

LYRICS OF EXTINCTION™



A PATHFINDER
SOCIETY SCENARIO

By Elizabeth Leib

LYRICS OF EXTINCTION

PATHFINDER SOCIETY SCENARIO 28

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Pathfinder Society Scenario 28: *Lyrics of Extinction* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tiers: 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's oldest fantasy roleplaying game.

The OGL can be found on page 17 of this product.

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LYRICS OF EXTINCTION

BY ELIZABETH LEIB

Dokeran was once a prosperous, small city in the Mwangi Expanse, the stone spires of its temples visible for miles. The city was destroyed decades ago by Tyruwat, the very shaman whose spiritual guidance led it to greatness. Dokeran fell because Tyruwat turned away from the tribe's ancient tradition of totemism to follow Zon-Kuthon, a god whose portfolio more closely matched his own secret macabre interests.

When Tyruwat openly praised the Midnight Lord, most of the citizens of Dokeran were horrified by the dark god and all that he represented, and he gained few followers. Tyruwat knew he needed allies within the city to better serve his new deity, yet even the promise of eternal life was not enough to sway the hearts and minds of the grand temple's high clerics. The tribal elders quickly voted to expel Tyruwat and his small band of cultists from the city, and he became known as Tyruwat the Lost One.

Seeking revenge against his tribe, the Lost One called out to Zon-Kuthon in desperate prayer. His prayers were answered in the form of divine inspiration to pen a dark song. Tyruwat inscribed the dirge's lyrics in Abyssal runes onto the sides of a music box, forging a dangerous artifact called the *Song of Extinction*. When a strong-willed follower of Zon-Kuthon sings the lyrics to the tune that emanates from the music box, the unleashed magic is strong enough to tear down stone walls, reducing entire cities to dust and ruins. The life force of those slain by the fell song is then absorbed into the music box, where it can be used to extend the lifespan of the user.

Tyruwat and a handful of Zon-Kuthon's cultists slipped back into Dokeran by bribing a corrupt witch doctor with the promise of gold and a lengthened lifespan. While the witch doctor distracted the city guards with his magic, the Lost One set his plan into motion. The shaman unleashed the *Song of Extinction*, bringing the Midnight Lord's wrath down on the tribe of Dokeran and obliterating its people and structures in an instant. The corpses of Dokeran's citizens were gathered up by the sadistic Lost One, and he animated them for his own amusement. Eventually, the corpses were thrown into an enormous crypt beneath the remains of the grand temple. To escape the uncontrollable destruction he had wrought,

Tyruwat built his lair in the one place Zon-Kuthon's song left undisturbed: those same underground chambers.

Only two of the Midnight Lord's cultists survived the demolition of the city. The echoing lyrics of the haunting melody led them back to Tyruwat, hiding in the underground cathedral where the high clerics once held elaborate rituals to honor their ancestors. Together, the cultists and the Lost One desecrated the once holy cathedral with their dark magic and assisted in raids on the nearby jungle villages to find slaves to serve their cause. The slaves were forced to form hunting parties, joining with howlers summoned by the Lost One to scout out any remaining survivors of Tyruwat's tribe and finish them off.

By the power of the *Song of Extinction*, the shaman has had nearly one hundred years to recover and plot the future of his now-ruined city. Although his strength has been permanently drained by the artifact and his devoted followers are long dead, Tyruwat has built up formidable magical defenses in his underground lair, and continues to kidnap jungle natives to serve as his slaves and bodyguards. In Zon-Kuthon's name, Tyruwat plans to eventually rebuild the city, reforming Dokeran into an empire under his control.

The Pathfinder Society does not know about Tyruwat or his schemes, but they have heard rumors about Dokeran and the *Song of Extinction*. Traveling merchants, friendly to the Society, recently embarked on a journey to the ruins to recover valuable treasures to sell. None of the merchants returned. Local Pathfinder agents who have heard the faint melody of Zon-Kuthon's fell song worry that the slaughter of the merchants only foreshadows future disaster in the Expanse.

SUMMARY

Ruins have been uncovered in the Mwangi Expanse. It is rumored that an entire Mwangi tribe was brought down by a single evil song. Stories of unmapped jungles and ancient tribal civilizations quickly draws the interest of the Pathfinder Society. The PCs are sent in to recover the rumored *Song of Extinction*, which turns out to be a dangerous artifact sacred to Zon-Kuthon, god of pain and darkness.

The PCs explore the jungle until they reach a swamp patrolled by howlers. After the howlers have been slain, a canoe appears, piloted by a Mwangi witch doctor willing to act as a guide through the ruins. The Pathfinders take the canoe or follow alongside the river until they reach a pyramid-shaped temple which houses the angry spirits of the lost Mwangi tribe, as well as their dead bodies in the crypt below.

After clearing the temple of ghosts and vermin, the PCs continue through a secret tunnel which connects the pyramid to an underground cathedral, lair of Tyruwat the Lost One. He no longer holds the power to sing the lyrics of extinction, but the PCs must retrieve the artifact before it falls into the wrong hands and the tragedy of Dokeran repeats itself.

GETTING STARTED

Read the following to get the adventure underway:

Many adventurers have dared to explore the Mwangi Expanse. Some die, others recover valuable treasures, but almost all of them pass through the walled city of Kibwe. Kibwe is a flourishing center of trade, home to tribal folk from a plethora of races. Humans, elves, and even a few lizardfolk merchants wave to passersby, eager to scam gold from unwary travelers.

A Mwangi Pathfinder named Tuukna waits beneath the central pavilion just up ahead.

“Good to see you, Pathfinders! I bring dire news from the Expanse.” Tuukna gestures to seats on benches beneath the blossoming trees before continuing his story. “I just received word that a band of traveling merchants was found dead after exploring the nearby ruins of the once proud city of Dokeran. Our agents across the Mwangi Expanse claim an eerie song echoes from the ruins, which were previously assumed to be abandoned. We have reason to believe this song was responsible for the destruction of Dokeran decades ago.

“If this region is ever going to be a safe place for travelers and explorers, I need you to find out what still lurks within the ruins. Head northwest, toward the rivers flowing out of Lake Ocota. I’ve arranged for you to meet a witch doctor named Nangi along the River Bdonge. This ancient mystic knows Dokeran well. I believe he will be willing to serve as your guide through the ruins. Give him this copper coin and tell him Tuukna sent you.

“Should you come across a physical copy of the song heard from within the ruins—be it sheet music, a cursed instrument, or anything else unusual—return it to your venture-captain immediately. If this song is the fabled Song of Extinction, we may have some hard times ahead of us.”

Tuukna gives the PCs an old coin engraved with a towering temple as a token for the Mwangi mystic. This copper piece was once the most prevalent form of currency in Dokeran, but it is now a rare treasure to collectors. Handing over the coin to the witch doctor will prove their identity as Pathfinders.

If the PCs ask questions to clarify their mission, Tuukna can provide the following information:

What happened to the merchants? “The merchants were on an expedition to search for lost treasures in the ruins, but they never made it there. Scouts found the men dead in the swamp, their bodies feathered with arrows. It seems the ruins are occupied again.”

How could a song destroy a city? “Rumors swirled for years about the *Song of Extinction*. They say it draws on the power of a dark god to wipe out entire civilizations, but you’ll have to investigate for yourselves to find out if there’s any merit to the stories.”

What does the tune sound like? “You’ll know it when you hear it—if it’s real, it will chill you to the bone. You must follow the sound to discover its source.”

What can you tell me about our guide? “Witch doctors are rare Mwangi mystics who possess power over nature. He can answer your questions better than I can.”

If the PCs spend too much time here, Tuukna encourages them to hurry, in case the song endangers the local Mwangi tribes. The people of Kibwe work together to keep wild animals far from the city walls, so the PCs should have a quiet journey from here to the swamp near Lake Ocota.

ACT 1: SWAMP AMBUSH (EL 7 OR EL 10)

Before the PCs can meet the witch doctor, they must cross the swamp bordering the River Bdonge. Tyruwat routinely summons howlers into the area, led by his wild elf slaves, to scout for merchants or adventurers seeking to reach the ruins. A pack of howlers ambushes the Pathfinders when they approach the River Bdonge. Read or paraphrase the following:

The forest thins and a narrow river is visible ahead. Damp swampland runs along either side of the riverbed.

