern* is currently in area **A19** and the *midday lantern* is in area **A23**. Each door listed on the map is actually two thin doors standing side by side, one keyed to sunlight and the other to moonlight. A character capable of casting a spell that produces light similar to sunlight or moonlight (such as *sunburst*, *moonburst*, or the moon domain spell *moonbeam*) can Cast the Spell directly on the door to open it. A character with the Trick Magic Item feat can get the door open with a successful DC 40

Religion check. Regardless of how the door is opened, it remains open for 1 minute before closing on its own, though a creature can push the door closed at any time with an Interact action.

The map of the Shrine of the Eclipse appears on page 30.

A1. SHRINE ENTRANCE

The path that leads to the shrine begins at the bottom of a small hill, a few dozen feet from the door. There are no markers or obvious signs leading the way to the shrine. When the heroes arrive, read or paraphrase the following.

A simple dirt path leads up to a large stone building with a glass ceiling. The entrance to the temple is a large, open archway that leads into a small room. Decorating the walls inside are several repeating symbols that resemble a dark circle overlapping a bright circle. Double doors lead east and west; one door of each pair bears a sun icon while the other bears a moon icon. An archway to the north leads to a larger hall.

The glass ceiling of the shrine allows light through at all times of day. As a result, the doors for all the chambers on the ground floor of the shrine are always open during the heroes' stay at the shrine. During the day, the sunlight-keyed doors swing open while the moonlight-keyed doors are shut, and vice-versa at night when the moon is out. This adventure assumes the weather and phases of the moon comply with adventuring, allowing the heroes full access to all the chambers on this floor, though a cloudy day or new moon might change this, at your discretion. Unfortunately, the temple below doesn't have as direct access to the sky and the doors require magical sunlight or moonlight to open.

A2. PRAYER CHAMBERS

This large chamber contains several stone benches. A number of engravings and symbols are carved into the wall, most of them pertaining to the sun or moon. A set of stone doors lead in and out of the far ends of this room.

When not partaking in any ceremonies, the people of Mzali-Jimbuani would come to these two chambers

to pray. The symbols are meant to be generic, tied more to the theme of the shrine than of any particular god, as the people were free to worship as they wished within these walls.

Treasure: A follower of Dajermube lost a set of prayer beads in the western prayer chamber as they fled the shrine during the Council of Mwanyisa's attack. These beads fell beneath a bench and are now covered with dust and cobwebs, making them difficult to spot. A character Searching the western prayer chamber discovers the *greater holy prayer beads* with a successful DC 25 Perception check.

A3. ANTECHAMBER

This large room separated the entrance from the sanctuary ahead. The room itself was rarely used, except to contain excess people when the sanctuary was full.

A4. SANCTUARY

A huge golden altar stands at the northern end of this large room. A pair of stone statues lie toppled over on either side of the altar. Gold flecks and harsh chipping suggest the statues were once covered in gold but have since lost this precious outer layer to thieves. Rows of broken stone benches mark this room as a place of communal worship. An open archway leads out of this room to the south, and doors lead east and west. Behind the statues are two open door frames, the remains of their stone doors now lying in broken heaps near the statues.

The people of Mzali-Jimbuani used this main room for worship and merriment. Natural events like solstices, equinoxes, and the start and end of the rainy season were all cause for festivities, and this room rang with sounds of celebration. When the Council of Mwanyisa attacked the shrine, they tore much of the room apart, attacking anyone that happened to be inside, whether or not they had a connection to Dajermube's following. The council's soldiers toppled the leonine statues and tore open the secret doors that led beyond. Since the attack on the shrine, thieves and plunderers took what they could, which was mostly the gold from the statues. The altar remains untouched, however, as past thieves have harbored a superstitious



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notion that altars aren't to be meddled with, lest the meddler incur the wrath of the altar's god.

Sewell Arrives: Once the heroes have looked around this room a bit, they receive a visit from the Bright Lions. Sihar heard the heroes were journeying to Mzali-Jimbuani and sent scouts to ensure the rumors were true. **Sewell** (N female human rebel general), Sihar's second in command, enters the shrine with a small group of Bright Lions, calling out to let the heroes know she means to talk peaceably. Sewell observes that Sihar was always interested in the shrine but never had enough Bright Lions to spare for an investigation. With the temporary lull in their attacks on Walkena's forces, Sihar thought it was the best time to search the shrine, especially with allies like the heroes leading the search.

Sewell is a tall and muscular woman, befitting her general-like role in the Bright Lions. Imposing size aside, Sewell is a gentle and kind woman, treating every Bright Lion under her command like a close friend or sibling. Since Sihar already vouched for the heroes, Sewell is gracious and forthcoming with them. She knows a fair amount about the Old Sun Gods and

can even preach their faith to those interested (see *The Mwangi Expanse* for information on these gods). Additionally, Sewell is fluent in Mzunu and quickly translates anything in the language.

Sewell offers the services of the Bright Lions in clearing out the ground floor of the shrine and keeping the shrine safe from intruders while the heroes search the floors below. At your discretion, Sewell can send a Bright Lion warrior to aid the heroes (use the statistics for a Jackal Guard on page 9), but the Bright Lions are meant to support the heroes, not outshine them or fight their battles for them. You might decide the Bright Lions have some healing or other common magical support (like a few divine spells of 5th level or lower), just to save the heroes time in retreating.

XP Award: Award the heroes 30 XP for making peace with Sewell and obtaining the Bright Lions' aid.

A5. MEETING ROOMS

These two side chambers each contain a large stone table and pair of stone benches placed on either side. The people of Mzali-Jimbuani used the tables to serve food during celebrations.

A6. PRIEST CHAMBERS

Dajermube's followers designed these chambers to house the priests that would serve as spiritual leaders for the village. The chambers each housed a bed, a magical fountain that would draw fresh water from the Pasuango River, and a compartment that magically produced food on a regular basis. The rooms were otherwise kept quite spare, to prevent the authorities from catching sight of elaborate religious markings that would give away the site's true purpose.

The chambers are both dilapidated, with the beds rotted away and compartments overgrown with rotten food, but the heroes can use these chambers as a place to rest during their exploration of the temple below once they clean them up. The Bright Lions defer use of these chambers to the heroes, but they're happy to move in if the heroes don't want to use them.

Once a room is tidied up, each compartment produces enough simple food to feed two people each day at noon. A character that studies the compartment and succeeds at a DC 25 Arcana check to Recall Knowledge can determine the command words for the compartment and modify its output. The command words allow a character to deactivate the food production or increase the size of meals to feed up to five people.

A7. SECRET ROOM

The followers of Dajermube used this room to access the temple below. A set of secret doors were built into the south wall to conceal it, but they're now broken. The stairs descend to area A8 below.

A8. TEMPLE ENTRANCE

This simple room contains a large symbol carved into its floor, which depicts the moon crossing in front of the sun as part of an eclipse. A pair of hallways leads out of the room to the south, one with a moon symbol over its opening and the other with a sun symbol. Stairs to the north lead up and stairs to the south lead down.

This landing served as the entrance to the temple of Dajermube. When entering, Dajermube's faithful would either continue ahead to worship or proceed to the lower floor to rest or study. Dajermube herself embraced both the sun and the moon and merged them in her faith, including both in the temple's design. The hallways on this floor each have a sun or moon theme, and during times of worship, Dajermube's faithful would split evenly between the two halls. The stairs here lead up to area A7 and down to area A17.

A9. SUN GOD SHRINE

SEVERE 13

A trio of statues stand at the edges of this large chamber. The statue in the northwest corner depicts a large, powerful lion made of gold. The northeast statue depicts a jet-black lioness with the head of a woman and bright eyes. The statue against the south wall depicts a woman with golden skin and the head of a lioness. Each of the figures stands proudly. A large eclipse symbol is carved into the floor in the room's center.

Dajermube wanted to remind her followers entering her temple about her own origin as a distant scion of the first sun kings of Mzali. The Old Sun Gods' divine power flowed through to their descendants. While this normally manifested in the form of a sorcerer bloodline, in a few cases it granted an individual even greater power. This was the case for Dajermube, who learned to nurture her powers and push herself toward divinity. It was also this power that restored life to the mummified Walkena. Recognizing this power came from the Sun Gods, but unclear as to which one was the source of her power, Dajermube tasked her followers with crafting these statues to honor all three.

The doors leading out of this room use the same magical system as the rest of the shrine. Unfortunately, as there is no natural light coming into these lower levels, all the doors remain closed when the heroes enter. Though they can possibly use their magic or trick the doors open, they will have most success with the lanterns found on the lowest level.

Creatures: When the Council of Mwanyisa attacked the temple, they brought a number of golems with them to aid them in the fight. With the attack over, the council left behind three golems to take care of any followers they might have missed. These golems remain here, following the last order: kill any humanoids that enter the room. The golems stand still against the walls, resembling additional statues. When the heroes enter, the golems spring to life, attacking humanoids indiscriminately and fighting until destroyed. The golems don't chase creatures beyond this floor, but they pursue foes who flee to other rooms.

It's possible the party doesn't include any humanoids among their ranks. In that case, the golems remain frozen in place. A character who succeeds at a DC 25 Arcana or Crafting check recognizes the immobile golems for what they truly are and can Recall Knowledge about them accordingly.

IRON GOLEMS (3)

CREATURE 13

Pathfinder Bestiary 188

Initiative Perception +21

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Old Sun God Statues: The statues of the Sun Gods, Chohar, Luhar, and Tlehar, each serve as a vessel for the gods to observe the area. When the heroes begin combat with the golems, the Old Sun Gods take notice and attempt to aid in defeating the golems. For the first three rounds of combat, one random statue targets the golem nearest to it with a spell. The Chohar statue fires an *acid arrow*. The Luhar statue delivers an *electric arc*, and the Tlehar statue delivers the effects of 7th-level *rusting grasp* (*Advanced Player's Guide* 223) to a range of 30 feet. The statues automatically succeed their attack rolls and the golems automatically fail saving throws against their spells. Characters who investigate the statues after combat can determine that the Old Sun Gods channeled power through the statues with a successful DC 35 Religion check.

A10. TEMPLE GARDENS

LOW 13

Several plots of dirt are evenly spaced along this room, each surrounded by a thin trench of flowing water. The plots are overgrown with plants, making it difficult to see the floor. A set of doors leads out of the room to the east, and an open archway leads to a smaller room to the west. A large hole in the floor against the southern wall opens up to a massive tunnel below.

The followers of Dajermube used these magically enhanced gardens to provide food for the temple residents. The garden contains a number of plants that thrive on the dim light constantly glowing within the temple. The magical plots allow the plants to grow at an accelerated rate, providing food at a constant basis. The opening in the floor connects to area A22 below. The heroes can climb down the rubble as noted in the area's description.

Creatures: Several weeks ago, a dinosaur stampede displaced a band of bilokos (*The Mwangi Expanse* 294), sinister crocodile-snouted fey who dwell in the jungle. Ill luck has plagued them ever since. During the search for a new home, the bilokos stumbled on the entrance to the lowest floor of the temple and found their way inside. During their search, they found this room and the lush plants inside. Assuming humanoid gardeners must be around to tend them, the bilokos waited and waited, but to no avail—they've only just realized that the plants grow magically and that no one has tended to them in quite some time. When they tried to leave, however, they found azure worms had moved into the chamber below, eagerly feasting upon any bilokos who venture in that direction. They can't get the doors leading east to open at all, and they realize that some old magic is keeping them closed. For now,

the bilokos remain here, fearful of leaving the chamber.

When the heroes enter the room, they find it filled with a dozen bilokos and the band's leader, an eloko named Gambulami. All members of the band but Gambulami and three most powerful warriors draw back and begin murmuring among themselves; they want to feast on these newcomers, but they worry that doing so might invite worse luck in this accursed place. Gambulami gestures to his reavers to interpose themselves between the heroes and the rest of the bilokos. He sees the heroes as neither sources of food nor bearers of ill luck but potentially liberators. The reavers and Gambulami are plainly wary, but not immediately hostile.

Gambulami tells the heroes his name and asks if they would speak instead of fight, growing to immense size using his Size Alteration ability to seem more imposing. Despite this apparent show of strength, a hero who succeeds at a DC 25 Perception check to Sense Motive realizes Gambulami is desperate. Gambulami explains his band's situation and notes the bilokos are unable to leave while the pair of azure worms remain in the chambers below. Desperate to flee this place, Gambulami is notably humble and asks the heroes for help. He offers to share some of the garden's offerings with the heroes and even gifts them his magical club as a reward if they can help the bilokos escape.

Gambulami is genuine in his pleas and is even willing to share the band's knowledge about the temple. They can tell the heroes about the azure worms below in area A22, soul swarms in area A18, and drenchdead in area A21. The bilokos haven't been able to reach any of the other areas of the temple and the only real way for the band to escape together is through the opening in the side of the hill.

If the heroes decide to fight, the bilokos roar and leap into the fray. The biloko reavers do their best to stand between the other eight bilokos—who are all 1st-level warriors and know to keep back while the reavers are fighting. Gambulami focuses on fighting obvious spellcasters, as those are the ones he most wants to eat. With nowhere to go, Gambulami and the reavers fight to the death. If they're defeated, the other bilokos surrender.

BILOKO REAVERS (3)

CREATURE 10

UNCOMMON CE SMALL FEY

Biloko killers (*Pathfinder Lost Omens The Mwangi Expanse* 294)

Perception +19; low-light vision, scent (imprecise) 30 feet
Languages Common, Sylvan

Skills Athletics +22, Crafting +16, Intimidation +19, Stealth +19, Survival +21

Str +6, **Dex** +5, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1

Items leather armor, +1 striking maul, spear (3)

AC 29; **Fort** +19, **Ref** +21, **Will** +19

HP 175

Attack of Opportunity ➤

Speed 20 feet

Melee ♦ *maul* +23 (magical, shove), **Damage** 2d12+12 bludgeoning

Melee ♦ *jaws* +22, **Damage** 2d8+12 piercing

Ranged ♦ *spear* +22 (thrown 20 feet), **Damage** 1d6+12 piercing

Primal Innate Spells DC 26; **1st** *charm*

Inspired Feast (emotion, mental) If a biloko feasts on a human corpse for 1 minute or more, they gain a +1 status bonus to attack rolls and a +2 status bonus to damage rolls for 1 hour.

Terrifying Roar ♦ (auditory, emotion, fear, mental) The biloko reaver unleashes a frightful roar. Any non-biloko within 30 feet must succeed at a DC 29 Will save or become frightened 1 (frightened 3 on a critical failure). Those who critically succeed are temporarily immune for 1 minute.

GAMBULAMI

CREATURE 11

UNIQUE NE SMALL FEY

Male eloko rager (*Pathfinder Lost Omens The Mwangi Expanse* 294)

Perception +21; low-light vision, scent (imprecise) 30 feet

Languages Aklo, Common, Sylvan

Skills Athletics +24, Crafting +18, Deception +20, Intimidation +22, Nature +21, Stealth +22, Survival +21

Str +7, **Dex** +5, **Con** +3, **Int** +1, **Wis** +4, **Cha** +3

Items *deflecting branch* (page 75), leather armor, spear (3)

AC 31; **Fort** +24, **Ref** +20, **Will** +21

HP 200

Attack of Opportunity ➤

Speed 20 feet

Melee ♦ *deflecting branch* +24 (forceful, magical, sweep), **Damage** 3d10+13 bludgeoning

Melee ♦ *jaws* +22, **Damage** 2d8+13 piercing plus Grab

Ranged ♦ *spear* +22 (thrown 20 feet), **Damage** 1d6+13 piercing

Primal Innate Spells DC 30; **1st** *charm*

Inspired Feast (emotion, mental) As biloko reaver.

Size Alteration ♦♦ (polymorph, primal, transmutation) Gambulami is affected by a 4th-level *enlarge* spell. This lasts for 1 minute, and Gambulami can Dismiss the Spell.

Thrashing Chomp ♦♦ **Requirements** Gambulami is larger than Small in size and has a creature grabbed with his jaws; **Effect** Gambulami whips the creature around, smashing it against other nearby creatures. He makes an Athletics check against the grabbed creature's

Fortitude DC. Regardless of the result, the creature is released from Gambulami's jaws afterward, escaping into the space in which it was grabbed.

Critical Success Gambulami uses a mighty spin to smash the held creature against every creature within his reach. Every creature, including the grabbed creature, takes 1d10+7 bludgeoning damage.

Success As critical success, but creatures take 1d10 bludgeoning damage.

Failure The creature breaks free.

Critical Failure The creature breaks free and Gambulami's spin causes him to fall prone.



Biloko Reaver

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Treasure: If the heroes strike a deal with the bilokos, Gambulami keeps his end and gives the heroes his *deflecting branch*. If the heroes slay Gambulami and his reavers, the remaining bilokos insist the heroes take it, in hopes the offering will please them and buy the band enough time to flee.

XP Award: If the heroes clear a path for the bilokos to leave (which need not be through the cavern with the azure worms, despite the bilokos' assumption that it's the only way out), award them 80 XP.

A11. TOOL ROOM

This room held a number of different tools for tending to the garden. The tools are all rusted or rotted away at this point, leaving this room relatively empty. The bilokos sometimes sleep here.

Treasure: A *traveler's any-tool* lies in one of the tool compartments in this room. It's obscured by a number of rusted hand tools and requires a successful DC 25 Perception check to locate.

A12. KITCHEN

MODERATE 13

A squat stone oven is built into the northern wall of this spacious but malodorous kitchen. Several stone shelves line the wall to the south and a hefty stone preparation table stands in the center of the room. Several human corpses in various states of decay and consumption are littered on the floor. A sizable hole in the ceiling reveals the sky outside. A pair of doors in the western wall lead into this room, and an open archway connects with a smaller room to the east.

This room served as the temple's kitchen. The magical oven allowed the residents to cook food without producing any smoke that could give away the temple's existence. What tools and utensils remain scattered about have rusted to uselessness. The hole in the ceiling is due to natural erosion from rainfall over the years. The top is choked with weeds and scrub, so it's practically undetectable from the surface.

Creature: A popobawa, a type of cyclopean shape changer, found the entrance to this room and took residence in the chamber; the stinky creature is the source of the foul smell. The creature flies to Mzali every few days to sow chaos in the city and feed on the negative emotions it engenders. The popobawa also steals away citizens on a regular basis, bringing them here to feed on at its leisure. The popobawa hasn't bothered to travel beyond this room and the rest of the temple's citizens are unaware of its existence.

The popobawa is mostly out during the day, hiding among Mzali's populace. There is a 50% chance the

popobawa is here during the day. The heroes are more likely to encounter the popobawa when it returns at night, when it's either feeding or resting here.

In combat, the popobawa tries to fly to the ceiling and use its magic to deal with the intruders before resorting to physical attacks. If the door to area A9 is open, the popobawa moves in there to have more space to fight. It tries to flee, either through the hole in the ceiling above its nest or up through the staircase in area A8 once reduced to 50 or fewer Hit Points. Once it flees, the popobawa leaves the area for good, seeking a new nest deep in the Screaming Jungle.

POPOBAWA

CREATURE 15

Pathfinder Bestiary 3 206

Initiative Perception +25

Treasure: Hidden among the remains of the popobawa's meals is a *greater cloak of elvenkind*, all that's left of an unfortunate Ekujae traveler following the Pasuango River.

A13. PANTRY

This storage room once held dried fruit and meat, spices, and other ingredients used to feed the temple's residents. These items have rotted away, and nothing remains but empty shelves and scattered containers.

Treasure: Among the containers is a misplaced healer's kit. The items within the have since rotted away except for two patches kept intact due to their magic. These patches are *greater healer's gels* (*Secrets of Magic* 168), magical catalysts that improve the potency of *heal* spells.


A14. SANCTUM

SEVERE 13

A significant portion of this room is collapsed, blocking a fair amount of the room's western side. A narrow gap in the ceiling near the collapse admits natural light. Countless bodies and bones litter the floor. A pair of doors line the northern wall, while one on the southern wall is intact door and the other collapsed.

This chamber served as the main place of worship for Dajermube's followers, who used this room for ceremonies, prayer, and simple rituals. Many of Dajermube's faithful were in this room, or retreated here, during the Council of Mwanyisa's attack. These various corpses and bones are remnants of the attack.

The collapsed wall was a result of the attack on the lower floor. The weakened floor collapsed shortly after the attack on the temple, causing the wall to fall into the room and, effectively, reduce the width of



the room. The opening in the ceiling was once much wider, but it has narrowed to less than a foot across as the hillside settled after the collapse.

One of the doors leading south from this room is inaccessible, destroyed during the room's partial collapse. The remaining door is sun-keyed, and the heroes likely have difficulty opening that door without first retrieving the *midday lantern* from area A23.

Creatures: Most of the dead have passed on peaceably, but two powerful members of the council's attack force died here. Their corpses were illuminated by sunlight streaming through the now-smaller gap in the ceiling and they became sun-infused undead called sunburst corpses. The animated corpses now wander the room in an endless search for a way out. When the heroes enter, the corpses hiss and howl before lunging to attack. They fight until destroyed.

SUNBURST CORPSES (2)

CREATURE 14

Page 85

Initiative Perception +25

A15. RITUAL CHAMBER

MODERATE 13

The north wall of this room is rounded while the south wall is flat, decorated with an elaborate carving depicting the sun and moon moving across the sky. The ceiling is only six feet high at the edges but arches up to twenty feet high in the middle of the south wall. Several geometric patterns and runes are carved into the floor. The walls feature the engraved image of a night sky, with the moon in various phases across the length of the design.

Dajermube's followers designed this hemispherical chamber to be the main location for the ritual that would complete her apotheosis. The wall splits the ritual chamber in half; each half was designed with either the sun or moon in mind, in accordance with Dajermube's embrace of both celestial bodies. The intricate patterns on the floor help channel magical energy as part of the ritual, along with the transmutation runes. Many of the runes go right up into the flat wall, as though continuing underneath it—which they do.

The wall was designed to defend Dajermube during the ritual, as her body was particularly vulnerable during the process. When the Council of Mwanyisa attacked, Dajermube's priests couldn't react quickly enough to close the wall in time to protect her. The wall, like the temple doors, is keyed to sunlight and moonlight. A character who studies the wall and succeeds at a DC 30 Perception check or DC 25 Engineering Lore check determines the wall is actually

made of several interlocking sections alternating between sun-keyed and moon-keyed pieces. Properly opening or closing the wall takes several minutes using both sunlight and moonlight, a factor that hindered Dajermube's followers during the council's swift surprise attack.

Creature: The greatest warrior among Dajermube's most-trusted high priests and personal bodyguards was a miner-turned-champion named Umandayo. As he fell to the council, Umandayo activated a fail-safe to close the interlocking wall, but not before Dajermube met her demise with a well-placed crossbow bolt. Umandayo watched as Dajermube died. He had failed her and became filled with despair that scoured his soul. As the last of his life left his body, Umandayo's soul refused to give up and bound itself to his armor, transforming him into a graveknight. The transformation took too long however, and the council's assassins were already gone by the time he woke again as the undead warrior seeking vengeance. Umandayo has remained in this room ever since.

When the heroes arrive, Umandayo is deep in meditation. The graveknight now spends his time replaying his death over and over in his mind, the flames around his weapons growing brighter and hotter as he remembers his failure. He stands to face the heroes, drawing his large pick but not actively hostile. He questions the heroes and their intrusion in Dajermube's temple after all these years. If the heroes ask about Umandayo's presence, he explains his role as her failed bodyguard. He also explains as much of the history of the Council of Mwanyisa, Dajermube, and this temple as you see fit. His flames ebb and rise as he recounts his role in the tale and his death at the council's spears and spells.

Umandayo is still dedicated to Dajermube and explains he's still bound by duty to serve as her defender. He believes her spirit remains beyond the wall, trapped in some capacity. He asks the heroes for their aid in liberating Dajermube, but his dedication prohibits him from simply standing aside. Instead, he insists on testing the heroes before they confront Dajermube, to prove they are mighty enough to best him in battle. Umandayo is forthcoming with this information and is even willing to wait for the heroes to prepare themselves for his test. If the heroes attempt to open the wall without Umandayo's consent, he attacks immediately.

In combat, Umandayo doesn't hold back. He prefers to engage melee opponents with his greatpick. He uses his ranged abilities to attack particularly troublesome targets. If swarmed by multiple targets at once, he unleashes a *fireball* directly where he

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stands to hurt everyone surrounding him. Umandayo fights until destroyed, but he doesn't chase anyone beyond this room.

UMANDAYO

CREATURE 15

Male graveknight champion (page 83)

Initiative Perception +27

A16. DAJERMUBE'S CHAMBER

SEVERE 13

This room is the other half of the hemispherical chamber. A golden altar stands at the top of a short dais along the southern wall. An exceptionally detailed image of the sky, fifteen feet wide, is engraved on the rounded ceiling directly above the dais. Geometric patterns and complex runes lace the floor.

The other half of the ritual chamber holds the remainder of the ritual components for Dajermube's apotheosis. The section of ceiling above the dais was intentionally built to crumble away, exposing this chamber to the air and sky once her ascension was complete. Dajermube would use this opening to move beyond this room and reach the sky once she became a true deity. Since the ritual was never completed, the ceiling remains intact. This part of the ceiling can be of great use to the heroes in their confrontation with Dajermube.

A hero who succeeds at a DC 30 Perception check notices that the carved portion of the ceiling looks particularly fragile; a successful DC 25 Engineering Lore (or similar Lore) check reveals the same information. If an area effect, such as *fireball*, damages the ceiling, pieces of the ceiling section chip away, giving the heroes a hint that it's more fragile than the rest. The ceiling section has AC 20, Hardness 14, and 56 HP and can be destroyed like any object, but characters who intend to open it have an easier time using the Pull Down Ceiling activity.

PULL DOWN CEILING ➡➡

MANIPULATE

Requirements You are standing on the dais.

You reach up and attempt to pull down the thin section of the ceiling. You attempt one of the following DC 30 checks: Athletics to Force Open the ceiling, Crafting or Engineering Lore to determine the weak points, or Thievery to Disable a Device. The GM might determine other skills are applicable based on your technique for bringing down the ceiling.

Critical Success The ceiling comes down! The section of the ceiling falls away, revealing the world outside.

