

PATHFINDER SOCIETY®

SEASON OF THE TEN



DEBT TO THE QUAH

By Adrian Ng



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HOW TO PLAY

Pathfinder Society Scenario #10-14: Debt to the Quah is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at pathfindersociety.club.



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GM RESOURCES

Debt to the Quah makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG GameMastery Guide* (GMG), and *Pathfinder RPG Monster Codex* (MC). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the relevant rules from the *Bestiary* and *Monster Codex* are reprinted at the back of the adventure for the GM's convenience. Citations for the *Pathfinder RPG Advanced Class Guide* (ACG) appear in a noncombat encounter, but that book is not required to run this adventure.

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DEBT TO THE QUAH

By Adrian Ng



The origins of the Shoanti people can be traced back over 10,000 years to before Earthfall, specifically to the Thassilonian Empire. The Shoanti are the descendants of Thassilon's enslaved warrior caste. After Thassilon's fall, the Shoanti banded together and struggled through the many hardships of the Age of Darkness. In these early centuries, the Shoanti developed a sense of cultural identity and established their most ancient traditions.

For thousands of years after Earthfall, the Shoanti lived in relative peace with the Varisians who shared their lands. Their primary conflicts were with the wild beasts of the region, raids from orcs to the east and Kellids to the north, and the harsh landscape itself.

When the Empire of Cheliah expanded into southern Varisia in 4406 AR, the Shoanti found themselves facing a new enemy: colonizers from the south. The battles between the Shoanti and the Chelaxians who would become the citizens of the colony of Korvosa raged for decades, finally ending in 4499 AR. The Shoanti were finally forced to retreat to the Storval Plateau by the Chelish forces in 4507 AR, and the bad blood between the Shoanti and Cheliah survives to this day.

While the Shoanti's distrust for foreigners has been shaped by their interactions with Cheliah, the Shoanti clans have learned a healthy distrust for most outsiders, with very few exceptions. The Pathfinder Society has earned the respect of contingents within several Shoanti clans through their deeds, though a recent discovery by the Skoan-Quah (also called the Skull Clan) has put this relationship in jeopardy.

A year ago, the gnome Pathfinder Lumketul Simset "discovered" an ancient mausoleum located along the eastern coast of the Storval Deep, carved into the side of one of the Wyvern Mountains. Believing this location to be one of the Thassilonian ruins over which he obsessed, Lumketul wasted no time in plundering the mausoleum before returning to Absalom with great fanfare, publishing his findings in the *Pathfinder Chronicles*. Unfortunately, Lumketul's discovery was not actually the Thassilonian ruin he believed it to be.

In truth, Lumketul had raided a Shoanti burial site dedicated to Shoanti heroes whose actions in life had

Where on Golarion?

Debt to the Quah takes place on the Storval Plateau in Varisia. The PCs begin travel into a Shoanti sepulcher built into a cliff alongside the Muschkal River in the Iron Peaks. For more information about the Shoanti and Varisia, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Varisia, Birthplace of Legends*, available in bookstores and hobby stores everywhere and online at paizo.com.



contributed to the well-being or glory of all the clans. The Skoan-Quah had maintained the site for over a millennium, inspecting it every few decades to ensure that the entryways are sealed and that nothing has defiled the sacred resting place. When the Skoan-Quah boneslayers—people tasked with patrolling Shoanti burial mounds and resting sites—arrived at the mausoleum, they discovered the doorways rent asunder and the mausoleum looted of many priceless relics and Shoanti historical artifacts.

The Shoanti discovered the perpetrators of these foul deeds in much the same way the rest of the world became aware of them, albeit with a very different understanding of the context and ramifications. A group of Shadde-Quah traders heard about Lumketul's expedition through a copy of the *Pathfinder Chronicles* that was fairly popular among the

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merchants they dealt with. Recognizing the description of the site, they immediately sent word to nearby members of the Skoan-Quah to verify that the “Thassilonian ruins” in the chronicle and their sacred burial site were, in fact, the same location.

Furious at the Pathfinder Society’s treatment of this sacred site, many of the Shoanti have demanded that the Pathfinders be banned from Shoanti lands, with some threatening even more dire consequences. The Pathfinders still have a few allies among the quahs however, particularly amongst the Shriikirri-Quah and Shadde-Quah. These allies have sent word to Absalom that it is of the utmost importance that the Society send representatives to meet in a council with the leaders of the Shoanti quahs and plead the Society’s case before the clans. This council could be the Pathfinders’ only chance to salvage and repair their relationship with the proud inhabitants of Varisia’s steppes.

SUMMARY

The PCs meet with a worried Venture-Captain Ambrus Valsin at the Grand Lodge in Absalom. There, he relays a message from an assembly of Shoanti representatives, explaining the situation concerning the burial site. Lumketul has been mysteriously missing for nearly a year, so Ambrus asks the PCs to represent the Pathfinder Society in the gnome’s stead. Ambrus provides the PCs a packet of Lumketul’s research materials, as well as items Lumketul plundered from the tomb. When the PCs are ready, Ambrus has them teleported to the Storval Stairs.

The PCs find the Shoanti representatives waiting at the predetermined meeting place beneath the Storval Stairs. There, the PCs must convince the council to allow them to restore the sepulcher to its proper state. The councilmembers are of varying opinions on the Pathfinder Society, so some are more difficult to sway than others. The PCs must achieve a simple majority to gain permission to right the Society’s wrongs.

After the council meeting is adjourned and the PCs receive the verdict, the PCs can travel to the sepulcher by following the Muschkal River north as it winds through the Iron Peaks. Eventually they reach the Muschkal Sepulcher, whose stone seal has been blasted open.

Upon entering the sepulcher, the PCs encounter a pair of ogres who are idly ransacking the entrance hall. After dealing with the ogres, the PCs meet the spirit of a Shoanti envoy, who can provide them information on the sepulcher. The PCs must explore the burial site, return the stolen items to their proper locations, and repair the damage Lumketul inflicted upon the sepulcher. After the PCs complete those tasks, the energies within the mausoleum revive the guardian: a golem composed of animal remains and animated through runic carvings. The PCs must defeat the guardian to exit the Muschkal Sepulcher.

GETTING STARTED

Venture-Captain Ambrus Valsin has called the PCs to the Grand Lodge with an urgent task. When the PCs have all gathered, read or paraphrase the following.

Venture-Captain Ambrus Valsin paces in front of a small table in this meeting room in the Grand Lodge. In front of him on the table is a packet of parchments.

“Pathfinders, a rather concerning development has come to light. I have received a summons requesting Pathfinder presence at a meeting of the Shoanti quahs. The impetus for this request is troubling, to say the least.

“About one year ago, a Pathfinder named Lumketul Simset returned to the Grand Lodge with notes on a rather exciting discovery: a Thassilonian ruin, tucked in a remote area in the Iron Peaks in Varisia. He also returned with several artifacts, which we took in for further study. Lumketul’s notes were the basis of a tale published in the *Pathfinder Chronicles* shortly thereafter, which has become rather popular among those endeavoring to uncover new Thassilonian discoveries.

“However, I recently received a message from Cousin to All, an ally from the Shriikirri-Quah. Shadde-Quah traders came across a copy of the *Pathfinder Chronicles*. Upon reading Lumketul’s entry, they realized that he was speaking not of a Thassilonian ruin, but of a sacred Shoanti burial site known as the Muschkal Sepulcher. Shadde-Quah leadership contacted the Skoan-Quah, which sent out their boneslayers to confirm the reports. Turns out—unfortunately for all parties—Lumketul did in fact damage and plunder the sepulcher.”

Ambrus rubs his temples with one hand, then continues. “Our relations with the quahs have already been somewhat strained, although friendlier than their other connections with outsiders. Fortunately for us, we have some history of goodwill with the Shoanti, so Cousin to All was able to convince the other quahs to send representatives to hear our side of the story. Unfortunately for us, our side of the story is still bad. Lumketul showed no regard or respect in his blind pursuit of discovery, and frankly, the Society doesn’t have much grounds to deserve forgiveness. The Muschkal Sepulcher is an important location for all the quahs, and Lumketul’s disregard has cast the Society as a whole in a bad light. We’ve tried contacting Lumketul, but he has cut contact with the Society, and no one in the Society has heard from him in over a year. This is where you come in. I would like for all of you to travel to the meeting of the councilmembers and represent the Society. I believe excuses will not be received well; rather, please petition the council with utmost earnestness and sincerity.”

Ambrus pushes the packet of parchments across the table. “I’ve had Lumketul’s notes on his expedition dug up in the hopes they’d be of some use. I’ve also included a copy of his Chronicle publication, although his embellishments and obfuscation of truth may have rendered it useless; nevertheless, maybe you’ll glean some helpful information from it.” Ambrus then reaches down beside him and pulls up a large satchel and an egg-shaped rock

that emits a warm, red glow. “The bag contains the items Lumketul plundered from the burial site. At the very least, we must return the items to the Shoanti, and I request you try to convince the council to allow you to restore the sepulcher to its proper state. As for the stone, if you touch it to a broken object, it will gradually repair it. It won’t last forever, but it should have enough magic left in it for this mission.” The venture-captain pauses for emphasis. “It’s important to the Society to develop further relations with the quahs, so this could be an opportunity to show that we can be trusted.”

The packet of parchment contains an excerpt from the *Pathfinder Chronicles* Lumketul penned as well as his notes from the sepulcher; give the players **Handout #1** and **Handout #2**, as well as an untagged copy of the map on page 26. The bag is a *bag of holding* containing four carved wooden weapons mounted on simple bases: a bolas, a bow, an earth breaker, and a klar. It also contains a small stone statue of a wolf cub and a ring stylized as a scarab beetle. In Subtier 3–4, the *bag of holding* is type I, while in Subtier 6–7, it is instead a type II bag.

The glowing egg-shaped rock is a *scavenger’s stone* (see the sidebar on this page).

Before the PCs leave, Ambrus any questions they might have. Potential questions and their answers are below.

Why don’t you know where Lumketul is? “If you mean why we don’t know where he went a year ago, well, sometimes, agents decide to leave the Pathfinder Society for a variety of reasons. They may tire of the work, they might decide to lay down roots, or they might have family matters to attend to. The Society doesn’t go nosing around and interfering in the lives of agents who make that choice—though later we may make an exception in Lumketul’s case, given these developments. If you mean why we don’t know where he is now, we tried using divination magic to track him down. All we learned is that he’s on a boat somewhere, sailing on the open sea.”

Any idea what these items do? Ambrus shakes his head. “They seem to be of importance to some Shoanti burial traditions, but not any I’m familiar with. Perhaps these are specially designed for whoever the sepulcher is dedicated to?”

How are we getting there? “I have hired Jia, a local wizard, to teleport you to the Storval Stairs, whenever you are ready to depart. He’ll wait for you to complete your mission so you can return back.” Ambrus tells them this information before they leave if they do not ask.

How can we best present our intentions to the Shoanti? “Many of the councilmembers will be suspicious of your intentions, but Cousin to All did convince the rest of the quahs to at least entertain this meeting, so I believe they’ll approach this meeting with somewhat open minds. I believe that your best bet is to approach them with honesty and respect, owning our mistake and presenting a clear solution to the problem. However, don’t try to play the relics off as a bargaining chip; we are obligated to return the items, not simply doing so as a nicety.”

Scavenger's Stone

This magic item originally appeared in *Pathfinder Player Companion: Goblins of Golarion*.

SCAVENGER'S STONE		PRICE 2,000 GP
SLOT none	CL 1st	WEIGHT 1 lb.
AURA faint transmutation		

This jagged, egg-shaped stone emits a faint red glow when not in direct sunlight. By rubbing a *scavenger’s stone* against a damaged (but not destroyed) construct or object as a full-round action, you repair 1d6 points of damage to the object or construct. If this brings a broken object’s hit points above half its maximum hit points, it loses the broken condition. As a standard action, you can smash a *scavenger’s stone* against a destroyed object or damaged construct. Doing so immediately repairs the object to full functionality or heals a damaged construct of 10d6 points of damage. Destroyed magic items can be repaired in this manner if their caster level is no higher than 3rd—more powerful destroyed magical items cannot be repaired by a *scavenger’s stone*. A newly-created *scavenger’s stone* has 50 charges—smashing a stone against an object uses up 10 charges.