Despite their aggressive temper, Tyruwat treats the howlers like his pets, giving each of them collars and nicknames. The creatures have been instructed to look for any Mwangi traders and merchants that might be snooping too close to the ruins of Dokeran, but they attack any humanoid indiscriminately (except for the wild elves in Tyruwat’s service). The PCs approach the River Bdonge from the west (marked 1 on the map), approaching the clearing with the howlers in an easterly

direction. The River Bdonge is 20 feet deep once you're more than 5 feet into it, and flows quickly—for every 10 feet of movement a PC swims across the river, they are pushed 5 feet to the west.

Creatures: Three howlers move from the southeastern jungle toward the River Bdonge, spreading themselves out across the swamp. The wild elf guard follows behind the pack, ensuring the outsiders follow the shaman's orders.

Tier 7–8 (EL 7)

HOWLERS (3)

CR 3

hp 39 (MM 154)

TACTICS

During Combat The howlers aggressively charge at any foe entering their territory.

Morale The howlers fight to the death.

WILD ELF GUARD

CR 5

Male wild elf druid 3/fighter 2

CN Medium humanoid

Init +5; Senses Listen +8, Spot +8

DEFENSE

AC 18, touch 15, flat-footed 13

(+3 armor, +5 Dex)

hp 36 (3d8+2d10+10)

Fort +8, Ref +6, Will +5; +2 vs. enchantment

Immune sleep

OFFENSE

Spd 30 ft.

Melee mwk scimitar +8 (1d6+2/18–20)

Ranged mwk composite longbow (+2 Str)
+11 (1d8+3/×3)

Spells Prepared (CL 3rd)

2nd—*cat's grace*, *warp wood* (DC 14)

1st—*charm animal* (DC 13), *cure light wounds*, *produce flame*

0—*flare* (DC 12), *light*, *read magic*, *resistance*

TACTICS

Before Combat The wild elf guard casts *cat's grace* on himself before embarking on this patrol. The spell has 1 minute of its duration remaining when combat starts.

During Combat The guard wields his bow, making use of the Rapid Shot feat, as long as at least one howler stands between him and the PCs. Once the PCs close in, he fights with his scimitar.

Morale The howlers won't let the

guardsman flee from a fight, but if all of the howlers are slain, the elf takes the opportunity to make a run for it.

Base Statistics Init +3, AC 16 (touch 13), Ref +4, Ranged +9, Dex 16, Ride +6

STATISTICS

Str 14, Dex 20, Con 14, Int 10, Wis 14, Cha 10

Base Atk +4; Grp +6

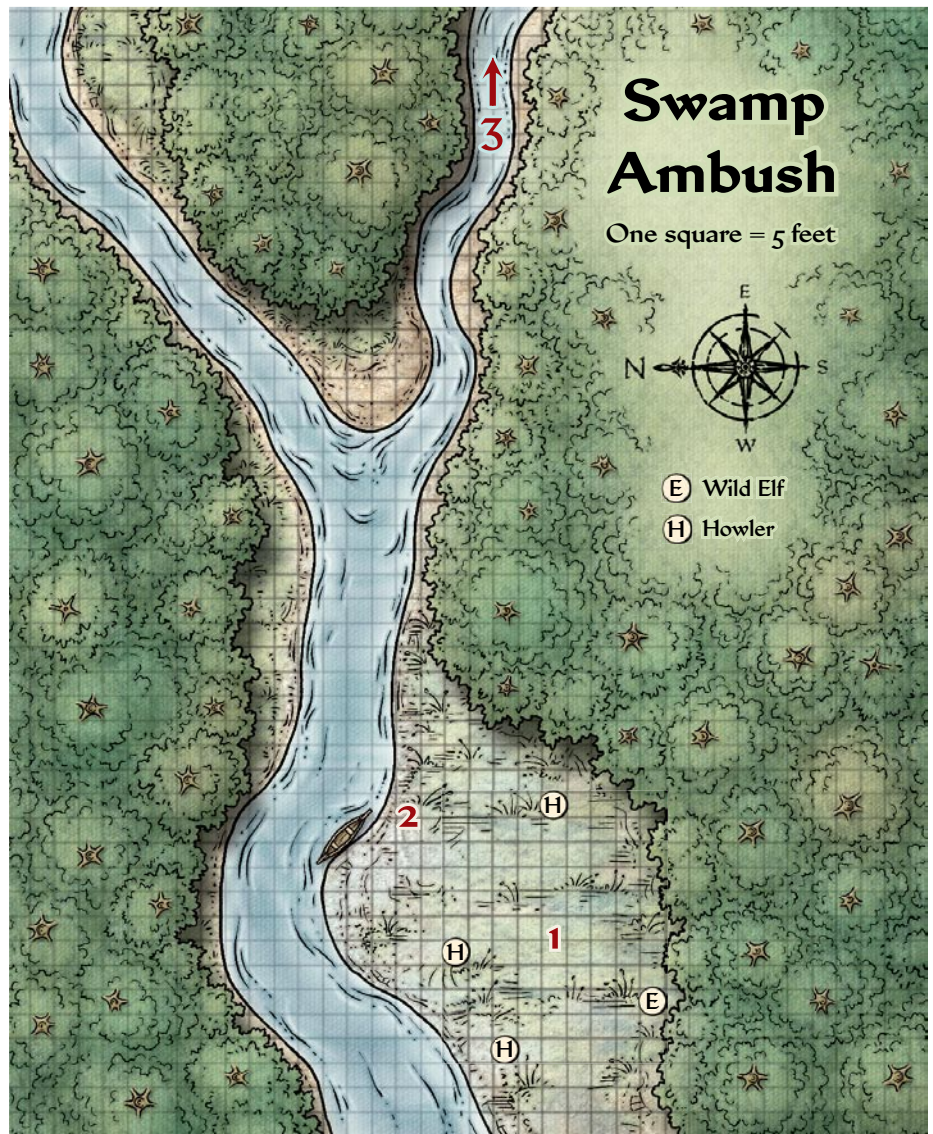
Feats Dodge, Point Blank Shot, Rapid Shot, Weapon Focus (scimitar)

Skills Concentration +6, Handle Animal +5, Intimidate +4, Knowledge (nature) +3, Ride +8, Search +2, Survival +6

Languages Common, Druidic, Elven

SQ animal companion (light horse, non-combat, used only for travel), nature sense, trackless step, wild empathy +3, woodland stride

Gear masterwork studded leather armor, masterwork composite longbow (+2 Str), masterwork scimitar, +1 arrows (10)



Tier 10–11 (EL 10)

ADVANCED HOWLERS (4)

CR 4

CE Large outsider (chaotic, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +14, Spot +14

DEFENSE

AC 17, touch 12, flat-footed 14
(+3 Dex, +5 natural, –1 size)

hp 58 (9d8+18)

Fort +10, **Ref** +9, **Will** +8

OFFENSE

Spd 60 ft.

Melee bite +13 (2d8+5) and 1d4 quills +8 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks howl, quills

TACTICS

During Combat The howlers aggressively charge any foe entering their territory.

Morale The howlers fight to the death.

STATISTICS

Str 21, **Dex** 17, **Con** 15, **Int** 6, **Wis** 14, **Cha** 9

Base Atk +9; **Grp** +18

Feats Alertness, Combat Reflexes, Great Fortitude, Improved Initiative

Skills Climb +14, Hide +11, Move Silently +16, Search +10, Survival +5 (+7 following tracks), Swim +7

Languages Howlers understand Abyssal

WILD ELF GUARD

CR 8

Male wild elf druid 6/fighter 2

CN Medium humanoid

Init +5; **Senses** Listen +10, Spot +10

DEFENSE

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

hp 48 (6d8+2d10+10)

Fort +10, **Ref** +7, **Will** +7; +2 vs. enchantment

Defensive Abilities resist nature's lure; **Immune** sleep

OFFENSE

Spd 30 ft.

Melee +1 scimitar +10/+5 (1d6+3/18–20)

Ranged mwk composite longbow (+2 Str) +12/+7 (1d8+2/×3)

Special Attacks wild shape 2/day

Spells Prepared (CL 6th)

3rd—*cure moderate wounds*, *spike growth* (DC 15)

2nd—*bull's strength*, *cat's grace*, *flame blade*, *warp wood* (DC 14)

1st—*charm animal* (DC 13), *cure light wounds*, *entangle* (DC 13),

produce flame

0—*detect magic*, *flare* (DC 12), *light*, *read magic*, *resistance*

TACTICS

Before Combat The wild elf guard casts *cat's grace* on himself before embarking on this patrol. The spell has a 4-minute duration remaining when combat begins.

During Combat The guard starts the fight by slowing down his opponents with *entangle* and *spike growth*. He wields his bow, making use of the Rapid Shot feat, as long as at least one howler stands between him and the PCs. Once the PCs close in, he fights with his scimitar.