Success You begin pulling down the ceiling. From now on,

when you or an ally attempt this activity, if you roll a success, you get a critical success instead.

Failure You are unable to affect the ceiling.

Creature: Dajermube's sudden death during her lengthy apotheosis stripped away her mortal form, trapping her in a transitive state: one not quite mortal, not quite deity, and neither fully alive nor dead. Trapped in this spiritual prison, she twisted and transformed into a nemhaith, an undead guardian tied to the place she served in life, binding the souls of her followers to her new form in the process.

When the wall separating this room from area A15 falls, the heroes see Dajermube floating before the altar, her face caught in a constant scream of pain, surrounded by a whirlwind of spiritual energy. She seems aware of the heroes, but rather than speak or acknowledge them, she repeats her silent death cry over and over. She doesn't attack the heroes right away but is unable to communicate with them. Once they cross into this half of the ritual chamber or make an offensive action in Dajermube's direction, such as attempting to bring down the ceiling section above the dais, she attacks.

In combat, Dajermube uses her wall spells to separate the heroes as best as she can. She prefers to wait to use her other magic, using *finger of death* only against seriously injured heroes and 2-action *harm* spells to restore herself when brought below 150 Hit Points. She tries to keep near the ceiling with her flight and attack from there with her spirit darts. She uses her Rage of Spirits when surrounded by multiple heroes. Dajermube is bound to this room and can't travel more than 20 feet from it, so she can't chase heroes who flee, but she doesn't surrender or flee. Once destroyed, Dajermube collapses into a small pool of spiritual energy to be reborn 2d4 days later. She rejuvenates so long as any part of this room is still intact, so preventing her rejuvenation is all but impossible.

Luckily, the heroes have an option other than fully destroying Dajermube. If the heroes are able to expose her to direct sunlight or moonlight, specifically from the sun or the moon and not from a spell or magic item (including the *midday lantern* or the *twilight lantern*), they complete Dajermube's apotheosis, allowing her to escape her spiritual prison and finish her ascension to divinity. The easiest way to do so is by toppling the section of ceiling above the dais. With the section removed, the large hole in the ceiling allows sunlight or moonlight (as appropriate for the time of day) to fill the room. If the ceiling is opened during the fight with Dajermube, the natural light drains Dajermube of some of her power. As long as natural light shines

in this room, she is sickened 2 and her resistance to all damage is reduced to 5. When her undead form is destroyed, her spirit ascends, as described below.

DAJERMUBE

CREATURE 16

Female elite nemhaith (*Pathfinder Bestiary* 3 6, 185)

Initiative Perception +33

Divine Innate Spells DC 38, attack +30; **8th** *finger of death* (×3), *harm* (×3), *wall of radiance* (page 78), *wall of shadow* (page 78)

Development: If the heroes complete Dajermube's ascension, they witness an awesome event. As natural light bathes Dajermube's destroyed form, her spirit rises up. The spirit resembles her mortal form, a Mwangi woman with the trappings of an old Mzali priest. She gives the lore speakers a warm smile and slight nod before lifting her hand. A number of other spirits, the trapped souls of Dajermube's followers, rise with her hand and immediately prostrate themselves before their goddess. She then raises her other hand and unleashes a beam of light, a mix of sunlight and moonlight, that travels toward Umandayo's armor, if the heroes haven't destroyed it. The armor melts away, revealing the warrior's spirit, who travels toward Dajermube. The two embrace for a moment. Dajermube then transforms into the shape of a lion made of shadow and wreathed in sunlight as the Old Sun Gods accept her into their ranks. The light grows and envelops all of the spirits before fading away. The spirits are gone and Dajermube is finally a god. Her divine statistics appear on page 75.

XP Award: If the heroes arrange Dajermube's apotheosis, award them 120 XP, in addition to the XP for defeating her in combat.

A17. LOWER LANDING

This landing connected to the lower floor of the temple, which contained dormitories and the temple's library. The lower level's construction was incomplete, and as a result some of the rooms lacked doors or other important features. The stairs here lead up to area A8.

A18. GATHERING ROOM

MODERATE 13

Several benches and tables are placed throughout this expansive room. Pleasant imagery depicting the noon and night skies are carved along the room's walls. Hallways lead out of this room to the north and south. The

doors to the west bear the same sun and moon symbols as others in the temple, but they stand ajar. Another set of doors, these closed, stand in the eastern wall.

The followers of Dajermube used this room as a refectory, sharing meals at sunrise, noon, and sunset. Outside of mealtimes, the residents would use this room as a lounge to have conversations, play music and games, and relax.

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Dajermube

Creatures: When the Council of Mwanyisa attacked the temple, several residents were here enjoying their noon meal. The forces slaughtered every last resident before moving on. The corpses have since decayed, and animals have come by and taken what bones were left. Spirits of the dead lingered here, however, coalescing into a furious spiritual collective. The souls split into two swarms influenced by the souls' devotion to Dajermube: either sunlight or moonlight. This devotion allows them to use the power of the sun or moon, respectively, to burn other creatures.

When the heroes enter this room, they see the spirits of the dead lingering here much like they did in life. For a moment, the souls seem happy, enjoying their relaxation in the room, glimmering as though bathed in either sunlight or moonlight. Once they notice the heroes, however, the spirits see them as the Council of Mwanyisa returned to attack the temple once again. The spirits gather and attack until destroyed.

SOUL SWARMS (2)

CREATURE 13

RARE NE GARGANTUAN GHOST INCORPOREAL SPIRIT TROOP UNDEAD

Perception +24; darkvision

Languages Common

Skills Religion +26, Stealth +24

Str -5, **Dex** +5, **Con** +3, **Int** +2, **Wis** +5, **Cha** +4

AC 28; **Fort** +22, **Ref** +18, **Will** +23

HP 234 (16 squares); **Thresholds** 156 (12 squares), 78 (8 squares); **Weaknesses** area damage 15, good 15, splash damage 15; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, auditory, emotion, fear, mental) 60 feet, DC 30

Troop Defenses (*Bestiary* 3 306)

Speed 30 feet; *air walk*, troop movement

Divine Innate Spells DC 30; **Constant** (4th) *air walk*

Cosmic Explosion ♦♦ The soul swarm unleashes a blast of burning sunlight or moonlight, dealing 4d8+6 fire damage to creatures in a 10-foot burst within 20 feet (DC 30 basic Reflex save). When the soul swarm is reduced to 8 or fewer squares, this decreases to a 5-foot burst.

Form Up ♦ (*Bestiary* 3 305)

Soul Grasp ♦ to ♦♦♦ **Frequency** once per round; **Effect** The soul swarm reaches out and tries to tear at the spiritual energy of enemies within 5 feet (DC 32 basic Reflex save). The soul swarm can choose to deal slashing damage as it cuts away at a creature, fire damage as it burns other souls away, or negative damage as it attempts to unmake a soul. The damage depends on the number of actions.

♦ 2d6+1 damage

♦♦ 4d6+11 damage

♦♦♦ 6d6+11 damage


Troop Movement Whenever the soul swarm Strides, the soul swarm first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the soul swarm enters difficult terrain, the extra movement cost applies to the whole soul swarm.

A19. TWILIGHT DORMITORY

This large room contains several rotted bed frames and footlockers. The room is in disarray, with many of the bed frames turned over and footlockers strewn about. The walls feature an elaborate engraved night sky motif. An open doorway connects to a room to the east.

This was one of the two dormitories in the temple. Many who joined Dajermube were left without homes, having abandoned





their residences in Mzali. The dormitories provided shelter to any of these displaced individuals, and they could remain at the temple for as long as they needed. The council's forces tore this room apart in their search for any hiding residents, and the doors are still open from this attack.

Treasure: The council took the treasures they spotted, but missed a few key items in their hurried search. The heroes can find all of these items given enough time. Rather than require Perception checks, the heroes simply find these items if they take time to Search the room. The room contains two *greater potions of fire resistance*, *goggles of night*, an *immovable rod*, and a total of 1,347 gp and 487 sp in old Mzali coins. The room also contains a *greater twilight lantern* (page 76) under an overturned, rotting mattress. The heroes can use the lantern as a “key” to open any moonlight-keyed doors on the floor above and to the other dormitory on this floor.

A20. RADIANT DORMITORY

MODERATE 13

This dormitory features engravings on its walls depicting sunrise scenes. Several beds have been turned over or thrown about the room. Doors in the western wall are the only way in or out of the room.

This room fell prey to the same fate as the other dormitory, but the council didn't damage the doors as badly, so they've since swung closed.

Creatures: In the wake of Dajermube's attempted ascension, her power momentarily thinned the planar boundaries of the Material Plane. This allowed a trio of shining children to move from the Astral Plane into the Material Plane. These gaunt, uncanny horrors arrived in this room just as she died, closing the rift that brought them and trapping them here. Although they've tried to explore outside of this room, the soul swarms in the adjacent chamber keep them contained here. They immediately attack creatures that enter the room and fight to the death.

SHINING CHILDREN (3)

CREATURE 12

Bestiary 292

Initiative Perception +23

Treasure: Much like in the twilight dormitory, this room was only hastily searched. If the heroes are thorough when Searching this room, they find *bracers of armor type II*, a *golden lions wondrous figurine*, a 6th-level *wand of vital beacon* made of gold and inscribed with celestial symbols, and 784 gp and 801 sp in old Mzali coins.

A21. FLOODED LIBRARY

SEVERE 13

The majority of this stone room has collapsed, allowing a sizable river of water to flow through it. What remains of the room has a hallway leading out of the northern wall. The western part of the room opens to a massive cavern, while the stream flows to the east and connects to a smaller tunnel in the earth.

This room once served as the temple's library, which held countless scrolls and tomes on the history of Mzali and its people. Unfortunately, most of these items have been lost since the Council of Mwanyisa's attack on the temple. When they stormed this room, a stray attack from one of the council's golems broke part of the western wall. This opening allowed the nearby Pasuango River to start pouring in, and the extreme force of the redirected river battered many of the people within and flooded the room. Over the years, the river has been working away at the room. The walls finally broke several years back, and what few items survived in this room washed down the river.

The water that flows here now is a small leg of the Pasuango river that redirected over the past centuries by natural erosion and the reshaping of the hill that houses the temple. This portion reconnects with the rest of the river further downstream. The river is 15 feet deep here and a creature must succeed at a DC 20 Athletics check to Swim across it. The river runs rather quickly, pulling creatures downstream at a rate of 20 feet per round.

Creatures: Several of the council's warriors drowned in this room, but their spirits lingered on, reanimating their bodies as drenchdead. Spiteful that they died when they were bent on murder, these drenchdead now try to kill anyone that enters this area. Several biloko bodies lie scattered along the banks of the river as a sign that something dangerous is here.

The drenchdead have acclimated to the river's flow and can swim around without getting pulled by the current. They begin hidden in the middle of the river. When they notice a creature approach, they try to move close and use their Drag Down ability to pull creatures in. Although they can hide beneath the river's surface, taking several attacks from creatures above water irritates the drenchdead. They eventually move to the surface and continue their attack, using their Drowning Touch on anyone that attacked them earlier. The drenchdead fight until destroyed.

DRENCHDEAD (3)

CREATURE 13

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Initiative Stealth +22

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A22. CAVERN

EXTREME 13

This enormous damp cavern is cut into the side of a hill. A large river spills over from western edge of the cavern's opening and continues to flow on to the east. A large mound of stone and soil leans against the northeastern portion of the cavern, reaching up to an opening in a stone room above.

The Pasuango River runs deep, and when it began to run toward the temple and beneath the hill it stands on, this made a significant change to the river's flow. Over centuries, the small side stream grew and grew, carving out a massive part of the hill with it. This carved-out portion soon became the home of various jungle creatures over the centuries. These creatures were mostly territorial predators who attacked thieves that attempted to enter the temple from below. Eventually, as the Pasuango River naturally changed shape with time, this side stream continued to flow, breaking off from the river.

The stream now flows in from a large opening in the ground 60 feet above the cavern floor, and then falls into a pool of water in the bottom of the cavern before flowing on through the former library and continuing on to meet with the rest of the Pasuango River. The pool is 30 feet deep and requires a successful DC 15 Athletics check to Swim across, and the current of the flowing water pulls creatures at a rate of 10 feet per round until the stream narrows into the swifter flow in the next room.

The large mound of stone and dirt is rather steep and made of loose material that crumbles away easily. A creature attempting to Climb the mound must succeed at a DC 22 Athletics check. The mound itself rises to a height of 60 feet where it comes in contact with the cavern's ceiling and the bottom of the temple's middle floor, connecting with the opening into room A10.

Creatures: The most recent inhabitants of this cavern, and the main reason for the size, is a pair of mated azure worms. One of the azure worms found the opening in the hill and dug further into the side, carving out the majority of this cavern to serve as a nest for itself and its mate. The bilokos in the temple gardens managed to slip past the cavern and into the temple while the worms were searching for food. Unfortunately, they've since taken permanent residence in the cavern, and the occasional biloko as a snack has kept the worms from leaving.

If the heroes enter this cavern, they immediately draw their attention. One worm is resting at the bottom of the pool while the other lies in wait in the cavern walls. The worms wait until the heroes

approach the pool before striking. They make liberal use of their burrowing abilities to elude the heroes' attacks and use hit-and-run tactics to try to catch the heroes off guard.

There is a 1-in-6 chance one of the worms is out searching for food when the heroes arrive, but the heroes most likely need to face both worms at once—an immensely difficult prospect. Luckily, the heroes have a few aspects in their favor. The worms don't leave this cavern, as they wish to protect their nest. If the heroes retreat downstream, into the temple, or out of the cavern opening, the worms don't follow. If the heroes promised to help the bilokos, the band decides to help once they see the fight begin. The entirety of the band rains spears and stones on the worms from the top of the mound. At the end of each worm's turn, it takes 2d8 bludgeoning damage and 2d8 piercing damage from the bilokos' attacks. Finally, if the heroes managed to liberate Dajermube and complete her apotheosis, the goddess intervenes. She compels one of the azure worms to depart, leaving only a single worm for the heroes to fight. In this case, the heroes still receive XP as if they defeated both worms.

AZURE WORMS (2)

CREATURE 15

Pathfinder Bestiary 57

Initiative Perception +22

A23. ARCHIVES

This large stone room has several shelves and compartments holding a variety of scrolls and tablets. A pair of small stone tables stand in the center of the room. The northern wall opens into a collapsed hallway. A hole in the eastern wall allows entry in and out of this room.

The temple's more important items were stored here. Most were records or relics of the Old Sun Gods, but there are a smattering of other items related to lore about different areas in the Mwangi Expanse. The Council of Mwanyisa never reached this room during their attack on the temple, as the flooding made it difficult to continue on. Luckily, the magic on the door that separated the archives from the library held strong against the flood. What few inhabitants were in the archives at the time of the attack used their skill and magic to blast a hole in the wall and escape to freedom, only to meet death at the blades of the council forces in Mzali-Jimbuani. The door and hall leading into this room have since crumbled away, but the river's path opened up a different entrance, connecting to the hole blasted in the archive wall.

Walkena's Tablets: This room contains four tablets that resemble the tablets of fire Walkena showed the heroes at the end of the last chapter. These tablets are the items he seeks, and the reason he sent the heroes. They contain vague prophecies written in Mzunu that describe how Dajermube would liberate Mzali from the outsider threat the Council of Mwanyisa posed. Yet the wording is vague enough the prophecy can be read from a different angle: that an ascended sun-god (such as Walkena) would liberate Mzali from outsiders (such as the Chelaxian invaders many years ago). It's this latter interpretation Walkena intends to promote, to further solidify his authority in the city.

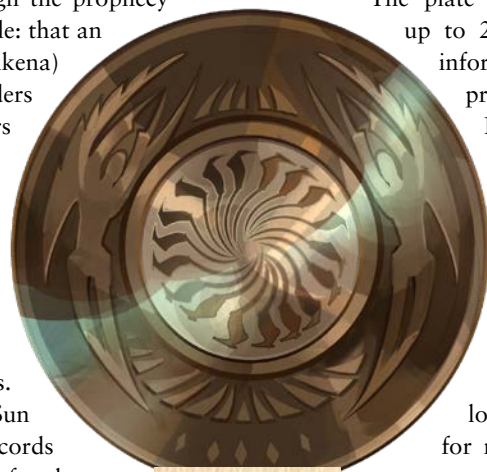
Treasure: The room holds a large amount of important records about ancient Mzali, such as lore of the old sun kings. It also has details on the Old Sun Gods, ancient spell books, records of ancient rituals, and lots of other interesting information. The spell books provide access to all new spells beginning on page 77, as well as to any other uncommon or rare spells you want to introduce to your campaign.

The library contains a few magic items, in addition to the lore. Perhaps the most significant is a *greater midday lantern* (page 76) one of the residents left behind when fleeing the room. The lantern helps the heroes open any sun-keyed doors in the temple and, when used in conjunction with the *twilight lantern* in area A19, opens the wall in Dajermube's ritual chamber (area A15). Other treasures include a *runestone* bearing a *dancing rune*, a *scroll of eclipse burst*, and a *moderate thurible of revelation*. A small gold coffer worth 800 gp contains eight small pouches of diamond dust. Each pouch is worth 250 gp.

The other notable item is a golden plate wrapped in a fine silk cloth that depicts a map of the Mwangi Expanse on one side and decorative imagery of Sarenrae on the other. One of the residents of the temple was an elderly priest of Sarenrae who found himself lost in the Mwangi Jungle when he was young. He coincidentally collapsed a few miles from Osibu, and a few Osibans took him in and nursed him back to health. During his time there, he learned of the city and created the golden plate to honor Sarenrae. He also secretly created the map on the other side of the plate with the hope of returning to the city in time to live out his final days. When he finally left, the *geas* the Osibans had placed upon him caused him to forget the

city entirely. For many years, the priest hung the plate in his home to honor the Dawnflower, unaware of the secret it held on its reverse. When the time came to flee the oppressive rule of the Council, the priest brought the plate with him and placed it in the archives to keep it safe. With the death of the temple's residents, the plate sat forgotten for centuries.

The plate is obviously valuable, fetching up to 200 gp to the right seller. The information it holds, however, is priceless. The map of the Mwangi Expanse has a clearly marked location in the eastern portion of the Screaming Jungle. Letters carved next to it read "Golden City" in Celestial, and anyone who can read the caption immediately recognizes that this is referring to the fabled golden city of Osibu. The city's location has remained a secret for millennia and the possibility of a map, unverified or not, presents an exciting opportunity for the heroes!



Map to Osibu

Returning to Walkena

Once the heroes recover the temple's tablets and confirm they've cleared it of dangers, they're free to meet with Walkena once more and conclude their diplomatic negotiations. Walkena is true to his word and goes through with his policy changes agreed to at the end of Chapter 1. He makes a spectacle of this policy change, presenting the Magaambyan delegation to his city. He declares the delegation to be new allies of Mzali and decrees his changes to the city. Whether these changes are minor or significant, the people of Mzali celebrate, cheering for the god-king and his new allies.

Afterward, Nkiruka meets with the delegation to tie up the visit. She thanks the delegation for their time and helps prepare them for their departure. She presents every member with Walkena's seal, a small golden emblem bearing the city's coat of arms on one side and Walkena's religious symbol on the other. This seal grants the heroes lifetime visitation rights to Mzali, allowing them to return to the city as they please. At this point, the heroes and the delegation are free to return to Nantambu or even remain for a time in Mzali. If they decide to stay in Mzali, it's no longer on Walkena's munificence, however, and they must make their own way in the city. Though, with the recent discovery of the location of Osibu, the heroes might be eager to get out of Mzali as soon as they can!

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There were outsiders who saw the weakened council and how weak it made Mzali. They resolved to take what they wanted from the city by force.

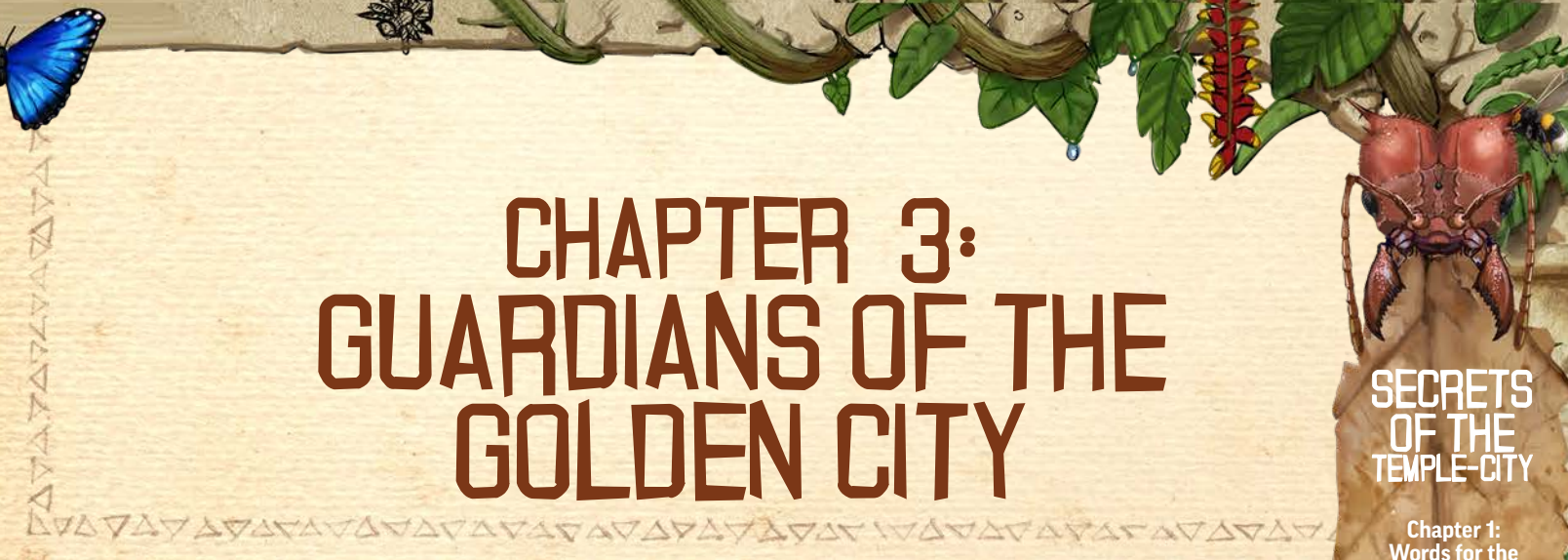
The people of Mzali cried out again for salvation. The council tried to resist the outsiders, but they no longer possessed the power of the sun kings. The people of Mzali tried to fight back, but few of them were warriors. The old sun kings watched as their city was overrun, but they could not help. The people had forgotten about them and didn't know how to listen for their words.

The outsiders marched deeper into the city, and their footsteps echoed all throughout Mzali. These footsteps reached the ears of Walkena and reignited the flame in his heart. He heard Mzali's cries, and his eyes opened. These outsiders meant to take Mzali. Walkena would not allow it. He rose and met the outsiders at the city's central temple, unleashed the fire in his heart, and incinerated those who would dare invade his city. The people cheered—even the council bowed before Walkena's might. Mzali was safe once again, thanks to the power of the reborn sun king.

The old sun kings were mistaken about Walkena, however. His time in death only fueled his fear of outsiders, allowing it fester into even greater hate and cruelty. Walkena had returned, but rather than rehabilitated, he had become wicked. The people of Mzali cheered at first, but as the power of Walkena's sun burned away the happiness of the city, they recognized that Walkena was just like the council before him.

Mzali was not yet free. It had only survived another day to suffer under the beating fire of the sun.





CHAPTER 3: GUARDIANS OF THE GOLDEN CITY

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With the map to Osibu in hand, the heroes have a unique opportunity before them. They could follow the map and attempt to find the Golden City immediately upon leaving Mzali, but they might instead feel obligated to take this knowledge to Nantambu and share it with the rest of the Magaambya. The latter path is probably the better one—they need to return to the Magaambya with the conversants and other lore-speakers anyway to report on their successes in Mzali. However, the Magaambyans are certainly capable of getting themselves back home if the heroes want to go straight to Osibu.

If they reveal their discovery to others at the Magaambya, the heroes receive extraordinary commendations. High Sun-Mage Oyamba personally thanks the heroes for their contribution to the Magaambya. After several weeks, he meets with heroes again, explaining that the Magaambya is planning an expedition to verify the authenticity of the map. He asks the heroes to make this journey and see if the map really leads to Osibu.

Oyamba notes that Osibu has remained hidden for as long as people have lived in the Mwangi Expanse. While the possibility of finding Osibu is exciting, the city might be hidden for a reason. He fears that visiting the Golden City could result in more people learning the city's location and eventually ruining its sanctity—or worse. He emphasizes that the Magaambya's search for greater knowledge shouldn't come before the safety and well-being of the people of Osibu.

Encounters in the Screaming Jungle

The trip to Osibu takes the heroes deep into the heart of the Screaming Jungle, located to the northeast of Mzali or southeast from Nantambu. The heroes can take as long as they need to prepare for their journey and should be able to take whatever downtime they wish to complete any outstanding tasks.

The Screaming Jungle is a dangerous place covered in disorienting mists and filled with the howls of countless jungle creatures. Fortunately, the heroes are capable adventurers by this point, and many of the jungle's dangers pose little threat to them. This adventure assumes that the heroes have little trouble navigating the harsh terrain of the jungle or dealing with its deadly inhabitants. If you want to add more threats to the heroes' journey through the area, pages 174–177 of *The Mwangi Expanse* present more information about the Screaming Jungle and its dangers.