CONSTRUCTION REQUIREMENTS	COST 1,000
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Craft Wondrous Item, *make whole*

Who are the councilmembers? Ambrus names each of the councilmembers and provides the information listed in the Introduction and Background sections of each NPC’s social stat block. If the PCs do not ask about the councilmembers, Ambrus volunteers the information before they leave. Give the players **Handout #3**, which contains the names and affiliations of the councilmembers as well as room to take notes.

Usually when using the influence system, each PC can attempt a relevant Knowledge check at the beginning of the social encounter to recognize prominent NPCs. In this scenario, Valsin gives the PCs this information instead.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

Based on the result of a Diplomacy or Knowledge (local) check, a PC might know more about the Shoanti. A PC learns all information with a DC equal to or less than the result of their check.

15+: The fierce Shoanti are spread throughout the Storval Plateau in northern Varisia, where they eke out a living in harsh, inhospitable conditions.

20+: The Shoanti formerly inhabited much of southern Varisia, until they were forced northward into the Storval Plateau after bloody conflicts with Chelaxian colonists. This violent history has led to many Shoanti being mistrustful of outsiders.

25+: Despite seeming xenophobic, Shoanti are not completely closed off. Many outsiders have been known to join their ranks, but only after a history of demonstrating loyalty to their clan and dedication to its principles.

COUNCIL OF THE QUAHS

When the PCs are ready, Jia enters the room and casts *teleport*, transporting the PCs to the entrance of a cavern in the Storval Stairs. Awaiting them at the site are two of Cousin to All's assistants, who lead the PCs into the cavern. When the PCs enter the council chamber, read or paraphrase the following.

The path leading into the earth beneath the Storval Stairs opens into an expansive cavern, chatter echoing off the striated rock walls. Smaller passages branch from the main chamber, winding deeper underground. The space is filled with people grouped in small clusters engaged in quiet discussion. Waiting near the entrance to the cavern are two

Shoanti. One of them, a half-elf with a prominent facial tattoo resembling a styled hawk, approaches. "Be welcome, my cousins. I am Cousin to All. Good to see you well. It seems the others are open to hearing your case, considering that they showed up, so I believe it's possible for a good outcome today."

The other Shoanti, a shorter human man, approaches the PCs. "I am Rollicks in Waves of the Shadde-Quah. Many thanks to the Society for their past help."

Rollicks in Waves is speaking of the events of *Pathfinder Society Scenario #8–22: Wrath of the Fleshwarped Queen*; if a PC has a Chronicle sheet from that scenario, Rollicks in Waves thanks that PC for defeating the Fleshwarped Queen and her followers. He says that with that dangers cleared from the forbidden ruins, the Shadde-Quah was able to safely seal them, locking away the source of magic that corrupted bodies and minds.

He continues, "I see this situation as the actions of a rogue agent. I've seen what good the Society can do, so this seems like one individual's mistake to me. You've got a 'yes' vote from me. With mine and Cousin to All's votes, you'll need to convince two of the others to vote for you as well—majority wins."

Cousin to All nods. "I think it would be best to get as many of the other councilors on board as possible. Having the quahs unified is in the best interest of not only each individual clan, but to the Shoanti as a whole. Opening them up to further alliances with the Society would benefit both sides, and hopefully lead to the other Shoanti becoming more receptive to interacting with the outside world, which I believe would be a massive boon for our people.

The meeting begins immediately."

Each councilor arrived with a contingent of their clanmates, who they are conferencing with prior to the meeting. Cousin of All summons the councilors to take their places, her shouts echoing through the rock chamber.

At Cousin to All's summons, the councilmembers walk up a sloping stone ramp to a rise featuring a row of wooden benches. Cousin to All and Rollicks in Waves take their seats toward the left side of the platform. A councilor with a rune pattern on her face formed with tattoo and scar takes a wide-stance seat, idly spinning a greatsword. A slight figure with hood drawn sits cross-legged and hunched, eyes downward. Another councilor sits forward on her bench, a vulture perched next to her. A long-haired man clad in a robe takes his place, waiting

attentively. The last councilor stands near his bench, arms crossed and with a cold glare, auroch hood around his shoulders.

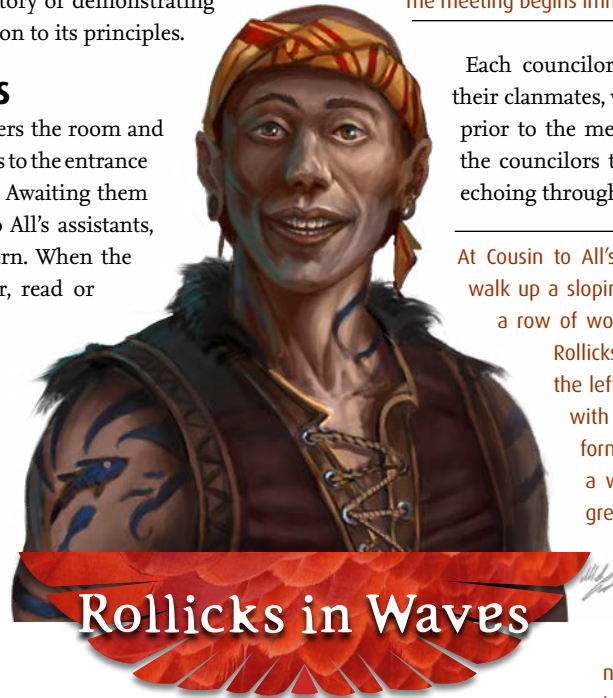
Cousin to All begins. "Thank you, all, for honoring my request and being here today. I understand that this is a situation of the utmost sensitivity, so I appreciate everyone's continued civility as we discuss this matter.

"As you all know, a Pathfinder Society agent has desecrated the Muschkal Sepulcher—a severe offense. However, the Society would like to right their wrongs. They have sent these representatives to present their case to you, esteemed representatives, on how they would like to repair our bonds and fix this problem."

The man in the auroch cloak hardens his glare. "What bonds do we have to repair? These tshameks deserve no such opportunity and no forgiveness. This is a Shoanti problem that only the Shoanti can fix, as we always have."

"At least hear them out, Kemchet Flame Stoker," Cousin to All bristles. "I understand your frustrations with this situation—believe me, I have some of my own—but the Pathfinder Society wants to make things right. I feel it only fair to allow them that chance." Flame Stoker scoffs but speaks no further.

The hooded figure looks around the room as everyone speaks. They look almost as if they will speak, but they remain silent, instead studying each person.



The vulture and its owner stare at each Pathfinder in turn before the latter speaks. "The boneslayers reported extensive damage and missing relics from the sepulcher. This site is of the utmost importance to our history, built up over hundreds of years. That legacy can't be repaired in a day."

The woman with the greatsword sneers. "They certainly don't look like much. How could we trust their ability to fix things?" She clangs her sword off the rock platform for emphasis. Rollicks in Waves shoots a look at her and retorts, "The Society is more capable than you think, Payah Against the Wind. Do at least give them a chance to prove that."

The long-haired man speaks up. "This has been a most troubling development. I want to hear what these Pathfinders have to say. My only request is that the quahs reach a mutual understanding and maintain a mutual respect on this matter, even if our opinions on the best course of action differ. We must remain unified, even in our disagreements."

"Certainly a worthy goal, Lake at Dawn. I trust everyone to strive toward that," Cousin to All remarks. "So, Pathfinders, please approach and state your case. How are you going to undo your misdeeds? How will you settle the Society's debt?"

At this point, the PCs can present their proposal that they return the items to the sepulcher and restore the burial site to its proper state. This proclamation is met with expressions of disbelief or careful consideration, depending on the councilor. The council meeting then transitions into a social encounter, with the PCs attempting to win over each councilmember.

The council meeting consists of four phases. During the first three phases, each PC can attempt a discovery check to analyze an individual NPC or an influence check with an individual NPC. After the first three phases, the council adjourns to individually mull over their votes in different areas of the main cavern or in the side rooms farther underground, during which time the PCs have one more phase to influence each member separate from the rest of the council. During the final round, the councilmembers imply whether they are voting "yes" or "no," giving the PCs a way to gauge which members they need to further try to win over.

PCs can all use Diplomacy to influence an NPC with the listed DC by trying to convince the councilors that the Society's intentions are pure and that they are different than Lumketul, as well as any similar arguments. In addition, each councilor has alternate skills with example ways those skills can be used to influence those that councilor, listed in each social stat block below.

Scaling the Council of Quahs

To accommodate a group of four PCs, the PCs get an additional phase to influence the councilmembers individually.

The councilmembers are more open to communicating to those who speak their language; those who can speak Shoanti gain a +2 bonus on their influence checks. As Ambrus warned the PCs, if any PC bargains using the items taken from the sepulcher, all PCs take a -2 penalty on all influence checks for the remainder of the council meeting.

THE COUNCILMEMBERS

Each of the councilmembers is presented using a social stat block from the influence subsystem (*Pathfinder RPG Ultimate Intrigue* 102). An abridged version of these rules with the details needed for this scenario appears in Appendix 1 on page 23. Ambrus briefed the PCs on the identities of the councilmembers at the beginning of the adventure. Four of these councilmembers have not yet made up their

mind about the PCs: Payah Against the Wind, Togimal in Shadow, Lake at Dawn, and Memory Tender.

If a PC attempts to influence either Cousin to All or Rollicks in Waves, she or he reassures the PCs that they are already on the PCs' side, encouraging them to focus their efforts on someone else. This conversation does not take up a phase. If a PC attempts to influence Kemchet Flame Stoker, however, he is more than happy to waste the PC's time with insults. The PCs need to succeed at a Discovery check to analyze him to prove that he cannot be swayed. PCs may also correctly conclude from the context that attempting to change his mind is not a productive use of time compared to speaking to council members who are more willing to listen.



PAYAH AGAINST THE WIND

CN female human bloodrager^{ACG}

Affiliation Tamiir-Quah (Wind Clan)

Background Payah Against the Wind is a warlike lightning-raid leader, defending her quah's lands. She has earned respect through her combat prowess and strong leadership in battle.

DESCRIPTION

Appearance Payah Against the Wind is toned and athletic.

She is blind in one eye, with a scar crossing over it from her

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forehead down her cheek. She has incorporated the scar into her facial tattoo design, which is the rune of the Wind Soul, Cilvat. She is wearing a hide vest with a skin-tight, long-sleeved hemp shirt beneath and cloth shorts. Against the Wind fights using a greatsword, which she nearly always carries and often idly plays with.

Introduction “Against the Wind is renowned for her might. No doubt she is intimidating, but don’t let that deter you from trying to convince her of your intentions. She values strength, so show that strength in your conviction.”

Personality The militaristic Payah Against the Wind values power and ability above all else. She is passionate about her duties. She believes that camaraderie with teammates is of utmost importance, so she develops close-knit bonds with those who she works with.

Skills Bluff +0, Diplomacy +2, Intimidate +7, Sense Motive +0

DISCOVERY

Analyze (Knowledge [local]

or Sense Motive DC

15; DC 19 in Subtier

6–7) Demonstrating an intimate knowledge of combat with a Profession (soldier) check or a show of athleticism with a Strength check impresses Against the Wind. She also respects other demonstrations of confidence and fitness made with Acrobatics or Intimidate checks.

Strengths (Knowledge [local] or Sense Motive DC 15; DC 19 in Subtier 6–7) Payah believes that people should stand by their teammates, and that a team bears collective responsibility for the sins of all of its members. If the PCs make an argument that is primarily focused on distancing themselves from Lumketul and throwing all of the blame onto him rather than focused on how they will make things right, they take a –4 penalty on their influence checks.

Weaknesses (Knowledge [local] or Sense Motive DC 15; DC 19 in Subtier 6–7) Payah is more likely to believe in the PCs if she sees them working together in harmony. If a PC successfully uses aid another to assist another PCs skill check to influence her, the PCs gain a further +2 bonus to that skill check.