Morale The howlers won't let the guardsman flee from a fight, but if all of them are slain, the elf takes the opportunity to make a run for it.

Base Statistics **Init** +3, **AC** 17 (touch 13), **Ref** +5, **Ranged** +10/+5, **Dex** 16, **Ride** +7

STATISTICS

Str 15, **Dex** 20, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +6; **Grp** +8

Feats Dodge, Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (scimitar)

Skills Concentration +8, Handle Animal +6, Intimidate +5, Knowledge (nature) +3, Ride +9, Search +2, Survival +8

Languages Common, Druidic, Elven

SQ animal companion (light horse, non-combat, used only for travel), nature sense, trackless step, wild empathy +6, woodland stride

Gear +1 studded leather armor, +1 scimitar, masterwork composite longbow (+2 Str), +1 arrows (10)

Development: The howlers scare off most local wildlife, so the rest of the swamp is calm and quiet until the witch doctor arrives in the next act. If the PCs approach the river, run the next act right away. Otherwise, give them a moment to catch their breath and remove any quills lodged in their skin before the canoe makes its entrance. Nangi intends to meet the PCs here, as promised, but prefers to keep his distance from Tyruwat's howlers.

Treasure: Each howler wears a silver collar engraved with the holy symbol of Zon-Kuthon. The collars mark the beasts as minions of Tyruwat and are worth 50 gp each.

Mission Notes: Qadira faction PCs will want to map their travels through the jungle, noting the swamp and the River Bdonge that flows through the area. Refer to the map on page 105 of the *Pathfinder Campaign Setting* if the PCs venture beyond the areas described here. The ruins are located north of Lake Ocotia. The PCs need not map the ruins themselves, only the surrounding wilderness.

PCs from the Andoran faction need to rescue the wild elves guarding Tyruwat's lair. Although this elven guardsman is also a slave, he does not need to be rescued in order for Andoran faction PCs to receive their bonus Prestige Award.

Rewards: If the PCs defeat the howlers and the wild elf, reward each tier thusly:

Tier 7–8:

Give each player 149 gp.

Tier 10–11:

Give each player 399 gp.

ACT 2: THE ARRIVAL OF THE MYSTIC GUIDE (EL 7 OR EL 10)

A canoe drifts gently downstream. The boat carries an older man wearing a dark-colored mask and a necklace crafted out of animal bones. The man salutes and raises a small horn. “Halt, travelers!” he cries out. “Turn back from this cursed place, lest the *Song of Extinction* reach your ears.”

Nangi the witch doctor (marked **2** on the map on page 5) is the man who helped Tyruwat sneak back into Dokeran. In exchange, Nangi accepted the shaman’s gift and touched the *Song of Extinction* when the artifact was activated, gaining a greatly extended lifespan. He then fled the city before the destruction got out of control. The ancient mystic has been wandering the swamp alone ever since. Having had time to think on his actions, the witch doctor regrets accepting the bribe to aid the shaman and his band of cultists and now seeks some way to redeem himself. Although the destruction of the music box would put an end to his unnaturally long life, Nangi knows it must be kept out of the wrong hands, so it takes very little for the Pathfinders to convince him to help recover the artifact.

Nangi’s initial attitude is indifferent, but it changes to friendly if the PCs give him the copper coin from Tuukna. If befriended, Nangi agrees to escort the Pathfinders through the ruins of Dokeran, leading them to the remains of the pyramid-shaped temple by canoe (exiting the map at **3** on page 5). The mystic can also reveal the information given in the introduction, although the witch doctor is not a talkative man and the Pathfinders need to ask him direct questions in order to get any answers about the *Song of Extinction*.

Creatures: Nangi remains aboard his boat except in dire circumstances, such as if the canoe begins to sink. His animal companion, a giant crocodile named Mudbelly, lies hidden beneath the surface of the water. He remains submerged until Nangi signals him to attack. Unless the PCs turn hostile against the mystic, they likely never know the crocodile is even there. Mudbelly follows the canoe down the river, but won’t leave his natural environment to enter the ruins.

Tier 7–8 (EL 7)

NANGI THE WITCH DOCTOR

CR 7

Male human druid 7
N Medium humanoid

Init +1; Senses Listen +6, Spot +6

DEFENSE

AC 14, touch 11, flat-footed 13

(+3 armor, +1 Dex)

hp 46 (7d8+14)

Fort +7, Ref +3, Will +8

Defensive Abilities resist nature’s lure

OFFENSE

Spd 30 ft.

Melee mwk spiked chain +8 (2d4+1)

Special Attacks wild shape 3/day

Spells Prepared (CL 7th)

4th—*ice storm*

3rd—*call lightning* (DC 16), *dominate animal* (DC 16), *poison* (DC 16)

2nd—*barkskin*, *bull’s strength*, *flaming sphere* (DC 15), *resist energy*

1st—*charm animal* (DC 14), *entangle* (2, DC 14), *faerie fire*, *produce flame*

0—*create water*, *detect magic*, *flare* (DC 13), *guidance*, *light*, *resistance*

TACTICS

During Combat At the beginning of combat, Nangi blows his *horn of fog*. This grants him concealment and also serves as a signal to the giant crocodile hiding in the river, who moves himself into position. While his opponents are at a distance, Nangi relies on spells such as *entangle*, *ice storm*, and *call lightning* before striking with his spiked chain. If reduced to 15 hp, Nangi jumps overboard, then uses wild shape to polymorph into a crocodile and finish the fight.

Morale The witch doctor is emotionally unstable and fights to the death.

STATISTICS

Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 13

Base Atk +5; Grp +6

Feats Blind-Fight, Exotic Weapon Proficiency (spiked chain),

Natural Spell, Weapon Focus (spiked chain)

Skills Concentration +8, Craft (alchemy) +8, Handle Animal +8,

Heal +5, Knowledge (nature) +6, Spellcraft +8, Survival +12

Languages Common, Druidic

SQ animal companion, nature sense, trackless step, wild empathy +8, woodland stride

Combat Gear *cure moderate wounds potion*, *horn of fog*; **Other Gear** masterwork studded leather armor, masterwork spiked chain

MUDBELLY

CR —

Giant crocodile animal companion

hp 59 (MM 271)

TACTICS

During Combat Mudbelly remains submerged in the river near Nangi’s canoe. If a foe approaches the water, the crocodile attempts to grab the creature and pull it underwater, drowning it.

Morale The giant crocodile fights to the death on Nangi’s orders.

Tier 10–11 (EL 10)

NANGI THE WITCH DOCTOR

CR 10

Male human druid 10

N Medium humanoid

Init +1; **Senses** Listen +8, Spot +8

DEFENSE

AC 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 64 (10d8+20)

Fort +9, **Ref** +4, **Will** +10

Defensive Abilities resist nature's lure; **Immune** poison

OFFENSE

Spd 30 ft.

Melee +1 *spiked chain* +10/+5 (2d4+2)

Special Attacks wild shape 4/day

Spells Prepared (CL 10th)

5th—*baleful polymorph* (DC 18), *wall of thorns*

4th—*control water*, *freedom of movement*, *ice storm*

3rd—*call lightning* (DC 16), *dominate animal* (DC 16), *poison* (DC 16), *sleet storm*

2nd—*barkskin*, *bull's strength*, *chill metal* (DC 15), *flaming sphere* (DC 15), *resist energy*

1st—*charm animal* (DC 14), *entangle* (2, DC 14), *faerie fire*, *produce flame*

0—*create water*, *detect magic*, *flare* (DC 13), *guidance*, *light*, *resistance*

TACTICS

During Combat At the beginning of combat, Nangi surrounds his canoe with a *wall of thorns* to buy time to cast defensive spells, including *barkskin* and *resist energy*. When the PCs break through the wall, Nangi blows his *horn of fog*. This grants him concealment and also serves as a signal to the giant crocodile hiding in the river, who moves himself into position. While his opponents are at a distance, Nangi relies on spells such as *entangle*, *ice storm*, and *call lightning* before striking with his spiked chain. If reduced to 15 hp, Nangi casts *control water*, overflowing the river, before using wild shape to polymorph into a crocodile and finish the fight.

Morale The witch doctor is emotionally unstable and fights to the death.