The trip through the Screaming Jungle takes several weeks on foot, and even with their adventuring prowess, the heroes are still bound to encounter a few notable dangers along the way. The following encounters

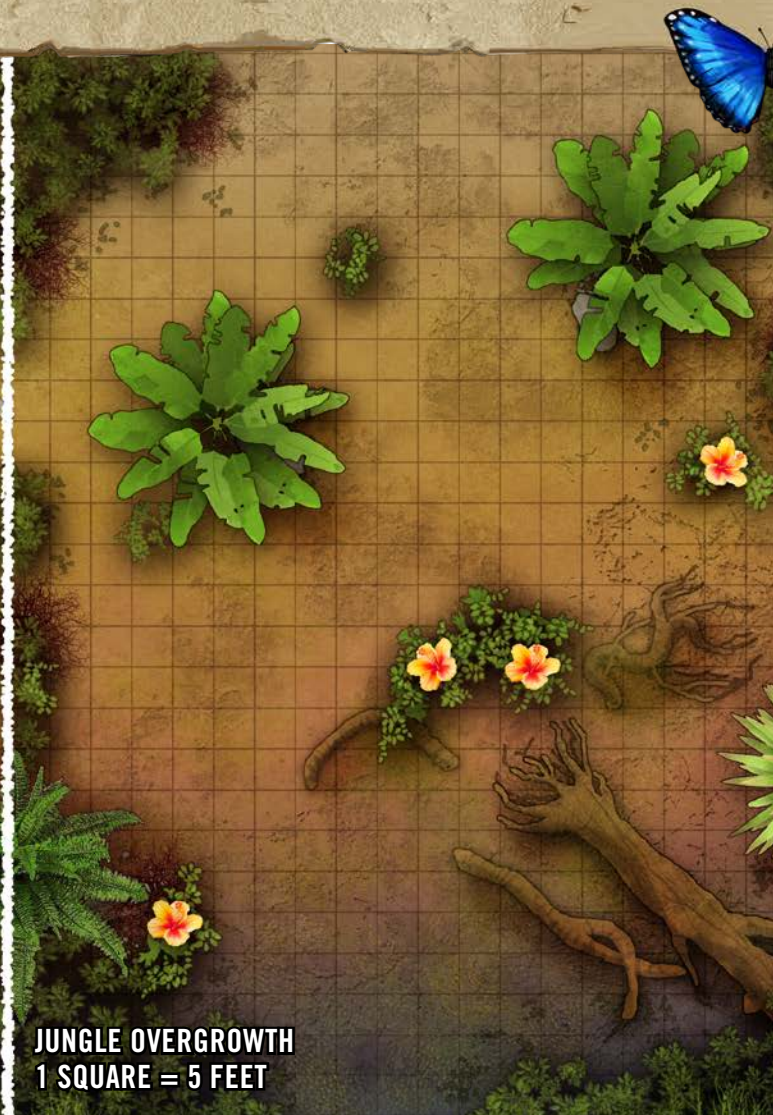
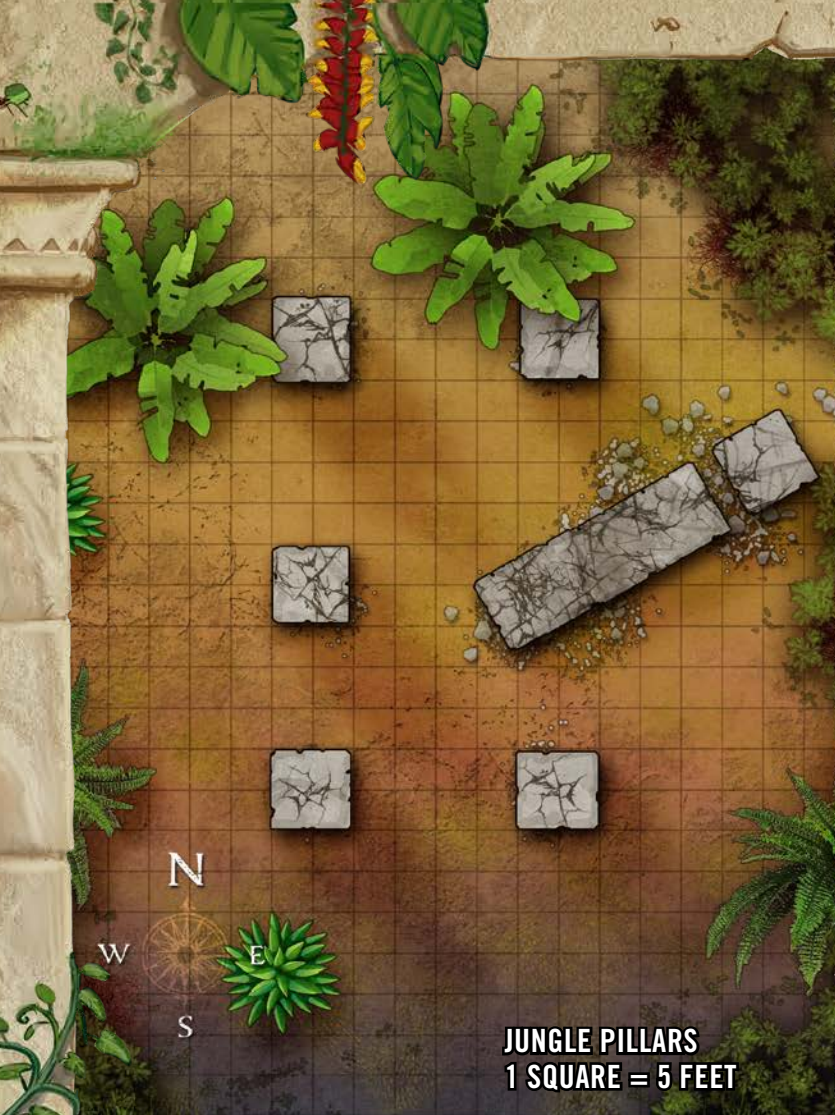
CHAPTER 3 SYNOPSIS

The heroes make their way through the Screaming Jungle toward the fabled city of Osibu. Along the way, they face a number of the jungle's dangers, including several of Osibu's guardians. Once in the Golden City, they meet the city's leaders and have time to learn about the hidden community. Eventually, Walkena attempts to take over Osibu, prompting the heroes to defend their new allies. The siege culminates with the heroes facing off against an aspect of Walkena himself.

CHAPTER 3 TREASURE

The permanent and consumable items available as treasure in Chapter 3 are as follows. This is in addition to items the heroes can acquire while performing Practical Research in Osibu.

- +1 striking returning spear
- +2 greater striking greater flaming kukri
- +2 resilient splint mail
- golden blade of Mzali (page 76)
- lesser sturdy shield
- moderate sturdy shield



take place during the journey. The heroes should only face a single encounter per day, so these encounters tend to be difficult.

With the exception of the Doprillu Attack (see below) that uses the jungle pillars map, encounters in the Screaming Jungle can use either of the maps on this page.

DOPRILLU ATTACK SEVERE 14

Early in their journey through the jungle, the heroes enter a misty clearing marked with several large columns, each bearing carvings of stone faces with rubies set in the eyes.

Creatures: This area marks the ritual site for a band of doprillus who live within the Screaming Jungle. These doprillus maintain the clearing as a place to carve their masks as they mature. The heroes' have unknowingly trespassed onto the site, and a trio of high-spirited doprillus charges in to defend it shortly after the heroes arrive. Once combat starts, these doprillus fight to the death and chase the heroes deep into the jungle, only relenting their chase if they lose track of the intruders.

Although the doprillus are aggressive, heroes who stop to ask might learn of the trespass they've inadvertently committed and offer to make amends, which will almost certainly involve beating the doprillus at an impromptu wrestling match.

DOPRILLUS (3) CREATURE 14

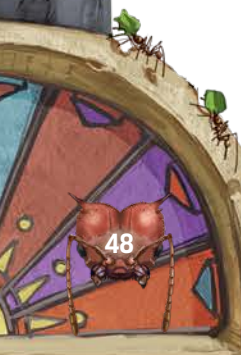
Pathfinder Bestiary 2 85

Initiative Perception +22

Treasure: Dozens of large rubies lie among the columns at the ritual site, worth 2,000 gp in total. In addition, a hero Searching the area who succeeds at a DC 32 Perception check locates the doprillus' ritual carving knife. The knife is a jet-black +2 *greater striking greater flaming kukri* with fiery veins twisting along its blade. If the heroes calm the doprillus and beat them in a wrestling match, they offer the knife to the heroes out of admiration.

EMOTION SEEKERS SEVERE 14

As the heroes get closer to Osibu, they attract the attention of the city's defenders. Magical wards



surrounding Osibu warn the city's people of the possible arrival of outsiders days in advance. While such warnings aren't unexpected, as occasional travelers come close to the city by chance, a group such as the heroes warrants attention. The Twice-Honored Women, a collection of the spirits of Osibu's former leaders who use druidic abilities to defend the city, call upon the Screaming Jungle to investigate.

Creatures: The Twice-Honored Women have used the same kilia mwibos as guardians for countless centuries, as the creatures can unerringly locate intruders filled with greed for Osibu's riches or malevolent desire to do the city harm. The kilia mwibos move through the jungle toward the heroes, remaining hidden within the foliage as best they can. There is a chance that the heroes notice the stalking kilia mwibos, possibly triggering combat.

Eventually the Twice-Honored Women command the kilia mwibos to attack in hopes of scaring off the heroes, though the creatures might attack on their own if the heroes harbor especially strong emotions, which the plants find hard to resist. The kilia mwibos don't pursue heroes who flee away from Osibu but otherwise fight until destroyed.

KILIA MWIBOS (2)

CREATURE 15

Page 84

Initiative Stealth +28

FIRST CONTACT

SEVERE 14

If the heroes continue moving toward Osibu after their fight with the kilia mwibos, the Twice-Honored Women determine that these new outsiders might present a threat and need to be stopped.

Creatures: A few days after the encounter with the kilia mwibos, a group of gold defenders—large statues designed to guard Osibu—storm through the jungle toward the heroes. The gold defenders attempt to overwhelm the heroes right away, rushing in with their Inexorable March and using their Light Reflection to burn as many foes as possible. Due to their connection to the Twice-Honored Women's druidic magic, the gold defenders completely ignore any druids they encounter, even if the druid attacks them in combat. Heroes with the druid multiclass archetype are always concealed from the gold defenders, although the gold defenders otherwise attack and affect them normally. The gold defenders fight until destroyed.

GOLD DEFENDERS (4)

CREATURE 13

RARE **N** **HUGE** **CONSTRUCT** **GOLEM** **MINDLESS**

Variant iron golem (*Pathfinder Bestiary* 188)

Perception +21; darkvision

Skills Athletics +30

Str +8, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 34; **Fort** +26, **Ref** +21, **Will** +22

HP 190; **Immunities** bleed, death effects, disease, drained, fatigued, fire, healing, magic (see page 50), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantite)

Death Throes When the gold defender is destroyed, it melts into worthless slag. As it melts, it releases a 10-foot radius cloud of fumes and a 10-foot radius puddle of molten metal. Creatures that breathe fumes are exposed to gold defender poison. Creatures that move through the puddle take 10d6 fire damage. The fumes dissipate after 1 round and the puddle cools after 1 minute.



Gold Defender

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Golem Antimagic harmed by cold (6d10, 2d8 from areas and persistent damage); healed by fire (area 2d8 HP); slowed by acid

Malleable Shape The gold defender's body is made from soft gold, which is particularly pliable. If the gold defender is critically hit with an attack that deals bludgeoning damage, the attack partially bends and reshapes the gold defender. The gold defender becomes clumsy 2 until it spends an Interact action to bend itself back into shape.

Vulnerable to Telekinetic Haul Casting *telekinetic haul* on the gold defender squeezes its form, compressing it into a smaller and much more awkward shape. The gold defender becomes clumsy 3 and can't use Light Reflection. The gold defender must take a 1-minute activity, which has the manipulate trait, to restore its shape, removing the clumsy condition and restoring its Light Reflection.

Speed 20 feet

Melee ♦ fist +28 (magical, reach 10 feet), **Damage** 3d10+12 bludgeoning

Inexorable March ♦ The gold defender Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can attempt to bar the way by succeeding at a DC 37 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise, it is damaged as if hit by the defender's fist Strike.

Light Reflection ♦♦ (primal, evocation) **Requirements** The gold defender is not in darkness; **Effect** The gold defender reshapes its skin into a reflective surface that magnifies ambient light into a precise beam that burns all creatures in a 30-foot cone, dealing 14d6 fire damage (DC 31 Reflex save if the gold defender is in dim light, DC 33 Reflex save if it's in bright light). It can't use Light Reflection again for 1d4 rounds.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and catches fire, taking 1d6 persistent fire damage.

Critical Failure As failure, but the persistent fire damage is 5d6.

Gold Defender Poison (poison); Any drained value from this poison is reduced by 1 every hour; **Saving Throw** DC 33 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison and drained 1 (1 round); **Stage 2** 4d6 poison and drained 2 (1 round); **Stage 3** 8d6 poison and drained 3 (1 round).

GOLD RENEWED

After defeating their previous efforts to defend the city, the group definitely has the Twice-Honored Women's attention, but the heroes' persistence also intrigues the spirits. The Twice-Honored Women want to test the

heroes' resolve and abilities and use this final attempt at deterrence as a means to do so.

Creatures: The Twice-Honored Women use their power to rework the slag left behind after the fight with the gold defenders. They rebuild the gold defenders not as solitary juggernauts, but as a garrison of dozens of gold defenders. The squad members are smaller than the original gold defenders and have a half-melted, unfinished look, but they're just as capable when working together.

A day after the fight with the gold defenders, the gold defender garrisons draw close to the heroes. Their feet stomping in eerie unison heralds their arrival, giving the heroes 1 round to prepare before the garrisons break through the underbrush and attack. The gold defender garrisons use their numbers to focus on melee combatants as best they can. Just as in the previous combat, the garrisons entirely ignore druids. The gold defender garrisons fight until destroyed.

GOLD DEFENDER GARRISONS (3)

CREATURE 13

RARE N GARGANTUAN CONSTRUCT MINDLESS TROOP

Perception +22; darkvision

Skills Athletics +30

Str +7, **Dex** +2, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

AC 29; **Fort** +26, **Ref** +22, **Will** +22

HP 240 (16 squares); **Thresholds** 160 (12 squares), 80 (8 squares); **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine and bludgeoning); **Weaknesses** area damage 15, bludgeoning 10, splash damage 8

Death Throes As the garrison's numbers dwindle, gold defenders melt away into worthless slag. Every time that the garrison is reduced to a threshold, it leaves behind a 10-foot radius cloud of fumes and a 10-foot radius puddle of molten metal. Creatures that breathe fumes are exposed to gold defender poison. Creatures that move through the puddle take 10d6 fire damage. The fumes dissipate after 1 round and the puddle completely evaporates after 1 minute.

Golem Antimagic harmed by cold (2d8 from areas and persistent damage); healed by fire (area 2d8 HP); slowed by acid

Troop Defenses (*Pathfinder Bestiary* 3 306)

Speed 20 feet; troop movement

Form Up ♦ (*Pathfinder Bestiary* 3 305)

Golden Strike ♦ to ♦♦♦ **Frequency** once per round; **Effect**

The garrison makes a melee attack against each enemy within 5 feet (DC 30 basic Reflex save). The damage depends on the number of actions.

- ◆ 2d8+2 bludgeoning damage
- ◆◆ 3d8+12 bludgeoning damage
- ◆◆◆ 4d8+15 bludgeoning damage

Light Reflection ◆◆ (primal, evocation)

As gold defender (page 50). When the garrison is reduced to 8 or fewer squares, this area decreases to a 15-foot cone.

Troop Movement Whenever the garrison Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square enters difficult terrain, the extra movement cost applies to the whole troop.

Gold Defender Poison (poison) As gold defender (page 50).

Arriving in the Golden City

A day of travel after their fight with the gold defender garrisons, the heroes enter Goyramya, also known as the Tangle among the locals, which marks the outer thresholds of the city. Read or paraphrase the following.

The mists of the Screaming Jungle part, giving way to a mass of brambles, colorful flowers, and thick underbrush. Beyond the oppressive thicket stands an enormous statue made of gold in the shape of a woman. The statue is dozens of feet tall, seeming to watch anyone approaching the thicket, though that might just be a trick of the light reflecting off its brilliant surface. Just behind the statue lies a wall of gold, rising to its waist. Golden buildings poke above the walls, giving only a hint of a fabulous city within. The most striking feature of the area, however, is the silence. The jungle here is still. No chirps or growls echo through the air, and even the leaves of the plants seem to keep still so as to not disturb the area's tranquility.

The sight of Osibu is awe-inspiring. Though the heroes aren't the first outsiders to enter the city, the fact that they found it at all is an exceptional feat on its own. Unfortunately, this moment is short lived as hundreds of warriors emerge from the thickets of the Tangle, weapons drawn and demanding the heroes surrender. The warriors are too great in number for even the heroes to fight, and surrender is the safest option; the heroes aren't invading as attackers or robbers anyway. The warriors guide the heroes past the thickets of the Tangle and into Osibu proper.



Umanja-jinga

Inside, the heroes behold a magnificent sight.

Stories describe Osibu as a city of gold, and it lives up to the tales. Much like other cities, Osibu has cobblestone streets, but the cobbles are large chunks of gold. Buildings are made from bricks of gold, and even more mundane features, like planters, are inset with gold. The brilliance glinting off what light peaks through the jungle canopy gives the entire city an almost ethereal appearance as it shimmers with a dim golden glow.

The warriors escort the heroes to an open plaza just within the city walls where a halfling woman stands waiting. This is **Umanja-jinga** (LG female halfling seer 15), the current Uur Chyayu of Osibu. The Uur Chyayu, or

Oracle of the Honored, is the city's eldest elected official and serves as leader for the city. As the warriors bring the heroes before her, she takes her time studying each of them, shushing anyone who tries to speak before she completes her inspection. After several minutes of pacing and observation, Umanja-jinga poses a single question to the heroes: "How did you find us?"

The heroes have a chance to explain themselves, though Umanja-jinga seems dissatisfied with any answer they give. If the heroes present the golden plate featuring the map to Osibu, Umanja-jinga becomes offended, claiming the heroes are thieves and traitors to Osibu before pressing them even further. After several minutes of Umanja-jinga's interrogation, the nearby plants begin to shake and stir. Read or paraphrase the following.

A rumbling bellow comes from deep within the city. "Ease your words, Umanja-jinga. These visitors mean us no harm." A massive tree steps out from behind a building, moving at slow and deliberate pace. The tree bears the face of an old man, with hundreds of cracks and whorls about his eyes and mouth. Standing over fifty feet in height, the gnarled tree's hunched posture suggests he could tower over every building in the city if he stood up straight. He looks down upon the gathering, a slight smile on his face.

"I can see your spirit faces, little ones. Your masks speak to me. They tell me of your journeys and show exactly who you are. You are friends to the people of the Mwangi, and I

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can see that you are friends to Osibu as well. Tell me, how did you learn to create your masks? Was it Jatembe who taught you?"

This tree is Dimari-Diji (page 86), an ancient arboreal who resides within Osibu, serving as a guardian for the city and an advisor to its people. Dimari-Diji's magical knowledge is vast, and his presence at Old-Mage Jatembe's creation of the first masks for the Ten Magic Warriors grants him insight into the heroes' masks. Dimari-Diji is pleased to learn that the Ten Magic Warriors' place of learning still stands and is excited to meet the latest generation carrying the Magic Warriors' legacy.

Dimari-Diji asks the heroes why they've come to Osibu. He's satisfied with nearly any answer, but grumbles with disapproval if any heroes suggest a search for riches in the city. The heroes have a chance to ask Dimari-Diji questions about Osibu during this time. The following are some of the possible questions and answers.

Who are you? "I am Dimari-Diji, and this is my friend Umanja-jinga. She is the leader of these people, and I am their ally in defending them from the rest of the world."

This is Osibu? "Yes, indeed it is. I have grown to know this place so well I forget its existence is a surprise to others."

Why has no one been able to find Osibu before? "Others have found Osibu before, in fact. I have seen dozens of visitors to the city, some searching for it intentionally, others stumbling upon it by accident. All were welcome into the city, regardless of their intention. Some stayed, while others left the golden walls after some time."

If people have been here before, why haven't they spoken about the city? "Ah, that's where things become somewhat interesting, I feel. The people of Osibu wish to keep their city safe from outside eyes. As you can see, there is gold all about this place; there are many who would come to Osibu to take its treasures or steal the knowledge of its people. Some might even kill our people or enslave them. Anyone who visits here is subjected to a magical compulsion that binds them to secrecy about the city."

Will you let us leave? "Of course. You will be able to leave at any time—but know that you too will be bound to secrecy about this place."

What if we don't want to keep this place a secret? "Oh, little ones, believe me when I say our people will find a way to keep their home safe, even if it means that I must catch you myself to complete the secrecy ritual. You will be free to return anytime, of

course, but you will never be able to share what you know of this place."

After the heroes speak with Dimari-Diji, Umanja-jinga takes a moment to apologize for her earlier behavior. She notes that one of the most recent visitors to the city betrayed their trust a few years back, escaping the city without becoming bound to secrecy. As a result, everyone in Osibu has become wary of new visitors. If Dimari-Diji sees the heroes as friends, she notes, she does as well. Umanja-jinga invites the heroes to stay in the city and begins arranging a place for them to stay.

XP Award: Locating the Golden City is an astounding feat that few have accomplished. Award the heroes 80 XP for completing this task.

LIFE IN OSIBU

Umanja-jinga secures a sizable residence in the city's Layra district in the southwest for the heroes to stay during their visit. They're free to move throughout the city as they see fit, but city guards prevent them from leaving or coming close to the ominous Nemeses Well in the center of the city. The incomprehensible whispers that emanate from the well every few weeks are as mysterious as they are troubling. See pages 246–253 of *The Mwangi Expanse* for more details on Osibu.

The heroes are free to learn as much as they like about the city, its culture, and its people, and Dimari-Diji actively encourages them to get to know Osibu. This time in the city is an opportunity to conduct more Practical Research, as described below. The heroes can chronicle what they learn in the city, but are subjected to requests from Dimari-Diji, Umanja-jinga, and the Chyayups—the city's elected body—to inspect any records or notes that they take.

While this adventure assumes the lore-speakers' first few months in Osibu are relatively quiet and pass quickly, you might consider adding in some additional encounters within the city to make the stay more interesting.

PRACTICAL RESEARCH IN OSIBU

DOWNTIME

Requirements You are a lore-speaker and have unrestricted access to Osibu.

You spend time speaking to the people of Osibu, learning about their lives, their culture, and their history, committing your learning to writing to take with you when you leave. The city's leaders carefully review your records and notes to ensure nothing you plan to share outside the city can lead others to its golden walls. Choose either your primary or secondary branch and attempt a skill check against a



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standard DC of the branch's level. You can use Diplomacy, Society, or one of the branch's associated skills for this check. This activity takes 1 month.

Critical Success You uncover several significant revelations about Osibu; increase the branch level of the branch you chose by 1. You can also slip in additional information the city leaders didn't catch, increasing this branch level by an additional 1. Doing so might lead outsiders—even well-intentioned ones—to Osibu, unless you succeed at a secret DC 35 Deception check to obscure this information on your own. Regardless of your secret check result, you won't know whether you've brought danger to the city. You also gain 2 Treasure Points (see below).

Success You expand knowledge of Osibu in a way that doesn't endanger its residents. Increase the branch level of the branch you chose by 1. You also gain 1 Treasure Point.

Failure The things you learn about Osibu are true but simply too fanciful to be believed. Your branch level remains the same, but you gain 1 Treasure Point.