INFLUENCE

Influence Checks Profession (soldier) DC 15 (DC 19 in Subtier 6–7), Strength DC 15 (DC 17 in Subtier 6–7); Acrobatics or Intimidate DC 20 (DC 24 in Subtier 6–7), Diplomacy DC 25 (DC 29 in Subtier 6–7)

Successes Needed 4 checks

Benefit Against the Wind will vote “yes.”

COUSIN TO ALL

NG female half-elf rogue

Affiliation Shriikirri-Quah (Hawk Clan)

Background Cousin to All is an emissary of the quahs to Nirmathas.

DESCRIPTION

Appearance Cousin to All is a tall, toned half-elf wearing a leather vest and a breechcloth with tanned-hide leggings. On her back is an animal-pelt cape. Her clean-shaven head is adorned with a stylized falcon with its wings outspread, with trailing lines indicating its motion.

Those who interact with Cousin to All find her to be affable and witty—a pleasant conversationalist, but sharp and perceptive.

Introduction “Cousin to All is beloved by many Shoanti—a respect hard earned, with her being a former outsider. She is also well respected in Nirmathas, where she often visits on diplomatic missions. She’s a valuable ally, and her presence is sure to keep heads level and discussions civil.”

Personality Cousin to All is affable and helpful, always looking to connect with people or all backgrounds.

She is normally kind and even keeled, but she shows strength in her interactions when required.

Skills Bluff +11, Diplomacy +15, Intimidate +11, Sense Motive +11

INFLUENCE

Benefit Cousin to All is committed to voting in the Pathfinder Society’s favor. Her presence is calming. If a PC would fail an influence check by 5 or more, the NPC begins to become angry, but Cousin to All talks them down, allowing that PC to continue to attempt influence checks normally. If a PC would fail by 10 or more, she can still attempt influence checks against that NPC, but she cannot use the same skill to sway that NPC’s opinion for the remainder of the scenario. Cousin to All cannot prevent an intentionally antagonistic PC from antagonizing an NPC in this way. If a PC is intentionally antagonistic, they lose the ability to try the same skill again when failing by 5 or more, and the ability to influence the NPC at all when failing by 10 or more.

KEMCHET FLAME STOKER

LN male human fighter

Affiliation Sklar-Quah (Sun Clan)

Background Kemchet Flame Stoker is the jothka (war-chief) of a prominent Sklar-Quah tribe and one of the foremost in Sklar-Quah leadership.



DEBT TO THE QUAH

DESCRIPTION

Appearance Kemchet Flame Stoker is towering and muscled. He wears an auroch hide cape, with the hood still sporting the animal's signature horns, and cloth pants. He carries his battle-tested earth breaker on his back. His head is covered in stylized flame tattoos. He has a large burn scar wrapping from his solar plexus around to his back. His cold glare and hard features intimidate those he interacts with.

Introduction "Flame Stoker definitely has a reputation as a tough leader, equal emphasis on 'tough' and 'leader.' As he is strong willed and protective of his people, I seriously doubt you'll be able to convince him that your intentions are true."

Personality Flame Stoker is a man of few words, but of strong will. He is fiercely protective of his people and does not trust outsiders. Gruff and abrasive, he dismisses the PCs' attempts to curry the council's favor.

DISCOVERY

Analyze (Knowledge [local] or Sense Motive DC 15; DC 19 in Subtier 6-7) Flame Stoker cannot be swayed from a no vote.

Skills Bluff +8, Diplomacy +8, Intimidate +11, Sense Motive +6

INFLUENCE

Penalty Kemchet Flame Stoker has no interest in allowing any Pathfinders the satisfaction of righting their wrongs, and he tries to counteract the PCs' attempts to win other councilmembers over. In each round, Flame Stoker attempts to brush off a PC's petition and prevent one of his fellow councilmembers from becoming convinced to vote "yes," presenting arguments such as "They are telling you only what you want to hear," "They clearly didn't have respect for our ways before, so what makes you think they would change now?" and the like. In the discussion after the third round, Kemchet focuses his efforts on one of the councilmembers who has been convinced to vote in favor of the PCs. This reduces the PCs' number of successes with that councilmember by 1.

TOGIMAL IN SHADOW

LN agender human ranger

Affiliation Lyrune-Quah (Moon Clan)

Background Togimal in Shadow is a huntmaster and widely regarded as a wise decision-maker in uncertain situations.

DESCRIPTION

Appearance Togimal In Shadow is of slim build and wears a simple cloth hood and cloak, a tight-fitting leather vest, and loose pants. They carry a longbow on their back, with a quiver containing myriad types of arrows. In Shadow has a tattoo depicting a stylized version of the Owl constellation, although it is rarely visible due to their cloak. They generally avert their eyes when they notice they catch someone's gaze.

Introduction "I don't know much about Togimal in Shadow other than what rumor holds. Skilled hunter, vigilant tracker. I'm not sure what their attitude will be heading into this meeting, but I know the Lyrune-Quah wouldn't send In Shadow if there was any doubt regarding their wisdom and judgment."

Personality Although Togimal In Shadow may seem withdrawn and uninterested to those who do not know them, they are actually sharply perceptive and cunning, always in thought and carefully pondering decisions.

Skills Bluff +7, Diplomacy +7, Intimidate +7, Sense Motive +9

DISCOVERY

Analyze (Knowledge [local] or Sense Motive DC 15; DC 19

in Subtier 6-7) The surest way to impress In Shadow is to demonstrate hunting prowess with a Profession (hunter) check. Demonstrating an understanding of the Lyrune-Quah's history of hunting with a Knowledge (local) check can impress In Shadow, as can showing general knowledge of wilderness survival and navigation with Knowledge (geography) or Survival.

Strengths (Knowledge [local] or Sense Motive DC 15; DC 19 in Subtier 6-7) In Shadow is particularly unimpressed by attempts at deception and misdirection. If they catch the PCs attempting to lie to them or use evasive language, the PCs take a -4 penalty on their influence checks.

Weaknesses (Knowledge [local] or Sense Motive DC 15; DC 19 in Subtier 6-7) In Shadow responds more favorably to personal interactions rather than ones in the large council. If the PCs approach her and speak quietly rather than loudly addressing the council, they gain a +2 bonus on their influence checks.

INFLUENCE

Influence Checks Profession (hunter) DC 15 (DC 19 in Subtier 6-7); Knowledge (local), Knowledge (geography), or Survival DC 20 (DC 24 in Subtier 6-7); Diplomacy DC 25 (DC 29 in Subtier 6-7)

Successes Needed 3 checks

Benefit Togimal in Shadow will vote "yes."

Special The DCs of influence checks to impress In Shadow are 2 lower in the fourth phase (and in the fifth phase, for four PCs).

LAKE AT DAWN

LG male human monk

Affiliation Shundar-Quah (Spire Clan)

Background Lake at Dawn is a priest of ancestor worship who believes the ancestors can provide the answers to problems in the present. His demeanor and wisdom have lent themselves well to his role as a peacekeeper among the Shoanti.

DESCRIPTION

Appearance Lake at Dawn is portly and of medium height. He is clad in a cloth tunic and cloth shorts, and he is wearing handwraps. Unlike most Shoanti, he wears his hair long, tied up in a bun when needed. He normally has a calm and neutral expression, and his brows furrow when he is deep in thought.

Introduction "Many say Lake at Dawn is one of the foremost reasons the Shoanti haven't broken out in civil war. While that's certainly hyperbole, there is no doubt as to his ability to broker peace between the quahs. Although he is protective of his people, I think you will be able to convince him that your actions will be for his people's good."

Personality A paragon of inner strength and calm, Lake at Dawn seeks to be the level head in whatever group he is in. Poised

PATHFINDER SOCIETY SCENARIO

and unwavering, he does what he can to reach compromises between the quahs.

Skills Bluff +8, Diplomacy +10, Intimidate +8, Sense Motive +10

DISCOVERY

Analyze (Knowledge [local] or Sense Motive DC 15; DC 19 in Subtier 6–7) Demonstrating knowledge of Shoanti ancestor worship or how sites such as the Muschkal Sepulcher play a role in ancestor worship with a Knowledge (religion) check impresses Lake at Dawn. The PCs may also be able to gain his favor with polite conversation or by demonstrating more general knowledge of local customs (Diplomacy or Knowledge (local), respectively).

Strengths (Knowledge [local] or Sense Motive

DC 15; DC 19 in Subtier 6–7) Lake at

Dawn is unimpressed by people who show an unwillingness to compromise and apologize for their mistakes. If the PCs attempt to justify or downplay the effect of Lumket's ransacking of the sepulcher, they take a –4 penalty on their influence checks.

Weaknesses (Knowledge

[local] or Sense Motive DC 15; DC 19 in Subtier 6–7)

If the PCs mention their own ancestors as a part of their conversation with Lake at Dawn, they gain a +2 bonus on their influence checks.

INFLUENCE

Influence Checks Knowledge (religion) DC 15 (DC 19 in Subtier 6–7); Knowledge (local) or Diplomacy DC 20 (DC 24 in Subtier 6–7)

Successes Needed 2 checks

Benefit Lake at Dawn will vote "yes."

MEMORY TENDER

N female human shaman^{ACG}

Affiliation Skoan-Quah (Skull Clan)

Background Memory Tender is part of a noble lineage of oral historians who pass down tales of Shoanti heroes and accounts of Shoanti historical events. She formerly served as a boneslayer.

DESCRIPTION

Appearance Memory Tender is stout and strong. She wears a sleeveless cloth shirt and a long animal-hide skirt, and she has a satchel worn with a strap over her shoulder. One of her arms is heavily tattooed from her shoulder to her elbow, featuring scenes of skeletal animals. She tends to speak somewhat enigmatically and can seem as if her mind is elsewhere at times. Her spirit animal is a vulture with black

feathers. The vulture perches on a ledge nearby during the council meeting, watching for trouble.

Introduction "The Skoan-Quah is known for their amazing recall of history, and Memory Tender is known for being one of the best, preserving Shoanti history through tales passed down through the generations."

Personality Memory Tender's mind tends to wander, and she speaks cryptically. When spoken to on her areas of interest, she is more straightforward and enthusiastic.

Skills Bluff +2, Diplomacy +9, Intimidate +2, Sense Motive +4

DISCOVERY

Analyze (Knowledge [local] or Sense Motive

DC 15; DC 19 in Subtier 6–7) Demonstrating

knowledge of the boneslayers' role in maintaining burial sites or knowledge of the Shoanti's oral historical traditions with Knowledge (history) impresses Memory Tender. Memory Tender also respects skilled storytellers.

Strengths (Knowledge [local] or

Sense Motive DC 15; DC 19

in Subtier 6–7) Memory

Tender believes strongly in the importance of her people's cultural history, as well as the importance of respecting their ancestors.

PCs who make comments about leaving the past in the past or

focusing on the future take a –4 penalty on their influence checks. PCs who openly travel with undead allies also take this penalty.

Weaknesses (Knowledge [local] or Sense Motive DC 15; DC

19 in Subtier 6–7) Memory Tender believes that enigmatic

statements can sometimes hold more wisdom than direct ones, as they can expand the mind in creative directions.

If the PCs use enigmatic statements or riddles in their discussions with Memory tender, they gain a +2 bonus on their Influence checks.

INFLUENCE

Influence Checks Knowledge (history) DC 15 (DC 19 in Subtier 6–7), Bluff or Perform (oratory) DC 20 (DC 24 in Subtier 6–7), Diplomacy DC 25 (DC 29 in Subtier 6–7)

Successes Needed 3 checks

Benefit Memory Tender will vote "yes."

ROLLOCKS IN WAVES

CG male human bard

Affiliation Shadde-Quah (Axe Clan)

Background Rollicks in Waves is a prodigious fisher who has recently earned a position as a representative for his clan.



Memory Tender

DESCRIPTION

Appearance Rollicks in Waves is a short, boyish Shoanti wearing a brightly colored, patterned headband, a simple leather jerkin, and cropped cloth pants. His shoulders and arms are tattooed with images of fish darting in and out of ocean waves. He often smiles and projects loudly as he speaks.