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +7; **Grp** +8

Feats Blind-Fight, Dodge, Exotic Weapon Proficiency (spiked chain), Natural Spell, Weapon Focus (spiked chain)

Skills Concentration +10, Craft (alchemy) +10, Handle Animal +10, Heal +6, Knowledge (nature) +6, Spellcraft +10, Survival +14

Languages Common, Druidic

SQ animal companion (Mudbelly), nature sense, trackless step, wild empathy +12, woodland stride

Combat Gear *cure moderate wounds potion*, *horn of fog*; **Other Gear** +1 *studded leather armor*, +1 *spiked chain*

MUDBELLY

CR —

Giant crocodile animal companion

N Huge animal

Init +1; **Senses** Listen +6, Spot +6

DEFENSE

AC 18, touch 9, flat-footed 17

(+1 Dex, +9 natural, –2 size)

hp 75 (9d8+36)

Fort +10, **Ref** +7, **Will** +4

Defensive Abilities evasion

OFFENSE

Spd 20 ft., swim 30 ft.

Melee bite +14 (2d8+13) or tail slap +13 (1d12+13)

Space 15 ft.; **Reach** 10 ft.

Special Attacks improved grab

TACTICS

During Combat Mudbelly remains submerged in the river near Nangi's canoe. If a foe approaches the water, the crocodile attempts to grab the creature and pull it underwater, drowning it.

Morale The giant crocodile fights to the death on Nangi's orders.

STATISTICS

Str 28, **Dex** 13, **Con** 19, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +6; **Grp** +23

Feats Alertness, Endurance, Skill Focus (Hide), Weapon Focus (bite)

Skills Hide +1 (+15 conditional), Swim +17 (+25 conditional); A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile gains a +4 racial bonus on Hide checks when in the water. Furthermore, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

SQ hold breath, low-light vision

Development: If the PCs don't join forces with the witch doctor, they can take his canoe and continue down the river, or they can follow alongside the River Bdonge further east until they reach the ruins of the grand temple. If the party needs a clue as to where to go next, call for DC 15 Listen checks to hear the faint singing voices of the temple spirits. If the PCs work with Nangi and don't fight him, the gracious witch doctor gives each PC a small sack of gold equal to the rewards below by tier as his thanks for their coming.

Mission Notes: A gold mine lies west of the river. PCs from the Qadira faction should question Nangi to determine its location. This requires a DC 20 Diplomacy or Intimidate check. Nangi is no longer the corrupt man he was when he served Tyruwat. He

refuses to accept bribes, and such an offer increases the Diplomacy DC by 5.

Rewards: If the PCs work with or defeat the witch doctor, reward each tier thusly:

Tier 7–8:

Give each player 233 gp.

Tier 10–11:

Give each player 483 gp.

ACT 3: TEMPLE OF SONG (EL 8 OR EL 11)

Eerie singing echoes from a strange pyramid rising up out of the swamp. A crumbling stone spire at the peak of the pyramid reaches for the heavens.

The pyramid (marked 3 on the map) is all that is left of the grand temple of Dokeran. All of the furniture within the temple was destroyed by the *Song of Extinction*, but the lock box which stores the grand temple's wealth remains safely hidden within the northern wall.

When the PCs enter the pyramid, read or paraphrase the following:

The inside of the pyramid has been torn apart by a powerful force. Piles of bricks and stones are all that remain of altars and benches. Cracks in the walls let in natural light. A gaping hole has torn apart the floor, providing an entrance to the unlit temple basement below.

Creatures: The Mwangi spirits swirl around the room, seeking targets for their pent-up rage. The ghosts don't speak, other than to recite phrases of the lyrics of extinction as part of their frightful moan ability.

Tier 7–8 (EL 8)

MWANGI SPIRITS (4)

CR 4

Male human ghost barbarian 2

N Medium undead (incorporeal)

Init +2; Senses darkvision 60 ft.; Listen +14, Spot +11

DEFENSE

AC 15, touch 15, flat-footed 13

(+3 deflection, +2 Dex)

hp 18 (2d12)

Fort +5, Ref +2, Will +3

Defensive Abilities +4 turn resistance, uncanny dodge, undead traits

OFFENSE

Spd 40 ft., fly 30 ft. (perfect)

Melee corrupting touch +4 (1d6)

Special Attacks corrupting touch, rage 1/day

TACTICS

During Combat The spirits use their frightful moan ability, singing lines from the lyrics of extinction, as soon as anyone approaches the temple. Once the PCs get closer, the ghosts use their corrupting touch ability.

Morale The spirits fight until destroyed.

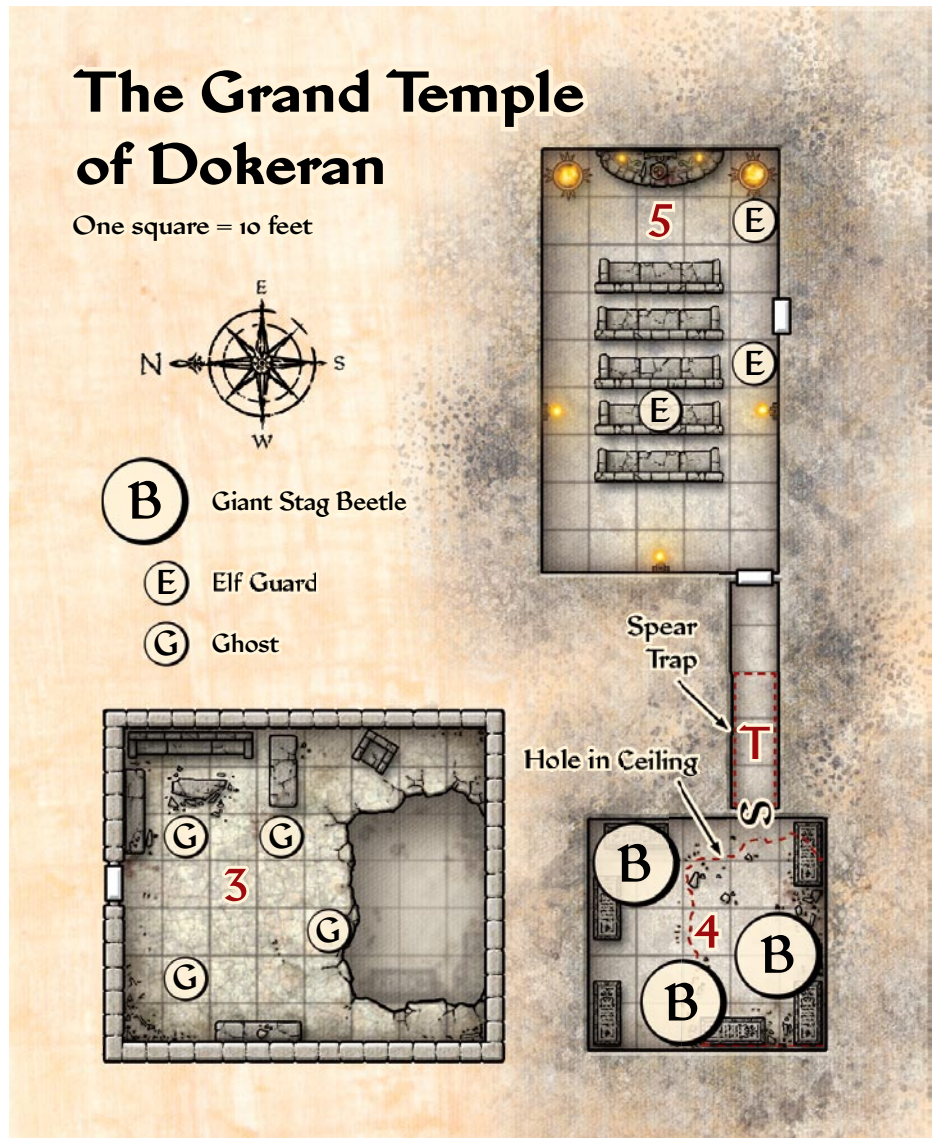
STATISTICS

Str 10, Dex 15, Con –, Int 8, Wis 13, Cha 16

Base Atk +2; Grp +2

Feats Ability Focus (frightful moan), Iron Will

Skills Hide +10, Intimidate +8, Search +7, Survival +5



PHRASES OF EXTINCTION

The spirits sing the following phrases from the lyrics of extinction, one at a time, whenever they use the frightful moan ability.

1. "Forsake beauty, embrace envy."
2. "The shadows call out for souls."
3. "Raise your voices. The greatest scream choir will be heard this day."
4. "Beg, beg for pain. The Midnight Lord will show his might."
5. "Learn to welcome the chains."