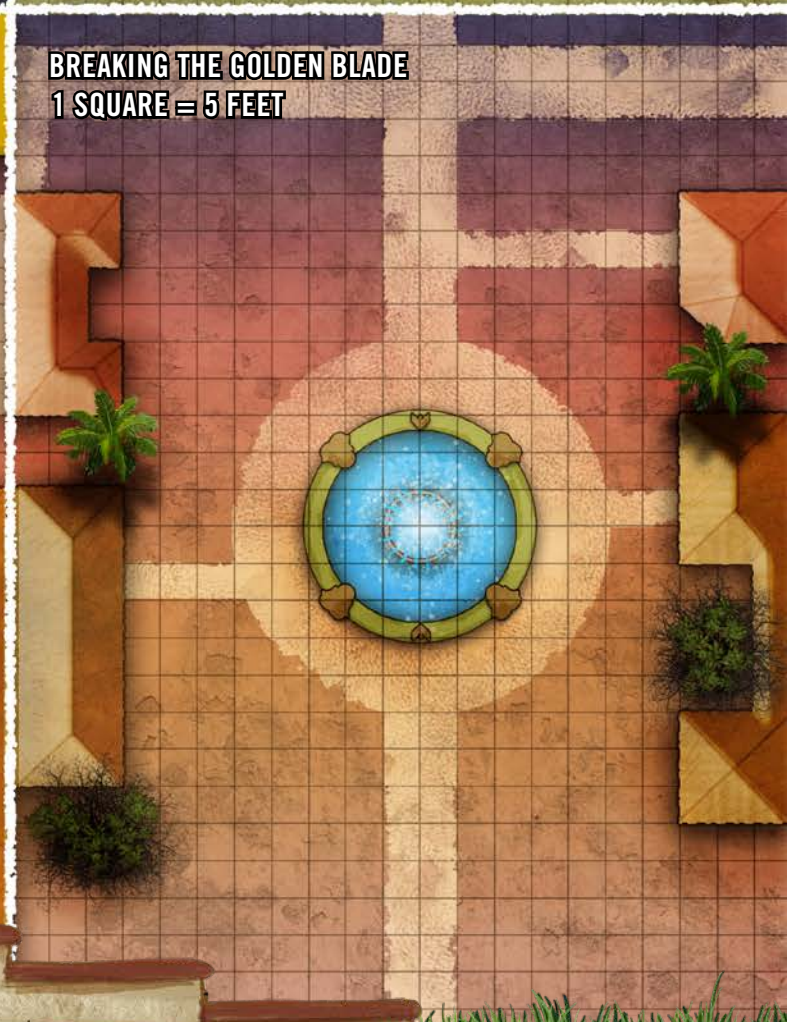
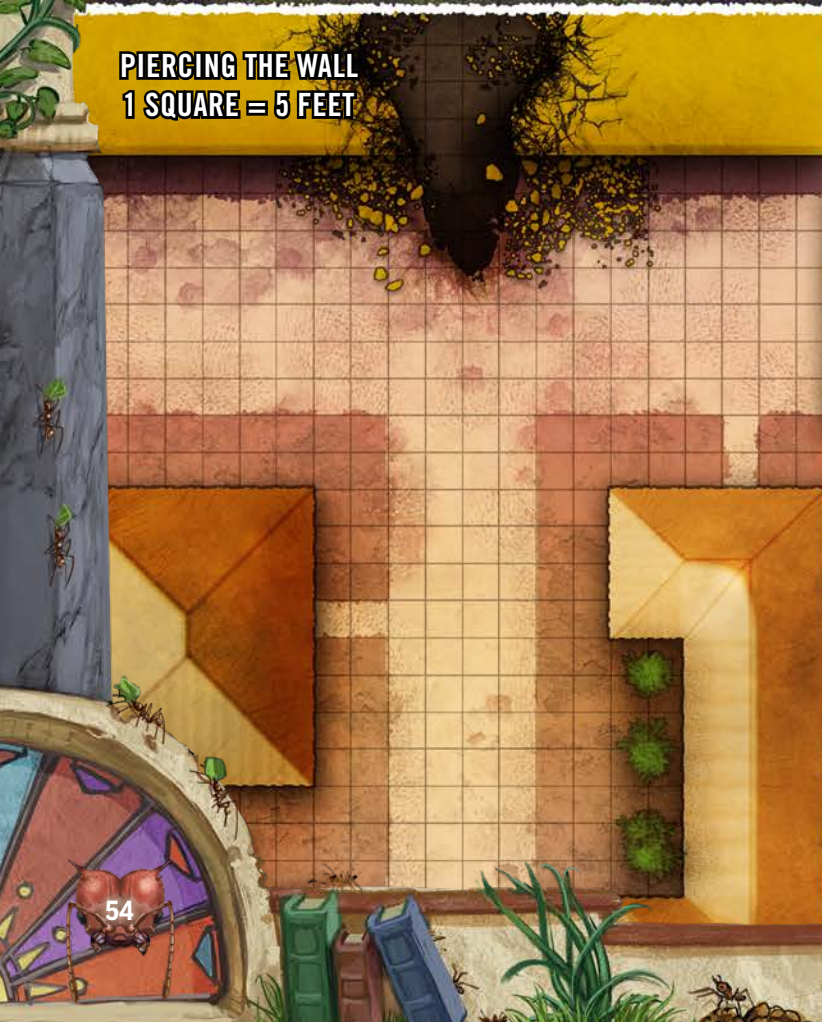
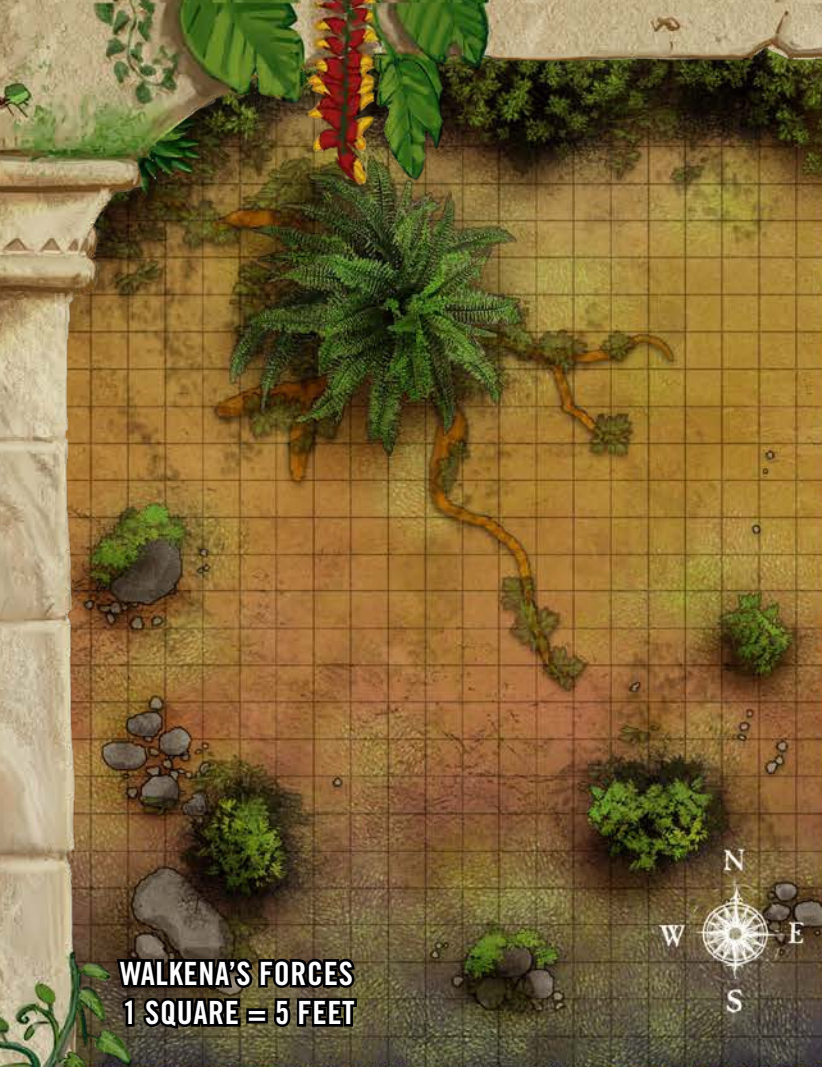
Critical Failure The city's leaders become suspicious of you, and you aren't certain why. You can spend


1 month of downtime serving the city to regain their trust; until you do, you can't perform Practical Research in Osibu.

Treasure Points: Performing Practical Research might earn the heroes Treasure Points; each hero gains Treasure Points individually, but no hero can ever gain more than 4. These points represent treasure gained through meeting the people of Osibu: gifts, promises to craft special items, or access to the city's storehouses. While in Osibu, a hero can spend 1 Treasure Point to gain a common consumable item of 14th level or lower, or gems, gold, or other valuables worth 1,000 when sold outside of Osibu. A hero can spend 3 Treasure Points to gain a common permanent item of 14th level or lower. The heroes can pool their Treasure Points, and they can spend Treasure Points as soon as they get them or at any time during this chapter.

OSIBU ENCOUNTERS

You can use either of these short encounter seeds to deepen the heroes' connection to Osibu. They're short in duration and can therefore occur during the month





of downtime for performing Practical Research in the city.

Dinosaur Stampede

Jungle creatures move in and among Osibu's buildings with preternatural calmness, knowing that the city and its people live in harmony with primal forces. Even creatures that would be dangerous predators if encountered elsewhere in the Screaming Jungle are unusually docile here, riled to anger only if directly attacked or if they need to protect the city.

This doesn't mean that accidents don't happen. A small herd of four stegosauruses (*Bestiary* 98) is migrating through Osibu, keeping primarily to its streets, when one of the creature's swinging tails knocks into a glass-and-crystal building called the Shimmering Home. Glass breaks and part of the Shimmering Home collapses into the streets with a resounding crash. The dinosaurs are immediately spooked by the noise and bolt through the city, threatening to do still more damage in their panicked haste. There isn't anyone nearby to intervene other than the heroes.

While four stegosauruses doesn't pose much of a combat challenge for characters of the heroes' level, fighting the dinosaurs is liable to spur them into causing even more damage. A hero can divert a dinosaur through the city safely with a successful DC 32 Athletics or Nature check. On a critical success, the hero can divert two dinosaurs at once. On a failure, the dinosaur stampedes through delicate buildings or artistic plazas on the way out of Osibu. Alternatively, the heroes can calm the dinosaurs with abilities or spells such as *calm emotions* or *enthrall*.

Treasure Points: Each dinosaur that stampedes through the city removes a Treasure Point from a random hero, as the Osibans must recall some of their promises to rebuild. If the heroes prevent all four dinosaurs from stampeding, the Osibans instead shower them with gifts, giving each hero a Treasure Point (to a maximum of 4).

XP Award: If the heroes prevent all four dinosaurs from stampeding, award them 30 XP.

At the Nemesis Well

The Nemesis Well at Osibu's center has been a source of trouble since long before the city's founding. A roiling bank of blue-green haze conceals a wide shaft rumored to be bottomless. The well is covered by a dome of stained glass, but many of the glass panels are broken or missing—evidence of both recent upheavals within the well and the reckless acts of the Pathfinder explorer Deron Melcarion. Dimari-Diji spends most days and nights guarding the Nemesis Well, seeking to

keep its occasional nighttime whispers from disturbing the sleep of the city's populace.

If the heroes decide to visit Dimari-Diji or see the Nemesis Well with their own eyes, they find the arboreal carefully working to replace a piece of glass on one of the broken panels. This work is time-consuming because the fit must be exact, but Dimari-Diji is nothing if not patient.

When the heroes arrive, the gold-cobbled streets around the Nemesis Well shudder and blue light spills up between their cracks. Creatures within sight of the well must attempt a DC 32 Will save.

Critical Success The creature is unaffected.

Success The creature receives a vague premonition of doom and is frightened 1.

Failure A lingering unease clings to the creature. The creature has a -1 circumstance penalty to Diplomacy checks for 1 month, as well as to its next check to perform Practical Research in Osibu.

Critical Failure As failure, but the effect lasts until the creature is out of Osibu for at least 1 month.

Dimari-Diji explains that Nemesis Well's magical eruptions have become more frequent, although this is the first time one has occurred during the day in a long, long time. They normally occur at night and inflict nightmares on nearby citizens. He believes this unusual eruption means some kind of danger threatens Osibu, but he must engage in meditation to learn more. By the time he learns that an army of intruders is approaching Osibu (which is what stirred up the energy of the Nemesis Well), the siege in the next section has already begun.

Siege of Osibu

After the heroes explored the Shrine of the Eclipse outside Mzali, Walkena sent his forces to inspect the area and seek out any remaining relics. Eventually, Walkena himself chose to inspect the temple in a rare exodus from Mzali, curious about what lay within. Once he entered, Walkena discovered something much more compelling.

The temple had been suffused with Dajermube's energy, and the fact that both she and Walkena traced their lineage to the Old Sun Gods activated a link between them. As he entered the Shrine of the Eclipse, the divine power that coursed through Walkena flared. In an instant, he learned all of the knowledge of Dajermube, her followers, and those who had been in her temple before her death. This included the knowledge of the priest of Sarenrae who brought the golden plate with the map to Osibu into the temple. Though the priest himself lost access to his knowledge

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after leaving the city, that knowledge still remained within him, and Walkena learned it the moment his connection with his divine sister sprang to life.

Walkena suddenly knew the location of Osibu. While he was at first overwhelmed with the knowledge, he quickly came to realize just how valuable this information was. After several meetings with his advisors and inner circle, Walkena concocted a plan to attack the Golden City and claim its riches and secrets for himself. He prepared his armies, and they began their trek through the Screaming Jungle.

After the heroes have been in Osibu for two or three months (at your discretion), Walkena's armies arrive to invade the city. Walkena used his divine

powers to shield his armies from the sight of the Twice-Honored Women and their wards; it's only once the thousands-strong force arrives at the threshold of the Tangle that the people of Osibu become aware of the threat. Golden bells ring throughout the city, stirring the denizens of Osibu to defend themselves against the invaders.

The heroes might spring into action right away, working to defend the city as the attack begins. In this case, immediately jump into the action with the encounters on the following pages. If the heroes hesitate or are unsure of what to do, Umanja-jinga tracks them down and explains that the city is under attack. She asks them to join her in speaking with Dimari-Diji before they take any action.

Umanja-jinga leads the heroes toward the center of the city, just a few hundred feet away from the Nemesis Well. Dimari-Diji explains to the heroes that this army is unlike any force they've encountered before. He notes that a divine power is guiding this attack, bolstering the enemy forces. In a direct fight, the forces of Osibu are likely to lose, even with the aid of the Twice-Honored Women and other ancient defenses (both magical and mundane) set up around the city. Rather than engage in a direct conflict, Dimari-Diji and Umanja-jinga have another strategy to blunt the attack.

Umanja-jinga explains that after the traitor Deron Melcarion escaped Osibu without binding himself to secrecy, she and the other Chyayups worked with Dimari-Diji to develop a new ritual that would help defend the city in case of an invasion. Umanja-jinga, Dimari-Diji, and the Chyayups can complete the ritual, but it takes time to enact. She implores the heroes to take up arms to defend Osibu and buy them the time they need.

The attack on Osibu is a massive battle, with thousands fighting on each side. Rather than fight through countless soldiers on the battlefield, the following encounters represent key fights that the heroes undertake in their defense of Osibu. You should use these encounters in the following order, with the indicated breaks allowing the heroes to rest between the waves of enemies. These fights are particularly challenging when set one after the other, but clever thinking and timely aid from allies can give the heroes a significant advantage in many of these encounters. If the heroes need a bit more time to rest than indicated, you can determine that the attacking forces need a longer break as well.



Living Sun Spire

WALKENA'S FORCES

As the heroes first jump into the fight, they're met with a large force of Walkena's warriors.

Creatures: Walkena directed all of his nonessential forces to attack Osibu; only a bare minimum of city guards remained with him in Mzali. Walkena even sent out his elite bodyguards, the sun warriors, to accompany the invading troops. These bodyguards were granted a portion of Walkena's divine power, allowing them to call upon magic during the fight. The sun warriors use their magic to split up the battlefield with magical barriers, separating Osibu's defenders into manageable groups. These troops must be defeated quickly if the Osibans are to prevail.

SUN WARRIOR BRIGADES (4)

CREATURE 12

UNCOMMON LE GARGANTUAN HUMANOID TROOP

Perception +22

Languages Common, Mzunu

Skills Athletics +23, Intimidation +22, Religion +23

Str +7, **Dex** +2, **Con** +6, **Int** +2, **Wis** +5, **Cha** +4

AC 33; **Fort** +24, **Ref** +18, **Will** +23

HP 216 (16 squares); **Thresholds** 144 (12 squares), 72 (8 squares); **Weaknesses** area damage 15, splash damage 8

Troop Defenses (Bestiary 3 306)

Speed 25 feet; troop movement

Divine Spontaneous Spells DC 29, attack +21; **6th** (3 slots) *blade barrier*, *vampiric exsanguination*, *wall of fire*; **5th** (4 slots) *burning hands*, *fireball*, *flame strike*; **Cantrips** (**6th**) *daze*, *detect magic*, *divine lance* (law or evil)

Form Up ♦♦ (Bestiary 3 305)

Frenetic Assault ♦♦ to ♦♦♦♦ **Frequency** once per round;

Effect The members of the brigade wildly swing their weapons—primarily spears—in a frenzied attack at each enemy adjacent to the troop (DC 29 basic Reflex save). The damage depends on the number of actions.

♦♦ 1d12+1 piercing damage

♦♦♦ 2d12+11 piercing damage

♦♦♦♦ 3d12+11 piercing damage

Troop Movement Whenever the troop Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

Troop Spellcasting When the sun warrior brigade Casts a Spell, its constituent members combine their efforts into casting a more powerful version of the spell than any one member could achieve alone. When Casting a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius

of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Walkena's Radiance ♦♦♦ (divine, evocation, fire, light)

The brigade calls upon Walkena to burn and blind their foes. The sun warriors present their religious symbols and create a white-hot flash of light in a 45-foot cone. Creatures in the cone take 10d8 fire damage (DC 29 basic Fortitude save). Creatures that fail their save become dazzled for 1 round. Creatures that critically fail become blinded for 1 round instead. When the troop is reduced to 8 or fewer squares, this area decreases to a 20-foot cone.

ATTACK OF THE SUN-SPIRES

MODERATE 14

The siege rages on, but the next important battle for the heroes takes place 30 minutes after facing off with the sun warrior brigades. Give the heroes this time to rest and prepare for their next engagement, explaining that Osibu's forces are keeping Mzali's foot soldiers and other weaker forces at bay. The Twice-Honored Women use this lull in the action to call upon jungle creatures and other natural forces to supplement Osibu's warriors. Great gusts of wind, shrieking monkeys, and long-toothed predators arrive to menace the besiegers.

Creatures: While Walkena knew he would be providing his significant might to his troops, he didn't expect Osibu to fall easily. He tasked his mages and priests with creating living siege engines in his image. These sun-spires can use Walkena's power and the power of the sun to produce blasts of powerful flame capable of destroying nearly anything in their path.

The living sun-spires arrive at the front lines after the attack has already begun, having been held up by their slower movement and the terrain of the Screaming Jungle. Once in position, they immediately burn through the Tangle and start melting the city walls to create more openings for Walkena's troops. Three sun-spires cluster together in an attack certain to bring down a large section of walls, and the heroes must engage them. These sun-spires save their beam attacks for foes who remain at range, such as flying creatures, archers, or spellcasters. They use their Trample when surrounded by multiple foes on foot. The sun-spires fight until destroyed.

LIVING SUN-SPIRES (3)

CREATURE 13

N GARGANTUAN CONSTRUCT MINDLESS

Perception +21; darkvision

Skills Athletics +30

Str +9, **Dex** +2, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5

AC 36 (32 when broken); construct armor; **Fort** +29, **Ref** +19, **Will** +17

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HP 200; **Hardness** 14; **Immunities** death effects, disease, doomed, drained, fatigued, fire, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Attack of Opportunity ➤

Construct Armor Like normal objects, the living sun-spire has Hardness. This Hardness reduces any damage the sun-spire takes by an amount equal to the Hardness. Once a sun-spire is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 32.

Steal the Sun ➤ (divine, evocation) **Trigger** A creature within 30 feet of the sun-spire begins to Cast a Spell that has the fire or light trait; **Effect** The sun-spire attempts to redirect the energy from the triggering effect into its sunlight stores. The sun-spire attempts to counteract the triggering spell with a +22 counteract bonus. If it successfully counteracts the spell, the sun-spire's sunlight stores are empowered. While empowered, the sun-spire deals an additional 2d8 fire damage with all of its attacks and abilities. The sun-spire remains empowered until the end of its next turn.

Speed 20 feet

Melee ➤ arm +28 (magical, reach 15 feet), **Damage** 3d12+11 bludgeoning plus Grab

Melee ➤ spear +28 (magical, reach 20 feet), **Damage** 3d12+11 piercing

Ranged ➤ sunfire beam +28 (fire, evocation, magical, range increment 100 feet), **Damage** 3d8+11 fire

Beam of the Seven Suns ➤➤ (divine, evocation, fire) The sun-spire collects solar energy and uses the energy to create a deadly beam of fire. It fires the beam in a 120-foot line, dealing 11d8 fire damage to all creatures in the line (DC 33 basic Reflex save). The concentrated beam ignites everything in its path, including the air, creating a wall of burning flame along the line that continues to burn until the end of the sun-spire's next turn. This wall has the effects of a 5th-level *wall of fire* spell, dealing 5d6 fire damage to any creature that crosses the wall or occupies the wall's area at the start of its turn. The sun-spire can't use the Beam of the Seven Suns again for 1d4 rounds, although rounds it's not in sunlight don't count toward this number.

Trample ➤➤➤ Large or smaller, arm, DC 33

PIERCING THE WALL

MODERATE 14

The siege slows for a moment as Walkena's forces wait for even more living sun-spires to make their way through the jungle to a gap in the city's northern wall.

Creatures: The next wave of living sun-spires is supplemented by the remaining sun warriors. This group tries to open a gap in the western wall even

further, hoping to provide access into Osibu to the bulk of Walkena's foot troops. They fight until destroyed.

LIVING SUN-SPIRES (2)

CREATURE 13

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Initiative Perception +21

SUN WARRIOR BRIGADE

CREATURE 12

Page 57

Initiative Perception +22

The Twice-Honored Women: With the besiegers threatening to breach the city walls, the Twice-Honored women take more direct action. The howling wind becomes a driving rain that assails Mzali's forces but leaves the city defenders little more than damp. At the end of the first round of combat and every 1d4 rounds afterward, the Twice-Honored Women unleash a powerful blast of lightning, creating a 7th-level *lightning bolt* that lances across the battlefield hitting as many of the living sun-spires and sun warrior brigades as possible (but avoiding any heroes working to defend the city).

BREAKING THE GOLDEN BLADE

SEVERE 14

Once the heroes fend off the attackers threatening to exploit the breach in the northern wall, they have only a few moments' peace. Ten minutes after this attack, Mzali besiegers break through the western wall, giving Walkena's forces an opening into the city. Walkena's warriors start pouring into Osibu.

Creatures: Leading the charge into the city is Mzali's Master of Spears, Worknesh, along with a squad of her best Jackal Guards. Among all the forces storming through the city, Worknesh should be the heroes' main focus, as they're the ones who have the best chance of stopping her.

Worknesh is plainly surprised to encounter the heroes here but boasts that she's more than happy to remove this obstacle to Walkena's continued rise to glory. She then rushes into combat, unleashing her Master's Cry to Demoralize a melee-focused hero and propel her Jackal Guards into the fray. In combat, she calls down Walkena's Judgment on the foe she is currently fighting. She takes advantage of Walkena's Fury to make multiple attacks while staying free to use her Battle Cry to empower herself and her Jackal Guards. If her opponents try to keep their distance, she harries them with her magic, goading them to face her in direct combat.

If the heroes were able to deceive Worknesh in Chapter 1 and fool her into underestimating their fighting abilities (see page 24), she begins combat

with less aggressive attacks and a more reckless approach. Based on the result of the heroes' ruse, Worknesh begins combat clumsy and enfeebled, representing her unconcerned demeanor. The values of these conditions are determined by the heroes' Ruse Points in the Worknesh's Challenge encounter on page 24. Worknesh begins to understand the heroes' true combat skill as the fight continues, however, and her clumsy and enfeebled values from the ruse decrease by 1 at the end of each of her turns. If she's hit with a critical hit, the values instead decrease by 2 at the end of her next turn. It's possible that she becomes clumsy or enfeebled from a different source during the fight; the value from that source doesn't go down at the end of her turn, instead following the normal rules from the source that caused the condition.

Regardless of her tactics, Worknesh fights to the death, as do the Jackal Guards who loyally serve her.

WORKNESH

Page 90

Initiative Perception +28

CREATURE 16

JACKAL GUARDS (4) CREATURE 10

Page 9

Initiative Perception +19

Assassinating Worknesh: If the heroes earned Themba Sufu's favor in Chapter 1 (see page 20), he offered them the services of Walkena's Hand in the form of a single assassination of a Mzali citizen of the heroes' choosing; the heroes might have also learned that Themba has a strong dislike of Worknesh. Members of the secret police are among the forces attacking Osibu, and the heroes can call upon the favor even during the siege. If the heroes call out to some of the sun warriors or other forces, requesting to use Themba's favor, the heroes receive a slight nod from a number of warriors in return. At the end of the round, a barrage of flying spears, blasts of fire magic, and rain of arrows fall upon Worknesh, slaying her instantly. This act scares away the remaining Jackal Guards, bringing a decisive end to the fight and granting XP as though the foes had been defeated in combat. If the heroes attempt to capture Worknesh alive with nonlethal damage, Themba's forces do their best to finish her off before the heroes can remove her from the battlefield.

WALKENA'S FURY

SEVERE 14

The defenders' ritual is nearly complete, but Walkena has one final weapon in his arsenal to overwhelm Osibu. This

encounter begins only a minute or two after the heroes deal with Worknesh, giving them no time to rest. The Twice-Honored Women have their hands full attempting to reduce the Mzali forces pouring into the city through the opening in the western wall. They recognize the efforts the heroes have put in so far, however, and spare a moment to share their power with them to keep them going in the fight. During the short break, each hero gains the effects of a 7th-level *heal* spell (restoring 7d8+56 Hit Points) and recovers 1 Focus Point.

Creature: Watching the assault from afar with his divine abilities, Walkena is infuriated by the death of



Avatar of Walkena

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his Master of Spears. He decides to intervene directly and put an end to the Magaambyans who have given him so much trouble as of late. Though he can't risk his own body in combat, Walkena can manifest as an avatar. Since he's still empowering his other forces and must push past Osibu's many magical wards, however, the avatar is somewhat weaker than normal.

Walkena's avatar arrives in a burning ray of sunlight near the center of the city and looks like a towering version of the god himself. Dimari-Diji and Umanja-jinga initially panic, thinking Walkena means to interrupt their ritual, but the avatar is focused on the heroes. He calls them out by name, declaring them meddlesome fools and threatens to burn straight through their bodies, reducing their souls to ash.

The avatar begins combat by casting *prismatic wall* to separate and incapacitate the heroes. He then proceeds to use his magic and sunfire attacks at a distance until he can strike with his holy spear. He uses Pull Down the Sun to burn any melee combatants while restoring himself. If any hero damages the avatar with cold magic, Walkena redirects his avatar's focus to destroying that hero. The avatar fights until destroyed.

AVATAR OF WALKENA

CREATURE 17

RARE LE HUGE DIVINE HUMANOID

Perception +29; greater darkvision, smoke vision

Languages Common

Skills Acrobatics +29, Athletics +34, Intimidation +33, Religion +28, Walkena Lore +33

Str +9, **Dex** +4, **Con** +8, **Int** +2, **Wis** +3, **Cha** +8

Items spear

AC 40; **Fort** +31, **Ref** +25, **Will** +31

HP 380; **Immunities** death effects, disease, drained, fire, paralyzed, unconscious; **Resistances** physical 10;

Weaknesses cold 15

Attack of Opportunity 2

Avatar's Resistance 2 (abjuration, divine, fortune)

Trigger The avatar fails or critically fails a saving throw; **Frequency** once per minute; **Effect** Walkena's will attempts to undo his avatar's fate. The avatar rerolls the saving throw and takes the better result.

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 38

Smoke Vision The avatar ignores the concealed condition from smoke.

Sun's Touch (aura, divine, evocation, fire, light) 10 feet. The avatar of Walkena radiates with an intense light. Creatures that enter or begin their turn in the emanation are dazzled and take 3d8 fire damage (DC 35 basic Fortitude save). Creatures remain dazzled until they leave the emanation.