Introduction “I’ve heard rumor that Rollicks in Waves is the greatest fishing prodigy the Shoanti have ever seen, not that you’d guess that from being around him. He tends to be loud and brash, from my experience, but kind. He’s friendlier to non-Shoanti than most, so his quah tends to have him deal with outsiders when necessary.”

Personality Rollicks in Waves is typically boisterous and brash, although these traits are somewhat tempered during the council. He is grateful to the Society for their past help.

Skills Bluff +7, Diplomacy +11, Intimidate +4, Sense Motive +7

INFLUENCE

Benefit Rollicks in Waves recognizes the Pathfinder Society’s past assistance to his quah and thus is committed to voting “yes.” In each phase, the first time a PC fails at an influence check by either 1 or 2, Rollicks in Waves automatically succeeds at an aid another on a single PC’s influence check, possibly bringing up positive experiences the Shadde-Quah has had with the Pathfinder Society in the past and using those as proof of the Society’s trustworthiness.

Development: The councilors reconvene after the final round, taking their places atop the platform. Cousin to All has each state their vote, with the first two being Cousin to All and Rollicks in Waves announcing their “yes” votes and then next being Flame Stoker announcing his “no” vote. Have the councilmembers present their votes in order so that the outcome is determined as late as possible (for example, if the PCs earned four “yes” votes, have the final vote announced be the fourth “yes” vote). Cousin to All announces the final decision, after which the councilors react accordingly, expressing satisfaction if they were in the majority and shaking their heads in disappointment if they were not. Shortly after the session adjourns, the Shoanti depart for their respective homes.

If the council ended with a “yes” majority, Cousin to All informs the PCs of the location of the Muschkal Sepulcher, which is a short distance from the Storval Stairs, northward up the Muschkal River. She advises them to leave at once.

If the council ended with a “no” majority, Cousin to All regretfully tells the PCs they must hand the items over and return to Absalom. Her attendants arrive to take the PCs out of the cavern, but as soon as they exit, the attendants tell the PCs to meet Rollicks in Waves at a pass in the Iron Peaks due east of the Storval Stairs. Shortly after the PCs arrive, Rollicks in Waves and his assistants arrive as well, with the *bag of holding* in tow. He gives the items to the PCs, telling them that he will bear the responsibility for this decision and that

Scaling the Muschkal Sepulcher

For groups of four PCs, lower the DCs of all skill checks and ability checks related to repairing or restoring the Sepulcher by 2.

he knows the Pathfinders can still do good for the Shoanti. He then instructs the PCs on where to find the Muschkal Sepulcher before he and his party depart for the coast.

TRAVELING ALONG THE MUSCHKAL RIVER

After the PCs exit the council meeting, they can head east through a gap in the Iron Peaks to reach the Muschkal River, after which they can follow the river northward to reach the sepulcher. The journey is idyllic, and the PCs reach the burial site by midafternoon.

A. THE MUSCHKAL SEPULCHER

The PCs reach this unassuming opening into the cliffside as the sun is setting below the mountains. Large chunks of stone are haphazardly scattered throughout the grassy area. A PC who examines a piece of stone can see that these were part of the seal blasted through by Lumketul.

Unless noted otherwise, the Muschkal Sepulcher has the following characteristics. The ceilings are 20 feet high, and the areas are suffused with dim light from stones affected by permanent *light* spells and embedded at regular intervals in the walls.

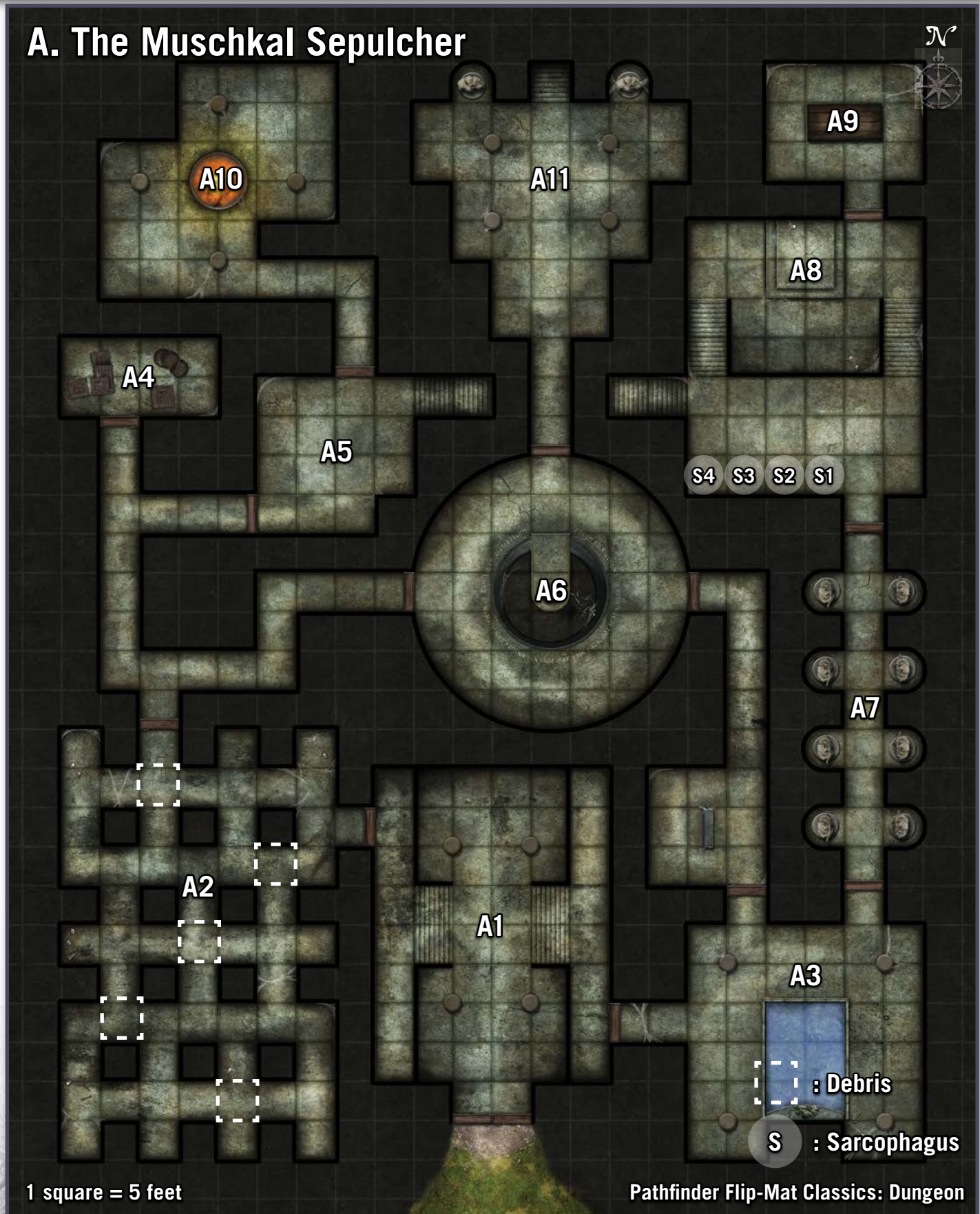
Many of the rooms include Shoanti writings, which the PCs can attempt Linguistics checks to decipher if they do not speak Shoanti. PCs who speak Giant, Hallit, Thassilonian, Varisian gain a +5 bonus on their skill checks to decipher Shoanti writing because of similarities between the languages.

The primary success condition for this scenario is based upon how well the PCs restore the damage that Lumketul did to the sepulcher. Many rooms have tasks that the PCs can complete to earn progress toward this condition; these tasks are described in the corresponding rooms in the Restoring the Sepulcher section. It is likely that the PCs use the *scavenger stone* to repair broken objects. For ease, the amount of repair needed is expressed in terms of uses of the *scavenger stone*, assuming that the stone repairs 4 points of damage with each use. If the PCs prefer to use their own means to repair the damage, such as the *make whole* spell, convert their efforts accordingly.

A1. ENTRANCE HALL (CR 5 OR CR 8)

Read or paraphrase the following when the PCs first enter the sepulcher.

A. The Muschkal Sepulcher



The gently sloping passage leads to a cool, dimly lit area. The air is damp. Animal bones, gristle, and long-rotten viscera are haphazardly scattered across the floor. Stairs to the east and west lead to slightly elevated walkways flanking the recess. Doors lead away from the entrance hall to the northwest and southeast.

This entrance hall serves as the resting place of Hearth Keeper, a member of the Shriikirri-Quah who was known wide and far for being able to bring unity and peace to the quahs in impossible times. Hearth Keeper died of old age and was buried beneath a stone plate built into the floor at the entrance of the sepulcher; this plate is currently partially covered by the remains of the sepulcher warden, a destroyed construct made of bone, but a PC who succeeds at a DC 15 Perception check (DC 19 in Subtier 6–7) notices the plate's presence. The plate has two lines of carved Shoanti text, with each facing opposite directions as to be read by someone either entering or exiting the sepulcher: "Be Welcome, My Cousin" entering, and "May Your Spirit Guide You" exiting; a PC who cannot read Shoanti can decipher these messages by succeeding at a DC 20 Linguistics check. Lumketul cracked the plate in his battle against the sepulcher warden, which has roused Hearth Keeper from her rest (see Development).

Creatures: A pair of ogres recently wandered into the sepulcher, looking for ransacking opportunities. Much to their dismay, not much of value remains in the entrance hall. The ogres are wrapping up their investigation of this room, idly smashing skulls and bones when the PCs arrive.

Additionally, when the PCs go to leave the sepulcher for the last time, they face a guardian in this room (see Event: Guardians of the Sepulcher on page 17).

SUBTIER 3–4 (CR 5)

OGRES (2)

CR 3

hp 30 each (*Pathfinder RPG Bestiary* 220)

Melee +1 greatclub +8 (2d8+8)

Gear +1 greatclub, javelins (4), hide armor

TACTICS

During Combat When the ogres notice the PCs, they attack immediately, gleeful at the opportunity for action.

Morale Overwhelmed with bloodlust, the ogres fight to the death.

SUBTIER 6–7 (CR 8)

OGRE BRUTES (2)

CR 6

hp 76 each (*Pathfinder RPG Monster Codex* 155)

TACTICS

Before Combat The ogre brutes enter rage. The effects of rage are included in their statistics.

During Combat When the ogres notice the PCs, they attack immediately, gleeful at the opportunity for action.

Morale Overwhelmed with bloodlust, the ogres fight to the death.

Scaling Encounter A1

To accommodate a group of four PCs, make the following adjustments.

Subtier 3–4: The spirit of Hearth Keeper resists the ogre's intrusion, granting the ogres the sickened condition.

Subtier 6–7: Replace one of the ogre brutes with a standard ogre from Subtier 3–4.

Base Statistics When not raging, the ogre brutes' statistics are

AC 19, touch 8, flat-footed 19; **hp** 74; **Fort** +12, **Will** +6; **Melee** +1 greataxe +13/+8 (3d6+11/x3); **Ranged** javelin +5/+0 (1d8+7); **Str** 25, **Con** 19; **CMB** +14; **CMD** 23; **Skills** Climb +10

Development: After the PCs deal with the ogres, they can investigate the area. If they clean off the plate, the spirit of the elderly Hearth Keeper appears, greeting the PCs with a hearty "Be welcome, my cousin!" If a PC begins to leave the area without uncovering the plate, Hearth Keeper suddenly appears floating in front of them, admonishing them and telling them bemusedly they could have at least tried to clean the place a little.

In life, Hearth Keeper was an upbeat person who, despite flitting from task to task, was well beloved for always being able to connect with Shoanti from any quah—a quality that served her quite nicely as an emissary for the Shriikirri-Quah. Hearth Keeper takes great interest in non-Shoanti PCs, having had little exposure to them in her lifetime but wanting to make friends nonetheless. Hearth Keeper is unaware of recent events with Lumketul, other than that something has stirred her from her rest and that she might be needed. If informed of the situation, Hearth sighs but says she will do what she can to help the PCs in their mission. Below are some questions the PCs might ask and their answers.