Languages Common
SQ frightful moan, manifestation, rejuvenation

Tier 10–11
(EL 11)

MWANGI SPIRITS

(4)

CR 7

Male human ghost
 barbarian 5
 N Medium undead
 (incorporeal)

Init +7; **Senses** darkvision 60 ft.;
 Listen +16, Spot +12

DEFENSE

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

hp 36 (5d12)

Fort +6, **Ref** +4, **Will** +4

Defensive Abilities +4 turn resistance, improved uncanny dodge, undead traits

OFFENSE

Spd 40 ft., fly 30 ft. (perfect)

Melee corrupting touch +8 (1d6)

Special Attacks corrupting touch, rage 2/day

TACTICS

During Combat The spirits use their frightful moan ability, singing lines from the lyrics of extinction, as soon as anyone approaches the temple. Once the PCs get closer, the ghosts use their corrupting touch ability.

Morale The spirits fight until destroyed.

STATISTICS

Str 10, **Dex** 16, **Con** –, **Int** 8, **Wis** 13, **Cha** 16

Base Atk +5; **Grp** +5



Feats Ability Focus (frightful moan), Improved Initiative, Iron Will
Skills Hide +13, Intimidate +10, Search +7, Survival +7

Languages Common

SQ frightful moan, manifestation, rejuvenation, trap sense +1

Development: The stairs have been destroyed, leaving the hole in the floor as the only means of entering the temple crypt below (marked 4 on the map). The first floor is 10 feet above the basement. Characters making a DC 15 Jump check can avoid taking falling damage. A character can also use a rope to descend safely.

Treasure: The temple lock box can be found with a DC 20 Search check and opened with a DC 25 Open Lock check. For Tier 7–8, the safe contains 500 gp per PC. For Tier 10–11, it contains 1,000 gp per PC.

Mission Notes: PCs from the Cheliox faction must write down at least three out of the five lines sung by the Mwangi spirits. Be sure to have the ghosts use their frightful moan ability often enough for the Pathfinders to accomplish this task.

Rewards: If the PCs claim the lock box, reward each tier thusly:

Tier 7–8:

Give each player 500 gp.

Tier 10–11:

Give each player 1,000 gp.

ACT 4: VERMIN IN THE CRYPT
(EL 8 OR EL 10)

When the PCs reach the temple basement, read or paraphrase the following:

The temple crypt is dark and quiet, and the whole basement smells of rotting flesh. A dozen caskets line the northern and southern walls. A cluster of giant stag beetles scuttle beneath the hole in the upper floor, tearing apart a pile of unburied bodies. The corpses all bear marks from torture in addition to bite marks from the oversize vermin.

Most Mwangi in Dokeran practiced ancestor worship, so the grand temple crypt is a very sacred place. Usually

only high-ranking clerics or the very wealthy were actually buried in caskets here. Other tribesmen were laid to rest in the cemetery behind the temple. After Tyruwat sang the *Song of Extinction*, he unceremoniously dumped the remains of his victims' bodies here, after torturing them in wicked rituals in the name of Zon-Kuthon. The smell of rotting flesh attracts vermin to the area, but it doesn't bother the shaman in the least, as he remains cooped up in the inner cathedral.

Creatures: Three giant stag beetles feed on the corpses here. The beetles prefer live prey and go after any creature that comes near.

Tier 7–8 (EL 8)

ADVANCED GIANT STAG BEETLES (3)

CR 5

N Large vermin

Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0

DEFENSE

AC 19, touch 9, flat-footed 19

(+10 natural, –1 size)

hp 73 (10d8+30)

Fort +10, **Ref** +3, **Will** +3

Defensive Abilities vermin traits

OFFENSE

Spd 20 ft.

Melee bite +13 (4d6+10)

Space 10 ft.; **Reach** 5 ft.

Special Attacks trample

STATISTICS

Str 24, **Dex** 10, **Con** 17, **Int** 0, **Wis** 10, **Cha** 9

Base Atk +7; **Grp** +18

SPECIAL ABILITIES

Trample (Ex) 2d8+3 damage, Reflex half DC 20

Tier 10–11 (EL 10)

ADVANCED GIANT STAG BEETLES (3)

CR 7

N Huge vermin

Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0

DEFENSE

AC 21, touch 8, flat-footed 21

(+13 natural, –2 size)

hp 147 (16d8+80)

Fort +15, **Ref** +5, **Will** +5

Defensive Abilities vermin traits

OFFENSE

Spd 20 ft.

Melee bite +21 (4d8+14)

Space 15 ft.; **Reach** 10 ft.

Special Attacks trample

STATISTICS

Str 32, **Dex** 10, **Con** 21, **Int** 0, **Wis** 10, **Cha** 9

Base Atk +15; **Grp** +26

SPECIAL ABILITIES

Trample (Ex) 3d8+5 damage, Reflex half DC 24

Development: A DC 12 Search check of the bodies reveals a golden key in a mummified corpse's pocket. This key glows when within 10 feet of the eastern wall. With or without the key, a DC 25 Search check finds the secret door that hides the tunnel to the underground cathedral where Tyruwat the Lost One keeps the *Song of Extinction*. A DC 25 Open Lock check forces open the strong wooden door if the PCs don't find the key. There were once many keys to the cathedral, held by all high-ranking clerics in Dokeran, but the others were lost when the *Song of Extinction* was unleashed.

If the Pathfinders can speak with the dead, the Mwangi can point out the direction of the hidden tunnel, explaining that it leads to the city's holiest shrine. The tribal clerics would be horrified to learn that the cathedral has been converted into a temple to Zon-Kuthon. If the PCs ask, the dead Mwangi can describe how they died and warn the adventurers about Tyruwat, although they don't know about the trap that awaits the PCs in the tunnel.

Treasure: A few treasures have been stored in some of the caskets belonging to nobles interred here. A DC 15 Search check finds the treasure cache which consists of a painting of a gorilla king in the Mwangi jungle worth 500 gp and a *scroll of bestow curse*. For Tier 10–11, add a *scroll of flame strike* and a *scroll of hallow*.

Mission Notes: Andoran faction PCs should stop the vermin from feeding on the corpses and see that they are properly buried. The bodies could be placed within the caskets lining the crypt, where some other Mwangi tribesmen are already laid to rest, or they could be buried underground outside the temple.

Osirion faction PCs must find the glowing golden key to earn their Prestige Award. It doesn't matter if the PCs actually use the key to find and open the secret door, but they must keep it.

PCs from the Taldor faction must find the painting of the gorilla king and must secretly plant the letter on a corpse here without being seen by a non-Taldor faction PC.

Rewards: If the PCs find the treasure cache in the crypt, reward each tier thusly:

Tier 7–8:

Give each player 100 gp.

Tier 10–11:

Give each player 704 gp.

ACT 5: UNDERGROUND CATHEDRAL (EL 9 OR EL 11)

The hidden tunnel connects the temple crypt to a two-room underground cathedral. Only the most privileged Mwangi tribesmen ever set foot in this place. However, it is no longer sacred. Tyruwat has desecrated this holy site with the aid of a pair of cultists whom he later slew. The two corpses lie at the end of the tunnel, just outside the stone door to the cathedral's entrance, their throats cut.

After the PCs pass through the tunnel and enter the first room of the cathedral, read or paraphrase the following:

The entrance hall to the cathedral is devoid of any furnishings, and dimly lit by candles mounted on the wall near the door. Across the room is a wooden door that bars the way into the inner sanctum.

Creatures: Three elven guards block the door into the inner cathedral. They fear for their lives if they should fail in their duty to defend the new temple of the Midnight Lord. These primitive elves, natives of the Mwangi jungle, have been captured by Tyruwat and forced to serve as his bodyguards. The elves have been ordered to prevent anyone from entering the cathedral to avoid disturbing the shaman's prayers and rituals. Their initial attitude toward the PCs is unfriendly, but this could improve if the Pathfinders demonstrate their ability to protect the guards from their master and his fell song.

Traps: If any of the PCs step into area T on the map, a spear trap is set off, targeting everyone in the red-outlined 5-foot-by-15-foot trap area.

FUSILLADE OF SPEARS CR 6

Type mechanical; Search DC 26; Disable Device DC 20

EFFECTS

Trigger proximity; Reset repair

Effect Attack +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 5-ft-by-15-ft. area)

Tier 7–8 (EL 8)

WILD ELF GUARDS (3) CR 5

Male and female wild elf druid 3/fighter 2

CN Medium humanoid

Init +3; Senses Listen +8, Spot +8

DEFENSE

AC 16, touch 13, flat-footed 13

(+3 armor, +3 Dex)

hp 36 (3d8+2d10+10)

Fort +8, Ref +4, Will +5; +2 vs. enchantment

Immune sleep

OFFENSE

Spd 30 ft.