Speed 60 feet, air walk

Melee ♦ holy spear +33 (magical, reach 20 feet, versatile fire), **Damage** 3d12+19 piercing

Melee ♦ fist +33 (agile, finesse, unarmed, versatile fire), **Damage** 3d6+19 bludgeoning plus Improved Grab

Ranged ♦ sunfire +31 (fire, magical, range increment 120 feet), **Damage** 3d8+18 fire

Divine Innate Spells DC 36, attack +28; **8th** *blade barrier*, *fire seeds*, *prismatic wall*; **7th** *fireball*, *harm*, *heal*, *prismatic spray*; **6th** *flame strike*, *flaming sphere*, *freedom of movement*; **5th** *command*, *harm*, *heal*; **Cantrips** (**8th**) *daze*, *produce flame*, *shield*, *telekinetic projectile*; **Constant** (**4th**) *air walk*

Constrict ♦ 2d4+11 bludgeoning plus 2d8 fire, DC 38

Pull Down the Sun ♦♦♦ (divine, evocation, fire, light) The avatar of Walkena plucks a small drop of sunlight from the sky and rains down sunfire on the battlefield. The avatar selects a 20-foot burst within 90 feet. Sunfire rains down in the area, dealing 12d8 fire damage (DC 38 basic Reflex save) to all creatures that enter or begin their turn in the area. The power of the sun restores the avatar; it instead recovers an equal number of Hit Points while in the area. The sunfire continues to rain until the end of the avatar's next turn. The avatar can't use Pull Down the Sun again for 1d4 rounds.

Radiate Glory ♦♦ (divine, evocation, light) The avatar intensifies its light. All creatures within 30 feet must attempt a DC 38 Fortitude save. The avatar can't use Radiate Glory again for 1d4 rounds. During this time, the avatar's Sun Touch no longer dazzles creatures.

Critical Success The creature is unaffected and becomes temporarily immune for 24 hours.

Success The creature is dazzled for 1 round.



Failure The creature is blinded for 1 round.

Critical Failure The creature is blinded for 1 minute.

Dajermube's Aid: If the heroes aided Dajermube in her apotheosis (see page 40), the new god returns the favor during the avatar's attack. At the end of the first round of combat, Dajermube's voice rings through the sky, proclaiming that the heroes are under her protection and that Walkena is not deserving of the might granted to him by the sun and his ancestors. She causes a sudden total solar eclipse, causing a strange twilight to descend over the battlefield (which doesn't otherwise affect visibility). The eclipse cuts the avatar off from the sun, weakening him; he is sickened 2 and can't Pull Down the Sun during the eclipse. Dajermube can't maintain the eclipse forever, with totality ending after 1 minute, but it should grant the heroes enough time to destroy the avatar.

Concluding the Adventure

Just as the heroes destroy Walkena's avatar, Dimari-Diji, Umanja-jinga, and the Chyayups complete the ritual.



A powerful enchantment washes across all of Walkena's forces. The attack suddenly ends and the forces retreat from the city, compelled to march away from Osibu as quickly as they can. After 1 day, the Mzali forces recover their senses with no memories of the attack or their time in Osibu, left to fend for themselves in the Screaming Jungle. This magic washes over the avatar as well, using it as a conduit to Walkena himself just as the avatar is destroyed. Through this connection, Walkena himself becomes a conduit for the ritual, causing himself and anyone else in Mzali with knowledge of Osibu's location to forget about the city entirely. Walkena forgets everything about the Shrine of the Eclipse and, indeed, everything after the heroes' departure from his city. He maintains his changes in policy for Mzali and is completely unaware of Osibu or the heroes' role in defending the city.

There are major changes in store for Mzali. Worknesh's death (or, in Walkena's eyes, her inexplicable disappearance) leaves Mzali without a Master of Spears. Themba Sufu quickly maneuvers to take on the role, granting him the might of all of Mzali's forces to wield as he wishes. His main focus is to root out and eliminate the Bright Lions. The sudden increase in forces focused on the Bright Lions would mean the end for the rebellion, save for one key factor: Dajermube. Sihar and her rebels have learned of the new god and her goal of liberating Mzali, though this time from Walkena rather than the Council of Mwanyisa. Dajermube and the Bright Lions are destined to clash with Walkena and the forces of Mzali in the future, but such events are beyond the scope of this Adventure Path.

Life in Osibu returns to normal after the attack. Umanja-Jinga and Dimari-Diji thank the heroes for their help in defending the Golden City. As a token of his gratitude, Dimari-Diji offers to travel to Nantambu and share some of his knowledge with the Magaambya. He explains that the heroes will still need to undergo the *geas* that binds them to secrecy about the city, as with anyone who leaves it.

Dimari-Diji travels to the Magaambya with the heroes and offers his insight and knowledge on Osibu and primal magic to the academy. The arboreal is something of a sensation, with students and teachers alike flocking to his side to learn all they can from one of Golarion's oldest living creatures. Janatimo in particular is overjoyed at the opportunity to add hundreds of new stories to the Magaambya's archives. Dimari-Diji talks about Osibu, but only as a

fantastical, mythical place, never confirming whether it actually exists. He weaves the heroes' services to the city into these tales, likely by referring to them not by name, but as regal animals of the sort represented by their masks. Each of the arboreal's stories contains truths about Osibu's history, culture, and people without giving any details that could direct anyone to the city itself.

Before he leaves after a few weeks' time—as he can't remain far from the Nemesis Well for long—Dimari-Diji meets with High Sun-Mage Oyamba and the heroes. He thanks them for continuing the legacy of Old-Mage Jatembe and the Ten Magic Warriors, and for maintaining the Magaambya after all these years. He mentions that Jatembe will be happy to hear that the Magaambya is in good hands next time the two meet. Oyamba reacts with surprise to hear that Old-Mage Jatembe still lives; if the heroes don't ask Dimari-Diji first, Oyamba asks if Dimari-Diji knows Jatembe's current whereabouts. Dimari-Diji gives a surprised chortle at Oyamba's question, commenting that he believed everyone knew where Jatembe was. He gives a smile and explains that Jatembe is doing important work of some kind on the planet Akiton. If the Magaambyans wish to meet him, all they need to do is travel through the Doorway to the Red Star. With that, Dimari-Diji exits the academy to make his journey home. The heroes can make this journey in *Pathfinder Adventure Path #173: Doorway to the Red Star!*



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TEACHERS OF THE MAGAAMBYA

Much in the same way that the Magaambya encourages self-guided learning for its students, it also encourages faculty to teach in whatever manner best suits them. So long as an instructor agrees to teach any student who comes to them, they're left to pursue their own schedule and scholarly interests. This means some instructors travel widely while conducting academic research, paying little heed to teaching classes. Often, *finding* the instructor is a student's first lesson (and test), though teachers view this hurdle as important training in self-reliance.

Fortunately, the Magaambya has numerous dedicated instructors who prefer living at the university, so a student who seeks a more traditional academic experience isn't bereft of educational opportunities. Many of the these faculty can be found at regularly scheduled times and places, giving lectures and keeping open-office hours. While some Magaambyan scholars seek knowledge across the world, others are dedicated to keeping the school in working order.

As part of their duties to the school, Magaambyans of the attendant rank or higher are responsible for scheduling classes to fulfill the educational needs of junior students. These classes either require the attendants to tutor their junior colleagues or find a teacher willing to engage students on the specific topic. Many teachers view these student-led classes as a good way to learn alongside their students.

The following lore-speakers are the teachers most likely to be found on campus. Some have been teaching for much longer than the heroes—and may have even taught the heroes while they were students—but now they're generally considered the heroes' peers.

AHASSUNU

N | female | lizardfolk | historian

Branch: Uzunjati

Area of Specialty: diplomatic history and relations

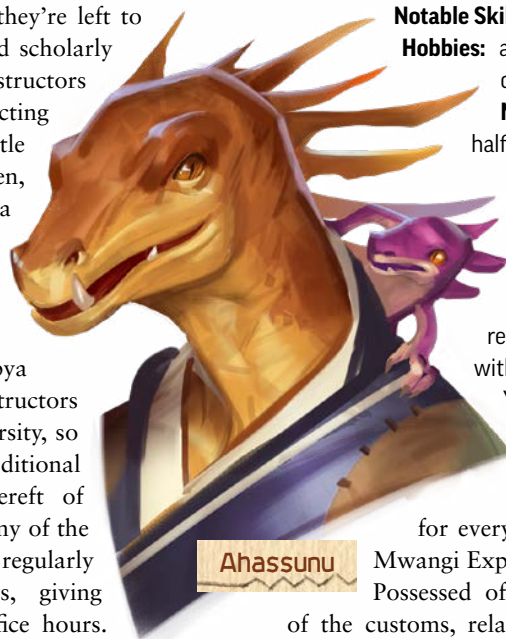
Notable Skills: Nature, Religion, Society

Hobbies: astrology, raising raptors, antique collecting, knife sharpening

Most Well Known For: vanishing halfway through a school semester to finish her thesis

Strangest Quirk: licking her eyes when trying to concentrate

Common Associates: Esi Djana and Tzeniwe (consulting on local relations), Okoro Obiyo (assisting with deep historical research), Lumusi Yao (delivering meals)



Ahassunu

Ahassunu has a completely impeccable memory—at least, for everything that has happened in the Mwangi Expanse prior to the fall of Sargava. Possessed of a fine mind for the minutiae of the customs, relations, and diplomatic status of the myriad peoples of the Mwangi Expanse, and the Magaambya specifically, Ahassunu is often asked to speak on these topics. Getting her to actually show up tends to be the most challenging aspect of such lectures. When it comes to current events, including her own classes and regular meal times, the iruxi scholar can be pretty absentminded. Lumusi Yao in the school kitchen has taken to ensuring that Ahassunu has eaten at least once a day.

As long as Ahassunu can be kept on track, she's eager to teach anyone, though her lizard-like affectations may leave some uneasy. Her advice also tends to involve more astrology than many people are comfortable with. The iruxi is known for raising microraptors, and sometimes she fosters the hatchlings with students who might like them.

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IZEM MEZITANI

NG | male | aasimar human | archaeologist

Branch: Rain-Scribes

Area of Specialty: exploration and archaeology

Notable Skills: Athletics, Crafting, Occultism, Stealth

Hobbies: archaeology, history, engineering, linguistics, recreational flying

Most Well Known For: having arrest warrants in five different nations and honorary doctorates in three

Strangest Quirk: successfully utilizing magical formulas previously proven not to work

Common Associates: Anchor Root (fossil hunting), Chizire (discussing engineering), Hai Bram Thodja (hang-gliding), Ignaci Canterells (translation and decryption consulting), Takenkot (uncharacteristically stammering)

Izem Mezitani

A half-Andoren, half-Garundi adventurer, Izem is a relatively recent arrival at the Magaambya and already a local celebrity. Famous in Avistani scholarly circles for his expeditions into Osiriani and Jistkan ruins, his recounting of these exploits have proven just as popular with students.

Izem is often swarmed by admirers, though this might be due to his roguish good looks and the beautiful, falcon-like wings on his back.

Izem is an incredible polymath. Apart from teaching his own classes on the languages and occult traditions of nearly every nation in the Inner Sea region, he also covered the school's runes lessons when its teacher vanished, built the Magaambya a printing press, discovered and banished a major demon in a nearby village, and mastered rock climbing in his spare time. Izem's party trick of simultaneously writing two different arcane proofs with each hand is quite popular.

His current position at the Magaambya arises from a setback on his latest expedition, when he gained the ire of Walkena's servants near Mzali. Izem agreed to teach in exchange for a safe haven and medical care. The only reason he hasn't left yet is due to a crush on a fellow instructor.

KORIDE ULAWA

CN | female | human | naturalist

Branch: Rain-Scribes

Area of Specialty: insects in magic and ecology

Notable Skills: Crafting, Medicine, Nature, Survival

Hobbies: vulture culture, raising insects, amateur forensics, acid etching

Most Well Known For: letting trusted students play with dangerous chemicals

Strangest Quirk: making students with too many class demerits hold hissing cockroaches

Common Associates: Anchor Root (raising beetles), Chizire (raising havoc), Okoro Obiyo (gushing about random esoterica), Tzeniwe (entertaining spiderlings), Lesedi (receiving heated lectures about intellectual responsibility)

One of the more popular professors at the Magaambya, Koride has a laid-back charisma that complements her wry sense of humor and love of the macabre. A fan of the more "repulsive" parts of nature—rot, fungus, bones, and especially insects—she approaches them with a delight that's often infectious.

Koride knows that her beloved bugs are often misunderstood, and that imbalances in nature caused by invasive species or humanoid activity can result in insect swarms that cause very real harm to communities. She's determined to educate both students and communities in ways that encourage others to approach insects with respect, rather than fear.

If Koride has flaws, they're the kind that endear her to many of her students. She's notably flaky on her commitments, changing her mind at the drop of a hat. She tends to eschew the Magaambya's safety standards and is surprisingly nonchalant about collateral damage.

While some students and staff consider Koride wildly irresponsible, her misadventures haven't caused any overt permanent damage, nor has her blatant favoritism for certain students. For more information about Koride, see *Pathfinder Adventure Path #174: Shadows of the Ancients*.

Koride Ulawa

LESEDI

CG | female | elf | extraplanar scholar

Branch: Cascade Bearers

Area of Specialty: extraplanar portals and creatures

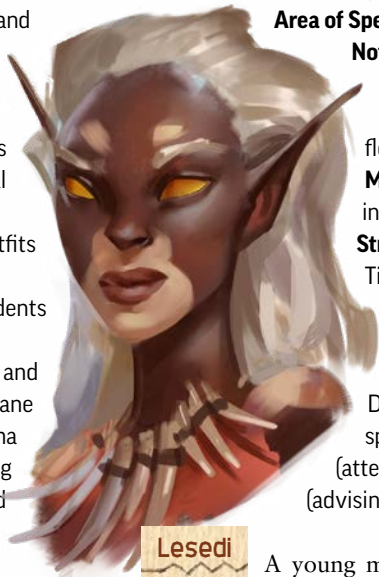
Notable Skills: Arcana, Intimidation, Occultism, Survival

Hobbies: high fashion and hair styling, glass blowing, building tiny models of theoretical spacecraft

Most Well Known For: dainty pink outfits embellished by demon bones

Strangest Quirk: always knowing when students are trying to prank her

Common Associates: Ignaci Canterells and Esi Djana (pursuing high-concept arcane mathematics), Haibram Thodja and Zuma (discussing the finer points of fighting demons), Koride Ulawa (delivering a heated lecture about intellectual responsibility)

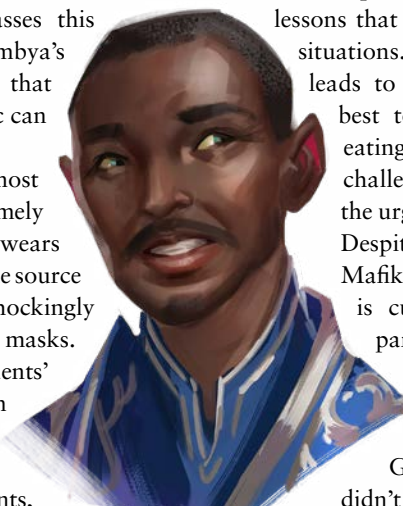


Lesedi

Lesedi is one of the rare Alijae elves that left the city of Nagisa to expand her knowledge. The Magaambya considers her a highly valuable addition to the faculty, as she offers the academy insights into the poorly understood Alijae culture. In exchange, the school assists Lesedi in her more risky studies of extraplanar creatures and the methods to both summon and banish them. She passes this information down to the Magaambya's students and scholars, ensuring that students of this perilous field of magic can learn in a safe and controlled setting.

Despite her petite figure, most students consider Lesedi to be extremely intimidating. The demon bones she wears over her dainty pink clothing may be the source of this, or perhaps it's due to the shockingly grim faces of her traditional ivory masks. She's also known to correct students' mistakes instantly, interrupting them if necessary, as any error made in her field could prove lethal. Despite her intimidating interactions with students, Lesedi has a cheerful and sugary personality, leaving most of her peers baffled as to why students are so terrified of her.

Lesedi's other scholarly focus is a truly obscure and unusual field, even for the Magaambya: magical space flight. Lesedi was old enough to have heard of the starship *Lirgen's Glory* when it launched back in 4600 AR, and the devastation of the nation of Lirgen is something that upsets her even now.



Mafika Ayuwari

MAFIKA AYUWARI

NG | male | human | martial artist

Branch: Tempest-Sun Mages

Area of Specialty: self-defense

Notable Skills: Acrobatics, Arcana, Athletics, Nature

Hobbies: martial arts, sports, cooking, flower decoration

Most Well Known For: once passing out in the middle of class from a concussion

Strangest Quirk: serving decent-quality Tian noodles out of a rainbow-painted ramen cart on weekends

Common Associates: Haibram Thodja and Mariama Keitana (sparring), Esi Djana and Okoro Obiyo (organizing sporting competitions), Noxolo (attending dance classes), Lumusi Yao (advising on meal planning)

A young member of the Tempest-Sun Mages, Mafika specializes in combining both arcane and primal magic with physical blows to overwhelm his opponents. He teaches students the best methods to defend themselves and other. Even for those uninterested in fighting, Mafika's lessons teach how to safely fall, how best to twist away from danger, how to escape holds from stronger foes, and other lessons that could be crucial in life-threatening situations. Firmly aware that a healthy body leads to a healthy mind, Mafika does his best to encourage exercise and healthy eating on campus, which can be a mighty challenge indeed when fighting against the urges of magically gifted young adults. Despite his efforts at the Magaambya, Mafika's reputation among students is currently dominated by his recent participation in the legendary Ruby Phoenix Tournament, a martial arts competition featuring the best athletes from across Golarion. Though Mafika's team didn't win, they made it far enough into the tournament to gain international acclaim. Mafika often finds himself inundated with questions about life in Tian Xia, his fellow competitors, and the Ruby Phoenix herself. More than one of Mafika's self-defense classes has derailed into a storytelling hour, though both Mafika and the other Magaambya faculty consider these unscheduled lessons in foreign culture and current events to be just as valuable.

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NHYIRA

NG | genderfluid | elf | historian and arts patron

Branch: Uzunjati

Area of Specialty: history through artwork

Notable Skills: Intimidation, Performance, Society, Survival

Hobbies: mushroom hunting, living flower arrangements, board games, theater

Most Well Known For: knowing the words to every play performed in Nantambu in the past two years

Strangest Quirk: claims to hear plants growing

Common Associates: Chizire, Mariama Keitana, Ignaci Canterells, and Okoro Obiyo (playing strategy board games); Noxolo (recreating historically accurate dances); Zuma (catching up on local plays); Thema (discussing landscaping)

Nhyira has a reputation within the Magaambya, and most students hear enough rumors to approach her lessons with trepidation. The Ekujae elf's classes are invariably fascinating, and often involve some of the most talked about escapades on campus: she has had students design their own fortresses, perform live reenactments of sieges using those same fortresses, and then write original poetry of the glories and tragedies of the simulated assaults. Nhyira has no qualms about leaving slackers behind, however, and few filters to prevent her from being sarcastic or simply shouting to keep unruly students in line. Those who can keep up tend to love Nhyira, but there's no arguing she sometimes rules her classroom through terror.

Nhyira considers herself a patron of the arts in greater Nantambu, and she ensures her students are immersed in the cultural scene of the larger city. Many classes involve simply taking people to see the latest local play, though Nhyira is quick to demand an in-depth discussion afterward. Students are also brought to help work on productions, learning the arts of musical accompaniment and acting techniques from professional performers. If anything's going on at the Speaker's Stage on campus, Nhyira is probably involved. In her spare time, Nhyira can usually be found crushing any and all challengers at strategy board games—during her five-decade tenure at the Magaambya, only a handful of students have ever managed to defeat her.

TAHENKOT

NG | female | human | defender

Branch: Tempest-Sun Mages

Area of Specialty: magical flight

Notable Skills: Acrobatics, Arcana, Nature, Survival

Hobbies: coin collecting, linguistics, history, mind puzzles

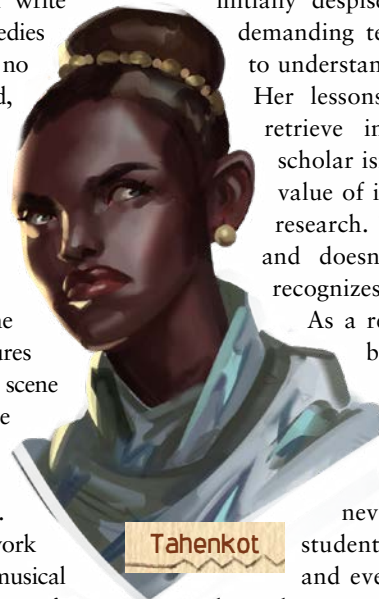
Most Well Known For: verbally eviscerating impudent students

Strangest Quirk: keeping a coffin with a wooden skeleton in her room

Common Associates: Haibram Thodja (giving flight lessons), Esi Djana (inventing tactical wargames), Izem Mezitani and Ignaci Canterells (creating mind-melting cryptography puzzles)



Nhyira



Tahenkot

Tahenkot is one of the most intelligent scholars at the Magaambya, but she's also likely one of the most hated by the students. She is undeniably hard on all of her students, rapidly confronting any mistake and constantly forcing her pupils to question when and why they went wrong. The majority of her assignments are difficult to do alone, with the intention of encouraging students to look for solutions from others. Most people initially despise Tahenkot due to her strict and demanding teaching style, but those who come to understand her come to value her immensely. Her lessons teach others to think critically, retrieve information on subjects where a scholar isn't knowledgeable, and test the face value of information by engaging in targeted research. Tahenkot knows what she's worth and doesn't accept anything less, and she recognizes the worth of her students as well.

As a result, she demands her pupils' very best efforts, refusing to allow them to skirt through her classes.

Tahenkot cares deeply for all of her fellow Magaambyans, despite her habit for harsh criticism. She never withholds a compliment when a student meets her rigorous expectations, and even makes a lesson, when necessary, about how to take compliments well. Tahenkot demands what she's earned, and demands the same on the part of others. Anyone who receives a word of praise from the exacting professor can be certain they deserve it, and any who seek to disparage such a singular achievement must be wary, lest they face Tahenkot's razor sharp tongue.

TAKULU OT

LG | male | human | teacher

Branch: Cascade Bearers

Area of Specialty: arcane theory and mathematics

Notable Skills: Diplomacy, Occultism, Performance, Society

Hobbies: weaving, mbira music, drawing glyphs and fractals, bird-feeding

Most Well Known For: telling heartwarming stories about his wife during lessons

Strangest Quirk: having a huge collection of carved anteaters

Common Associates: Esi Djana (organizing school events), Anchor Root and Noxolo (giving impromptu musical performances), Tzeniwe (bird-watching)

Takulu is a kindly Magaambya scholar who takes it upon himself to make all new students feel welcome. He's so kindly that some students have a hard time believing he's genuine, in fact. In any given semester, rumors abound that the professor is a secret serial murder, an ex-soldier responsible for the deaths of hundreds, or possessed of a secretly violent hobby in order to channel his rage. Takulu responds to these rumors as he does most things, with an understanding smile and a well-considered statement. Those who aren't hung up on Takulu's seemingly inhuman reserves of patience often appreciate the teacher for his willingness to treat his students as the young adults they are, empowering their efforts and ensuring they can always pursue what they feel is right.

In addition to his love of mathematics, Takulu is one of the few professors who puts just as much scholarly emphasis on the study of teaching. Whereas many of the Magaambya's teachers provide hands-on lessons mainly to advance a relevant research project or simply due to the day's whim, Takulu has spent much of his time researching how best to convey information to others. He's particularly focused on teaching those who lack formal education, as they arrive without a framework for scholarly learning. Though his ideas have gotten some interest from others on campus, other teachers are uncertain how much of Takulu's success stems from his methods and how much stems from his even temperament. For more information on Takulu, see *Pathfinder Adventure Path #169: Kindled Magic*.



Takulu Ot



Zuma

ZUMA

CN | male | half-orc | conspiracy theorist

Branch: Emerald Boughs

Area of Specialty: religious study and protective magic

Notable Skills: Deception, Diplomacy, Intimidation, Occultism, Religion

Hobbies: theater, herb gardening, tattoo art, reading fiction novels

Most Well Known For: rambling about conspiracy theories

Strangest Quirk: often wears eye-searing lime green shoes

Common Associates: Mariama Keitana (spinning conspiracy theories), Noxolo (organizing performance events), Okoro Obiyo (gushing about obscure lore), Haibram Thodja and Lesedi (discussing demon-fighting)

Half of Zuma's classes are extremely educational practices on protection against the dangers of the Mwangi jungles. The other half are educational in a certain sense of the word, usually combining uncomfortable rants about the ills of the world with conspiracy theories that scholars have debunked many times over. Critical knowledge on how to recognize magical subversive influences is interlaced with rambling screeds about how certain children's games have roots in devil worship and which Nantambu magistrate-mayors are possessed by the malevolent ghosts of jungle cats. Students constantly place bets on if Zuma actually believes what he's saying, is playing an elaborate prank, or is merely attempting to start rumors.

Despite Zuma's amazing ability to turn an engaging lecture into stunned, awkward silence within two sentences, his skills are valuable enough that he remains in excellent standing at the school. The Magaambya is not set up to require that students take any of Zuma's classes, and so the faculty feels anyone attending them ought to already know what they're getting into. Zuma is popular out of class as well, due to his skill at magical tattooing—he knows how to create moving ornamental tattoos or even protective wards with skin and ink. He gives steep discounts to anyone affiliated with the Magaambya, which makes his artwork quite affordable. Many students sport tattoos from the eccentric teacher.

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WALKENA

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Once a mortal child-king of Mzali, Walkena bore the power of his ancestors, the Old Sun Gods. He was a fair but stern ruler, little given to petulant temper tantrums of other children his age. As a young king, he was already fond of order and enjoyed using laws and policies to rule Mzali and the lands around it. Walkena was quite wary of outsiders, as they did not adhere to, or even respect, the strict laws placed upon them when visiting his ancient city. Yet the foreigners were essential, his advisors assured him, for trade is what made Mzali strong and wealthy, allowing Walkena and the advisors to adorn themselves in gold and fine cloth.

As he grew—though still a child—Walkena began to believe his advisors were wrong. Outsiders brought wealth, but they also brought irreverence and turmoil.

Through a series of increasingly strict laws, Walkena first limited non-Mwangi trade in his city, and then banned it entirely. He felt that those who violated his laws needed to be made an example to others, and his methods of punishment were cruel.