Do you remember anything about Lumketul? "Hmm, I think so? It's been a while, but I tend to lose track of time. There was a skeletal beast who looked over this place, but judging by the looks of things, it's been blown up. And judging by the fact that I'm here, seems like something has gone wrong here!"

What are these carved weapons, and where do they belong? If the PCs ask about the weapons from the bag of holding that Venture-Captain Valsin gave them, Heart Keeper gasps, "Ah! Those are relics infused with magic replicating the courage and honor of the heroes who once wielded them! Well, not the relics, exactly, but the weapons the heroes wielded in life. I think they're symbolic. Those should belong in the room to the east, although I don't remember exactly where they go..." Hearth Keeper can point out area A3 on the map.

Who does this ring belong to? "That belongs to Lore Whisperer, one of the legendary oral historians in Shoanti

Optional Encounter

If you have less than 90 minutes in which to complete this scenario and have already run the haunt in area **A10**, remove the haunt from area **A3**.

Scaling Encounter A3

When running this encounter for a group of four PCs, the haunt attacks only half of the PCs each round (rounded down).

history. He's just a bit farther inside." Hearth Keeper can point out area **A6** on the map.

What is this statue, and where should we put it? "That statue contains the spirit of Hunts at Night, the companion of Silent Footsteps. Silent Footsteps is probably still here, so I imagine he misses Hunts at Night quite a bit!" Hearth Keeper can point out area **A10** on the map.

Once the PCs have finished asking her questions, Hearth Keeper asks that the PCs help her return to rest. She asks them to repair her plate, which the PCs can do with 5 uses of the *scavenger's stone*. If the PCs haven't found the plate yet, she points it out. After the plate is repaired, Hearth then requests the PCs bid her farewell with a hearty "May your spirit guide you!" If they do so, Hearth Keeper happily says it in return and disappears. If the PCs don't comply with either of her requests, Hearth sulks, refusing to help further.

Restoring the Sepulcher: If the PCs return Hearth to eternal rest, they earn one success toward the primary success condition.

Rewards: If the PCs fail to defeat the ogres, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 337 gp.

Out of Subtier: Reduce each PC's gold earned by 608 gp.

Subtier 6–7: Reduce each PC's gold earned by 879 gp.

A2. PILLARS OF NAMES

Pillars of stone fill this space. Each is etched with some sort of writing, but the inscriptions are chipped, scorched, or otherwise damaged or obscured.

Inscribed on the pillars here are the names of Shoanti ancestors. No remains are stored here; rather, the descendants of the Shoanti of the past recorded the names to symbolically inter their ancestors alongside the heroes in the Muschkal Sepulcher. Each line contains a Shoanti's honorific on the left and their birth name on the right, and each pillar is inscribed from floor to ceiling.

Lumketul's battle against the sepulcher warden spilled into this room, where he fought the graven guardians with liberal spell use. His haphazard casting damaged the inscriptions here, obscuring or chipping away at the names on all the pillars, rendering most illegible. The PCs can restore the names to proper form by using the *scavenger's stone*; one charge is enough to restore the writing on one pillar. However, restoring the pillars fully requires finding all of the little shards that Lumketul sent flying. If the PCs do not set off the hazard, doing so is relatively straightforward, requiring the PCs to succeed only at a DC 18 Perception check (DC 22 in Subtier 6–7). If the PCs set off the hazard, however, the DC increases by 4.

Hazard: Lumketul's reckless use of spells here has weakened areas of the ceiling. Each of the squares marked on the map has a weakened ceiling, which a PC can notice by succeeding at a DC 15 Craft (stonemasonry) or Knowledge (engineering) check or a DC 20 Perception check (DC 18 and DC 23 in Subtier 6–7, respectively). If a PC moves into such a square, debris rains down from the ceiling, dealing 1d6 points of bludgeoning damage (2d6 in Subtier 6–7); a PC who succeeds at a DC 15 Reflex save (DC 18 in Subtier 6–7) takes half damage. After debris has fallen in a square, no more falls even if a PC steps into it again, and the square becomes difficult terrain.

Restoring the Sepulcher: If the PCs restore the writing on all the pillars, they earn one success toward the primary success condition.

A3. LAST STAND ON THE BANKS OF THE SKULL RIVER (CR 5 OR CR 8)

A recess in the floor seems to have once contained water but is now empty. A plaque sits on a stone shrine to the south, with two shallow indents flanking it on either side, carved out of the stone. At each of the four corners of this room are steles depicting Shoanti warriors in battle stances.

This room was designed to commemorate the fallen warriors from one of the Sklar-Quah's battles with Chelaxian colonists. A Sklar-Quah tribe was traversing the Ashwood when they found themselves under attack by Chelaxian raiders. To allow the rest of the tribe to escape, the jothka and three of her finest warriors stood their ground and fought while the rest of their number fled across the Skull River. Outnumbered and outarmed, the Sklar-Quah warriors nonetheless fought valiantly and ferociously, felling their pursuers before perishing to their wounds. Members of the tribe later returned to the site to recover the bodies of the heroes. Tales of the heroes' ferocity and tenacity are passed down through the ranks of burn riders to this day, and their final stand was memorialized in this room—not as a defeat, but a victory in defending the people of the tribe.

Each stele marks the grave of a hero. Engraved in the steles are stylized likenesses of the heroes on them, depicting them holding their signature weapons: bow in the northwest, bolas in the northeast, earth breaker in the southeast, and klar in the southwest. The indentations flanking the plaque correspond to the locations of the steles, and the correct placement of the wood carvings corresponds to the weapons depicted on the steles. The plaque on the shrine reads in Shoanti, “By These Waters, We Will Overcome Our Enemies.” A PC who does not speak Shoanti can decipher this message by succeeding at a DC 20 Linguistics check.

Haunt: Lumketul’s removal of the weapon carvings have disturbed the Sklar-Quah heroes’ rest, manifesting as the fear of being overcome and failing their tribe. Unlike a typical haunt, this haunt is not susceptible to positive energy. A PC who succeeds at a DC 20 Knowledge (religion) check recognizes this unusual property immediately—otherwise, this immunity becomes clear the moment a PC uses positive energy.

SUBTIER 3–4 (CR 5)

THE LAST STAND

CR 5

CN persistent haunt (area A3)

Caster Level 5th

Notice Perception DC 20 (to hear the sounds of battle cries and splashing water)

hp 22; **Weaknesses** tricked by *invisibility* (immune to positive energy); **Trigger** proximity; **Reset** 1 day

Effect The room fills with ghostly, faceless soldiers screaming and streaming toward any targets in a repeating cycle, bearing the flag and insignia of Cheliah. The Sklar-Quah heroes are weaponless and desperate, constantly cut down only to rise again. Each round on the haunt’s initiative, ghostly soldiers strike at each PC in area A3 as per the *spiritual weapon* spell (+9 attack bonus); on a hit, this deals 1d8+1 force damage. In addition, the floor feels like sucking mud and boggy undergrowth on the banks of a river, causing PCs to treat area A3 as difficult terrain. Each time the PCs correctly slot a weapon (see destruction below), the soldiers take a cumulative –2 penalty on their attack rolls.

Destruction As a move action, a PC can insert or remove a carving from an indentation in the shrine. When a carving is placed into a correct slot, the weapon manifests in the corresponding Shoanti hero’s hands, and they begin shouting battle cries as they fight off the never-ending flow of soldiers. As more of the carvings are slotted into the correct indents, more heroes become armed, fighting back the flow of soldiers until all four heroes manifest and defeat them once and for all. The Sklar-Quah heroes celebrate their victory with warm embraces and jubilant victory song as they fade from existence and the haunt is destroyed.

SUBTIER 6–7 (CR 8)

THE LAST STAND

CR 8

CN persistent haunt (area A3)

Caster Level 8th

Notice Perception DC 20 (to hear the sounds of battle cries and splashing water)

hp 36; **Weaknesses** tricked by *invisibility* (immune to positive energy); **Trigger** proximity; **Reset** 1 day

Effect As Subtier 3–4, except the soldier’s attacks have a +13 attack bonus and deal 1d8+3 force damage.

Destruction As Subtier 3–4.

Development: When the haunt is defeated and the carvings are placed into their proper indentations, the recess in the middle of the room slowly fills with crystal-clear water, meant to represent the Skull River. A PC who drinks the water from this pool gains a +1 morale bonus on attack rolls and saves against fear effects for the next 24 hours, as well as 1d8+5 temporary hit points, as per the *aid* spell.

Restoring the Sepulcher: If the PCs place the carvings in their proper indentations, they achieve one success toward the primary success condition.

A4. STORAGE ROOM

The crates, which used to store supplies for the Shoanti boneslayers, is long empty.

A5. POTTERY CHAMBER

Pottery shards in a variety of vibrant hues litter the room here. The staircase leading to the east leads to a dead end. Doors exit to north and west.

Lumketul smashed the pottery in this room in search of valuables but found nothing of particular interest, so he left the ground covered in the shards.

Restoring the Sepulcher: PCs can use the *scavenger’s stone* to repair the five scattered pots left fragmented around this room. However, the shards are mixed together, and they must be separated correctly for the repair to work. The PCs can attempt a DC 15 Appraise check (DC 18 in Subtier 6–7) or relevant Craft or Profession check to piece together the details. Alternatively, the PCs may attempt to make such judgments by carefully assembling the pieces by hand. This is delicate work, requiring them to succeed at a DC 18 Sleight of Hand check (DC 22 in Subtier 6–7). If the PCs correctly sort the shards, they can use 1 charge of the *scavenger’s stone* to fix each pot. Attempting to assemble an incorrect pile simply wastes a charge. If the PCs reassemble all five pots, they achieve one success toward the primary success condition.

Optional Encounter

If you have less than 90 minutes in which to complete this scenario and have already run the haunt in area **A3**, remove the haunt from area **A10**.

Scaling Forest of Night

For groups of four players, lower the DCs of all skill and ability checks against the forest of night haunt by 3.

A6. SARCOPHAGUS OF THE HISTORIAN

In the center of this circular room is a platform overlooking a shallow pit. Inside the pit is a heavily damaged sarcophagus and a broken skeleton.

This room is the burial chamber of Lore Whisperer, a famed Skoan-Quah oral historian who was the conduit for centuries of Shoanti lore. This room serves to memorialize him, as a symbol of his connection to the legends of heroes. In life, Lore Whisperer wore an ornate ring with a depiction of a giant scarab beetle, his totem animal.

Lumketul smashed open the lid of the sarcophagus, but in doing so, he knocked it into the 10-foot-deep pit. This heavily damaged the sarcophagus and broke Lore Whisperer's skeleton into pieces. The PCs can use the *scavenger's stone* to repair the sarcophagus and the skeleton, but they still need a way to get the sarcophagus back to its proper location. A PC who succeeds at a DC 25 Strength check can get the sarcophagus out of the pit; each other PC can use the aid another action to help with this task. After they do so, a PC can push the sarcophagus back onto the raised platform above the pit by succeeding at a DC 20 Strength check.

Restoring the Sepulcher: If the PCs restore the skeleton and sarcophagus to their proper location and put the ring back on the skeleton, they achieve one success toward the primary success condition.

A7. PASSAGE OF THE ANCESTORS

Clay statues line the walls of this claustrophobic hallway.

The statues here represent a line of Shundar-Quah warrior-diplomats from the distant past who served to unify the clans through peaceful means—and violent ones when necessary. Each statue is identical to the one across the hallway from it. The statues are arranged by generation so that moving through the passage could be interpreted as moving through

time. A PC who succeeds at a DC 18 Knowledge (history) or Knowledge (local) check can recognize this fact. In addition, at the base of each statue is a symbol of an animal and a name in Shoanti as follows: eagle, “Story Seeker”; horse, “Meadow Grass”; griffin, “Meditates in Sunlight”; and bat, “Tranquil Shadow.” A PC who does not speak Shoanti can decipher the names by succeeding at a DC 25 Linguistics check.

Lumketul could not take the statues from this hallway, so he did not deem it necessary to linger further.