Melee mwk scimitar +8 (1d6+2/18–20)

Ranged mwk composite longbow (Str +2) +8 (1d8+3/x3)

Spells Prepared (CL 3rd)

2nd—*cat's grace*, *warp wood* (DC 14)

1st—*charm animal* (DC 13), *cure light wounds*, *produce flame*

0—*flare* (DC 12), *light*, *read magic*, *resistance*

TACTICS

Before Combat The guards are always on alert, by Tyruwat's orders. If they hear the combat with the beetles or hear the spear trap go off, they start casting defensive spells.

During Combat Two guards rush into melee with their scimitars, flanking whichever foe appears to be the greatest threat. They stop only to cast *charm animal* on any pets or animal companions and *warp wood* on the weapons of any archer PCs. The third guard hangs back and uses Rapid Shot to fire arrows at any remaining enemies.

Morale The guards drop their weapons and surrender if reduced to less than 5 hit points.

STATISTICS

Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10

Base Atk +4; Grp +6

Feats Dodge, Point Blank Shot, Rapid Shot, Weapon Focus (scimitar)

Skills Concentration +6, Handle Animal +5, Intimidate +4, Knowledge (nature) +3, Ride +6, Search +2, Survival +6

Languages Common, Druidic, Elven

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

Gear masterwork studded leather armor, masterwork composite longbow (Str +2), masterwork scimitar, +1 arrows (10)

Tier 10–11 (EL 11)

WILD ELF GUARDS (3) CR 8

Male and female wild elf druid 6/fighter 2

CN Medium humanoid

Init +3; Senses Listen +10, Spot +10

DEFENSE

AC 17, touch 13, flat-footed 14

(+4 armor, +3 Dex)

hp 48 (6d8+2d10+10)

Fort +10, Ref +5, Will +7; +2 vs. enchantment

Defensive Abilities resist nature's lure; Immune sleep

OFFENSE

Spd 30 ft.

Melee +1 scimitar +10/+5 (1d6+3/18–20)

Ranged mwk composite longbow (Str +2) +10/+5 (1d8+3/x3)

Special Attacks wild shape 2/day

Spells Prepared (CL 6th)

3rd—*cure moderate wounds*, *spike growth* (DC 15)

2nd—*bull's strength, cat's grace, flame blade, warp wood* (DC 14)
 1st—*charm animal* (DC 13), *cure light wounds, entangle* (DC 13),
produce flame
 o—*detect magic, flare* (DC 12), *light, read magic, resistance*

TACTICS

Before Combat The guards are always on alert, by Tyruwat's orders, but they haven't cast any defensive spells. They aren't expecting any trouble, as they assumed everyone in the city was killed by the *Song of Extinction*.

During Combat The guards begin combat by slowing down their opponents with *entangle* and *spike growth* spells. Two guards then rush into melee with their scimitars, flanking whichever foe appears to be the greatest threat. They stop only to cast *charm animal* on any pets or animal companions and *warp wood* on the weapons of any archer PCs. The third guard hangs back and uses Rapid Shot to fire arrows at any remaining enemies.

Morale The guards drop their weapons and surrender if reduced below 5 hp.

STATISTICS

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

Base Atk +6; **Grp** +8

Feats Dodge, Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (scimitar)

Skills Concentration +8, Handle Animal +6, Intimidate +5, Knowledge (nature) +3, Ride +7, Search +2, Survival +8

Languages Common, Druidic, Elven

SQ animal companion (light horse, used only for travel, doesn't participate in combat), nature sense, trackless step, wild empathy +6, woodland stride

Gear +1 studded leather armor, +1 scimitar, masterwork composite longbow (Str +2), +1 arrows (20)

Development: Once the Pathfinders get past the tunnel trap and the guards, the path is clear to move on and face Tyruwat in his lair. The wooden door to the south is unlocked. It leads to the inner cathedral (act 6). If a fight broke out during this act, it is likely the shaman had time to prepare defensive spells for the final battle.

Mission Notes: PCs of the Andoran faction must improve at least one elf's attitude to friendly (they begin as unfriendly) in order to convince them to leave the ruins. If the Andoran faction PCs are unable to negotiate with them, it is also possible to fight them and then force their cooperation after they surrender.

Rewards: If the PCs get past the guards, reward each tier thusly:

Tier 7–8:

Give each player 409 gp.

Tier 10–11:

Give each player 1,276 gp.

ACT 6: REVENGE OF ZON-KUTHON'S SHAMAN (EL 11 OR EL 13)

When the PCs open the door to the inner cathedral, read or paraphrase the following:

The inner cathedral is a large chamber lit by brightly glowing torches lining the walls. A long rug leads up to a treasure chest sitting against the back wall. Above the chest stands a defaced statue of a tall Mwangi man carrying a staff. Eight altars form a circle at the back of the room.

Permanent *unhallow* and *bane* spells ward the entire inner cathedral, giving the chamber a menacing aura which makes it clear that the source of the lyrics of extinction lies in this room. The *bane* spell affects all creatures except worshipers of Zon-Kuthon. If both of these spell effects are dispelled, the room visibly brightens and good-aligned creatures can breathe a little easier.

The westernmost altar holds a humanoid skull wearing a holy symbol of Zon-Kuthon. Idols sit on the second and third altars, a statuette of a screaming man with a mutilated face and a figurine of a priest in chains, respectively. The fourth altar holds a dark blue music box engraved with Abyssal runes. The music box is slightly ajar and playing a quiet tune. This is the *Song of Extinction* itself, although it poses no danger unless a strong-willed worshiper of Zon-Kuthon sings the lyrics written on the sides of the box. Another idol stands on the fifth altar, a carved figure of a monstrous wolf representing the Midnight Lord's herald. The sixth altar holds a raven statuette, which resembles the other idols at first glance, but is actually a *figurine of wondrous power* (see the treasure section below). Surgical tools and various implements of torture lay scattered across the seventh altar and the easternmost altar lies bare, although metal chains dangle from the sides. These final pair of altars are where sacrifices are tied up and tortured for the pleasure of the god of pain and darkness.

Creatures: Tyruwat is alone here. When the PCs enter, they see a sickly man dressed in chains and painful-looking piercings standing at the far side of the room, holding his arms up to the ceiling. A pendant shaped like a skull wrapped in chains hangs around his neck. Although he appears weak and has been drained by the *Song of Extinction*, he doesn't hesitate to face anyone who intrudes upon his sanctuary. Tyruwat suffers from a –4 Str and Con penalty due to activating the *Song of Extinction*, which reduces his CR.

Traps: The statuette of the screaming, mutilated man is protected by a *bestow curse* trap. Any creature touching this idol or striking it with a melee weapon triggers the trap.

A permanent *repulsion* spell guards the altar holding the *Song of Extinction*, preventing any creature from coming near. The magical trap is tied to the chained priest idol. Should this idol be destroyed, the *repulsion* trap is disabled.

BESTOW CURSE TRAP **CR 4**

Type magical; Search DC 28; Disable Device DC 28

EFFECTS

Trigger touch; Reset automatic

Effect spell effect (*bestow curse*, 5th-level cleric, DC 14 Will negates)

REPULSION TRAP **CR 6**

Type magical; Search DC 31; Disable Device DC 31

EFFECTS

Trigger proximity; Reset automatic

Effect Any creature that comes within 5 feet of the fourth altar must make a DC 19 Will save or be unable to move any closer toward the music box for 11 rounds. After this duration expires, the creature is allowed a new save to try to approach the altar.

SPECIAL

Note: If the idol on the third altar is destroyed, the *repulsion* trap is disabled.