Walkena's advisors disliked the young king's cruelty, but they disliked the loss of their influence and their finery even more. When those who went to Walkena directly were executed for their temerity, the advisors instead beseeched the Old Sun Gods themselves, begging for the power to stop Walkena.

The Old Sun Gods listened. They had also seen Walkena grow cruel, but he shut out their whispered promptings for compassion. With little other recourse, the Old Sun Gods instilled the power-hungry advisors with a fraction of their divine might. These imbued advisors called themselves the Council of Mwanyisa after mwan, a particularly fine style of stark white

cloth which Walkena's draconian and xenophobic decrees had made difficult to procure. No member of the council could match Walkena for power, but together, they possessed enough might to overthrow him. Walkena fled to his bedchamber where he was later found slain, although the killer was never identified. Priests still loyal to the slain child-king stole his corpse and buried him within a hidden tomb, in the manner of his ancestors.

The council immediately instilled its own order, returning trade to Mzali but keeping many of Walkena's legal reforms that allowed them, as the city's new leaders, to severely and indiscriminately punish outsiders. The Old Sun Gods sought to pull their power back, but the canniest among the council had tied their borrowed divine power tightly



to their souls, and the Old Sun Gods were unable to take back what they had freely given.

The Council of Mwanyisa passed rule to its descendants, but the divine power thinned in each generation. Unlike the line of sun kings, it was not theirs to keep. Soon, only law and tradition, rather than divine might, empowered the council to rule. Foreigners began to take advantage of Mzali's weakening leadership, and a series of floods and plagues practically depopulated the city.

Yet hope was found deep in one of the old tombs: the mummified child-king Walkena and the treasures with which he'd been buried. The mummified body was put on display in the grandest temple in the city's center. News of the city's resurgence and newfound wealth—in truth, stories embellished by the council's agents desperate to restore Mzali's relevance—spread across the land.

*"Threats to what
you hold holy must
be cleansed in fire.
Fire is a tool that
those in power use
to protect that which
they must."*

*—Power, Protection,
and Protocols*



A century ago, Chelaxian colonists from Sargava marched to Mzali to plunder its riches and conquer the city. In a bright flash of sunlight, the mummified body of Walkena sprang to life, calling down the sun to punish the invaders. The Chelaxians were incinerated, and the gold adornments of Mzali shone like new. The mummified god-king had returned to lead his city in its hour of greatest need.

Walkena wasted no time in asserting control, and the people of Mzali soon learned that death had exacerbated Walkena's xenophobia and cruelty, instead of tempering them. Walkena kept the Council of Mwanyisa as his advisors; they were, after all, adept at administering the city and unable to murder him now that he was both undead and wholly divine. He established a caste of priests to erase any evidence of the Old Sun Gods and place Walkena alone as the patron and god of Mzali.

The powers of a god can work wonders, and Walkena still loved the people native to his city. He sheltered them from outside influences, providing them with safety and security at the price of unquestioned loyalty. Many in Mzali see Walkena as their savior, and Mwangi people from across the continent flocked to Mzali to share its wealth and venerate its god-king. Walkena is no longer an indecisive child but a stern ruler whose word is absolute law.

Personification and Realm

Walkena is still a boy in appearance, although his apparent age changes based on the time of day. When the sun is at his highest, he seems oldest: perhaps 13 or 14 years of age. He seems no older than 10 or 11 at dawn and dusk, and at night he shrivels to the size of a sickly toddler. Walkena always retires to his chambers in the Temple of the Deathless Child before dark so that no one other than his closest and most trusted advisors see him in his diminutive state. His once-dark skin has faded to the pallor of a corpse, and he still wears the wrappings from his mummification beneath his fine clothes and heavy gold adornment. He is never seen without his radiant crown of gold, carved to depict the rays of the shining sun.

Walkena's mood also shifts throughout the day. He is optimistic and lively at dawn; he's usually seen smiling, and he's prone to make hasty decisions or even forgive minor slights. He often walks among the populace of Mzali in the morning, beaming radiantly at citizens who know better than to show anything but complete devotion to their god-king and his bodyguards. By noon, Walkena is at his greatest strength and his most unyielding demeanor, so it's at this time each day that he leads the daily worship

from atop the Temple of the Deathless Child at the city's heart. He likes to meet with dignitaries and the council near midday, as they're least likely to take advantage of his upbeat morning moods. If Walkena is rendering punishment for crimes so egregious as to warrant his personal attention (for which he typically demands execution), he's most likely to do so in the middle of the day. By evening, he becomes suspicious and paranoid, often meeting just before sunset with his secret police to arrange disappearances of his enemies, real or imagined.

Walkena's realm is the city of Mzali. By his own design, few people can think of the city without also thinking of Walkena, as the god-king and his domain are inseparable. Mzali has healthy industries and vibrant markets, and more people move to the city each year, but it's far from full. Empty temples, manors, and storehouses are found throughout the city, and finding a place to live and work is still very easy. The western necropolis in the city is barred from casual settlement or exploration, and the tombs and temples there likely hold secrets of the Old Sun Gods that Walkena prefers forgotten.

Dogma and Worshippers

Walkena expects to one day receive no less than total adoration from every native inhabitant of the Mwangi Expanse. For now, however, he keeps his attention on the city of Mzali and the fields, farms, and jungles surrounding it. Within this domain, he is strict in the application of his law and expects his worshippers to be equally strict in adhering to it.

All followers of Walkena are expected to stop what they're doing at noon to venerate the sun. Within Mzali, massive gongs ring out across the city at noon to alert everyone to the time of prayers. These prayers are generally silent, with worshippers keeping their heads uncovered and bowed in contemplation while the sun beats down upon them. Prayers usually last usually no more than a few minutes, for Walkena's worshippers know that laboring for their community and their god is important, and they must not shirk, even for a moment of quiet prayer.

During Mzali's noon prayers, Walkena looks down upon the city from the highest balcony in the Temple of the Deathless Child. Although he previously did so merely to bask in the adoration of the crowds and occasionally give a short speech encouraging diligence and faithfulness, he's now more apt to eye the praying crowds suspiciously, seeking signs of slackened piety. He has not failed to notice that more and more citizens stay indoors, out of his sight, rather than stand in the hot sun beneath his gaze. Noon devotions aren't

required by law, but Walkena is contemplating making it mandatory for all.

Walkena is a god of the sun, and he thus considers night to be oppositional to his nature and his rule. Although he doesn't expressly forbid the people of Mzali from being out between sunset and sunrise, few of his followers are active after dark. Walkena's secret police are most active at night, questioning travelers, breaking up meetings, and rounding up those they suspect of conspiring out of Walkena's blazing sight.

Temples and Shrines

Mzali is known as the Temple-City for good reason: enormous stone temples from Mzali's ancient days loom above the city, their domes and spires piercing the sky. Most are made of the same pale-colored sandstone, but a distinction between two types of temples is immediately apparent: those dedicated to Walkena are adorned with gleaming gold and carefully tended, while those dedicated to other gods are crumbling and have been stripped of all their ornamentation and finery long ago. Walkena has commanded the removal of all traces of the older gods of his bloodline that once ruled the city (that is, the Old Sun Gods and their quasi-divine mortal descendants who preceded Walkena). These disintegrating temples are thus left hollow and forlorn. Walkena doesn't mind his people paying homage to other gods in private as long as Walkena's supremacy is acknowledged, but he wants to avoid active public services that might compete with his own. Pious masons and smiths sometimes work together to restore these forgotten temples and dedicate them to Walkena. If they find hidden chambers containing forgotten treasures or evidence of the redacted gods once worshipped there, they are usually wise enough to keep silent.

Walkena's main temple, and the centerpiece of all Mzali, is the Temple of the Deathless Child at Mzali's heart. This temple has always been the largest, but during Walkena's time as a mortal ruler, it was built higher and wider than ever before. The Council of Mwanyisa used the temple as its headquarters for the generations of its rule after unseating Walkena, but it did little to strip the temple of its religious trappings because the omnipresent reminder of the child-king they'd deposed was useful to instill loyalty. When

Walkena returned a century ago, he immediately took over his former temple, gave it the name it bears today, and has been working to expand it yet further.

The temple's most significant feature, to Walkena, is the wide balcony at the top of the temple where he appears at noon on all but the rainiest days. From here, he leads everyone within view—which is nearly all of the city—in a daily prayer to honor himself and the sun. In Mzali, they are one and the same.

Other chambers in the Temple of the Deathless God include long corridors with statues of past heroes and minor gods of Mzali, all kept where they are both physically and figuratively lower than Walkena himself. The temple's highest level contains Walkena's throne room, the personal chambers to which he retires after

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dark, and other balconies from which he can observe the city at dawn and dusk. Members of the Council of Mwanysa and Walkena's other personal advisors jockey for the best offices, galleries, and shrines that let them work closest to their god-king.

The Temple of the Deathless Child is heavily guarded by both living soldiers and undead guards. The former often become the latter; devoted mortals in Walkena's service swear an oath to serve the god-king even after death. When slain, they immediately arise as zombies under Walkena's absolute control. It's something of an open secret that Walkena also inflicts undeath upon his enemies, as he delights in turning his former foes into mindless, loyal guardians. Thus, his undead guards might contain animated corpses of devout soldiers standing next to former rebels, all serving together with unceasing loyalty.

A Priest's Role

Walkena's priests are the elite of Mzali, and the only ones permitted to wear bright yellow clothing that evokes Walkena's golden raiment. Although all priests are above the common people of Mzali, there are ranks within the priesthood that engender intense intrigue and conflict.

The high priests are those who advise Walkena and carry out his direct commands. They live within the Temple of the Deathless Child in unparalleled luxury, and they generally pass their titles to their descendants. Although the powers of the high priests faded when the Council of Mwanysa ruled Mzali, they nevertheless maintained their role as civic administrators, and some high priests can trace their family's membership in the priesthood back for dozens of generations. The most influential priest is also the head of the Council of Mwanysa and is expected to keep the rest of the council, as well as all the lower-ranking priests, firmly in line. The current head priest is a stoic but harried man named **Zubari** (LE male human priest of Walkena 15).

The middle rank of priests, or technical priests, maintain smaller temples and shrines to Walkena across the city and, more rarely, in surrounding communities. They engage in the rites common to priests everywhere: blessing marriages, healing the sick, and resolving disputes. They also serve as Walkena's eyes and ears in the city, as they report any suspicious activities or disloyalty among the people to whom they minister.

Many part-time priests of Walkena have other careers but dedicate a significant portion of their free time for a 3-year period as a sign of devotion. A prospective lesser priest must engage in rites of

purification and tests of loyalty before joining, and most do so by informing on disloyal family members to Walkena's secret police. Though devout, these lesser priests almost never advance to higher ranks of the priesthood and are little more than laborers for their superiors, receiving food or small rewards in exchange for their service.

Holidays

Followers of Walkena observe only one holy day: the Day of the Cleaning Sun, when Walkena's mummified corpse sprang to life to bring brilliant retribution down upon the Chelaxian invaders. As the only day set aside for celebration in Mzali, it is a riotous and raucous affair, with face painting, parades, and feasting common throughout the city. Many in the city simply call the day Cleansing, though citizens who want to emphatically remind foreigners of the event sometimes call it Retribution Day. Yet even this celebration in his honor does little to stir joy within Walkena, as he spends the day carefully observing whether anyone is celebrating with less than wholehearted vigor.

The blood of the Old Sun Gods flowed through Walkena's veins when he was alive, and its residue remains in the mummified husk of his walking corpse. This residue twitches within him on days sacred to the Old Sun Gods. Walkena becomes particularly irritable and cruel on Tlehar's sacred Rustbreaking Day or Luhar's sacred week of Longdreaming, as though to distract himself from the pull of his ancestors.

Aphorisms

Walkena spends his time basking in the adoration of his people every sun-drenched noon, though he rarely gives speeches or sermons. Sometimes, a particular turn of phrase strikes Walkena as particularly apt or clever, and he insists that his priests use it and disseminate it among his worshippers. There are thus many aphorisms that Walkena's faithful use, though most are simply the idle fancies of the petulant god-king who considers himself more poetic than he actually is.

If It's Not a Friend, It's a Foe: This saying illustrates the stark duality of Walkena's perspective. The people of Mzali are to be trusted and protected, but those from outside the city can bring destruction and ruin and should be assumed to be enemies. This saying is often used to warn others to break off an interaction with a stranger, sometimes even before the stranger has a chance to speak.

The Sun Loves Attention, but Its Beauty is Punishing: This is a warning to anyone who might underestimate the god-king due to his apparent youth, but it's also a

caution against prying too closely into the affairs of Walkena's priests.

From Warming to Burning: This common phrase means a situation has gotten out of control, but it has extra weight when used by anyone who's seen Walkena's cruel method of execution called the Punishment of Seven Angry Suns.

If You Lack Strength to Lead, Have Loyalty to Follow: Class divides are strong within Mzali, and this saying emphasizes that divide by characterizing those in the working class as being weak of will and lacking in power. Though publicly used by priests to chastise those who seem to be grasping at a station beyond their rank, it's also used privately by parents to scold their disobedient children.

Sacred Text

The city of Mzali has had a multitude of holy texts over its many thousands of years of existence, though each set of text was hidden or destroyed by successors when necessary to cement their power. Mzali's sealed temples and tombs hold many fragmentary bits of sacred lore, and a complete reconstruction across Mzali's long history is now completely impossible. Among the treasure uncovered with the child-mummy Walkena was a series of wide golden spearheads etched with tiny writing. Each bears the words, "Power, Protection, and Protocols" around the collar where the spearhead would attach to a haft. Taken together, these etchings constitute a code of religious principles and fundamental laws. Walkena doesn't remember enough of his mortal life to recall whether *Power, Protection, and Protocols* was a text he commanded to be written or something handed down from a previous ruler, but as they demand unquestioning obedience to him, he's adopted the text as his own.

Most of Walkena's priests bear strips of cloth with all the text of *Power, Protection, and Protocols* stitched upon them with words nearly too small to read. At night, they keep their long strip wrapped around their bodies underneath their night-clothing to mimic Walkena's repose in mummification. Although few priests have memorized the entirety of *Power, Protection, and Protocols*, nearly all worshippers know its first lines: "Before we learn words or how to praise, the sun is there, guiding us to rise and burning away those who would harm us."

Although not deemed a holy text on par with *Power, Protection, and Protocols*, followers of Walkena keep a careful watch for the so-called "tablets of fire," ancient tablets with prophecies about Mzali's resurgence. The prophecies upon these tablets might refer to leaders other than Walkena; indeed, some of them might be

read to predict Walkena's downfall. Walkena's priests freely share those tablets that have been "correctly interpreted" to support Walkena's rule and hide those tablets that they can't spin to be wholly supportive of their god-king. Redactors work hard to make the slightest possible revisions to the tablets of fire—an extra character here, a lacuna there—to bolster their god's credibility even further.

Relations with Other Religions

Beyond the Old Sun Gods, whom Walkena secretly fears and whose faith he's actively worked to banish from Mzali, Walkena doesn't prohibit the private worship of other gods. So long as Walkena's edicts are obeyed and he's publicly proclaimed to be superior to other gods, he cares little about worship in people's homes. Walkena has little interaction with other gods, as he's focused on his own realm, so conflicts between Walkena's faith and other faiths normally arise among worshippers instead of between the deities themselves.

Walkena tries to foster good relations with other gods of sun and community, such as Sarenrae, though his cruel nature means Sarenrae ignores his overtures. Walkena is both suspicious of and arrogant toward gods of night, shadow, or darkness, such as Zon-Kuthon, but he's too focused on Mzali to provoke the Midnight Lord's ire too often.



Walkena (LE)

The god-king is the unquestioned ruler of Mzali. His sphere of influence encompasses not only the city, but aspirations for greater conquest of the Mwangi Expanse. He is also a god of exclusion and xenophobia, treating his own people as supreme and foreigners as dangerous influences that taint the purity of his city and its people.

Edicts Uphold Mzali's laws, tend to Walkena and obey his instructions, oppose exploitation of the Mwangi Expanse

Anathema Consort or trade with non-Mwangi peoples, defy Walkena's orders

Follower Alignments LN, LE

DEVOTEE BENEFITS

Divine Font harm

Divine Skill Deception

Favored Weapon spear

Domains family, freedom, sun, tyranny

Alternate Domains duty, fire

Cleric Spells 1st: *burning hands*, 3rd: *fireball*, 4th: *wall of fire*

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The city of Mzali hides countless secrets among its tombs, ancient ruins, and forgotten temples. Most notable is the existence of the incomplete god, Dajermube. Once the heroes liberate Dajermube from her undead prison, she completes her apotheosis and ascends to divinity.

Dajermube, the Sun Goddess of Eclipses [CG]



Also known as the Holder of Unquenchable Light, Dajermube is the Lioness Goddess of shadows, journeys, and self-realization. She encourages others to venture into the world to achieve their goals.

Sometimes these goals are met, and sometimes not, but Dajermube teaches that the act of trying is just as important as completing a goal. She also teaches that darkness and shadow are not to be feared, as shadows are companions to light. Embracing both light and darkness is important, and Dajermube teaches that using all of one's available resources is more important than focusing on just the one that's most comfortable.

Dajermube resembles a Mwangi woman casting a striking shadow. The shadow resembles that of a lioness instead of a human, and parts of her body change to resemble those of a lion while cast in shadow. Her religious symbol depicts the moon crossing in front of the sun during a solar eclipse.

Follower Alignments LG, NG, CG, CN

Edicts push toward your own goals by striking your own path, try to help others achieve their goals when asked, draw upon all your resources

Anathema intentionally keep others from achieving honorable goals, support others to the exclusion of yourself or vice versa, use shadows to harm innocents

DEVOTEE BENEFITS

Divine Font harm or heal

Divine Ability Strength or Wisdom

Divine Skill Athletics

Domains ambition, freedom, moon, sun

Alternate Domains cities, freedom, star, zeal

Cleric Spells 1st: *grim tendrils*, 2nd: *penumbral disguise* (page 77), 5th: *shadow siphon*

Favored Weapon greatpick

Magic Items

The heroes can discover the following magic items in this adventure. The *midday lantern* and *twilight lantern*, in particular, are necessary for the heroes to make their way through the Shrine of the Eclipse in Chapter 2.

DEFLECTING BRANCH

ITEM 14

UNCOMMON ABJURATION MAGICAL

Price 4,500 gp

Usage held in 2 hands; **Bulk** 2

This massive branch has been cut into a general club shape but still bears several knots and has a number of runes carved along its length. The *deflecting branch* is a +2 *greater striking greatclub*. On a critical hit, you knock the target prone.

Activate **Interact**; **Frequency** once per minute; **Trigger** You are the target of a physical ranged attack; **Requirements** You're aware of the attack and are not flat-footed against it; **Effect** You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, you have knocked it away. You can't use this ability to deflect unusually massive ranged projectiles (such as boulders or ballista bolts).

Activate **Interact**; **Frequency** once per hour; **Trigger** You knock away a physical ranged attack by using the *deflecting branch's* other activation; **Effect** You swing the club and reflect the oncoming attack. The attack is redirected toward a creature within 60 feet. Make a ranged attack against the creature using your highest proficiency with a ranged weapon.

GOLDEN BLADE OF MZALI

ITEM 15

RARE EVOCATION FIRE LIGHT MAGICAL

Price 6,500 gp

Usage held in 1 hand; Bulk 1

Each of these golden spears was forged in the days of old Mzali, when the sun kings ruled the city. The majority of these weapons are lost, most likely buried with warriors in tombs and temples sealed by Walkena's decrees. Walkena retains a single golden blade, which he grants to his Master of Spears.

This +2 *greater striking returning spear* is coated in brilliant gold, and beautiful engravings run along the shaft, depicting the rising and setting of the sun against Mzali's skyline. The spear glows with the effects of 4th-level *light*. You can suppress or resume this light by using an action, which has the concentrate trait. When you hit a creature with the spear, it takes 1d6 additional fire damage. When you critically hit a creature with the spear, the creature takes 1d8 persistent fire damage and 1d8 persistent bleed damage as its blood boils away. Unlike normal when taking two types of persistent damage, a creature needs only a single successful flat check to remove both the fire and bleed damage.

Activate \curvearrowright envision; **Frequency** once per day; **Trigger**

You critically hit a creature with the weapon; **Effect** You call upon the spear's light to guide the creature away from violence. The creature must choose one of the following options:

- The creature surrenders, immediately receiving the critical failure effects of *calm emotions* and *paralyze*.
- The weapon casts 7th-level *blindness* on the creature with a DC of 34.

Regardless of the choice, the spear loses its ability to glow with light until your next daily preparations.

Activate $\curvearrowright\curvearrowright$ envision, Interact; **Frequency**

once per day; **Effect** The spear casts 7th-level *elemental form* on you, choosing fire as the form's trait. The spear loses its additional fire damage until your next daily preparations.

MIDDAY LANTERN

ITEM 6+

UNCOMMON LIGHT MAGICAL TRANSMUTATION

Usage held in 1 hand; Bulk L

This hooded lantern is made from brilliant, reinforced gold engraved with the image of the sun high in the sky. The lantern uses oil, as a standard lantern, except that any light the lantern emits is magical and similar to sunlight. The lantern doesn't emit dim light, instead only emitting bright light to its normal radius (20 feet for typical lights when using oil). This bright light is close enough to sunlight to open temple doors that

require sunlight or similar light, but it doesn't shine direct sunlight, so it doesn't trigger effects such as a vampire's sunlight weakness.

Activate \curvearrowright to $\curvearrowright\curvearrowright\curvearrowright$ envision, Interact; **Frequency** once per day; **Effect** You raise the lantern and unleash a blast of powerful sunlight. The blast has the effects of 2nd-level *scorching ray* (*Pathfinder Secrets of Magic* 127) using a spell attack roll of +14, with its effect determined by the number of actions you used to Activate the lantern.

Type lesser; Level 6; Price 235 gp

Type moderate; Level 10; Price 850 gp

The lantern casts 4th-level *scorching ray* using a spell attack roll of +20.

Type greater; Level 14; Price 3,700 gp

The lantern casts 6th-level *light* and 6th-level *scorching ray*, using a spell attack roll of +26.

Type major; Level 18; Price 18,750 gp

The lantern casts 8th-level *scorching ray*, using a spell attack roll of +32.

Golden Blade of Mzali

TWILIGHT LANTERN

ITEM 6+

UNCOMMON LIGHT MAGICAL TRANSMUTATION

Usage held in 1 hand; Bulk L

This elegant hooded lantern is made from onyx-black metal. In dim light, flecks of white metal speckled within the lantern's housing resemble stars in a night sky. The lantern uses oil as a standard hooded lantern, except that any light the lantern emits is converted into magical light similar to moonlight. This magical moonlight is always dim light.

Activate \curvearrowright envision; **Effect** You concentrate on the lantern's light and reduce or increase its radius. The light can have a minimum radius of 5 feet and a maximum radius equal to double the light's standard radius.

Activate $\curvearrowright\curvearrowright$ envision, Interact; **Frequency** once per day; **Effect** You raise the lantern and unleash a beam of powerful moonlight, targeting a darkness effect within 60 feet. The lantern attempts to counteract the effect with a counteract modifier of +10.

Type lesser; Level 6; Price 235 gp

Type moderate; Level 10; Price 850 gp

The counteract modifier is +17, and the maximum radius is equal to triple the light's standard radius.

Type greater; Level 14; Price 3,700 gp

As *moderate twilight lantern*, but the counteract modifier is +21.

Type major; Level 18; Price 18,750 gp

The counteract modifier is +28, and the maximum radius is equal to quadruple the light's standard radius.



Twilight Lantern

New Spells

The following spells were developed by followers of Dajermube. Characters who search the Shrine of the Eclipse might gain access to these spells.

CLOAK OF LIGHT

SPELL 4

UNCOMMON HEALING LIGHT NECROMANCY POSITIVE

Traditions divine, primal

Cast ♦♦ somatic, verbal

Duration sustained up to 5 rounds

You surround yourself in holy light that restores the living and rebuffs undead. You glow with bright light in a 30-foot radius and dim light to the next 30 feet. Living creatures that begin their turn adjacent to you recover 2d4 Hit Points. Undead creatures that begin their turn adjacent to you take 4d4 positive damage.

Heightened (+2) The healing increases by 1d4, and the damage to undead increases by 2d4.

FEAR THE SUN

SPELL 2

UNCOMMON TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude

You cause the creature's vision to become particularly sensitive. The creature must attempt a Fortitude save. The creature is then temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature gains light blindness (*Pathfinder Bestiary* 343) for 1 minute. If the creature is already exposed to bright light, it immediately becomes blinded, as it isn't acclimated to its newly acquired light blindness.

Heightened (6th) You can target up to 10 creatures.

MOONBURST

SPELL 7

UNCOMMON COLD EVOCATION LIGHT POSITIVE

Traditions divine, primal

Cast ♦♦ somatic, verbal

Range 500 feet; **Area** 60-foot burst

Saving Throw Reflex

A powerful globe of chilling moonlight explodes in the area, dealing 8d10 cold damage to creatures and objects in the area, plus 8d10 additional positive damage to undead creatures. *Moonburst's* cold damage is silver damage for the purposes of weaknesses, resistances, and the like. Each creature and object in the area must attempt a Reflex save.

Critical Success The creature or object is unaffected.

Success The creature or object takes half damage.

Failure The creature or object takes full damage.

Critical Failure The creature or object takes full damage.

If it's a creature, it's blinded for an unlimited duration.

If the globe overlaps with an area of magical darkness, *moonburst* attempts to counteract the darkness effect.

Heightened (+1) The cold damage increases by 1d10, and the positive damage against undead increases by 1d10.

MOONLIGHT RAY

SPELL 3

UNCOMMON ATTACK COLD EVOCATION GOOD LIGHT

Traditions divine, primal

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** 1 creature

You unleash a holy beam of freezing moonlight. Make a ranged spell attack. The ray deals 5d6 cold damage; if the target is a fiend or undead, you deal an extra 5d6 good damage. *Moonlight ray's* cold damage is silver damage for the purposes of weaknesses, resistances, and the like.

Critical Success The target takes double cold damage, as well as double good damage if a fiend or undead.

Success The target takes full damage. If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *moonlight ray* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the spell's target.