A8. ANCESTRAL TEMPLE

Twin staircases lead to a raised stone platform overlooking this room. Four sarcophagi occupy the lower level. The lids have been smashed open, and stone shards litter the floor here. A faint feeling of unease stifles the area. Doors exit to the north and south. The staircase to the west leads to a dead end.

This area is the resting ground for the Shundar-Quah warrior-diplomats the statues in area **A7** represent. Remains of four members of the line rest here. The staircase to the west has been partially built to allow for further expansion of the sepulcher but remains incomplete.

The skeletons in each of the sarcophagi are intact, but the lids of the sarcophagi have been smashed, with pieces lying on the ground. The PCs can use the *scavenger's stone* to reattach the lids, but they then must determine which lids go to which sarcophagi. Each lid has one of the following animals etched into it: bat, eagle, griffin, or horse. The sarcophagi are arranged in chronological order of the interred, with the following years on a plaque on the base of each in Shoanti: **S1** is labeled “Story Seeker 4430–4571,” **S2** is labeled “Meadow Grass 4457–4482,” **S3** is labeled “Meditates in Sunlight 4481–4565,” and **S4** is labeled “Tranquil Shadow 4595–4692.” These correspond with the order of the statues in area **A7**, which are in chronological order from south to north and feature the totem animals on the lids here, so the correct order is as follows: **S1** is eagle, **S2** is horse, **S3** is griffin, and **S4** is bat. A PC who does not speak Shoanti can decipher the names by succeeding at a DC 25 Linguistics check. Even if the PCs cannot decipher the names, they may recognize that the names match the ones in area **A7**. PCs who see the names in both places can recognize that they are the same with a successful DC 15 Linguistics or DC 20 Perception check (DC 19 or 24 in Subtier 6–7). The DC increase in Subtier 6–7 represents additional wear and damage.

Restoring the Sepulcher: If the PCs put the lids in the right order, the feeling of unease in this area ceases. If the PCs do so, they achieve one success toward the primary success condition.

A9. MEETING ROOM

The large table at the center of this room is its only significant characteristic.

A10. FOREST OF NIGHT (CR 5 OR CR 8)

At the center of this room is a pit of flame, suffusing the area with a faint glow. A single passageway leads to the southeast.

This is the tomb of Silent Footsteps, a Lyrune-Quah hunter who roamed the forests of his people alongside his wolf companion, Hunts at Night. Stealthy and precise, Silent Footsteps's skills are renowned, and many Lyrune-Quah youth learn techniques pioneered by him. When Hunts at Night died, her remains were stored within a wolf cub statue and kept in the Muschkal Sepulcher. Silent Footsteps followed many years later after a lifetime of teaching the art of the hunt, and he was buried in this room, honored with an everburning flame, the brazier of which reads, "May This Light Illuminate the Forests of the Night." Hunts at Night was moved to accompany Silent Footsteps here—companions in eternal rest.

Haunt: The removal of Hunts at Night's remains caused a haunt to form in this room, manifesting as the separation between companions.

SUBTIER 3-4 (CR 5)

FOREST OF NIGHT

CN persistent haunt (area A8)

Caster Level 5th

Notice Perception DC 20 (to notice the weakening light)

hp 22; **Weakness** see below (immune to positive energy) **Trigger** proximity; **Reset** 5 minutes

Effect Area A8 is plunged into supernatural darkness, and each PC must succeed at a DC 15 Will save or be shaken; this is a fear effect. All light levels become total darkness, and darkvision cannot see through it. To all affected PCs, the room no longer seems to be the chamber that it was—they feel wind on their faces and hear rustling leaves and running water—and they cannot exit the area. On each round on the haunt's initiative, the PCs hear a bark from the darkness, granting the PCs a vision of their surroundings (including an obstacle) as if by blindsight, after which at least one PC must overcome the obstacle; if all PCs fail to overcome the obstacle, they must repeat it. Once one PC overcomes the obstacle, the scene skips ahead to the next.

First, the bark echoes as if in a cavern, and the PCs see a chasm inside a cave, which they can jump over by succeeding at a DC 20 Acrobatics check. Second, the bark rings through the air, and the PCs see a fast-flowing river and a nearby log that is large enough to serve as a bridge across, which a PC can create a bridge with by succeeding at a DC 18 Knowledge (engineering) or Strength check. Finally, the bark comes from above, and the PCs see a sheer rock wall and the possible handholds to climb it, which a PC can do by succeeding at a DC 20 Climb check. On each round in which all of the PCs fail to bypass an obstacle, each PC takes 2d6 points of damage, which

appears to come from the features within the haunt. After the PCs accomplish these three things, the haunt is reduced to 0 hit points. On the other hand, if the PCs fail three times, the haunt succumbs to its own despair and retreats.

Destruction If the PCs place the wolf statue in its proper location by the flame pit, they receive a vision of a young Shoanti hunter sitting atop a cliff overlooking a sprawling forest. A massive wolf lies next to him, head on her paws. The hunter and the wolf get up and turn to walk away as the sun rises, bathing the forest in its orange glow. The vision fades and the haunt is destroyed.

SUBTIER 6-7 (CR 8)

FOREST OF NIGHT

CN persistent haunt (area A8)

Caster Level 8th

Notice Perception DC 20 (to notice the weakening light)

hp 36; **Weakness** see below **Trigger** proximity; **Reset** 5 minutes

Effect As Subtier 3-4, except the DCs of skill checks are 4 higher.

The DC of the Strength check does not increase. However, the damage that PCs take for each failed obstacle increases to 3d6.

Destruction As Subtier 3-4.

Development: Regardless of how the PCs escaped the haunt, the room returns to full light when it passes. The PCs can place the wolf statue by the flame pit to permanently destroy the haunt. If the PCs pacify the haunt by succeeding at its challenges, the settling spirits thank the PCs as their faces appear within the flame. A PC who studies the flame gains the benefits of the *guidance* spell, except that the spell lasts until it is discharged or until the end of the scenario.

Restoring the Sepulcher: If the PCs placed the wolf statue in its proper place, they achieve one success toward the primary success condition.

A11. INCOMPLETE MAUSOLEUM

This large, mostly empty room features two statues and an incomplete staircase to the north. A door exits south.

The statues in this room are of two Skoan-Quah boneslayers of ages past; a PC who succeeds at a DC 18 Knowledge (local) check can recognize them as such. This room was to be an expansion of the sepulcher but remains incomplete.

EVENT: GUARDIANS OF THE SEPULCHER (CR 7 OR CR 10)

After the PCs have completed their restoration, they can return to area A1 to exit the sepulcher. However, the restoration of the sepulcher's power has reactivated its guardian: a golem created by boneslayer shamans that is composed of animal bone and flesh and animated through the power of runic etchings.

Scaling Guardians of the Sepulcher

For groups of four players, remove one graven guardian. Change the DR of the Sepulcher warden to DR 5/adamantine or bludgeoning.

Creatures: When the PCs return to area A1, they find the newly re-formed sepulcher warden blocking the exit. Flanking the golem on either side are graven guardians. These beings of amorphous energy exist within the sepulcher warden's engravements, and they can manifest into solid, wolflike forms. The reawakened defenders of the sepulcher view the PCs as threats and attack immediately.



SUBTIER 3-4 (CR 7)

GRAVEN GUARDIANS (2)

CR 3

Unique tattoo guardian (*Pathfinder Campaign Setting: Occult Bestiary* 54)

N Medium construct

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 42 each (4d10+20)

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

Defensive Abilities etched form, fluid form, hyper vigilant;

Immune construct traits

Weaknesses golem-etched

OFFENSE

Speed 30 ft.

Melee 2 force jaws +6 (1d6+2)

TACTICS

During Combat The guardians attack weaker-looking foes, using their fluid form to sneak to the back lines and prioritizing creatures trapped by the golem's carrion cage ability. When low on hit points, the guardians try to stay near the sepulcher warden to benefit from its engraved connection ability.

Morale The graven guardians fight to the death.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Improved Initiative^B

SQ bodyguard

SPECIAL ABILITIES

Bodyguard (Su) Whenever the graven guardian's wearer takes damage, half of the damage is transferred to the guardian (as *shield other*). Additionally, the graven guardian gains a +2 bonus on attack and damage rolls against any creatures that damaged its wearer in the previous round.

Etched Form (Su) While being worn, a graven guardian occupies the same space as its wearer and moves with its wearer. In this state, the wearer and the graven guardian use the higher of the wearer's and the graven guardian's AC and saving throws, but the graven guardian loses access to its fluid form ability.

Fluid Form (Su) A graven guardian does not provoke attacks of opportunity because of movement. It is immune to critical hits and sneak attacks, and it cannot be knocked prone or grappled.

Force Jaws (Ex) A graven guardian's force jaws attack deals force damage.

Golem-Etched (Su) A graven guardian is a manifestation of the energies etched into the surface of its host, so as a result, when their host dies, they dissipate.

Hypervigilant (Su) A graven guardian gains a +2 bonus on initiative checks and Reflex saves, and it always acts in the surprise round.

SEPULCHER WARDEN

CR 5

Unique bone golem (*Pathfinder RPG Bestiary* 3 133)

N Large construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 45 (6d10+12)

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

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee bite +10 (1d8+3), 2 slams +10 (2d6+1)

Space 10 ft.; **Reach** 10 ft.

TACTICS

During Combat The sepulcher warden uses its carrion cages to trap targets that fight at range and particularly elusive ones. It engages tough-looking foes in melee. It uses its engraved ability to heal its graven guardians when they become badly damaged.

Morale The sepulcher warden fights to the death.

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** +11 (+15 disarm or grapple); **CMD** 23

Feats Improved Initiative⁸

SQ carrion cage, engraved connection

SPECIAL ABILITIES

Carrion Cage (Su) As a standard action, the sepulcher warden can throw some of its bones at a creature within 30 feet—it must make a ranged touch attack to hit, with a +8 bonus. These bones magically form a cage of bone, sinew, and flesh. Each round, the cage attempts a combat maneuver check to grapple the target and deal the golem's bite damage, using the golem's CMB, as animal skulls bite at the trapped creature. If the cage fails the check, the target is still trapped but takes no damage. The target can escape the grapple normally or can break out of the cage by dealing 15 points of damage to the prison, which has the same AC, DR, and saves as the sepulcher warden itself. Damage to the prison has no effect on the golem. The golem can have up to two carrion cages active at a time. If it wishes to create a cage beyond those two, it (or some other creature) must first destroy an existing one.

Engraved (Su) Once per day as a standard action, a sepulcher warden can restore 2d8 hit points to all of its graven guardians within 30 feet.

Immunity to Magic (Ex) The sepulcher warden is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- Magical effects that heal living creatures slow the sepulcher warden (as per the *slow* spell) for 1d4 rounds (no save).

- A magical attack that deals negative energy damage breaks any slow effect on the sepulcher warden and restores 1 point of damage for every 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. The sepulcher warden gets no saving throw against attacks that deal negative energy damage.
- A *raise dead*, *resurrection*, or *true resurrection* spell negates the sepulcher guardian's damage reduction and immunity to magic for 1 minute.

SUBTIER 6-7 (CR 10)

GRAVEN GUARDIANS (2)

CR 6

Unique tattoo guardian (*Pathfinder Campaign Setting: Occult Bestiary* 54)

N Medium construct

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

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 77 each (8d10+33)

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

Defensive Abilities etched form, fluid form, hyper vigilant;

Immune construct traits

Weaknesses golem-etched

OFFENSE

Speed 30 ft.

Melee 2 force jaws +10 (1d6+6)

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

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

Base Atk +8; **CMB** +10; **CMD** 24

Feats Improved Initiative⁸

SQ bodyguard

SPECIAL ABILITIES

See Subtier 3-4.

SEPULCHER WARDEN

CR 8

Unique bone golem (*Pathfinder RPG Bestiary* 3 133)

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 90 (11d10+30)

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

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee bite +14 (1d8+4), 2 slams +14 (2d6+4)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Use the tactics from Subtier 3-4.

PATHFINDER SOCIETY SCENARIO

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +11; **CMB** +16 (+20 disarm or grapple); **CMD** 28

Feats Improved Initiative^b

SQ carrion cage, engraved connection

SPECIAL ABILITIES

Carrion Cage (Su) As Subtier 3–4, except the sepulcher warden's attack bonus is +12.