Tier 7–8 (EL 10)

TYRUWAT THE LOST ONE

CR 10

Male human bard 11

CE Medium humanoid

Init +5; Senses Listen +7, Spot +2

DEFENSE

AC 16, touch 11, flat-footed 15

(+5 armor, +1 Dex)

hp 58 (11d6+22)

Fort +5, Ref +8, Will +8

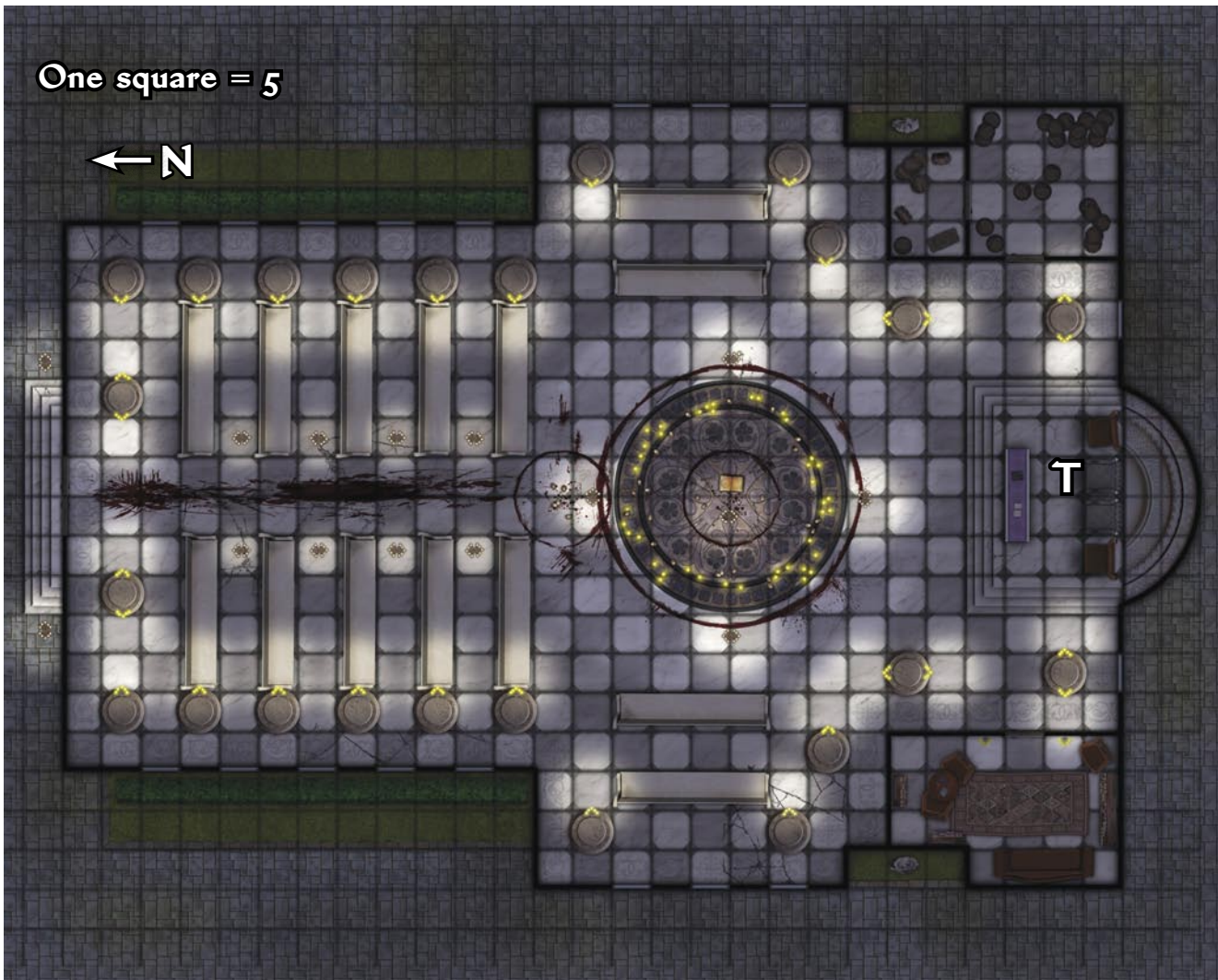
OFFENSE

Spd 30 ft.

Melee +2 rapier +10/+5 (1d6+1/18–20)

Special Attacks bardic music 11/day (countersong, fascinate, inspire competence, inspire courage +2, inspire greatness, suggestion)

Spells Known (CL 11th)



- 4th (2/day)—*dominate person* (DC 19), *shout* (DC 18), *summon monster IV*
- 3rd (4/day)—*confusion* (DC 18), *crushing despair* (DC 18), *cure serious wounds*, *haste*
- 2nd (4/day)—*blindness* (DC 16), *cure moderate wounds*, *invisibility*, *mirror image*
- 1st (4/day)—*charm person* (DC 16), *cure light wounds*, *grease* (DC 15), *hideous laughter* (DC 16)
- o (3/day)—*dancing lights*, *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mage hand*, *prestidigitation*

TACTICS

Before Combat If Tyruwat has time to prepare, he casts *haste* and *mirror image* on himself (not figured into his stats).

During Combat Tyruwat begins combat by summoning a howler. As the outsider engages the PCs, Tyruwat stays out of melee range, making use of his enchantment spells to turn the PCs against one another. If attacked in melee, Tyruwat casts *blindness* on his opponent and *grease* on his attacker's weapon before resorting to rapier combat.

Morale If brought below 5 hit points, Tyruwat casts *invisibility* and flees through the tunnel into the upper ruins. If he is unable to flee, Tyruwat fights to the death.

Base Statistics Str 12, Con 14

STATISTICS

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

Base Atk +8; Grp +7

Feats Dodge, Great Fortitude, Improved Initiative, Spell Focus (enchantment), Weapon Focus (rapier)

Skills Bluff +13, Concentration +14, Disguise +9, Hide +7, Knowledge (arcana) +8, Knowledge (religion) +8, Move Silently +5, Perform (oratory) +13, Perform (sing) +18, Sleight of Hand +7, Spellcraft +12, Use Magic Device +10

Languages Abyssal, Common

SQ bardic knowledge +12

Gear +1 *chain shirt*, +2 *rapier*, *cloak of charisma* +2, holy symbol, belt pouch (200 gp)

Tier 10–11 (EL 13)**TYRUWAT THE LOST ONE**

Male human bard 14

CE Medium humanoid

Init +5; **Senses** Listen +10, Spot +2

DEFENSE

AC 18, touch 13, flat-footed 17

(+5 armor, +2 deflection, +1 Dex)

hp 73 (14d6+28)

Fort +6, **Ref** +10, **Will** +10

OFFENSE

Spd 30 ft.

Melee +2 *rapier* +12/+7 (1d6+1/18–20)

Special Attacks bardic music 14/day (countersong, fascinate, inspire competence, inspire courage +3, inspire greatness, song

GAMEMASTERY FLIP-MAT: CATHEDRAL

The map for act 6 uses the evil temple side of the *Gamemastery Flip-Mat: Cathedral*. Everything you need to run act 6 is provided here, but if you want to use the actual cathedral featured below, you can purchase the Flip-Mat online at paizo.com or at your local game store.

of freedom, suggestion)

Spells Known (CL 14th)

5th (1/day)—*greater dispel magic*, *mislead* (DC 19), *song of discord* (DC 20)

4th (4/day)—*dominate person* (DC 19), *rainbow pattern* (DC 18), *shout* (DC 18), *summon monster IV*

3rd (4/day)—*confusion* (DC 18), *crushing despair* (DC 18), *cure serious wounds*, *haste*

2nd (4/day)—*blindness* (DC 16), *cure moderate wounds*, *invisibility*, *mirror image*

1st (4/day)—*cure light wounds*, *grease* (DC 15), *hideous laughter* (DC 16), *silent image* (DC 15)

o (4/day)—*dancing lights*, *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mage hand*, *prestidigitation*

TACTICS

Before Combat If Tyruwat has time to prepare, he casts *haste* and *mirror image* on himself (not figured into his stats).

During Combat Tyruwat begins combat by summoning a howler. As the outsider engages the PCs, Tyruwat stays out of melee range, making use of his enchantment spells and *wand of charm person* to turn the PCs against one another. If attacked in melee, Tyruwat casts *blindness* on his opponent and *grease* on his attacker's weapon before resorting to rapier combat.

Morale If brought below 5 hit points, Tyruwat casts *mislead* and flees through the tunnel into the upper ruins. If he is unable to flee, Tyruwat fights to the death.

Base Statistics Str 12, Con 14

STATISTICS

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

Base Atk +10; Grp +9

Feats Combat Casting, Dodge, Great Fortitude, Improved Initiative, Spell Focus (enchantment), Weapon Focus (rapier)

Skills Bluff +15, Concentration +16, Disguise +10, Hide +9, Knowledge (arcana) +9, Knowledge (religion) +9, Move Silently +7, Perform (oratory) +14, Perform (sing) +21, Sleight of Hand +9, Spellcraft +13, Use Magic Device +13

Languages Abyssal, Common

SQ bardic knowledge +15

Combat Gear *wand of charm person* (50 charges); **Other Gear** +1 *chain shirt*, +2 *rapier*, *cloak of charisma* +2, holy symbol, *ring of protection* +2, belt pouch with 800 gp

Treasure: Six everburning torches are mounted on the wall, illuminating the cathedral. A *figurine of wondrous*

SONG OF EXTINCTION

Aura strong transmutation; CL 20th

Slot —; **Weight** 3 lbs.

DESCRIPTION

This large, dark blue music box can only be activated by a 10th-level or higher evil-aligned follower of Zon-Kuthon. Activating it requires the user to sing the lyrics of extinction, printed in flowing Abyssal script on the sides of the box, to the melody that emanates from within it. Singing the lengthy song requires 5 full-round actions. The unholy song destroys all nonfortified buildings within a 10-mile radius. All creatures in the area, including the user, take 8d6 points of damage from the falling rubble or half that amount if they make a DC 15 Reflex save. The creatures are subsequently buried and take 1d6 points of nonlethal damage per minute. If a buried creature falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until unburied or dead. Every humanoid creature killed by the *Song of Extinction* extends the user's maximum life span by 1 year. However, this transfer of life force is physically draining and the user of the artifact takes a permanent -4 Str and Con penalty.

power (silver raven) sits on an altar on the eastern side of the room. For Tier 7–8, the treasure chest on the back wall is open and empty—Tyruwat has already ransacked the cathedral and stolen any items of value. For Tier 10–11, the chest is locked (DC 20 Open Lock) and contains a *pearl of power* (2nd level) and four red garnet gemstones worth 150 gp each.

Mission Notes: In order for Cheliox faction PCs to earn their bonus Prestige Award, Tyruwat must be captured, not killed. This proves challenging, as the shaman refuses to surrender. If knocked unconscious and bound, he can be dragged back to the paracountess. If Tyruwat uses *invisibility* or *mislead* to flee the fight, he should eventually return to the cathedral to claim the *Song of Extinction*, giving the PCs another chance to capture him.

Osirion faction PCs must destroy the three idols of Zon-Kuthon on the temple altars as well as the two holy symbols of the Midnight Lord. One holy symbol is displayed on the skull atop the first altar and the other hangs around Tyruwat's neck. The idols are small, but made of stone and have hardness 5 and 2 hit points. The holy symbols can be easily sundered, with hardness 0 and 1 hit point.

Rewards: If the PCs slay or capture Tyruwat the Lost One, reward each tier thusly:

Tier 7–8:

Give each player 1,536 gp.

Tier 10–11:

Give each player 2,748 gp.

CONCLUSION

If the PCs recover the *Song of Extinction* from Tyruwat, their superiors are eager to study it. Unfortunately, the lyrics engraved on the music box reveal very little about the lost Mwangi tribe's culture, leaving the Society hungry for more information. The PCs might end up back in the ruins to explore the remainder of the buildings in the future.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who bury the bodies of the Mwangi tribesmen in the temple crypt earn 1 Prestige Award. Additionally, if PCs from the Andoran faction free the wild elves guarding the underground cathedral and take them to safety, they earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who record at least three of the five key phrases of the lyrics of extinction sung by the ghosts in act 3 earn 1 Prestige Award. Additionally, if PCs of the Cheliox faction capture Tyruwat alive, they earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who keep the key found in act 4 earn 1 Prestige Award. Additionally, if PCs from the Osirion faction destroy every idol and unholy symbol of Zon-Kuthon in the underground cathedral, they earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who map their journey through the Mwangi Expanse earn 1 Prestige Award. Additionally, if PCs of the Qadira faction learn of the nearby gold mine from the witch doctor Nangi, they earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who recover the gorilla king painting from the grand temple of Dokeran earn 1 Prestige Award. Additionally, if PCs of the Taldor faction plant the letter on the bodies of the dead in the temple crypt without being seen, they earn 1 bonus Prestige Award.

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Andoran Faction Handout

Fellow Patriot,

A terrible tragedy has swept the Mwangi Expanse, and it is up to you to ensure the local people no longer suffer under the oppressive rule of cultists of Zon-Kuthon. First, I ask that you lay to rest the tribesmen who fell during the destruction of the city. Reports claim maimed bodies were found in the temple ruins. These brave people were denied a proper burial. A peaceful rest is the least they deserve.

In addition, the man who destroyed the city of Dokeran has enslaved local jungle elves to guard his lair. The elves must be freed and brought to safety. Be warned that the slaves live in fear for their lives and may attack you on sight. You must convince them that your intentions are true and just.

Your service to the just cause of freedom benefits us all.

Capt. Colson Maldris

Sincerely yours,

Captain Colson Maldris



Chelixa Faction Handout

Her Majestrix's Most Favored Servant,

Know that the lords and ladies of Chelixa have taken an interest in the song that destroyed the mighty Dokeran. If you hear the lyrics during your exploration, be sure to make note of them so that we may twist the words to serve our own purposes.

It would also bring me much delight if you were to capture the shaman who unleashed the song and bring him to me alive. I have no doubt he can be coaxed into further sin. I will take much pleasure in personally rewarding your efforts.

Zarta Draldeen
Paracountess Zarta Draldeen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

You have the honor of being among the first to step into the ruins of the once grand city of Dokeran. Rumor tells me there is a golden key to be found, hidden beneath the grand temple of Dokeran, whose light reveals the temple's ancient secrets. When you are through with it, bring me this key and you shall surely be blessed by the spirits of the great pharaohs.

Reports have reached my ears that the Mwangi cathedral at Dokeran has been converted into a shrine to Zon-Kuthon. This desecration brings ill fortune upon us all. I ask that you destroy every idol and unholy symbol of the god of pain and darkness in order to cleanse the cathedral. Lay my worries at ease and you shall have my gratitude.



Respectfully,

Amenophus

Amenophus, The Sapphire Sage

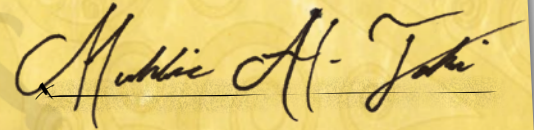
Qadiran Faction Handout

Servant of the Satrap,

Our maps cover much of the Inner Sea, yet whatever lies deep within the Mwangi jungle remains a mystery, even to Qadira. Your task is to map your journey through the Mwangi Expanse. Be sure to make note of suitable locations to establish trade routes in the area. Your venture will prove very profitable to us in the long run.

I'd also like you to speak with your guide, the witch doctor Nangi. I hear this ancient mystic knows of the location of a nearby gold mine. Convince him to spill his secrets and the Mwangi's wealth shall become our own. Your loyalty will be rewarded.

*Best of luck,
Pasha Muhlia Al-Jakri*



Taldor Faction Handout

Loyal Agent of the Empire,

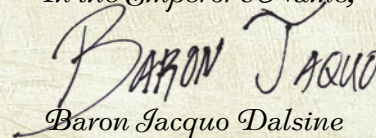
I have always thought that our appreciation of art and the finer things sets us apart from other nations. In this matter, I require your services. An ancient painting of a gorilla king was lost in the destruction of the grand temple of Dokeran. Recover the painting and bring it back to me. No one else understands this work of art's true value.



As always, Taldor grows strong as other factions fight among themselves. To continue this rivalry, I give you this enclosed letter. Discretely plant it on the bodies of the dead in the temple crypt. The letter hints that hated Qadiran agents were involved in the destruction of Dokeran.

You have my sincerest gratitude for undertaking this mission.

In the Emperor's Name,



Baron Jacquo Dalsine



SCENARIO 28: LYRICS OF EXTINCTION

This Chronicle Certifies That _____

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

Scenario Chronicle # _____

TIER	7-8	▶	2,927	MAX GOLD
TIER	10-11	▶	6,610	
TIER		▶		

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

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

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 80%;"></td> <td style="width: 20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Sub Total		
- _____		
Items Bought		
= _____		
Sub Total		
- _____		
Gold Spent		
= _____		
Sub Total		

Items Found During This Scenario

- | | |
|------|---|
| TIER | |
| 7-8 | <ul style="list-style-type: none"> +2 rapier (Cost: 8,320 gp) Cloak of charisma +2 (Cost: 4,000 gp) Figurine of wondrous power (silver raven) (Cost: 3,800 gp) Potion of cure moderate wounds (Cost: 300 gp) Horn of fog (Cost: 2,000 gp) Scroll of bestow curse (Cost: 700 gp) |

- | | |
|-------|--|
| TIER | |
| 10-11 | <ul style="list-style-type: none"> Pearl of power (2nd level) (Cost: 4,000 gp) Ring of protection +2 (Cost: 8,000 gp) Scroll of flame strike (Cost: 1,125 gp) Scroll of hallow (Cost: 6,125 gp) Wand of charm person (Cost: 750 gp) |

TIER	

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

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

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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