Heightened (+1) The cold damage increases by 2d6, and the good damage against fiends and undead increases by 2d6.

PENUMBRAL DISGUISE

SPELL 2

UNCOMMON ILLUSION SHADOW

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

You wrap the target in shadows, granting them a +1 status bonus to Stealth checks to Hide while in dim light or darkness. In addition, the shadows mask the creature's features. While the creature is in dim light or darkness, other creatures must succeed at a Seek action against the spell's DC to discern details about the target's appearance. For example, without using Seek, other creatures can determine the target's general shape (such as humanoid), but they would need to Seek to determine the target's precise appearance or any other identifying information. Creatures with darkvision can still see the target and their features normally. The target's normal appearance is revealed in bright light.

Heightened (4th) The status bonus is +2. Creatures with darkvision can no longer discern details about the target while the target is in dim light or darkness without Seeking, though creatures with greater darkvision can still determine these details.

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Heightened (6th) As 4th level, except the status bonus is +3 and creatures without darkvision can't determine even general details about the target while the target is in dim light or darkness unless they successfully Seek the target; these creatures see a vague shadow instead. Even on a successful Seek, they only determine general features, though they can see details on a critical success.

Heightened (8th) As 6th level, except the status bonus is +4 and even creatures with greater darkvision must Seek to discern details about the target while the target is in dim light or darkness.

RADIANT FIELD

SPELL 2

UNCOMMON EVOCATION LIGHT

Traditions arcane, divine, occult, primal

Cast >>> material, somatic, verbal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You create an area of bright light. Creatures with light blindness (*Bestiary* 343) that are blinded by *radiant field* and remain in the area must attempt a Fortitude save at the start of their turns. On a failure, a creature remains blinded for 1 round; this is an incapacitation effect. This spell also suppresses magical darkness of your *radiant field* spell's level or lower.

Heightened (4th) Creatures seen through the area are concealed to creatures with light blindness, even those that are outside the area.



Lion Scythe

WALL OF RADIANCE

SPELL 3

UNCOMMON EVOCATION LIGHT

Traditions arcane, primal

Cast >>> material, somatic, verbal

Range 30 feet

Duration 1 minute

You form a wall of brilliant light that obscures creatures. You create a thin wall of light in a straight line up to 60 feet long and 10 feet high. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall stands vertically. If you wish, the wall can be of a shorter length or height. Creatures adjacent to the wall are dazzled. Creatures that move through the wall take 2d6 fire damage (basic Fortitude save) as the concentrated light burns them.

Heightened (4th) The bright light makes it difficult to discern creatures on the other side. Creatures are concealed to other creatures on the opposite side of the wall from them. The fire damage increases to 3d6.

WALL OF SHADOW

SPELL 3

UNCOMMON DARKNESS EVOCATION

Traditions arcane, occult

Cast >>> material, somatic, verbal

Range 30 feet

Duration 1 minute

You form a wall of pure darkness in a straight line up to 60 feet long and 10 feet high. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall stands vertically and, if you wish, can be of a shorter length or height. The wall prevents light from passing through and appears as a sheet of pure darkness to creatures observing it. Creatures without darkvision or those unable to see through darkness can't see creatures on the other side of the wall. The wall is too thin for creatures to Hide in the darkness itself, but creatures can Hide from creatures on the other side of the wall as normal.

Heightened (5th) Creatures with darkvision (but not greater darkvision) can barely see through the wall. They treat targets seen through the wall as concealed.

Heightened (7th) Creatures with greater darkvision can barely see through the darkness. They treat targets seen through the wall as concealed. All other creatures are unable to see through the darkness at all.

New Weapons

The Bright Lions have developed these new martial weapons in their secret efforts against Walkena.

LION SCYTHE

ITEM 0

UNCOMMON

Price 1 gp

Damage 1d6 slashing; **Bulk** L; **Hands** 1; **Group** knife; **Traits** agile, finesse, trip

A lion scythe resembles a common sickle but is specially weighted to allow for greater power when attacking. This is a martial melee weapon.

SUN SLING

ITEM 0

UNCOMMON

Price 3 gp

Damage 1d8 piercing; **Range** 100 feet; **Reload** 1; **Bulk** L; **Hands** 1+; **Group** sling; **Traits** concussive (*Pathfinder Guns & Gears* 150), propulsive

A sun sling is a small staff with a head of woven netting. The staff is small enough to hold in a single hand, making it useful for hit-and-run tactics, but once loaded with ammunition, it requires two hands to properly swing and fire. This is a martial ranged weapon. Sun slings use small metal bullets covered in sharp spikes known as sun shots. A bundle of 10 sun shots has light bulk and costs 1 sp.

Bright Lion Archetype

You work to counteract Walkena's cruelty and liberate the people of Mzali. Additional Bright Lion archetype feats appear on page 101 of *Lost Omens Legends*.

BRIGHT LION DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites member of the Bright Lions, not a worshipper of Walkena, trained in Stealth; **Access** Bright Lion background (*Lost Omens World Guide* 95)

You become trained in Mzali Lore and your choice of Deception or Diplomacy; if you were already trained, you become an expert instead. You incorporate enough worship of Walkena in your daily life to avoid suspicion. You typically don't need to Lie or Impersonate to pass yourself off as a worshipper of Walkena. Against careful inspection, you gain a +4 circumstance bonus to Deception checks specifically to pass yourself off as a version of yourself faithful to Walkena.

Special You can't select another dedication feat until you have gained two other feats from the Bright Lion archetype.

BLESSING OF THE SUN GODS

FEAT 4

ARCHETYPE

Prerequisites Bright Lion Dedication

The Old Sun Gods share their power with you. Select the ambition, cities, darkness, dreams, family, fire, freedom, healing, moon, passion, or sun domain. You gain an initial domain spell for that domain. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can regain using the Refocus activity to pray to the Old Sun Gods; if you already have a focus pool, increase the number of Focus Points in your focus pool by 1. Your Bright Lion focus spells are divine spells; you become trained in divine spell attacks and spell DCs, using Charisma as your spellcasting ability score.

Special You can select this feat multiple times, selecting a different domain each time and gaining its domain spell.

LION'S MIGHT

FEAT 4

ARCHETYPE

Prerequisites Bright Lion Dedication

You've trained with the weapons of the Bright Lions. You gain access to lion scythes and sun slings (page 78). Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank with lion scythes and sun slings.

LION'S FURY

FEAT 8

ARCHETYPE

Prerequisites Lion's Might

You gain access to the lion scythe's and sun sling's critical specialization effects.

GREATER SUN BLESSING

FEAT 12

ARCHETYPE

Prerequisites Blessing of the Sun Gods

Your connection to the Old Sun Gods grows stronger. You gain an advanced domain spell from a domain you chose with Blessing of the Sun Gods. Increase the number of Focus Points in your focus pool by 1.

Special You can select this feat multiple times. Each time you do so, you must select a different domain for which you have an initial domain spell from Blessing of the Sun Gods.



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INORGANIC TREASURE

The caustic acid of the ba'aupa mdoudu is extremely corrosive to organic material and stone but has minimal effect on metal and gems. Tombs raided by the ba'aupa mdoudu are thus typically devoid of any remains or organic materials; however, armor, weapons, and other inorganic artifacts are normally found intact.

Ba'aupa Mdoudu

Ba'aupa mdoudus are solitary, bone-eating creatures that prefer to feed on remains found on battlefields or within necropolises—the more ancient, the better. When unable to locate buried remains, ba'aupa mdoudus are drawn reluctantly to the surface in search of bones from the living; living bones can sustain a ba'aupa mdoudu, but the flavor (particularly the temperature of warm bones fresh from the flesh) unsettles them a bit.

Ba'aupa mdoudus produce a slimy acid that liquefies minerals, allowing them to burrow through even solid stone and strip natural deposits of calcium from nearby rocks. In doing so, they leave smooth tunnels in their wake. When provoked, ba'aupa mdoudus secrete this acid through numerous pores along their length as a defensive response and accelerate this secretion under extreme circumstances.

BA'AUPA MDOUDU

CREATURE 13

N MEDIUM BEAST

Perception +23; darkvision, skeleton sense 60 feet, tremorsense (imprecise) 30 feet

Skills Athletics +27, Stealth +25

Str +8, **Dex** +4, **Con** +5, **Int** -4, **Wis** +4, **Cha** -2

Skeleton Sense A ba'aupa mdoudu can sense the presence of bones and skeletons within 60 feet; this is a precise sense when detecting dead bones but an imprecise one when detecting living bones.

AC 33; **Fort** +26, **Ref** +21, **Will** +23

HP 245; **Immunities** acid; **Resistances** bludgeoning 15

Reactive A ba'aupa mdoudu gains an additional reaction at the start of its turn but can use this reaction only to Slime Squirt.

Slime Squirt **Trigger** A creature inflicts slashing or piercing damage on the ba'aupa mdoudu with a melee Strike; **Effect** The attacking creature takes 2d10 acid damage.

Speed 30 feet, burrow 20 feet

Melee **◆** jaws +27 (deadly d12), **Damage** 3d8+14 piercing plus 1d10 persistent acid

Ranged **◆** spit +23 (acid, range increment 60 feet), **Damage** 6d6 acid

Caustic Acid Whenever a creature takes acid damage from any of a ba'aupa mdoudu's abilities or Strikes, it must succeed at a DC 30 Fortitude save or become drained 1 (drained 2 on a critical failure). On each subsequent failure, the drained condition value increases by 1 (or by 2 on a critical failure), to a maximum of drained 4.

Caustic Rain **◆◆** (evocation, primal) The ba'aupa mdoudu spews copious amounts of acid into the air, creating a cascading rain to fall in a 10-foot radius around itself. All creatures in the area take 14d6 acid damage (DC 33 basic Reflex save). The ba'aupa mdoudu can't use Caustic Rain again for 1d4 rounds.

Stone Tunneler A ba'aupa mdoudu can leave a tunnel when it burrows through earth or stone, and it usually does.

Golgopo

Drenchdead

When great heroes or other powerful individuals encounter misfortune and die at sea or to other water-related accidents, the anguished soul sometimes clings to its corpse, creating a drenchdead. Drenchdead prefer to lurk in water and attack from ambush, giving victims the same deadly surprise that led to their own deaths. A drenchdead can manipulate water to drown a victim directly but prefers to draw out this suffering.

DRENCHDEAD

CREATURE 12

UNCOMMON NE MEDIUM UNDEAD WATER

Perception +21; darkvision, wavesense (precise) 60 feet

Languages Common (can't speak any language)

Skills Acrobatics +21, Athletics +25, Stealth +23, Survival +19

Str +7, **Dex** +3, **Con** +4, **Int** +0, **Wis** +1, **Cha** +3

AC 32; **Fort** +24, **Ref** +21, **Will** +19

HP 230; **Immunities** death effects, disease, paralyzed, poison, unconscious;

Resistances cold 10

Speed 20 feet, swim 35 feet

Melee ♦ claw +26 (agile), **Damage** 3d6+13 slashing plus Grab

Melee ♦ jaws +26, **Damage** 3d10+13 piercing

Aquatic Camouflage When fully submerged in water, the drenchdead can Hide from other creatures even if it doesn't have cover against them and isn't concealed from them.

Drag Down ♦♦ **Requirements** The drenchdead is swimming in water at least 10 feet deep; **Effect** The drenchdead attempts an Athletics check to Grapple an adjacent creature (on nearby land or in the water). On a success against a creature on land, in addition to the normal effects of Grapple, the drenchdead pulls the creature into the water into a space adjacent to itself. If the creature is already in the water, on a success, in addition the normal effects of Grapple, the drenchdead drags the creature 10 feet deeper, moving 10 feet with the creature. Moving a creature into water or deeper into water using Drag Down is forced movement for the target creature, but not for the drenchdead.

Drowning Touch ♦♦ (conjuration, incapacitation, occult, water)

The drenchdead touches a creature and causes water from its own body to flow into the creature's lungs. If the creature can't breathe water, it must attempt a DC 32 Fortitude save.

Success The creature is unaffected and is temporarily immune to Drowning Touch for 24 hours.

Failure The creature becomes sickened 3.

Critical Failure The creature chokes on the water and runs out of air. It falls unconscious and starts drowning (Core Rulebook 478). If the creature is above water, it recovers from drowning as soon as it succeeds at a saving throw against suffocation.

Surface Skimmer A drenchdead submerged in water has cover from attacks made by creatures out of the water.



DRENCHDEAD ON GOLARION

Drenchdead are common along coasts but are particularly prevalent in the Shackles and near the Lands of the Linnorm Kings. Great pirates might meet their death at Besmara's hands just as they were returning home with a massive haul of treasure, or viking raiders could die on their journey across the ocean toward Vallenhall. These proud heroes might rise as draugr or other undead, but the most notable heroes of all become drenchdead.

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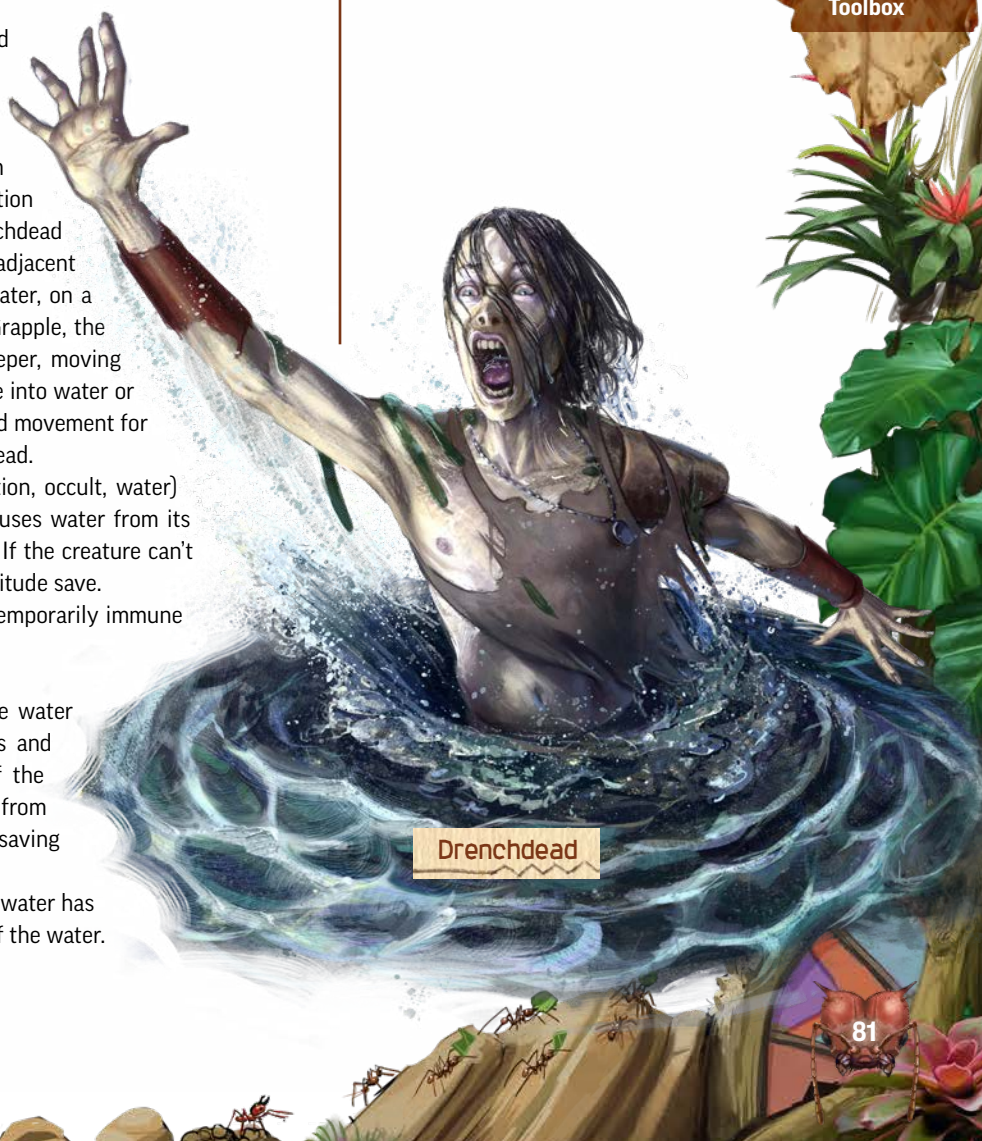
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UNIQUE DESTRUCTION

While most graveknight armors can be destroyed with the standard means of destruction, particularly powerful graveknights might have more durable armor that requires additional steps to destroy. These are usually the armors of high-level graveknights, and their destruction steps are tied to the creation of the graveknight. For example, a specific graveknight armor can't be destroyed until it's struck by a descendant of the person that originally felled the graveknight in battle before their transformation.

Graveknight

When a fearsome combatant falls in battle, the warrior's vengeful spirit can sometimes fuse with their armor, creating a graveknight. Every graveknight is born of a unique warrior and has a unique fighting style and array of abilities that speak to their techniques in life. Standard graveknight abilities appear on page 190 of the *Pathfinder Bestiary*.

ALTERNATE GRAVEKNIGHT ABILITIES

You can use these additional abilities to further customize a unique graveknight, in addition to the alternate abilities presented in the *Bestiary*.

Channel Magic ♦♦ The graveknight redirects magical energies through its armor, allowing it to deliver magic through an attack. The graveknight casts a spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell don't occur immediately but are imbued into an attack instead. The graveknight then makes a melee Strike with a weapon or unarmed attack. The spell is coupled with the attack, using the attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for the graveknight's multiple attack penalty but doesn't apply the penalty until after it's completed Channeling Magic. The graveknight can't use Channel Magic again for 1d4 rounds.

Clutching Armor ⤵ (arcane, transmutation) **Trigger** A creature attempts to move away from the graveknight; **Effect** The graveknight's armor animates and attempts to Grab the triggering creature. It makes an Athletics check to Grapple using the graveknight's Athletics modifier - 2. The armor can continue to Grapple the creature normally. Since the armor is grappling the creature, the graveknight doesn't need a free hand to do so.

Graveknight's Shield (arcane, necromancy) The graveknight's curse extends to their shield, or the graveknight's armor uses a portion of itself to produce a shield. The graveknight has a shield that uses the statistics of a *sturdy shield* of a level no higher than the graveknight's level - 1. The shield is quasi-independent of the graveknight and automatically protects the graveknight from harm. When the shield is raised, it automatically uses Shield Block to reduce the damage of the first attack against the graveknight each round without the graveknight needing to spend their reaction to do so. The shield automatically rejuvenates with the rest of the graveknight and must be destroyed in the same manner as the graveknight's armor.

GRAVEKNIGHT CAPTAIN

Graveknight captains once proudly led squads of troops in battle.

GRAVEKNIGHT CAPTAIN

LEVEL 6

UNCOMMON LE MEDIUM UNDEAD

Perception +14; darkvision

Languages Common, Necril

Skills Athletics +16, Intimidation +15, Survival +12, Warfare Lore +12

Str +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

Graveknight Captain

Items +1 full plate, graveknight's shield (Hardness 8, HP 64, BT 32), *shock warhammer*

AC 25; **Fort** +16, **Ref** +14, **Will** +13

HP 90, negative healing, rejuvenation; **Immunities** death, disease, electricity, paralyzed, poison, unconscious

Graveknight's Shield

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ *warhammer* +16 (electricity, magical, shove), **Damage** 2d8+7 bludgeoning plus 1d6 electricity

Melee ♦ *fist* +15 (agile, electricity), **Damage** 2d4+7 bludgeoning plus 1d6 electricity

Devastating Blast ♦♦ (arcane, electricity, evocation)
4d12 electricity, DC 24; as graveknight.

Graveknight's Curse DC 24; as graveknight.

Weapon Master As graveknight.

GRAVEKNIGHT CHAMPION

Once the servant of a deity, the graveknight champion returned as an undead after a life cut short in service to their god.

GRAVEKNIGHT CHAMPION LEVEL 15

UNCOMMON LE MEDIUM UNDEAD

Perception +27; darkvision

Languages Common, Necril

Skills Athletics +31, Deity Lore +27, Intimidation +29, Religion +27

Str +8, **Dex** +4, **Con** +5, **Int** +2, **Wis** +4, **Cha** +6

Items *greater flaming composite shortbow* (20 arrows),
+2 resilient full plate, *greater flaming greatpick*

AC 38; **Fort** +28, **Ref** +26, **Will** +25

HP 275, negative healing, rejuvenation; **Immunities** death, disease, fire, paralyzed, poison, unconscious

Attack of Opportunity ↻

Clutching Armor ↻

Speed 25 feet

Melee ♦ *greatpick* +31 (fatal d12, fire, magical), **Damage** 3d10+16 slashing plus 1d6 fire

Melee ♦ *fist* +30 (agile, fire), **Damage** 3d6+16 bludgeoning plus 1d6 fire

Ranged ♦ *composite shortbow* +28 (deadly d10, fire, magical, range increment 60 feet, reload 0), **Damage** 3d6+10 piercing plus 1d6 fire

Innate Divine Spells DC 33, attack +25; **7th** *eclipse burst*, *finger of death*; **6th** *fireball*, *scorching ray*^{SoM}; **5th** *cone of cold*, *flame strike*; **4th** *fireball*; **Cantrips (7th)** *chill touch*, *daze*, *light*, *shield*

Channel Magic ♦♦

Devastating Blast ♦♦ (arcane, evocation, fire) 8d12 fire, DC 36; as graveknight

Graveknight's Curse DC 36; as graveknight.

Weapon Master As graveknight.



OTHER POWERS

You can use the alternate abilities as examples to create new powers reflecting a graveknight's personality or history, or even swap out more than one power. Graveknights should be unique and memorable foes.

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Graveknight Champion



FEAR FEEDERS

Instead of drawing sustenance from light and soil, kilia mwibos gorge themselves on the negative emotions of creatures, eventually draining them of their life force and discarding their carcasses. When creatures recognize the true nature of the kilia mwibos and attempt to flee, the trees send out buried roots to trip and slow them down before grabbing them with their thorny fronds.

Kilia Mwibo

Beautiful and dangerous, kilia mwibos appear as lush, green trees with brightly colored and appealing fleshy seedpods that remain attached year round. Over time, these seedpods become hollow and create an eerie, forlorn wail that generates feelings of sadness and despair.

KILIA MWIBO

CREATURE 15

UNCOMMON N HUGE PLANT

Perception +26; emotion sense 60 feet

Languages Sylvan (can't speak any language)

Skills Athletics +30, Deception +25, Stealth +28

Str +7, **Dex** +5, **Con** +3, **Int** -2, **Wis** +5, **Cha** +0

Emotion Sense A kilia mwibo can sense nearby negative emotions. This is a precise sense against creatures who are under powerful emotion effects like rage, those who are frightened, or, at the GM's discretion, those who are in the grips of hatred, sadness, or other overwhelming negative emotions. Against all other creatures that possess emotions, this is an imprecise sense. A creature that has no emotions is effectively invisible to a kilia mwibo. A creature that knows about emotion sense can take precautions to Hide and Sneak from a kilia mwibo, in this case by suppressing feelings of negativity. You can find more details on hiding from special senses on page 465 of the *Core Rulebook*.

AC 36; **Fort** +24, **Ref** +29, **Will** +26

HP 345; **Immunities** critical hits, precision, vision-based effects; **Weaknesses** fire 15, slashing 15; **Resistances** sonic 15

Despairing Presence (aura, emotion, enchantment, fear, incapacitation, mental, primal) 60 feet. A creature that enters the emanation or starts its turn within it tumbles down a deep well of dread and must attempt a DC 33 Will save.

Critical Success The target is unaffected.

Success The target becomes frightened 1.

Failure The target becomes frightened 2.

Critical Failure The target becomes frightened 3 and immobilized until it's no longer frightened.

Attack of Opportunity ⤴ Frond only.

Speed 25 feet

Melee ♦ frond +30 (deadly d12, reach 15 feet, sweep, versatile P), **Damage** 3d10+15 slashing plus 1d6 bleed and Improved Grab

Melee ♦ root +28 (reach 20 feet, sweep, trip), **Damage** 3d8+15 bludgeoning

Ranged ♦ thorn +28 (deadly d12, range increment 60 feet), **Damage** 3d6+15 piercing

Constrict ♦ 2d12+15, DC 36

Consume Emotion ♦♦ (divine, mental, necromancy) The kilia mwibo feeds on the negative emotions of a creature within 60 feet; this must be a creature that it can precisely sense with its emotion sense. The target must succeed at a DC 36 Will save or increase its drained condition value by 1 (by 2 on a critical failure), to a maximum of drained 4.

Kilia Mwibo

Sunburst Corpse

Warlords and heroes alike often fell their enemies and leave the corpses behind, exposed to the elements. Undead tend to rise in the dark of night and shun the cleansing rays of the sun, but this isn't the rule for all undead. The corpse of a particularly evil individual left exposed to the constant beating of the sun might become a sunburst corpse. These undead radiate light and wield sunlight as a weapon. Sunburst corpses initially seek revenge for their deaths but thereafter wander with undirected rage.

SUNBURST CORPSE

CREATURE 14

UNCOMMON NE MEDIUM UNDEAD

Perception +25; darkvision

Languages Common (can't speak any language)

Skills Athletics +23, Intimidation +29, Occultism +25

Str +5, **Dex** +1, **Con** +8, **Int** +1, **Wis** +3, **Cha** +7

Light Camouflage The sunburst corpse is concealed in areas of natural bright light, such as due to sunlight or torches, even to creatures that can see clearly in bright light. Magical bright light and light from the sunburst corpse's blinding aura don't conceal the sunburst corpse.

AC 35; **Fort** +28, **Ref** +21, **Will** +25

HP 255; **Immunities** blinded, dazzled, fire; **Weaknesses** cold 10, darkness vulnerability

Blinding Aura (aura, evocation, incapacitation, light, occult, visual) 60 feet. The sunburst corpse sheds bright light. Any creature that starts its turn in the emanation must succeed at a DC 31 Fortitude save. If it fails, it's blinded for 1 minute, and if it critically fails, it's blinded permanently. A creature that succeeds at its save is temporarily immune to this effect for 24 hours.

Darkness Vulnerability A sunburst corpse is sickened 1 while in areas of magical darkness. If the level of the magical darkness effect is at least half of the sunburst corpse's level (a 7th-level effect against most sunburst corpses), the sunburst corpse is also slowed 1 while in the area.

Speed 35 feet

Melee ♦ claw +29 (agile, finesse), **Damage** 3d6+13 slashing plus 2d8 fire and Grab and residual light

Ranged ♦ sunfire +25 (range increment 40 feet), **Damage** 7d6 fire

Constrict ♦ 2d6+6 bludgeoning plus 2d8 fire and residual light, DC 34

Nova Burst ♦♦♦ (evocation, light, occult) The sunburst corpse intensifies its light and unleashes a burning blast of energy. It deals 12d8 fire damage to all creatures in a 20-foot emanation (DC 34 basic Fortitude save). A creature that fails its save becomes dazzled until the end of its next turn. The sunburst corpse can't use Nova Burst again for 1d4 rounds, and its blinding aura becomes inactive during this time.

Residual Light (evocation, light, occult) When a sunburst corpse Strikes or Grapples a creature, some of the corpse's light clings to the creature for a moment. The creature must attempt a DC 34 Fortitude save. On a failure, the creature is dazzled until the end of its next turn. On a critical failure, the creature is dazzled for 1 minute. A dazzled creature can use an Interact action to wick off the light and remove the dazzled condition.



DEATHLESS LIGHT

A sunburst corpse's dead flesh is a spell catalyst (*Secrets of Magic* 168).

DEATHLESS LIGHT

ITEM 10

UNCOMMON CATALYST CONSUMABLE MAGICAL

Price 165 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ envision

This glowing piece of flesh increases the spell level of a spell with the light trait by 1 (maximum 7) when determining whether the spell's light will shine in magical darkness or counteract a darkness spell.

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Sunburst Corpse

DIMARI-DIJI

Ancient Arboreal Guardian

While Dimari-Diji's oldest memory is of the sky growing dark and becoming filled with fire, he was already several centuries old during the events of Earthfall. Memories of his earliest days no longer cling to his mind, and Dimari-Diji knows only that he is the youngest arboreal of his copse. His other siblings went their own way when Earthfall occurred, and of the few he managed to track down, only Silang-Sefa and Umdasi-Umallo still live.

For years, Dimari-Diji wandered the darkened world of Golarion, surviving as best he could. He eventually met an old human man who sought knowledge. While Dimari-Diji shared what he knew, the man sought more. And so, Dimari-Diji joined the man as he slowly unraveled the secrets of magic. While Dimari-Diji was around to help Jatembe fulfill his destiny, the arboreal went only so far as point Jatembe to the correct locations; Jatembe's efforts in learning magic were entirely his own.

After traveling for some more time, Dimari-Diji stumbled upon the nascent Osibu and spent some time with its people. It was here that he realized the world beyond the forests was changing. The people in Osibu were not like others he had met. They remained cut off, unknowing of the world around them. Dimari-Diji did his best to warn and prepare the people of the city for the dangers beyond. The people of Osibu did not want him to leave, however, and each of the city's wise women pleaded for his guidance and protection. After one hundred pleas, Dimari-Diji chose to stay and teach the women the secrets of his magic, and that of the other trees and animals.

Today, Dimari-Diji is very old, even compared to other arboreals. Though he has occasionally traveled into the Mwangi Expanse since his arrival in Osibu, he spends nearly all his time in the city and, in fact, rarely moves throughout Osibu. The city's leader, Umanja-jinga, the current Uur Chyayu, typically comes to him. He sees the one hundred spirits of the first wise women in her, and trusts in her judgment and friendship. When speaking with others, Dimari-Diji is always kind and patient, listening with intent and allowing others to speak their minds freely and without interruption.

CAMPAIGN ROLE

As steward of Osibu, Dimari-Diji is intent on defending his city from all potential threats, but particularly those threats that might approach the Nemesis Well. Dimari-Diji feels he is approaching his final years, and he prefers to serve in an advisory or support role.

When the heroes arrive in Osibu, Dimari-Diji is quick to question the outsiders and recognize the greater threat that Walkena poses to the city. He stays within the city walls, directing forces alongside Umanja-jinga and using his magic to support Osibu during the attack. If the heroes can earn Dimari-Diji's trust by defending the city, they make an invaluable ally with a vast wealth of knowledge and secrets.

DIMARI-DIJI

CREATURE 25

UNIQUE N GARGANTUAN PLANT

Male arboreal nature-speaker

Perception +43; low-light vision, tremorsense (imprecise) 120 feet; *true seeing*

Languages Aklo, Arboreal, Celestial, Common, Draconic, Requian, Sphinx, Sylvan; *speak with animals, speak with plants*; telepathy 300 feet

Skills Arcana +42, Athletics +43, Diplomacy +41, Mwangi Expanse Lore +50, Nature +50, Stealth +36 (+42 in forests)

Str +12, **Dex** -1, **Con** +7, **Int** +7, **Wis** +12, **Cha** +10

Fungus Sight (divination, primal) Dimari-Diji produces small clumps of fungus that he can use to see beyond his normal sight. He can use a single action, which has the concentrate trait, to project his senses into an intact fungus clump on the Material Plane or to end this projection. Dimari-Diji loses all sensory information from his own body while projecting his senses into fungus.

AC 52; **Fort** +42, **Ref** +36, **Will** +48

HP 550, regeneration 30 (deactivated by fire); **Immunities** disease, mental, poison; **Weaknesses** axe vulnerability, fire 20; **Resistances** bludgeoning 20, piercing 20

Axe Vulnerability An arboreal nature-speaker takes 20 additional damage from axes.

Aura of Growth (aura, plant, primal, transmutation) 120 feet. Plants near Dimari-Diji grow larger and more vibrant. Plants in the emanation gain the success effects

of the *plant growth* ritual. Any plant spells cast in the area are empowered and use the effects of the spell 1 level higher than it was cast, to a maximum of 9th level (Dimari-Diji's spells are unaffected). Finally, other plant creatures gain fast healing 20 while in the area.

Enriching Aura (aura, evocation, transmutation) 60 feet. Dimari-Diji's natural power enhances primal spellcasting around him. All creatures within the emanation can alter a primal spell as if they had just used Reach Spell or Widen Spell (*Core Rulebook* 210) when they Cast the Spell.

Speed 40 feet; *freedom of movement*

Melee ♦ branch +44 (magical, reach 20 feet), **Damage** 5d10+20 bludgeoning plus Improved Knockdown

Ranged ♦ mental blast +44 (magical, mental, range increment 120 feet), **Damage** 5d6+20 mental plus Memories of Ages

Primal Innate Spells DC 49, attack +41; **10th** *primal phenomenon, revival*; **9th** *nature's enmity, storm of vengeance, summon plant or fungus*; **8th** *moment of renewal, punishing winds, wind walk*; **7th** *regenerate, sunburst*; **6th** *tangling creepers*; **3rd** *earthbind* (at will); **2nd** *entangle*; **Constant (8th)** *true seeing*; **(4th)** *freedom of movement, speak with plants*; **(2nd)** *speak with animals*

Forest Growth Once per month, Dimari-Diji can spend 1 hour to sprout a new forest. He causes the forest to sprout in a 50-foot burst within 300 feet. The forest instantly springs to life, and is composed of fungi, plants, and trees most appropriate to the area he selected. The forest grows to the height, density, and liveliness of a forest that has grown for 10 years. The forest doesn't feature any animals or other creatures, but animals within 1 mile are aware of the new forest and might make the forest their new habitat as appropriate.

Memories of Ages Dimari-Diji's mental blasts cloud the minds of his foes, making it difficult for them to focus on combat. A creature that takes damage from Dimari-Diji's mental blast is dazzled for 1 round. If the attack was a critical hit, the creature is dazzled for 1 minute instead.

Memory Maelstrom ♦♦♦ (concentrate, incapacitation, mental, nonlethal, primal) Dimari-Diji tries to overwhelm foes with a surge of information he has absorbed over his long life. This surge deals 12d6 mental damage to each enemy within 60 feet, who must attempt a DC 32 Will save.

Critical Success The creature maintains its composure, takes no damage, and is temporarily immune to Memory Maelstrom for 1 minute.

Success The creature is stunned 1 and takes half damage.

Failure The creature takes full damage and is stunned 3.

Critical Failure The creature takes double damage, is confused for 2d4 rounds, and is stunned 3.

Nature's Concentration ♦ **Trigger** Dimari-Diji's turn begins;

Effect Dimari-Diji calls upon the natural world around him to support his magic. He Sustains a Spell.

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Teachings of the
High Priests

Dimari-Diji



NKIRUKA

Stern Diplomat and Prime Speaker of Walkena

Nkiruka grew up as the latest in a line of esteemed envoys, ambassadors, and emissaries. Much like her father, grandmother, and great-grandfather, Nkiruka was skilled in the art of debate and conflict resolution, encouraging her to continue the family trade. She began her formal training at the age of 15, taking the first steps toward becoming an ambassador like her forebears. During this time, she tapped into something unexpected: magic. Nkiruka saw the secrets of the words she spoke and those that others spoke to her.

She was furious.

Nkiruka believed her skill above all else was the primary factor in her success, and revelation of her magical prowess would only serve to sully her reputation. Others would see only her magic and believe all of her success was a result of supernatural influence rather than her dedication and experience. For a time, Nkiruka fell into a slump, believing her unfortunate magical skill had ruined her credibility forever.

Eventually, she chose to accept her magical knack and focused on refining her aptitude for spells. That's when she came to another realization: her spells could undo the tricks of others. As she gained a better understanding of her magic, she learned spells that would allow her to reveal lies or protect her from attempts at reading her mind. Rather than use her magic to succeed, Nkiruka could use it to level the playing field and properly allow her skill to shine.

Nkiruka redoubled her efforts. She continued her practice in all things diplomatic while also gaining a greater understanding of her magic. Soon, she was able to wield her wit and magic together. She was quickly recognized as the best of her peers, using her magic to shut down any attempts at deception or cheating and besting her opponents when they couldn't rely on their tricks. Graduating at the head of her class, she left Anthusis in search of opportunities.

Nkiruka spent many years serving as a diplomat for places such as Nantambu, Azir, Merab, and Senghor. She met every job head-on and, with the aid of her magic, was able to prove herself a diplomat worthy of continuing her family's legacy. She was proud of her work and even started a family, but she felt unfulfilled.

While she had faced plenty of professional challenges, none of them ever felt worthy of her skill. Fifteen years into a wholly successful career, Nkiruka had yet to find a job that she felt really pushed her to her limit. During a visit to her in-laws in Kalabuto, Nkiruka learned of the latest ambassador to fall at the hand of Walkena in Mzali. After a bit of questioning and research, Nkiruka learned about the city, its god-king, and the strange and difficult life of Mzali's people. Here was her challenge.

In Mzali, Nkiruka saw the opportunity to prove herself the ultimate diplomat. If she could make a tyrant bow to reason, she would know that her skill was unmatched. If she could make others eager to meet and speak with the people of Mzali, she would be a genius among ambassadors. Undeterred by the dangers that the city presented, Nkiruka traveled to Mzali and used her silver tongue to earn a meeting with Walkena. The god-king was impressed with Nkiruka's confidence, and he delivered many tests to prove her skill. Nkiruka passed every test and even established a trading accord with a group of lost merchants that had stumbled upon the city. Walkena was pleased and took Nkiruka on as his new ambassador.

During negotiations and diplomatic talks, Nkiruka is completely serious. She suffers no fools, and she prefers to be direct and frank about all matters of her discussions. She always begins conversations by casting an array of spells, the function of which she is happy to describe, to make sure there's no trickery involved. Outside of her diplomatic endeavors, Nkiruka is a proud and stern woman. She is somewhat curt, but rarely to the degree where it sours her relationships with others. Only when dealing with her family do her walls come down. At home, Nkiruka is a surprisingly sweet and gentle person whose graciousness extends to any family guests and visitors.

CAMPAIGN ROLE

Nkiruka represents a significant obstacle for the heroes. The arrival of a large group in Mzali makes Nkiruka suspicious immediately, and dealings with her are slow. She's a key figure in negotiations with

Mzali, the heroes must speak with Nkiruka on multiple occasions to finally earn a good standing with her and, eventually, Walkena. The heroes may need to meet with Nkiruka multiple times before making any progress in negotiations, but will find the results to be more than worth the effort.

Though Nkiruka has formal combat training supplemented by her keen eye for detail, she prefers to leave combat to others. If pressed into combat, negotiations with Nkiruka are immediately a failure, and she flees as soon as possible.

NKIRUKA

CREATURE 14

UNIQUE N MEDIUM HUMAN HUMANOID

Female human diplomat

Perception +25 (+29 to notice lies and Sense Motive)

Languages Common, Draconic, Elven, Mzunu, Taldane

Skills Acrobatics +24, Arcana +25, Deception +28, Diplomacy +28 (+30 to Make an Impression), Intimidation +28, Occultism +25, Performance +28, Religion +23, Society +25

Str +0, **Dex** +4, **Con** +4, **Int** +3, **Wis** +1, **Cha** +6

Items +2 striking hand crossbow (20 bolts), +1 resilient leather armor, +2 striking sickle

Ear for Lies Nkiruka's training allows her to recognize microexpressions, voice tone, and other tells. When a creature fails to Lie to Nkiruka, not only does she know they were lying, she also receives a clue about what that creature believes to be the truth.

Group Impression When Nkiruka Makes an Impression, she can compare her Diplomacy check result to the Will DCs of up to four targets instead of one.

AC 36; **Fort** +24, **Ref** +26, **Will** +25

HP 260

Speed 25 feet

Melee ♦ *sickle* +27 (agile, finesse, magical, trip), **Damage** 2d4+10 slashing

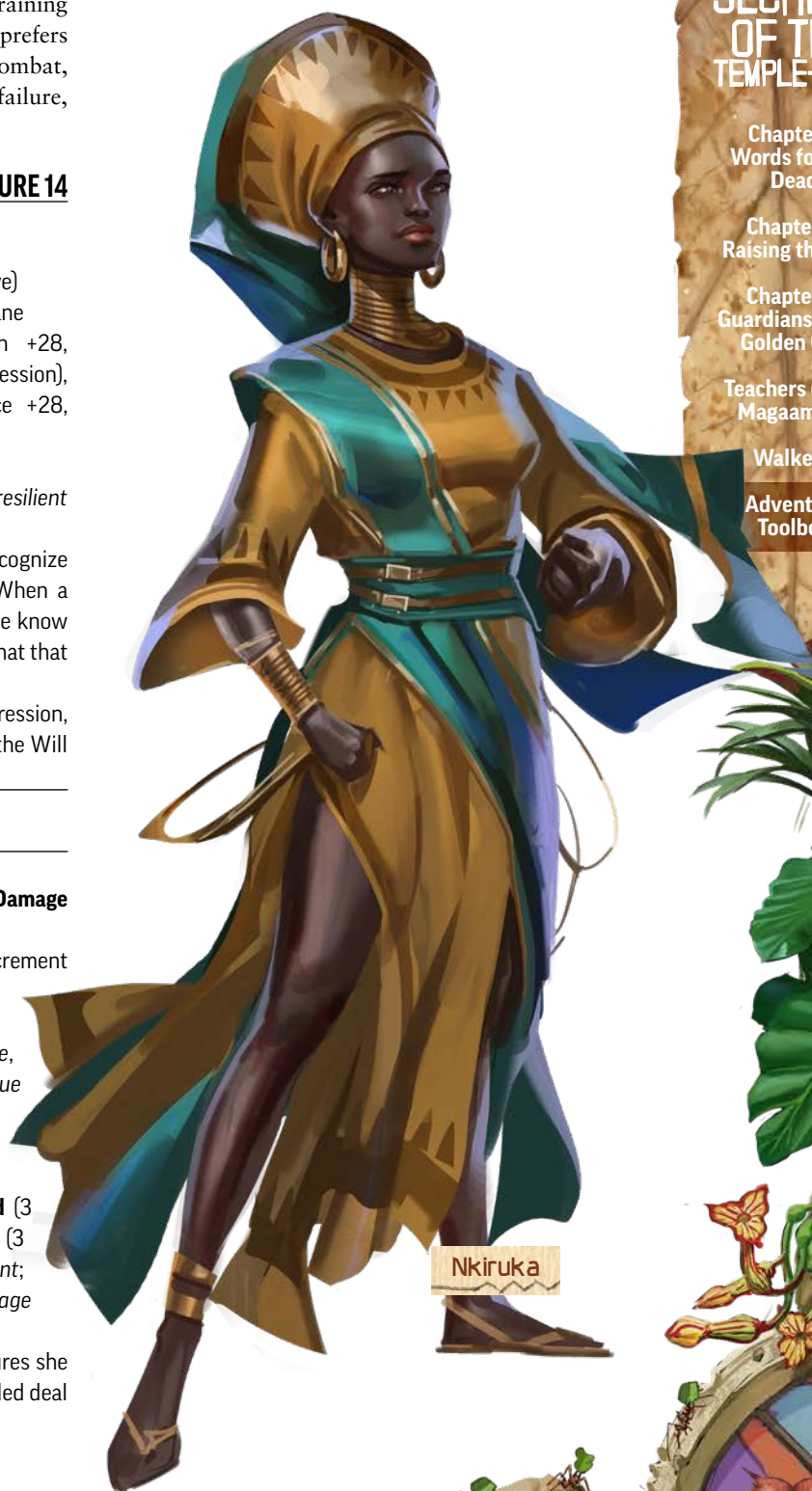
Ranged ♦ *hand crossbow* +27 (magical, range increment 60 feet, reload 1), **Damage** 2d6+10 piercing

Occult Spontaneous Spells DC 34, attack +26;

7th (3 slots) *dimensional lock*, *project image*, *retroognition*; **6th** (3 slots) *mislead*, *repulsion*, *true seeing*; **5th** (3 slots) *illusory scene*, *telepathic bond*, *tongues*; **4th** (3 slots) *discern lies*, *private sanctum*, *resilient sphere*; **3rd** (3 slots) *dream message*, *hypercognition*, *wanderer's guide*; **2nd** (3 slots) *calm emotions*, *magic mouth*, *status*; **1st** (3 slots) *illusory object*, *sanctuary*, *unseen servant*; **Cantrips (7th)** *detect magic*, *forbidding ward*, *mage hand*, *read aura*, *sigil*

Eye for an Opening Nkiruka's Strikes against creatures she observes that don't have cover and aren't concealed deal an additional 2d10 precision damage.

Size Up ♦ Nkiruka attempts a Perception check against the Deception DC or Will DC, whichever is higher, of a creature she can see. On a success, she gleans a notable detail about the creature as if she had successfully Recalled Knowledge about it. Once Nkiruka has Sized Up a creature, she can't do so again for 1 day.



Nkiruka

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WORKNESH

Walkena's Dedicated General



Worknesh always knew war. At a young age, she lost most of her family to an outsider attack on Mzali. The outsiders, in a futile attempt to liberate the city, only brought death and destruction to Mzali's people. Left only with an injured father, Worknesh struggled to provide for her father's care and vowed to never let war cause her or her loved ones grief ever again.

After her father recovered, she spent time with him learning the basics of combat. Her father served as a city guard and taught her what he could, but his injuries left him unable to complete Worknesh's training. After learning the fundamentals of fighting from him, Worknesh joined the guard to continue her father's legacy. Over the years, Worknesh became increasingly cruel, reveling in the power that her might granted her over others. Worknesh learned how to spot weaknesses in the techniques of her opponents and used her wit and ferocity to defeat much larger foes. Eventually, she earned the nickname Worknesh the Unstricken, as she had worked through every guard willing to spar her without even a scratch.

Worknesh's skill moved her up the ranks of Mzali's infantry, and she was quick to join the ranks of the Jackal Guard, Walkena's elite unit. Only a year into her time with the Jackal Guard, Worknesh earned Walkena's attention, and soon, the god-king placed Worknesh at the head of the guard. Proud of her accomplishments, Worknesh returned home for the first time in several years, only to learn that her father had passed peacefully in his sleep. While Worknesh mourned, she also came to realize that she was without any obligations other than her own. She was free to push herself further into her career and earn yet more of Walkena's favor.

A few years later, Worknesh finally achieved her goal and earned a place at Walkena's side. The god-king named Worknesh as his Master of Spears, granting her total command over Walkena's armies. In addition to her new role, Walkena granted Worknesh even greater gifts. First, he took the *golden blade of Mzali* from the ashes of the former Master of Spears and handed it to Worknesh, along with the title of Worknesh the Golden Blade. Additionally, Walkena used his deific power to

grant Worknesh spells, commanding her to use them only to serve his will. Combined with her unrelenting might, Worknesh's new weapon and spellcasting made her the most formidable warrior in the city.

Worknesh finally had total command over war and could wield it like a blade, directing it where she pleased. With her new weapon, she would strike down any who opposed Walkena. With her new magic, she would expose those who would sow discord in his city.

Today, Worknesh is as cruel as ever, sending the guards after individuals for the slightest offense. Only Nkiruka's continued efforts at diplomacy have kept Worknesh in check, preventing the city from falling to total militaristic rule. Worknesh remains pleased with her current position, but she recognizes that even Mzali can't contain her might forever.

CAMPAIGN ROLE

Worknesh serves as the head of Mzali's armies and fully supports Walkena's laws. She would normally attempt to prevent any outsider from entering the city for any reason, to keep the city's purity as Walkena prefers. Thankfully for the heroes, Nkiruka's diplomatic efforts have earned them immunity from Worknesh's exclusion.

During the first chapter, Worknesh arranges for an exhibition match between the heroes and her Jackal Guard to size up the martial threat they pose to Mzali. Cunning heroes might suspect Worknesh's motive and trick her into thinking they aren't a threat worthy of her consideration. She doesn't use her spells during this initial evaluation, as she doesn't have much reason to think the heroes are anything beyond what they claim to be.

During the attack on Osibu in this adventure's final chapter, Worknesh leads the assault and ultimately faces off with the heroes directly. This time, she doesn't hesitate to use her spells to best effect (including casting a 5th-level *see invisibility* in advance). The heroes might have fooled her into thinking they don't pose much of a danger, but Worknesh doesn't stay fooled for long.

WORKNESH

CREATURE 16

UNIQUE LE MEDIUM HUMAN HUMANOID

Female human inquisitor

Perception +28

Languages Common, Mzunu

Skills Athletics +32, Intimidation +29, Religion +26, Society +26, Stealth +27, Survival +30, Warfare Lore +30

Str +6, **Dex** +1, **Con** +3, **Int** +2, **Wis** +4, **Cha** +3

Items golden blade of Mzali (page 76), +2 resilient splint mail, moderate sturdy shield (Hardness 13, HP 104, BT 52)

Master's Cry ♦ **Trigger** Worknesh rolls initiative;

Requirements Worknesh can perceive at least one foe within 60 feet; **Effect** Worknesh yells a mighty rallying cry. Worknesh attempts an Intimidation check to Demoralize a single foe within 60 feet. If successful, any of her allies within 30 feet can Stride up to double their speed as their first action on their first turn of the combat.

Warmaster's Instinct Worknesh can recognize the skills of any combatants she faces. She can use Warfare Lore to Recall Knowledge about any creature, but only while in combat or observing the creature fight.

AC 37 (39 with shield raised); **Fort** +29, **Ref** +25, **Will** +28

HP 310; **Resistances** piercing 4

Attack of Opportunity ↻

Shield Block ↻

Speed 25 feet

Melee ♦ golden blade +32, **Damage** 3d6+16 piercing plus 2d6 fire

Ranged ♦ golden blade +27 (thrown 20 feet), **Damage** 3d6+16 piercing plus 2d6 fire

Divine Spontaneous Spells DC 34, attack +26; **7th** (3 slots) *dispel magic*, *fireball*, *heal*; **6th** (3 slots) *dispel magic*, *heal*, *wall of fire*; **5th** (3 slots) *prying eye*, *see invisibility*, *tongues*; **4th** (3 slots) *air walk*, *discern lies*, *freedom of movement*; **Cantrips** (8th) *daze*, *detect magic*, *divine lance* (law or evil), *message*, *shield*, *sigil*

Battle Cry ♦ (auditory, concentrate, emotion, mental) Worknesh unleashes a war cry, granting herself and all allies within 60 feet a +1 status bonus to attack and damage rolls until the start of her next turn.

Walkena's Fury ♦

Frequency once per round; **Requirements** Worknesh is within reach of an enemy designated by Walkena's Judgment; **Effect** Worknesh makes two melee Strikes against the enemy of Walkena. If both attacks hit, she combines their damage for the purpose of the creature's resistances and weaknesses.

Walkena's Judgment ♦ (concentrate, divine) Worknesh designates a single creature as an enemy of Walkena.

She must be able to see or hear the creature, or she must be tracking the creature. Worknesh gains a +4 status bonus to damage against the designated creature, and she gains fast healing 5 while within 30 feet of the creature. In addition, she doesn't take the -2 circumstance penalty to attack rolls when attempting to deal nonlethal damage with an attack without the nonlethal trait and vice versa.

Worknesh can have only one creature designated as an enemy of Walkena at a time. If she uses Walkena's Judgment against a creature when she already has a creature designated, the prior creature loses the designation and the new target gains the designation. This designation lasts for 24 hours.

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Worknesh

NEXT MONTH

DOORWAY TO THE RED STAR

by Michael Sayre

The heroes have learned that a long-vanished ally can be found on the other side of a magical portal called the *Doorway to the Red Star*. They must earn the trust of the portal's guardians, then travel through it—to another planet of red sands and high adventure! Working to gain allies among scholarly brain-people and cunning ratfolk, the heroes must infiltrate a massive flying airship and fight to free their ally from an insidious trap set by one of his craftiest enemies.

AKITON THE RED

by Michael Sayre

The fourth planet from Golarion's sun is a red-tinged desert world. Learn about the people and technology of this planet and its rough-and-tumble city of Seldo.

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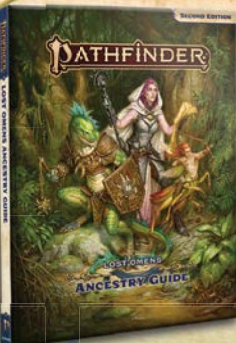
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