Engraved Connection (Su) As Subtier 3–4, except the sepulcher warden can restore 4d8 hit points to its graven guardians.

Immunity to Magic (Ex) See Subtier 3–4.

Restoring the Sepulcher: If the PCs defeat the sepulcher warden, they achieve one success toward the primary success condition.

CONCLUSION

As the PCs emerge to see the sun setting over the Iron Peaks, they encounter a team of Shoanti boneslayers who have arrived to reseal the Muschkal Sepulcher. If the PCs had gained permission from the council, the boneslayers greet them with indifference, and if they did not gain permission from the council, they are met with sarcastic and somewhat hostile responses, with some comments about how the councilmembers learned of the PCs' disobedience of their wishes. The boneslayers say they will handle the situation from here; they are here to inspect the sepulcher and reseal it, and it'd be best if the PCs left quickly.

The journey back to the meeting area is uneventful; the river is calm, with the sunlight fading and eventually transitioning to a crisp, clear night. When the PCs reach the Storval Stairs, they find that the councilmembers other than Memory Tender have cleared out, likely returning to their homes. Jia is there waiting for them and casts *greater teleport* to transport the PCs back to the Grand Lodge.

Ambrus greets the PCs anxiously, requesting a report on how both the meeting with the councilmembers and the restoration of the sepulcher went. After he hears the PCs report, he thanks them for their efforts and says he will notify them once he hears back from Cousin to All.

Treasure: A few days after the PCs returned to Absalom, Ambrus calls upon them once again to meet at the Grand Lodge. He informs them that he has received a delivery from Cousin to All as a thanks for the PCs' righting of the Lumketul's wrongs. The contents of the delivery are the combined efforts of the councilmembers who were satisfied with the outcome of this ordeal, and thus are dependent on the PCs' results in the council meeting as well as their successes in the sepulcher. The rewards reflect both the PCs' influence on the Shoanti's attitude

toward the Pathfinder Society as well as their satisfaction with how well the job was completed.

Ambrus Valsin rewards the PCs based both on their success with the council and the thoroughness of their repairs in the sepulcher. If the PCs earned at least 3 votes from the council, Ambrus Valsin gives them the *scavenger's stone* to keep. If they earn at least 4 votes, he also gives them one dose of flameleaf extract (or three doses, in Subtier 6–7). The rules for flameleaf extract appear on the Chronicle sheet. Finally, if the PCs earned at least 5 votes, he also gives them a *shawl of life keeping* (*Pathfinder RPG Ultimate Equipment* 268) in Subtier 3–4, or a *treeform cloak* (*Ultimate Equipment* 269) in Subtier 6–7.

As long as the PCs achieved at least 3 successes in the sepulcher, Valsin gives them the *bag of holding* from the beginning of the adventure; this is a type I bag in Subtier 3–4, or a type II bag in Subtier 6–7. If they achieved at least 4 successes, he also gives them a +1 *returning bolas*. Finally, if they achieved at least 5 successes, he also gives them a set of *daredevil boots* (*Ultimate Equipment* 230), and in Subtier 6–7, a pair of *kinsight goggles* (*Ultimate Equipment* 226).

Rewards: If the PCs do not earn five “yes” votes from the council and five successes in the sepulcher, reduce the amount of gold each PC earns by the amount listed in the following tables.

COUNCIL REWARD REDUCTIONS

Votes	Subtier 3–4	Out of Subtier	Subtier 6–7
2 or less	291 gp	541 gp	791 gp
3	125 gp	375 gp	625 gp
4	83 gp	291 gp	500 gp
5 or more	—	—	—

SEPULCHER RESTORATION REDUCTIONS

Successes	Subtier 3–4	Out of Subtier	Subtier 6–7
2 or less	642 gp	1,079 gp	1,517 gp
3	475 gp	787 gp	1,100 gp
4	117 gp	429 gp	742 gp
5 or more	—	—	—

PRIMARY SUCCESS CONDITIONS

If the PCs achieved at least five successes in the sepulcher, they each receive 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

If the PCs received at least five “yes” votes during the council meeting, they each receive 1 additional Prestige Point. The PCs also earn the Careful Archeologist boon on their Chronicle sheets.

Player Handout #1: Pathfinder Chronicles Excerpt

My foray into the heart of the Iron Peaks led me to a sealed entry etched with strange runes, hidden on the banks of the Muschkal River. Upon breaking the seal, to my surprise, I discovered what doubtless was an ancient Thassilonian ruin—a rare and worthy find for the Pathfinder Society. I entered without hesitation.

Much to my shock and dismay, I was met with a towering monstrosity entirely made of glowing bone and decaying flesh, lurching from the darkness! From the bones leapt two alien canids, seemingly comprised of pure energy. Retreat was not an option. Quickly thinking, I dashed into the darkness toward a narrower passage, hoping to avoid engaging the fell beasts in the open. Where the skeletal monster couldn't follow, the lightning creatures could, with fierce jaws snapping as I ran into the darkness. I found myself in a bizarre maze, unable to see and surrounded by twisting passages that boggled the mind. The wolves were on my heels. Darting through passageways and walls, I summoned the intestinal fortitude and magical might vested in me and dispatched the canids back to the unfathomable reality from whence they came. With the wolves gone, it was a duel between me and the bone beast. Needless to say, I wouldn't be penning this Chronicle if I had lost! With a few choice spells and nimble dodging, I dispatched the monster, its bones and viscera scattering throughout the hall.

Player Handout #2: Lumketul Simset's Notes

RIVER THASSILONIAN RUIN Iron Peaks | Arodus —
lightning dogs blasted in maze room to west, fireball for good measure. Killed
bone creature in first room [REDACTED]
back east to water area, 4 wood weapons (magical I think)
north, creepy statues, too heavy to move or can't, leaving
north, broke some coffins, but no treasure
north, dead end
backtrack Water is gone, northwest [REDACTED]
Small empty room, Big round room— almost fell into pit. took ring from
skeleton but knocked everything into the pit
north empty room, stair block, no way around
east, smashed pots, still nothing, go north
[REDACTED] room with flame pit: found wolf figure, magical
backtrack south maze room, work through, nothing else

Player Handout #3: Councilmembers

PAYAH AGAINST THE WIND

Tamiir-Quah (Wind Clan)

Leader of lightning raids

COUSIN TO ALL

Shriikirri-Quah (Hawk Clan)

Emissary to Nirmathas

KEMCHET FLAME STOKER

Sklar-Quah (Sun Clan)

Jothka of a prominent tribe

LAKE AT DAWN

Shundar-Quah (Spire Clan)

Peace broker between tribes

MEMORY TENDER

Skoan-Quah (Wind Clan)

Shoanti historian and scholar

ROLICKS IN WAVES

Shadde-Quah (Axe Clan)

Master fisher

TOGIMAL IN SHADOW

Lyrune-Quah (Moon Clan)

Expert hunter who is often consulted for difficult decisions

APPENDIX 1: INFLUENCE RULES

The following text is pulled from the Influence Section beginning on page 102 of *Pathfinder RPG Ultimate Intrigue*. Several parts of the subsystem that are not relevant to GMs running this adventure have been excluded.

INDIVIDUAL INFLUENCE

The most common model for social encounters involves a single exchange involving a Bluff, Diplomacy, or Intimidate check. The following influence system serves as a more robust replacement for that basic system. It also encourages the entire party to participate in a social encounter and can be used in encounters with multiple NPCs. In the individual influence system, participants try to change the targets' opinions or court favor by succeeding at a variety of checks unique to each individual target. Known as influence checks, these are usually skill checks, though other types of checks may suffice, as an NPC may be especially impressed by other qualities, such as drinking ability or martial prowess.

In this system, a social encounter is divided into one or more phases. The length of a phase is flexible, and typically lasts 15 minutes to 1 hour—long enough for each PC to perform several minutes' worth of actions per phase that are unrelated to influence checks (such as investigating a murder scene or surreptitiously defeating an assassin) without forgoing their chances to participate in the social encounter.

At the beginning of a phase, each PC selects an NPC. During each phase, a PC can either try to directly influence the NPC via an influence check or attempt to learn more about that NPC with a discovery check—a check to learn about an NPC that can help with future influence checks during the same social encounter. The kinds of checks required for an influence check or a discovery check, known as influence skills, are unique to each individual. The PCs can learn an NPC's influence skills through successful discovery checks (see Discovery Checks below); otherwise, they must guess.

DISCOVERY CHECKS

Each PC who attempts a discovery check rolls separately, even if multiple PCs attempt to discover information about the same NPC during the same phase. This represents the PCs forming their own separate opinions and analyses.

Before attempting a discovery check, a PC chooses whether to try to learn the NPC's strengths, the NPC's weaknesses, or the skills that can be used to influence that NPC. Each type of discovery check has its own requisite skill and DC. When a PC chooses to attempt a discovery check, the GM should tell the player the possible types of skill checks for each kind of discovery check (though not the DCs) and let her pick which to attempt. If a discovery check relies on a Knowledge skill, it requires observation in the current moment, not static knowledge.

A PC who succeeds at a discovery check learns one of the skills that can influence the NPC (starting with the skill with the lowest DC), one of his strengths, or one of his weaknesses. For every 5 points by which the PC exceeds the DC, she learns an additional influence skill, strength, or weakness. Thus, a withdrawn but observant character can provide allies with a significant bonus (or help them avoid significant penalties) on future influence checks, making her as important to the group's success as PCs who prefer the spotlight.

INFLUENCE CHECKS

Without a successful discovery check, a PC attempting an influence check must guess what an NPC's influence skills are. A PC generally gains no benefit or hindrance when using a skill that cannot influence the NPC.

The PCs usually must succeed at more than one influence check to sway an NPC. No matter how many PCs speak to the same NPC, only one check to influence that NPC can be attempted during that phase. Additional checks serve as aid another attempts tied to the principal check. Succeeding at an influence check by a substantial margin provides additional benefits. Succeeding at an influence check by 5 or more counts as succeeding at an influence check and a discovery check (the PC chooses whether to learn one of the skills that influences the NPC, one of the NPC's strengths, or one of the NPC's weaknesses after the check is rolled instead of before the check, but the check otherwise functions as a successful discovery check). Succeeding at an influence check by 10 or more allows the PC to choose between gaining the benefit of succeeding at two influence checks or the benefits of an influence check and a discovery check (as if she had succeeded by only 5 or more).

Failing an influence check by a substantial margin typically makes it harder to influence the target in the future. In this scenario, Cousin of All's calming influence reduces this penalty. As stated in Cousin of All's statistics, if a PC would fail an influence check by 5 or more, the NPC begins to become angry, but Cousin to All talks them down, allowing that PC to continue to attempt influence checks normally. If a PC would fail by 10 or more, she can still attempt influence checks against that NPC, but she cannot use the same skill to sway that NPC's opinion for the remainder of the scenario. Cousin to All cannot prevent an intentionally antagonistic PC from antagonizing an NPC in this way. If a PC is intentionally antagonistic, they lose the ability to try the same skill again when failing by 5 or more, and the ability to influence the NPC at all when failing by 10 or more.

A PC doesn't necessarily realize whether or not she has succeeded at an influence check unless she succeeds by at least 5, but a character always knows when she has achieved the maximum possible influence over an NPC. Some NPCs might act as if they were being influenced even if they have no intention of listening to the PCs.

Once the PCs succeed at a certain number of influence checks, they gain sway over that NPC, changing his opinion on an issue, earning a favor, or otherwise gaining some benefit or removing an obstacle.

SOCIAL STAT BLOCK

Social stat blocks are very flexible, and can include any information relevant to the encounter, though most include the information below.

Name: The NPCs' name, alignment, and class.

Affiliation: This notes the NPC's loyalties.

Background: This is a brief description of this NPC's history and how she is relevant to the PCs.

Appearance: This is a description of the NPC, including any characteristic features.

Introduction: This section describes how the NPC introduces herself to the PCs (or in this case, how Ambrus Valsin introduces them).

Personality: This is a short description of the NPC's personality and demeanor or a list of adjectives that describe the NPC's behavior. The more NPCs are present in a social encounter, the more important it is to make them distinctive so that the players can keep them straight.

Skills: Only a few of the NPC's skills are likely to be relevant in a social encounter. Include this abridged list of skills in the NPC's social stat block.

Analyze: A PC who succeeds at the listed check learns details about what skills or checks can influence the NPC. Each sentence should contain the information a single successful discovery check reveals.

Strengths: An NPC may be particularly resistant to certain tactics; such tactics are referred to as that NPC's strengths. For example, a person with little patience for flattery may think less favorably of someone who showers her with compliments.

The skills and DCs required to discover these strengths are listed here. A PC who incorporates an NPC's strength into an influence check takes a -4 penalty on the check.

Weaknesses: Most NPCs have at least one weakness. A weakness could be a deep-seated secret or insecurity, or a hobby that the NPC can talk about for days on end. The skills and DCs needed to discover these weaknesses are listed here. For each weakness a PC incorporates into her influence check, she gains a cumulative +2 bonus.

Influence Checks: The skills and DCs for each influence check are listed here. If a skill isn't listed, it normally doesn't work, but if a player presents a strong narrative reason why a skill should work, his GM can add it to the list. Diplomacy and Bluff are usually on the list of possible skills. If Diplomacy isn't on the list of skills, there should be a reason in the NPC's personality. For example, an NPC who intensely dislikes small talk and wishes to converse only about arcane theory may not respond to Diplomacy. However, Diplomacy is rarely the best skill with which to influence someone; the DC of Diplomacy checks to influence an NPC is typically higher than the DC when using skills tailored to the NPC's personality or interests. GMs should keep the PCs' skills in mind when designing a social encounter so each PC has a way to contribute. Not every NPC can necessarily be influenced, in which case discovery checks reveal that the NPC is a lost cause.

Successes Needed: This lists the number of successful skill checks the PCs need to sway an NPC's opinion.

Benefit: This section details what the PCs gain if they sway this NPC. In the cases of NPCs who begin the adventure supporting the PCs, the PCs automatically gain the benefits listed in this section.

Penalty: This section details what the PCs lose if they antagonize this NPC. In this scenario, Flame Stoker is automatically antagonistic toward the PCs.

APPENDIX 2: STAT BLOCKS

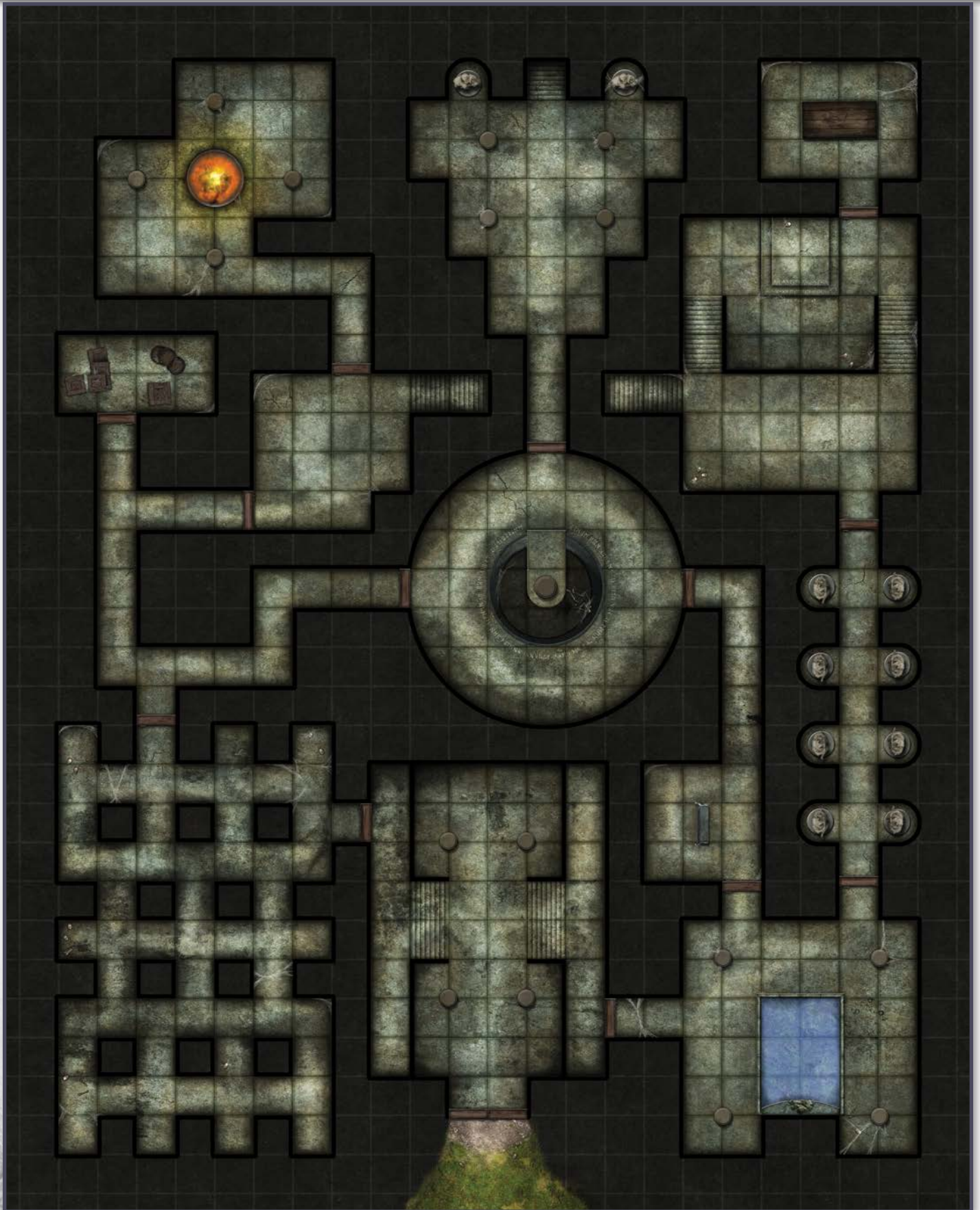
The following stat blocks appear in the adventure.

OGRE

This lumbering giant's beady eyes are devoid of wit or kindness, and its puffy face features a wide mouth with ill-fitting teeth.

OGRE	CR 3
<i>Pathfinder RPG Bestiary</i> 220	
CE Large humanoid (giant)	
Init -1; Senses darkvision 60 ft., low-light vision; Perception +5	
DEFENSE	
AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)	
hp 30 (4d8+12)	
Fort +6, Ref +0, Will +3	
OFFENSE	
Speed 30 ft. (40 ft. base)	
Melee greatclub +7 (2d8+7)	
Ranged javelin +1 (1d8+5)	
Space 10 ft.; Reach 10 ft.	
STATISTICS	
Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7	
Base Atk +3; CMB +9; CMD 18	
Feats Iron Will, Toughness	
Skills Climb +7, Perception +5	
Languages Giant	
Other Gear hide armor, javelins (4), greatclub	

OGRE BRUTE	CR 6
<i>Pathfinder RPG Monster Codex</i> 155	
Ogre barbarian 3	
CE Large humanoid (giant)	
Init +0; Senses darkvision 60 ft., low-light vision; Perception +13	
DEFENSE	
AC 17, touch 8, flat-footed 17 (+4 armor, +1 deflection, +5 natural, -2 rage, -1 size)	
hp 88 (7 HD; 4d8+3d12+45)	
Fort +14, Ref +3, Will +8	
Defensive Abilities trap sense +1, uncanny dodge	
OFFENSE	
Speed 50 ft.	
Melee +1 greataxe +15/+10 (3d6+14/×3)	
Ranged javelin +5/+0 (1d8+9)	
Space 10 ft.; Reach 10 ft.	
Special Attacks rage (12 rounds/day), rage powers (scent)	
STATISTICS	
Str 29, Dex 10, Con 23, Int 6, Wis 12, Cha 5	
Base Atk +6; CMB +16; CMD 25	
Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)	
Skills Climb +12, Perception +13, Survival +6	
Languages Giant	
SQ fast movement	
Combat Gear <i>potions of cure light wounds</i> (4), <i>potion of cure moderate wounds</i> ; Other Gear chain shirt, +1 greataxe, javelins (3), <i>cloak of resistance +1</i> , <i>ring of protection +1</i> , 77 gp	



Pathfinder Society Scenario #10-14: Debt to the Quah

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

☐ Dark Archive
☐ Scarab Sages
☐ A

☐ Silver Crusade
☐ The Exchange
☐ B

☐ Sovereign Court
☐ Grand Lodge
☐ C

☐ Liberty's Edge
☐ Concordance
☐ D

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge
☐ Concordance

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge
☐ Concordance

Character # _____

Prestige Points

Character Name _____

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☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

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Pathfinder Society Scenario #10-14: Debt to the Quah

Character Chronicle #

☐ Core Campaign

A.K.A. _____

Player Name _____

Character Name _____

Organized Play # _____

Character # _____

Faction _____

This Chronicle sheet grants access to the following:

Careful Archaeologist: When the reckless Pathfinder Lumketul Simset ransacked the Muschkal Sepulcher, he dealt significant damage to the Pathfinder Society's reputation among the Shoanti. Fortunately, you were able to pick up the pieces. You don't want to wind up causing a blunder like that yourself, so you are careful and thorough. When your table would fail the secondary success condition of a scenario, you can cross this boon off your Chronicle sheet to go back and make things right, earning the secondary success condition for the entire table.

Flameleaf Extract (500 gp): The flameleaf plant is named both for its red-tinged leaves and its uncanny ability to survive fire. Distilled flameleaf extract provides its drinker with 20 fire resistance for 1 hour. However, it also makes them more sensitive to cold. If the drinker takes cold damage while under the extract's effects, she must succeed at a DC 20 Fortitude save or be staggered for 1 round. The DC of the Craft (alchemy) check to create flameleaf extract is 20.

SCAVENGER'S STONE

PRICE
2,000 GP

SLOT none

CL 1st

WEIGHT 1 lb.

AURA faint transmutation

This jagged, egg-shaped stone emits a faint red glow when not in direct sunlight. By rubbing a *scavenger's stone* against a damaged (but not destroyed) construct or object as a full-round action, you repair 1d6 points of damage to the object or construct. If this brings a broken object's hit points above half its maximum hit points, it loses the broken condition. As a standard action, you can smash a *scavenger's stone* against a destroyed object or damaged construct. Doing so immediately repairs the object to full functionality or heals a damaged construct of 10d6 points of damage. Destroyed magic items can be repaired in this manner if their caster level is no higher than 3rd—more powerful destroyed magical items cannot be repaired by a *scavenger's stone*. A newly created *scavenger's stone* has 50 charges—smashing a stone against an object uses up 10 charges.

CONSTRUCTION REQUIREMENTS

COST 1,000

Craft Wondrous Item, *make whole*

Subtier 3-4

+1 returning bolas (8,305 gp; *Pathfinder RPG Ultimate Equipment* 24)
bag of holding (type I; 2,500 gp)
daredevil boots (*Ultimate Equipment* 230)
flameleaf extract (500 gp; limit 1)
scavenger's stone (2,000 gp)
shawl of life keeping (*Ultimate Equipment* 268)

Subtier 6-7

+1 returning bolas (8,305 gp; *Pathfinder RPG Ultimate Equipment* 24)
bag of holding (type II; 5,000 gp)
daredevil boots (*Ultimate Equipment* 230)
flameleaf extract (500 gp; limit 3)
kinsight goggles (*Ultimate Equipment* 226)
scavenger's stone (2,000 gp)
treeform cloak (*Ultimate Equipment* 269)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	635	1,270
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	1,115	2,229
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-7	1,594	3,187
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Starting XP		
	GM's Initials		
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige		
	Initial Fame		
	GM's Initials		
	Prestige Gained (GM ONLY)		
	Prestige Spent		
GOLD	Current Prestige		
	Final Fame		
	Starting GP		
	GM's Initials		
	GP Gained (GM ONLY)		
GOLD	Day Job (GM ONLY)		
	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #