

A PATHFINDER SOCIETY SCENARIO



# ENCOUNTER AT THE DROWNING STONES™

By Tim Hitchcock



# ENCOUNTER AT THE DROWNING STONES™

PATHFINDER SOCIETY SCENARIO 34

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*Pathfinder Society Scenario 34: Encounter at the Drowning Stones* 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 Pathfinder Roleplaying Game.

The OGL can be found on page 23 of this product.

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# ENCOUNTER AT THE DROWNING STONES

BY TIM HITCHCOCK

The Mwangi Expanse is a pristine savage land of dense and shadowed jungles concealing secrets older than recorded time. Legends of lost cities filled with untold riches, gold, diamonds, and other gems prove an irresistible lure to those explorers either desperate or foolish enough to brave its uncharted depths. From these ventures, few return. Battered survivors tell wide-eyed tales of rotting diseases, strange curses, prehistoric beasts, feral savages, and ancient horrors. One of these accounts recalls a pair of megaliths carved in human-like shapes that rise from a small gorge. Waters from nearby streams wash over the palisades into their eager mouths, giving them the appearance that they are drowning, and thus they have come to be called the Drowning Stones.

Like many of the Mwangi's points of interest, the Drowning Stones remain much as they were in times unknown or forgotten. Isolated through the centuries, their meaning and purpose are lost to modern sages. Rumor persists that the Drowning Stones sit atop a lost temple which once connected two worlds, one of light and one of darkness. Modern tribes say that their ancient ancestors once made annual pilgrimages to the stones to appease ancient demons of madness and evil—appeasements that kept those demons from infiltrating the nearby tribes and destroying them from within. At the Drowning Stones, the ancient tribes once performed great and bloody sacrifices, interbred with fiends, and engaged in foul rituals involving cannibalism and suicide. For these reasons, their descendants marked the surrounding lands as taboo and have stayed far from the whispering evils of the Drowning Stones.

More recently, these native tales reached the ears of foreign explorers traveling to the Mwangi in search of untold treasures. Not the least of those questing for the fabled Drowning Stones is Wynard Lichten, a vile and ruthless man in the employ of the Aspis Consortium whose obsession with the stones began the moment he sold his soul to the demon lord Sifkesh, the Sacred Whore, demon lord of heresy and suicide. With sweet whispers and vile promises in his ear, Lichten convinced the Aspis Consortium to send his expedition to the Drowning Stones so that he might

recover the unholy power of the stones and “share” it with the world at large, spreading Sifkesh's heresy and madness. The Aspis Consortium is convinced that Lichten intends to hand over the source of this power to them, but Lichten has far greater plans to appease his demon lady and bring about a new era of her worship not only in the Mwangi Expanse, but throughout Golarion.

The Pathfinder Society, ever watchful of their Aspis foes, managed to slip a spy in among Lichten's explorers, a young Chelish swordsman named Eiastr Wyrn. Unfortunately for Wyrn, he was uncovered almost as soon as the expedition began its way through the jungle and became an unfortunate prisoner of Lichten and his associates. At the behest of Sifkesh's herald in the region, a clever succubus known as Sifkesh's Razor, Lichten forced Wyrn to send a final missive to his handlers in Absalom in the hopes that the Pathfinder Society would do what they always do: send another team to find their missing agent.

## SUMMARY

The enigmatic Pathfinder Society agent Osprey calls for the PCs to intercept a small Aspis Consortium expedition who have supposedly reached the long-lost Drowning Stones of the Mwangi Expanse and recovered a source of ancient evil. After traversing the territory of the Rumawa tribe (who urge the PCs to turn back either through diplomacy or violence), the PCs track down the Consortium expedition only to discover their quarry mysteriously slain. The PCs must kill or drive off wild animals that feast on the butchered remains of the Consortium agents before scouring the campsite for clues. A journal offers clues to piece together events behind the slaughter, and it soon becomes clear that everyone in the camp died by their own hands—a ritualistic suicide—that occurred as they returned from the Drowning Stones with a stash of mysterious, polished, black stones. Additionally, a prison pit holds the expedition's former leader, the demonologist Lichten, driven mad by the demon lady Sifkesh and posing as another of his party.

## HANDOUT #1

*Join me for a few pints of the devilish-head grog at the Saucy Wench. Sundown. Come ready to travel.*  
*-Osprey*

Lichten, masquerading as another of the Aspis agents, agrees to guide the PCs to the Drowning Stones. Though the path he leads the PCs down eventually arrives at the Drowning Stones, Lichten is intentionally leading them right to the Razor of Sifkesh, a succubus the demon lord of suicide sent long ago to guard the Drowning Stones—a guardianship that has given the area a dark reputation. When the PCs first encounter the Razor, she is magically disguised as a mermaid and pays them sweet compliments in the hopes of luring them closer, her heretical skum warriors waiting in the foliage nearby to ambush the PCs. When she has the PCs where she wants them, she changes back to her natural form and orders her minions to attack.

Eventually the PCs arrive at the Drowning Stones, a pair of strange, humanoid-shaped megaliths that rise from a narrow gorge into which several streams empty. Swarms of fiendish bats inhabit the gorge, drawn to the dark energies emanating from beneath the stones. Concealed at the base of one of the megaliths lies a passage to a hidden underground temple.

Eventually, the claustrophobic tunnel leads to a sink that drops into a larger cavern trickling with brackish mire. From the morass rise ancient, potash-crustured ruins, so weathered and worn they have the appearance of mammoth anthills.

For thousands of years, a renegade tribe of heretical demon-worshipping skum resided in these caverns. Long ago turned from the oppressive aboleths, these skum protect the deepest caverns of the Drowning Stones for their heretical god, Sifkesh, and obey the commands of the Razor as though she were the physical manifestation of Sifkesh herself. These skum have turned fanatically religious during their years of servitude to their new demon master, and guard a hoard of demon-linked. These rocks are unique to the Drowning Stones and are the source of a millennium of foul rituals and mass suicides—the PCs must tread carefully here, lest they be captured by the skum or, worse, transformed by the very presence of these stones.

## GETTING STARTED

The adventure begins somewhere on the crowded streets of Absalom. Read the following to get the adventure underway:

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A gnarled beggar passes you in the street, begging for coppers. His grimy fist clutches a crinkled piece of paper, which he deftly slips into your palm before disappearing back into the throng of longshoreman, merchants, stevedores, and other pedestrians.

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At this point, give the PCs a copy of handout 1.

The Saucy Wench is one of the few permanent structures in the Grand Bazaar in the Coins District of Absalom. It is a four-story mead hall of ill repute and one of Osprey's favorite places to disseminate secretive orders from the Society to its member Pathfinders. To learn more about the Saucy Wench, read page 20 in the Pathfinder Chronicles product, *Guide to Absalom*.

The PCs have part of a day to do what they can to prepare for travel before they meet with Osprey. Once they arrive at the Saucy Wench, Osprey sits in the far corner on the first floor, his stubble-covered chin the only visible feature jutting from the shadowed cowl of his worn leather cloak. With a subtle nod, he gestures to the PCs as they enter, then signals a scrawny porter-boy. The lad scurries quickly to the table with a gallon cask and a set of wooden pint mugs. He bids his guests to sit and be served. After exchanging gruff pleasantries, he speaks.

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“One of my field operatives, Eiastor Wyrn, has been traveling undercover with a small team of Aspis Consortium explorers. Recently, they found the fabled Drowning Stones and recovered from them a significant stash of a rare and deeply disturbing set of demon-linked stones. That was two weeks ago, and I'm starting to grow concerned. I was preparing a larger group of Pathfinders to track down the Consortium team and commandeer their stash, but this sudden change of circumstance prompts me to send someone immediately.” Osprey leans in close. “If what we know about these stones

is true, they cannot fall into the hands of the Aspis—do you understand? You’ll be going to the Mwangi Expanse.”

Expecting an acceptance from the PCs, Osprey remains cordial throughout their conversation, insisting the PCs share a drink with him. Osprey doesn’t give the PCs many additional details, but if asked, he describes the stones the Aspis found beneath the Drowning Stones as “linked to one of the demon lords and infused with that lord’s essence—nasty business and a source of power the Aspis must not have.” Once the PCs agree to the mission, he leads them into a back room and down a moldering flight of rickety steps into the dank cellar. When the PCs are ready, Osprey removes a plain-looking scroll from his pocket, unfolds it haphazardly, and mutters an incantation. A bright blue light surrounds the PCs and sends them deep into the Mwangi Expanse. Once they’ve arrived, read the following.

A haze of crackling pops and blurring smears of light fades into dim shadow, and an assault of hot, sticky air that reeks of mildew and soil. Canopied beneath an oversized tent, hammering sheets of rain slam against the thick canvas like the flapping wings of a huge, primordial beast. Drops plink into buckets scattered about the floor, while additional canvases lie draped over shipping crates and other supplies. Despite all effort, the rains soak through the tent, turning the dirt floor to a muddy soup crawling with roaches. A young man perches on a nearby crate, cloaked in a thick oil-canvas to keep dry. Cracking a wide smile, he raises his voice to speak, but his words are barely audible against the din.

The young man introduces himself as Dirch, though he has to shout to be heard over the rain. Stationed here with four other Pathfinders, they run a small waystation, keeping an ever-vigilant watch over a small, but dangerous tract of jungle bordering against the sacred lands of the local savages, the Rumawa tribe. His team provides what resources they can for fellow Pathfinders exploring the region, including food and first-aid. Dirch and his companions are green and not trained to do much more than hunt, gather herbs and fruits, and perform a general mapping of the area.

Dirch provides the PCs further background to their situation, as Eiastor Wyrn was relaying information to him via spells. While he doesn’t know the Aspis team’s precise location, there is no word they’ve passed back through the Rumawa’s territory, and infers from Wyrn’s last message that they’ve made camp just upstream of the tribe’s territory.

Dirch offers the PCs a place to rest, basic supplies, and provides them with flat-bottom push-rafts, which are commonly used to navigate the region’s shallow, muddy rivers. Dirch advises the PCs to use the rafts to travel

upriver to the Aspis Consortium’s camp rather than risk the jungle. “If you follow the river,” he says, “you’ll get there. I don’t have good enough maps to get you there through the jungle, and walking through there is like being swallowed by a kraken—avoid it if you can.”

## Traveling the Expanse

The Drowning Stones lie deep in the jungle, 24 miles upriver from the waystation. The unmapped jungles of the Mwangi Expanse prove dangerous and difficult to travel. Heavy undergrowth slows overland travel, while overhead the tall trees blot sunlight. Heat and humidity tax the constitution, and frequent rains leave a wake of muddy terrain and rolling mists. GMs should familiarize themselves with the rules for traveling in dense forest as well as getting lost (see pages 424–426 in the *Pathfinder RPG Core Rulebook*). Traveling remains easiest beside or floating atop the shallow river that Dirch recommends the PCs use. Either way, travel is slow, on average 8 miles per 8 hours of rafting or 4 miles per 8 hours of traveling through the trackless jungle. Regardless of which way the PCs travel (assuming they don’t get lost traveling overland), the encounters still occur as noted, though possibly in a different location.

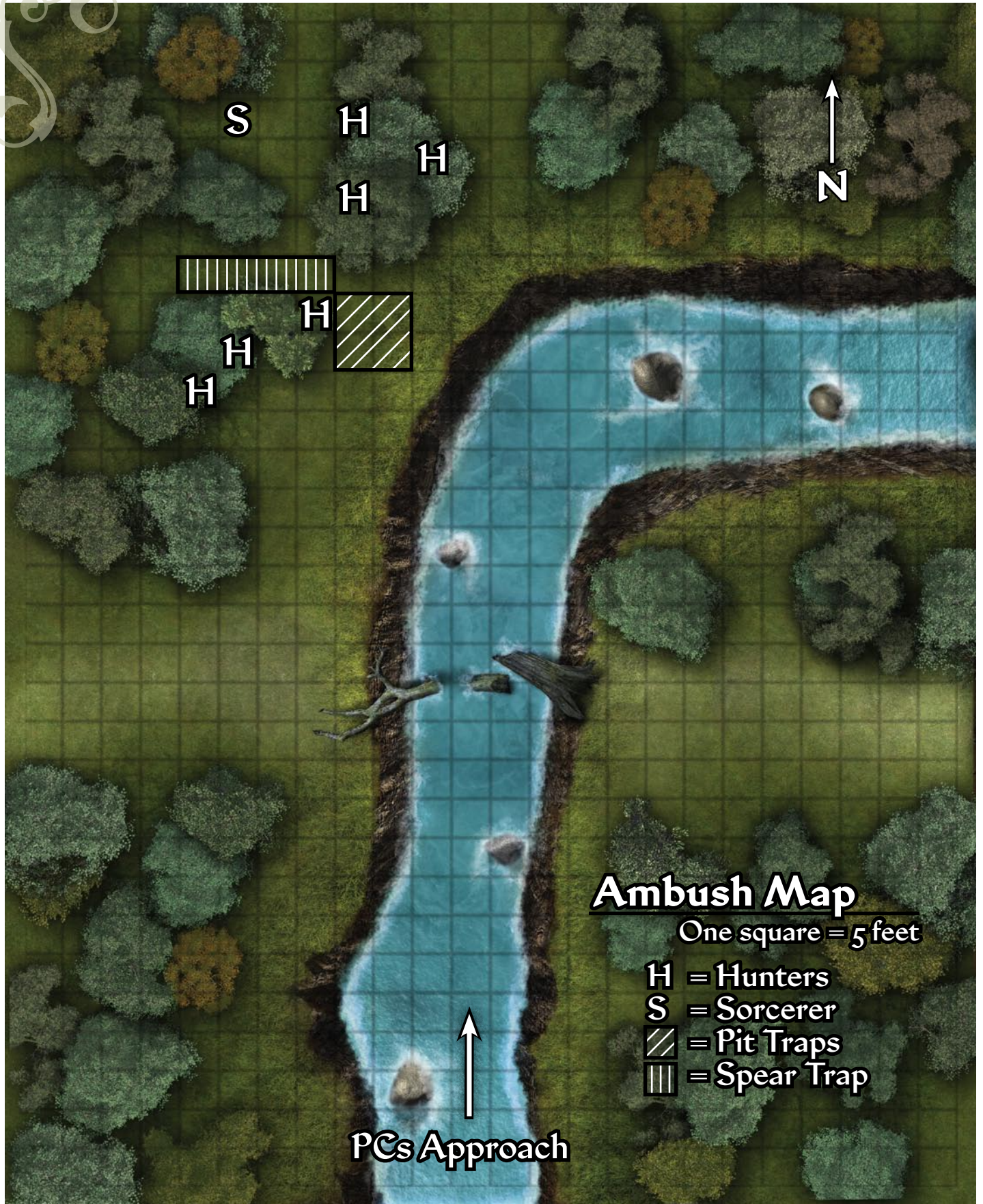
The GM should make note of the following additional features:

**Light:** With the exception of clearings and waterways (lakes, rivers, and streams) where trees do not grow, dense foliage creates low-light conditions.

**Heat:** During the daytime, the temperatures typically climb to 90 degrees Fahrenheit in the humid jungles. In direct sunlight, the temperatures climb even higher, reaching a sweltering 100 degrees. At night, temperatures drop to a more comfortable average in the low 80s. Between 11 A.M. and 4 P.M., characters not beneath the shade of the canopy are subject to very hot conditions (above 90 degrees). Anyone traveling in the heat must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

**Weather:** Almost every day, usually sometime around 1 P.M., a major downpour occurs that lasts 10+4d20 minutes. Rain reduces outdoor visibility ranges by half, resulting in a –4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind. The rains cool the jungle, dropping temperatures so they no longer pose a threat to travelers. Following the





### Ambush Map

One square = 5 feet

- H = Hunters
- S = Sorcerer
- ▨ = Pit Traps
- ▮ = Spear Trap

GameMastery Flip-Mat: River Crossing



rains, the forests fill with thick mists that hover waist high from the jungle floor. Within the mists, all sight is obscured, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance). These mists last for 10+1d20 minutes.

## ACT I: RUMAWA TERRITORY (CR 8 OR CR 11)

The forest beyond quickly darkens into an endless void of shadowy leafy claws. Impossibly tall trees stretch up into the sky, as if strangling the sun into fragments of amber that slip between their angry branches. The ground below is barely visible beneath a carpet of thick green shrubs and mosses. The lush vegetation grows right up to the water, obscuring the stream banks. The waters run slow, dark and murky with rich black sediments from the recent rains.

After traveling 8 miles, the stream passes directly through the territory of the local tribe called the Rumawa. Crocodile totemists, Rumawa warriors scar their skin so they resemble the beasts they worship. Hidden along the shoreline, the natives spot rafts as they near their territory. Soon after, loud drumming rises from the forest. A DC 15 Knowledge (religion) check identifies the drumming as part of a religious ceremony requesting trespassers to offer a sacrifice to the totem animals of the local tribe. The tribe attacks those who ignore the sacrifice request, believing failure to sacrifice to the crocodiles brings bad luck to the tribe. A proper sacrifice requires throwing a freshly slain game animal into the stream. If the PCs bring their rafts to shore as soon as they hear the drumming, the Rumawa stay hidden while the PCs find an appropriate sacrifice. It takes three consecutive successful DC 10 Survival checks to track and slay a game animal (likely a duikar, a medium-sized jungle antelope), after which the PCs need only slit its throat and toss it into the river as appeasement to the tribe's crocodile spirit. At this point, the Rumawa present themselves to the PCs and offer the warnings below (in a much kinder tone), though they only speak Polyglot.

If the PCs continue onward without a proper sacrifice, the tribe's shaman shouts at them in Polyglot, "Heathens! You have failed to offer sacrifice to the great spirits whose waters you defile—therefore I offer your flesh so that they may be appeased!" A PC able to communicate with the shaman using Polyglot can attempt an opposed Diplomacy check to reason with him. The shaman's attitude starts as hostile. If the PC successfully changes his attitude to indifferent, the shaman informs him that his people will not allow the PCs to pass without them first offering a proper sacrifice to the crocodile spirits in the form of a freshly killed duikar which they must toss into the river.

### SCAR-THICKENED

You deliberately slice and scar your own flesh creating a thick and protective layer of scar tissue.

**Prerequisite:** A member of the Rumawa tribe in the Mwangi Expanse.

**Benefit:** Provided you are not wearing any other form of armor, you gain a +2 natural AC bonus. The bonus increases by +1 per every five character levels.

If communication with the shaman proves unsuccessful, the Rumawa turn hostile and attack the PCs. Any blood in the water quickly attracts the attention of 1d6 local crocodiles. Regardless, the natives do not leave the cover of the forests and remain hidden on shore.

### CROCODILE

CR 2

N Large animal

**Init** +1; **Senses** low-light vision; Perception +8

#### DEFENSE

**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +4, **Will** +2

#### OFFENSE

**Speed** 20 ft., swim 30 ft.; sprint

**Melee** bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

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

**Special Attacks** death roll (1d8+6 plus trip)

#### STATISTICS

**Str** 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

**Feats** Skill Focus (Perception, Stealth)

**Skills** Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial**

**Modifiers** +8 on Stealth in water

**SQ** hold breath

#### SPECIAL ABILITIES

**Death Roll (Ex)** When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

**Hold Breath (Ex)** A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

**Sprint (Ex)** Once per minute, a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

## Tier 7–8 (CR 8)

### RUMAWA HUNTERS (6)

CR 1/2

Male human ranger 1

N Medium humanoid

**Init** +2; **Senses** Perception +5

**DEFENSE**

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

hp 12 (1d10+2)

Fort +4, Ref +4, Will +1

**OFFENSE**

Speed 30 ft.

Melee longspear +2 (1d8+1/x3) or shortsword +2 (1d6+1/19–20)

Ranged composite shortbow +4 (1d6+1 plus poison)

Special Attacks bloodroot poison, favored enemy (human +2)

**TACTICS**

**During Combat** Rumawa use ranged attacks against river travelers, hoping their poisoned arrows turn their targets into easy prey for the local crocodiles. If their opponents try to close on them, they fall back into the jungles employing hit-and-run tactics to try to draw any pursuers into hidden traps and snares.

**Morale** The hunters fall back into the shelter of the jungle when dropped below 3 hit points. If cornered, an opposed Intimidate check causes them to barter for their lives—otherwise they fight to the death.

**STATISTICS**

Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 10

Base Atk +1; CMB +2; CMD 14

Feats Scar-Thickened (see sidebar), Weapon Focus (shortbow)

Skills Craft (trapmaking) +4, Knowledge (geography) +4,

Knowledge (nature) +4, Perception +5, Stealth +6, Survival +5, Swim +5

Languages Polyglot

SQ track +1, wild empathy +1

**Combat Gear** bloodroot poison (1 dose); **Other Gear** composite shortbow (+1 Str) with 20 arrows, longspear, shortsword, tribal amulet carved from crocodile tooth

**RUMAWA SHAMAN**

**CR 2**

Male Mwangi-Zenji sorcerer 3

CN Medium humanoid

Init +6; Senses Perception +1

**DEFENSE**

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)

hp 19 (3d6+6)

Fort +2, Ref +3, Will +3

Resist cold 10

**OFFENSE**

Speed 30 ft., swim 60 ft.

Melee +1 shortspear +2 (1d6+1 plus Arcane Strike) or mwk club +1 (1d6 plus Arcane Strike)

Ranged +1 shortspear +4 (1d6+1) or ray +3 (by spell)

Special Attacks elemental ray (1d6+1 cold, 4/day)

Spells Known (CL 3rd)

1st (6/day)—*burning hands* (cold damage) (DC 12), *mage armor* (already cast), *magic missile*, *ray of enfeeblement* (DC 12)

0—*detect poison*, *detect magic*, *ghost sound*, *message*, *prestidigitation*

Bloodline elemental (water)

**TACTICS**

**Before Combat** The shaman casts *mage armor* on himself.

**During Combat** The shaman hangs back, using his ranged attack spells on the PCs.

**Morale** The shaman fights until reduced to 4 hit points or less, at which points he attempts to flee.

**Base Statistics** AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**STATISTICS**

Str 10, Dex 14, Con 12, Int 11, Wis 10, Cha 13

Base Atk +1; CMB +1; CMD 13

Feats Arcane Strike, Eschew Materials, Improved Initiative, Toughness

Skills Craft (alchemy) +4, Fly +6, Intimidate +6, Knowledge (arcana) +4, Spellcraft +4, Use Magic Device +5

Languages Polyglot

SQ cantrips

**Combat Gear** *potion of cure light wounds*; **Other Gear** crocodile skull headdress (+1 *amulet of natural armor*), masterwork club, +1 shortspear

**CAMOUFLAGED POISON SPIKED PIT TRAP**

**CR 6**

Type mechanical; Perception DC 25; Disable Device DC 20

**EFFECTS**

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+3 damage each plus medium spider venom); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**POISON SPEAR TRAP**

**CR 4**

Type location; Perception DC 20; Disable Device DC 20

**EFFECTS**

Trigger location; Reset none

Effect Atk +15 ranged (1d8+6 plus medium spider venom)

**Tier 10–11 (CR 11)**

**RUMAWA HUNTERS (6)**

**CR 2**

Male Mwangi-Zenji ranger 3

N Medium humanoid

Init +2 (+4 jungle); Senses Perception +7 (+9 jungle)

**DEFENSE**

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

hp 27 (3d10+6)

Fort +5, Ref +5, Will +2

**OFFENSE**

Speed 30 ft.

Melee longspear +4 (1d8+1/x3) or shortsword +4 (1d6+1/19–20)

Ranged composite shortbow +6 (1d6+1 plus poison) or composite shortbow +4/+4 (1d6+1 plus poison)

Special Attacks medium spider venom, favored enemy (human +2)

**TACTICS**

**During Combat** Rumawa use ranged attacks against river travelers, hoping their poisoned arrows turn their targets into easy prey for



the local crocodiles. If their opponents try to close on them, they fall back into the jungles employing hit-and-run tactics to try to draw any pursuers into hidden traps and snares.

**Morale** The hunters fall back into the shelter of the jungle when dropped below 3 hit points. If cornered, an opposed Intimidate check causes them to barter for their lives—otherwise they fight to the death.

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**STATISTICS**


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**Str** 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Endurance, Point-Blank Shot, Rapid Shot, Scar-Thickened, Weapon Focus (shortbow)

**Skills** Climb +5, Craft (trapmaking) +4, Handle Animal +4, Intimidate +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +7, Stealth +8, Survival +7, Swim +7

**Languages** Polyglot

**SQ** favored terrain (jungle +2), track +1, wild empathy +0

**Combat Gear** medium spider venom poison (1 dose); **Other**

**Gear** composite shortbow (+1 Str) with 20 arrows, longspear, shortsword, tribal amulet carved from crocodile tooth

**RUMAWA SHAMAN**
**CR 7**

Male Mwangi-Zenji sorcerer 8

CN Medium humanoid

**Init** +6; **Senses** Perception +1

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**DEFENSE**


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**AC** 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +1 dodge, +1 natural)

**hp** 46 (8d6+16)

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

**Resist** cold 10

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**OFFENSE**


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**Speed** 30 ft., fly 60 ft. (good), swim 60 ft.

**Melee** +1 *shortspear* +5 (1d6+1 plus Arcane Strike) or club +4 (1d6 plus Arcane Strike)

**Ranged** +1 *shortspear* +7 (1d6+1) or ray +6 (by spell)

**Special Attacks** elemental ray (1d6+4 cold, 5/day)

**Spells Known** (CL 8th)

4th (3/day)—*beast shape II*

3rd (5/day)—*fly* (already cast), *lightning bolt* (DC 16), *protection from energy*

2nd (7/day)—*blindness/deafness* (DC 14), *gust of wind* (DC 15), *invisibility* (already cast)

1st (7/day)—*burning hands* (cold damage) (DC 14), *mage armor* (already cast), *magic missile*, *shocking grasp* (DC 13), *shield*, *true strike*, *unseen servant*

0—*arcane mark*, *bleed*, *detect poison*, *detect magic*, *ghost sound*, *message*, *prestidigitation*, *touch of fatigue*

**Bloodline** elemental (water)

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**TACTICS**


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**Before Combat** The shaman casts *mage armor*, *invisibility*, and *fly* on himself.

**During Combat** The shaman remains invisible until he's flown far

enough away to be out of the PCs' melee reach, then he unleashes his ranged attack spells. If the PCs enter the water, he uses *beast shape II* to take the form of a crocodile and attacks.

**Morale** The shaman fights until reduced to 8 hit points or less, at which point he assumes his crocodile form (if he hasn't done so already) and retreats into the shallows, leaving his followers to finish the job.

**Base Statistics** **AC** 13, touch 11, flat-footed 12 (+1 Dex, +1 dodge, +1 natural)

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**STATISTICS**


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**Str** 10, **Dex** 14, **Con** 12, **Int** 11, **Wis** 10, **Cha** 15

**Base Atk** +4; **CMB** +4; **CMD** 17

**Feats** Arcane Strike, Dodge, Eschew Materials, Improved Initiative, Lightning Reflexes, Spell Focus (evocation), Toughness

**Skills** Craft (alchemy) +6, Fly +8, Intimidate +8, Knowledge (arcana) +6, Spellcraft +6, Use Magic Device +5

**Languages** Polyglot

**SQ** cantrips

**Combat Gear** *potion of cure moderate wounds*; **Other Gear**

crocodile skull headdress (+1 *amulet of natural armor*), +1 *shortspear*, masterwork club

**CAMOUFLAGED POISON SPIKED PIT TRAP**
**CR 8**

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

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**EFFECTS**


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**Trigger** location; **Reset** manual

**Effect** 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+3 damage each plus purple worm poison); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**POISON SPEAR TRAP**
**CR 6**

**Type** location; **Perception** DC 20; **Disable Device** DC 20

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**EFFECTS**


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**Trigger** location; **Reset** none

**Effect** Atk +15 ranged (1d8+8 plus purple worm poison)

**Development:** This encounter is set up to give the PCs ample opportunities to solve it diplomatically. The difficulty, of course, is that the Rumawa only speak Polyglot. If the PCs manage to solve this encounter diplomatically, the Rumawa talk of another band of foreign explorers passing through their territory several weeks ago. This band of explorers attacked the first Rumawa they saw and killed four of their tribe. Then they continued upriver toward the Drowning Stones, an area the Rumawa call “the forbidden place” in Polyglot. They tell the PCs that they believe demons haunt the stones and that those demons whisper strange things—things that caused their ancestors to perform bestial acts of violence and suicide. The Rumawa no longer go anywhere near there and urge the PCs, strongly, not to either.

**Treasure:** If the PCs solve this encounter diplomatically, the Rumawa shaman offers the PCs aid in the form of two monkey tooth bracelets (*rings of climbing*), 12 small wooden jars of foul-tasting paste which, when used as a chaw, aids with the jungle heat (*potions of endure elements*), and three *potions of cure moderate wounds*. For Tier 10–11 only, the Rumawa shaman also offers the PCs a crocodile-tooth bracelet (*ring of sustenance*). If PCs instead battle and defeat the Rumawa, they do not gain the medicines and fetishes but instead, may loot the bodies.

**Rewards:** If the PCs befriend the Rumawa, reward each tier thusly:

**Tier 7–8:**

Give each player 542 gp.

**Tier 10–11:**

Give each player 750 gp.

**Rewards:** If the PCs defeat the Rumawa, reward each tier thusly:

**Tier 7–8:**

Give each player 521 gp.

**Tier 10–11:**

Give each player 733 gp.

## ACT 2: CRIMSON SOIL (CR 7 OR CR 10)

Eight miles farther upriver from the Rumawa encounter, the PCs spot a bloated corpse floating face down in the shallows (Perception DC 15). Fish have gnawed away much of the exposed flesh including the face, hands, throat, and chest. A DC 15 Perception check uncovers a bronze badge on his person identifying him as a low-ranking member of the Aspis Consortium. A DC 15 Heal check reveals the victim was slain by a combination of natural claw attacks and slashing attacks from a small, bladed weapon.

The corpse floats about 100 yards downstream from the Consortium camp. From the raft, the PCs spot a freshly hacked passage into the underbrush. A few hundred paces from the stream bank, the trail opens into a 40-ft-by-40-foot makeshift clearing where the Consortium party kept camp. As the PCs approach, allow them to make DC 15 Perception checks to hear the rustling and grunting of feasting beasts. When the PCs can see the clearing, read or paraphrase the following:

In a small clearing, the remnants of a campsite lie splayed open by some dark violence. Collapsed canvas tents, torn to shreds, hang about like dirty streamers. The ground is trampled into mud and decorated with the scattered coals of a fire-pit, only faintly smoldering after the torrent of afternoon rain. Viciously strewn about the site lie gory husks of bone,

blood, and hair, all caked with mud and bearing vicious bites of jungle scavengers.

No map is provided for this encounter. Any 40-foot-by-40-foot space (in 1-inch-equals-5-foot squares) will do. Beyond the 40-foot space are trees that count as difficult terrain.

**Creatures:** A pack of dire boars scavenge the remains of the campsite, shredding and digging with their massive tusks and gnawing upon everything. For Tier 10–11, replace the boars with a pack of savage lizards.

### Tier 7–8 (CR 7)

DIRE BOAR (3)	CR 4
N Large animal	
<b>Init</b> +4; <b>Senses</b> low-light vision, scent; Perception +12	
<b>DEFENSE</b>	
<b>AC</b> 15, touch 9, flat-footed 15 (+6 natural, –1 size)	
<b>hp</b> 42 (5d8+20)	
<b>Fort</b> +7, <b>Ref</b> +4, <b>Will</b> +2	
<b>Defensive Abilities</b> ferocity	
<b>OFFENSE</b>	
<b>Speed</b> 40 ft.	
<b>Melee</b> gore +8 melee (2d6+9)	
<b>STATISTICS</b>	
<b>Str</b> 23, <b>Dex</b> 10, <b>Con</b> 17, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 8	
<b>Base Atk</b> +3; <b>CMB</b> +10; <b>CMD</b> 20	
<b>Feats</b> Improved Initiative, Skill Focus (Perception), Toughness	
<b>Skills</b> Perception +12	

### Tier 10–11 (CR 10)

SAVAGE LIZARD (3)	CR 7
Giant Advanced Giant Frilled Lizard ( <i>Pathfinder RPG Bestiary</i> 194)	
N Huge animal	
<b>Init</b> +6; <b>Senses</b> low-light vision, scent; Perception +11	
<b>DEFENSE</b>	
<b>AC</b> 22, touch 9, flat-footed 19 (+8 armor, +1 Dex, +5 natural, –2 size)	
<b>hp</b> 87 (7d8+56)	
<b>Fort</b> +15, <b>Ref</b> +9, <b>Will</b> +6	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft., climb 30 ft.	
<b>Melee</b> bite +13 (3d6+9), tail +8 (2d8+6)	
<b>Space</b> 15 ft.; <b>Reach</b> 10 ft.	
<b>Special Attacks</b> intimidating charge	
<b>STATISTICS</b>	
<b>Str</b> 29, <b>Dex</b> 15, <b>Con</b> 27, <b>Int</b> 2, <b>Wis</b> 18, <b>Cha</b> 14	
<b>Base Atk</b> +5; <b>CMB</b> +16; <b>CMD</b> 29 (33 vs. trip)	
<b>Feats</b> Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)	
<b>Skills</b> Climb +13, Perception +11, Stealth +4; <b>Racial Modifiers</b>	



## HANDOUT #2

[dated three weeks ago]

Today we killed four savage natives who dared assault us on the river. We fed their corpses to the crocodiles and chased their ignorant companions back into the jungle, though Gcharm, that clumsy oaf, fell into a pit. That night in camp, we heard what sounded like a beautiful woman somewhere in the jungle beckoning to us for help. I'm not stupid, so I remained here but Dolmar, that foolish idiot, wandered out there to find out what it was and never came back. Serves him right. Lichten says we'll be at the stones tomorrow.

--- → Lang

+4 Stealth

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**SPECIAL ABILITIES**


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**Intimidating Charge (Ex)** When a savage lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 15 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.

**Development:** Once the PCs drive off or slay the boars or savage lizards, they can search the campsite for evidence of what happened. The badly trampled campsite is laden with dozens of scattered prints of both man and beast. A DC 25 Perception check uncovers several sets of unusual prints belonging to humanoid-sized creatures with webbed feet. Also slogged amidst the bodies and debris lie the remains of broken and Sundered weapons. A DC 20 Perception check discovers the splintered shaft of a primitively constructed trident. A DC 20 Knowledge (religion) check identifies the hands with slashed wrists carved into the shaft as the holy symbol of Sifkesh.

Anyone whose initial Perception check to search the camp was above 25 finds a small, battered chest of personal items beneath one of the corpses. Inside, the PCs find a journal with two key pieces of information (see handouts 2 and 3).

If any of the PCs wish to examine the bodies, a DC 20 Heal check reveals that none of the corpses here were slain by weapons (unlike the corpse the PCs found floating in the water downriver). Though they all have wounds from the feasting scavengers, all of the mortal wounds to the bodies in the camp seem to be self-inflicted—slit wrists, slashed femoral arteries, and so on, all dealt by a weapon either still held by the dead Aspis agent or lying nearby.

Near the edge of the campsite, a crude cage woven from jungle vines covers a 15-foot-deep hole in the ground, which serves as a makeshift prison cell. Within the pit, is Wynard Lichten, Chelish demonologist and leader of the Aspis Consortium expedition (use the stats for a Tier 10–11 Rumawa Hunter; substitute leather armor and Improved Initiative for the Scar-Thickened feat). Lichten is covered head to toe in mud and blood (none of it his) and he's slow to speak about what he saw. He hid in the pit to escape the assault, and though he witnessed the Razor of Sifkesh and her skum thugs wandering the camp, somehow forcing each member of the expedition to commit suicide with a few whispered words, he's currently in the midst of maddening hallucinations and can't remember what happened. Lichten knows of the missing Pathfinder agent Wyrn, but doesn't know where he is (there is no evidence here that he is among the corpses). He also knows that "a mermaid and her skum companions" murdered everyone in the camp but him, but he can't remember why he's in the pit or how he survived. If the PCs search Lichten, they find a satchel that belonged to Wyrn—inside the satchel is Wyrn's journal and the statuette of a small silver hawk.

Lichten is convinced that his name is Lang (through the suggestions of the succubus, Razor), the name of one of the corpses lying out in the campsite. Any attempts to detect if he's telling the truth reveal that he is—he truly believes that he is a man named Lang. Once the PCs are finished interrogating him, Lichten begs the PCs to take him with them, insisting that he can't be left alone in the jungle and saying he knows the way to the stones and can guide the PCs there. "The last few miles are rough and hidden but I know the way, yes I do! I can show you!" If the PCs agree to take him, Lang is an annoying companion, babbling constantly about mermaids and lizards, but

[dated one week ago]  
Returned from the stones. If Lichten ever asks me to go there again, I'll gut him in his sleep. Lost two of the expedition down there—Holtuin and clumsy Gharm—and heard that woman's voice again before we went in. Lichten was acting strange and told us that Wyrn was a Pathfinder—not likely, but I'm not going to disagree with the crazy bastard. We left Wyrn behind.

On the way back, we found a bloody mermaid in the middle of the river—I don't remember what she said but the things she made me think would make Asmodeus blush. We fled from her as fast we could but realized after returning to camp that two more of our expedition was missing. Lichten is nervous, I can tell, and he holds the bag of stones we recovered from the cave like they were his baby. Smart guy that he is, he doesn't know we all have some of the stones. The men are grumbling about getting out of here faster than planned, but Lichten insists were to stay here and "wait for orders." I'm not so sure. I think I'll leave tonight. I'm starting to feel that Lichten doesn't have my best intentions in mind.

--- → Lang

he does show them the way. If the PCs abandon him, he makes his way through the jungle, shadowing the PCs in their final day's journey to the stones, and arrives there after they do.

**Treasure:** Anyone searching Lichten's person finds a leather satchel holding the statuette of a small silver hawk. The statuette is magical and functions as a *figurine of wondrous power* (silver raven).

**Mission Notes:** Handout 2 is the proof the Andoran faction PCs need to prove that Dolmar is dead. They need to show a copy of it to Captain Maldris, but don't have to show him the original. Wyrn's journal contains the encoded master correspondences PCs of the Cheliox faction are seeking. Cheliox faction PCs have a tough choice here—they might assume that because they have Wyrn's journal and have discovered encoded messages inside that they have found what the Paracountess has them seeking, but without deciphering them, they can't know for certain. It takes a DC 20 Linguistics check to discover that these are, in fact, the correspondences she

seeks. Once PCs of the Cheliox faction return them to her, however, she uses a *zone of truth* to find out what the PCs know. If they've deciphered them, they'll lose the bonus prestige award.

**Rewards:** If the PCs recover the *figurine of wondrous power*, reward each tier thusly:

**Tier 7–8:**

Give each player 317 gp.

**Tier 10–11:**

Give each player 317 gp.

## ACT 3: A RAZOR IN WAITING (CR 9 OR CR 12)

Five miles upstream from the Aspis Consortium expedition camp, the river drops to a shallow trickle. This marks the point where the PCs must beach their raft and head north into the jungle. Either Lichten can tell them this (if he's with the PCs) or they can make a DC



15 Survival check to notice the tracks the expedition left behind when they beached their rafts here.

Once the PCs are ashore, have them make a DC 15 Perception check. Success indicates they spot an empty cloth sack torn and dangling from a spiny jungle vine. If the PCs mention the bag and show it to Lichten, his eyes widen and he declares, “That’s the bag that Lichten kept the stones in!” An additional DC 15 Perception check finds a single black stone, about 3 inches across and polished smooth as glass, lying in the undergrowth beneath the bag. Anyone who retrieves the stone and keeps it on their person slowly falls under the influence of Sifkesh’s Bane (see the sidebar). In truth, the Razor of Sifkesh left the bag behind as a lure and hopes that one of the PCs will recover the stone and take it with him into the Drowning Stones.

It’s a short, but grueling, 3 mile hike from the river to the entrance of the Drowning Stones. A half-mile short of the stones, with the sounds of a huge waterfall filling their ears, the PCs encounter the Razor of Sifkesh disguised as a mermaid. She sits on a rock in the middle of their path and smiles warmly as the PCs approach. Hidden nearby are her skum companions (Perception DC 21), who wait silently for her to attack. The Razor attempts to lure the PCs closer and offers each a generous compliment (“My, what an enormous sword! I only wish I had the strength to carry such a weapon!” and so on). She smiles warmly at them regardless of what they say back to her. Once at least half of the PCs stand within 15 feet of her, she immediately assumes her natural form and attacks. If she spends more than a few minutes trying to lure them close and they refuse, she attacks anyway. Once the skum see her attack, they leap from the undergrowth and follow suit. Under no circumstances will the succubus and her skum minions attack a PC carrying the stone found near the river—the Razor and her companions have a dark plan for that PC and wish for him to survive the journey into the caverns beneath the Drowning Stones. Creepily, if that PC wonders aloud why no one will attack him, the Razor smiles and says, “My lady has a special place for you.” If the PCs figure this out and begin swapping the stone among themselves, it does no good. Only the PC who carried the stone from the river bank to this encounter is avoided during combat.

## Tier 7–8 (CR 9)

### RAZOR OF SIFKESH

CR 7

Female succubus (*Pathfinder RPG Bestiary* 68)

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

**Init** +3; **Senses** darkvision 60 ft., detect good; Perception +21,

#### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

**hp** 84 (8d10+40)

**Fort** +7, **Ref** +9, **Will** +10

**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

#### OFFENSE

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

**Melee** 2 claws +11 (1d6+1)

**Special Attacks** energy drain, profane gift

**Spell-Like Abilities** (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

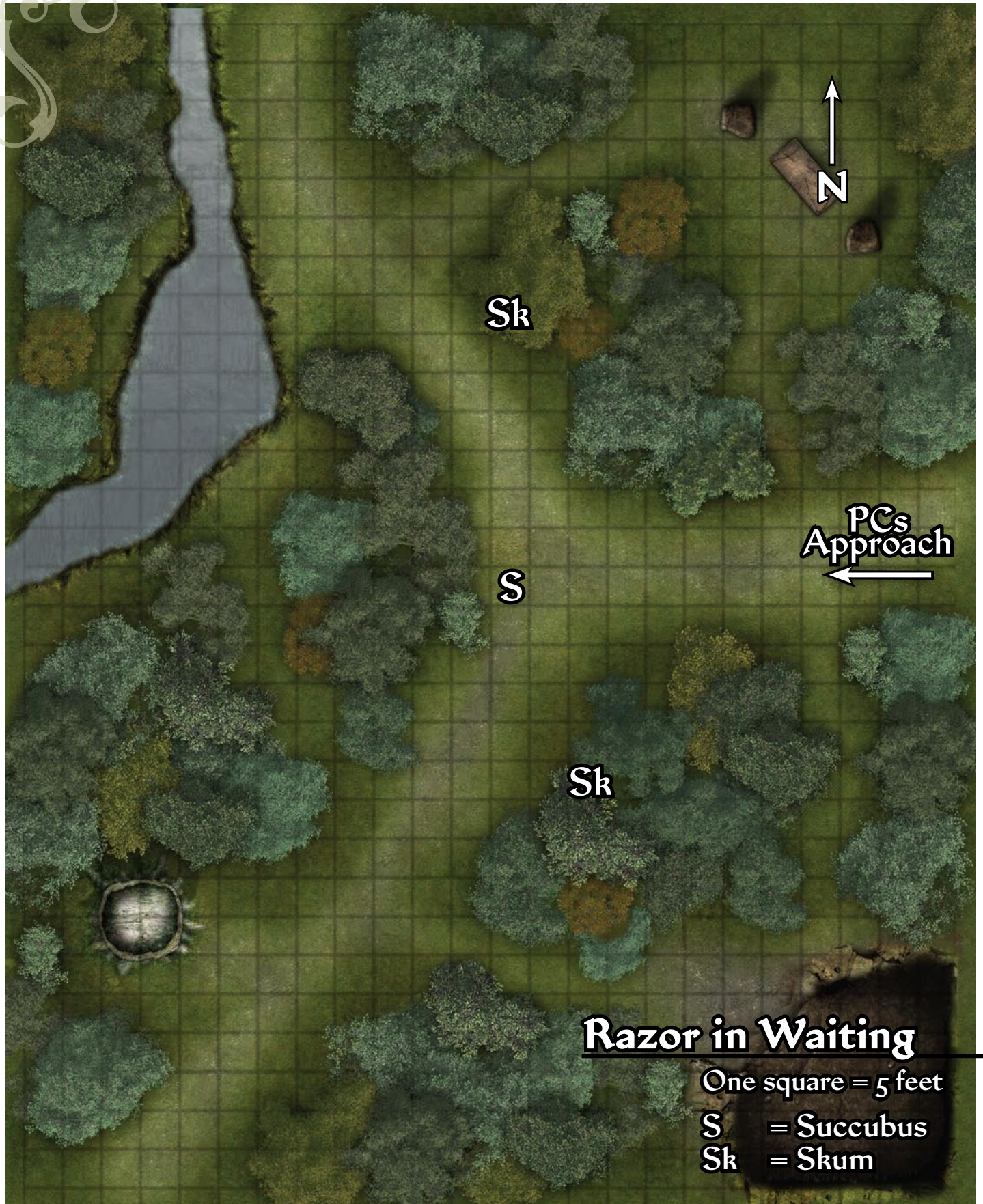
1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

#### TACTICS

**Before Combat** The Razor disguises herself as a mermaid using







## Razor in Waiting

One square = 5 feet

S = Succubus

Sk = Skum



change shape and imparts her profane gift on both of her minions.

**During Combat** The Razor uses *greater teleport* frequently to move around the battlefield, and repeatedly uses *suggestion* (telling a PC to lie down) to confuse her opponents and *vampiric touch* when she needs to. She only attempts her energy drain ability if she can catch an arcane or divine caster alone on the fringe of the battlefield.

**Morale** If brought below 10 hit points, the Razor teleports away, leaving her minions behind.

---

#### STATISTICS

**Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

**Base Atk** +8; **CMB** +11; **CMD** 22

**Feats** Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

**Skills** Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

**SQ** change shape (alter self, Small or Medium humanoid)

---

#### SPECIAL ABILITIES

**Energy Drain (Su)** A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the suggestion. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Profane Gift (Su)** Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel evil or dispel chaos. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

### HERESIES OF SIFKESH (2)

CR 5

Male skum fighter 3 (*Pathfinder RPG Bestiary* 253)

LE Medium monstrous humanoid (aquatic)

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

---

#### DEFENSE

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

**hp** 60 (5d10+28)

**Fort** +6, **Ref** +5, **Will** +3; +1 Will vs. fear

**Resist** cold 10

---

#### OFFENSE

### SIFKESH'S BANE

All of the smooth black stones from beneath the Drowning Stones are infused with the essence of Sifkesh, the Sacred Whore, demon lord of heresy and suicide. Though the stones are magical in nature (faint enchantment), they possess a unique property that is more akin to being in the presence of Sifkesh, rather than holding a magic item. Anyone keeping one of these stones on his person for more than an hour becomes incredibly open to any verbal suggestions (through spells or otherwise). Specifically, he suffers a –8 penalty on saving throws to resist any request that he harm himself. Any cleric or succubus of Sifkesh can ask someone bearing one of these stones to inflict bodily harm on himself (as the spell *dominate person*, but removing the restriction of self-destructive behavior), and the target suffers a –8 penalty on his Will save to resist. Anyone failing this save immediately makes a single attack against himself using his highest-damaging ability or spell. Anyone who stops carrying the stone still suffers from its effects for 1 hour after breaking contact.

**Speed** 30 ft., swim 50 ft.

**Melee** +1 trident +12 (1d8+6), claw +8 (1d4+5), bite +8 (1d6+5)

**Ranged** +1 trident +10 (1d8+6)

---

#### TACTICS

**Before Combat** The skum wait quietly in the bushes nearby (Perception DC 21 to spot).

**During Combat** The skum work together to flank one opponent at a time. If they see their mistress, the Razor, in trouble, they will aid her no matter the consequences (attacks of opportunity and so on).

**Morale** The skum fight to the death so long as the Razor is present. If she teleports away, they flee.

**Base Statistics** **Melee** +1 trident +11 (1d8+5), claw +7 (1d4+4), bite +7 (1d6+4); **Ranged** +1 trident +10 (1d8+5); **Str** 21; **Swim** +17

---

#### STATISTICS

**Str** 21, **Dex** 17, **Con** 19, **Int** 10, **Wis** 8, **Cha** 8

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Fleet (2), Improved Initiative, Multiattack, Toughness, Weapon Focus (trident)

**Skills** Intimidate +4, Perception +7 (+11 underwater), Stealth +11 (+14 underwater), Swim +18; **Racial Modifiers** +4 Perception and Stealth underwater

**Languages** Aboleth, Undercommon

**SQ** amphibious, armor training 1, bravery +1, profane gift (+2 Str)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 trident, +1 leather, 150 gp, decomposed head in a bag (1 of the skum)

### Tier 10–11 (CR 12)

#### RAZOR OF SIFKESH

CR 10

Female succubus fighter 3 (*Pathfinder RPG Bestiary* 68)

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

**Init** +9; **Senses** darkvision 60 ft., detect good; Perception +22,

---

**DEFENSE**

**AC** 24, touch 16, flat-footed 19 (+1 deflection, +5 Dex, +1 dodge, +7 natural)

**hp** 134 (11d10+69)

**Fort** +11, **Ref** +12, **Will** +10; +1 Will vs. fear

**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

---

**OFFENSE**

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

**Melee** +1 *war razor* +18 (1d4+4/18–20), claw +14 (1d6+3)

**Special Attacks** energy drain, profane gift

**Spell-Like Abilities** (CL 12th)

Constant—*detect good, tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20),

*ethereal jaunt* (self plus 50 lbs. of objects only), *greater*

*teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 21),

*vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

---

**TACTICS**

**Before Combat** The Razor disguises herself as a mermaid using change shape and imparts her profane gift on both of her minions.

**During Combat** The Razor uses *greater teleport* frequently to move around the battlefield, and repeatedly uses *suggestion* (telling a PC to lie down) to confuse her opponents and *vampiric touch* when she needs to. She only attempts her energy drain ability if she can catch an arcane or divine caster alone on the fringe of the battlefield.

**Morale** If brought below 10 hit points, the Razor teleports away, leaving her minions behind.

---

**STATISTICS**

**Str** 17, **Dex** 21, **Con** 22, **Int** 20, **Wis** 12, **Cha** 27

**Base Atk** +11; **CMB** +15; **CMD** 31

**Feats** Agile Maneuvers, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Multiattack, Weapon Finesse, Weapon Focus (war razor)

**Skills** Bluff +30, Diplomacy +19, Disguise +19, Escape Artist +16, Fly +19, Intimidate +19, Knowledge (local) +16, Perception +22, Sense Motive +14, Stealth +19; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

**SQ** armor training 1, bravery +1, change shape (alter self, Small or Medium humanoid)

**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** *ring of protection* +1, +1 *war razor*, 70 pp

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**SPECIAL ABILITIES**

**Energy Drain** (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. The victim must

succeed on a DC 22 Will save to negate the suggestion. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Profane Gift** (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel evil or dispel chaos. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

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**HERESIES OF SIFKESH (2)**

**CR 8**

Male skum fighter 6 (*Pathfinder RPG Bestiary* 253)

LE Medium monstrous humanoid (aquatic)

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

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**DEFENSE**

**AC** 13, touch 11, flat-footed 12 (+4 armor, +1 Dex, +2 natural)

**hp** 92 (8d10+46)

**Fort** +10, **Ref** +9, **Will** +5; +2 Will vs. fear

**Resist** cold 10

---

**OFFENSE**

**Speed** 30 ft., swim 40 ft.

**Melee** +1 *trident* +16/+11 (1d8+9), claw +12 (1d4+6), bite +12 (1d6+6)

**Ranged** +1 *trident* +13 (1d8+7)

---

**TACTICS**

**Before Combat** The skum wait quietly in the bushes nearby (Perception DC 21 to spot).

**During Combat** The skum work together to flank one opponent at a time. If they see their mistress, the Razor, is in trouble, they will aid her no matter the consequences (attacks of opportunity and so on).

**Morale** The skum fight to the death so long as the Razor is present. If she teleports away, they flee.

**Base Statistics** **Melee** +1 *trident* +15/+10 (1d8+8), claw +11 (1d4+5), bite +11 (1d6+5); **Ranged** +1 *trident* +13 (1d8+6); **Str** 20; **Swim** +20

---

**STATISTICS**

**Str** 22, **Dex** 17, **Con** 19, **Int** 10, **Wis** 8, **Cha** 8

**Base Atk** +8/+3; **CMB** +4; **CMD** 15

**Feats** Fleet (2), Improved Initiative, Multiattack, Stealthy, Step Up, Toughness, Weapon Focus (trident), Weapon Specialization (trident)

**Skills** Escape Artist +5, Intimidate +7, Perception +7 (+11 underwater), Stealth +13 (+17 underwater), Swim +21; **Racial Modifiers** +4 Perception and Stealth underwater

**Languages** Aboleth, Undercommon

**SQ** amphibious, armor training 1, bravery +2, profane gift (+2 Str), weapon training (spears +1)

**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** *cloak of resistance* +1, +1 *trident*, +2 *leather*, decomposed head in

a bag (1 of the skum)

**Development:** If the PCs kill the Razor of Sifkesh, they accomplish what the Mwangi tribes have been unable to: starting the process of cleansing the Drowning Stones of its demonic taint. The Razor has long ruled the region in Sifkesh's name and her destruction begins the death spiral of the heretical skum tribe that occupies the lowest levels beneath the Drowning Stones and guards the stones that bear Sifkesh's Bane. If the PCs defeat the Razor, but she is able to teleport away, she slowly begins rebuilding her influence in the region and the Pathfinder Society and Aspis Consortium may once again come here chasing rumors. Once combat is over, the PCs again hear the loud rush of water nearby as the many waters that flow into the Drowning Stones plummet into the hidden depths below. It's just a short hike from here to the falls.

**Mission Notes:** Andoran faction PCs can make a DC 15 Perception check to discover that the decaying head in the skum's bag once belonged to Dolmar. A further search of the remains finds a blood-soaked note stuffed into Dolmar's mouth. A DC 15 Linguistics check reveals the note to be a personal request asking him to guide Aspis Consortium agents to a site in the Mwangi believed to hide a demonic temple. The note is signed by Wynard Lichten.

**Rewards:** If the PCs defeat the Razor and her heresies, reward each tier thusly:

**Tier 7–8:**

Give each player 679 gp.

**Tier 10–11:**

Give each player 1,872 gp.

## ACT 4: THE DROWNING STONES (CR 6 OR CR 9)

A low-rolling fog creeps from a clearance in the jungle ahead. A small, mist-filled gorge splits the landscape. Shallow waterfalls spill over the steep palisades, fed by runoff from brooks and other trickling waters that snake through the humid jungles. From out of the ravine below climb twin stone megaliths carved into vaguely humanoid shapes. Their eroded faces turn upward so their gaping mouths fill with water. Badly weathered, the craftsmanship and culture is beyond recognition. About fifty feet below, amid dried, broken branches and other detritus, hundreds of cracked bones litter the misty ravine floor.

The Drowning Stones rise about 40 feet from the ravine floor, just below the cliff edge on the north side (the side opposite the PCs). The gorge is relatively narrow, approximately 100 feet across. The ravine walls and

the megaliths are deceptively slippery, and require a successful DC 15 Climb check to scale. A pale slime coats many of the lower rocks which a DC 10 Knowledge (nature) check identifies as guano stains. Anyone checking the bones can make a DC 10 Knowledge (nature) or Heal check to identify both animal and humanoid bones.

At the base of the first megalith, a DC 15 Perception check uncovers an overgrown alcove covered in hundreds of runes, their origins and meaning lost to time. Ancient shamans once used the site when they came to the Drowning Stones to pay tributes and sacrifices to Sifkesh (Knowledge [religion] DC 20). An additional DC 20 Perception check finds a small, concealed tube constructed of lead and stone and sunk into the ground (see treasure below).

At the base of the second megalith is a hollow passage to the temple below. Inside the hollow, a 15-foot-wide shaft descends 60 feet down a steep slope—it is completely dark inside. The shaft walls are slimy and smooth, and without climbing gear or magic require a DC 30 Climb check to descend safely. Failure means the PC begins sliding fast toward the bottom of the shaft. Have any PC who fails make three DC 40 Climb checks. If the PC fails all three, he reaches the bottom of the shaft, where he then needs to make a DC 15 Reflex save or plummet down the sink.

**Optional Encounter:** Only run the combat portion of this act if you have more than 2 hours remaining.

**Creatures:** Large fiendish bats guard the passageways down to the temple below. The bats arrive 2d4 rounds after the first PC begins the descent, spilling from the shaft below and attacking any living creatures near the base of the second megalith.

### Tier 7–8 (CR 6)

FANGS OF SIFKESH (3)	CR 3
Advanced Fiendish Dire Bat ( <i>Pathfinder RPG Bestiary</i> 30)	
N Large animal	
<b>Init</b> +4; <b>Senses</b> blindsense 40 ft., darkvision 60 ft.; Perception +14	
<b>DEFENSE</b>	
AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, –1 size)	
hp 30 (4d8+12)	
<b>Fort</b> +7, <b>Ref</b> +8, <b>Will</b> +5	
<b>Resist</b> cold 5, fire 5; <b>SR</b> 8	
<b>OFFENSE</b>	
<b>Speed</b> 20 ft., fly 40 ft. (good)	
<b>Melee</b> bite +7 (1d8+7)	
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.	
<b>Special Attacks</b> smite good (1/day)	
<b>STATISTICS</b>	
<b>Str</b> 21, <b>Dex</b> 19, <b>Con</b> 17, <b>Int</b> 6, <b>Wis</b> 18, <b>Cha</b> 10	
<b>Base Atk</b> +3; <b>CMB</b> +9; <b>CMD</b> 23	
<b>Feats</b> Alertness, Stealthy	



# Drowning Stones Temple

(S) Skum

(M) Mogla-Tor

Drop Zone Beneath Shaft



One square = 5 feet



**Skills** Fly +11, Perception +14, Stealth +6; **Racial Modifiers** +4  
Perception when using blindsense

## Tier 10–11 (CR 8)

### GIANT FANGS OF SIFKESH (4) CR 4

Advanced Fiendish Giant Dire Bat (*Pathfinder RPG Bestiary* 30)

N Huge animal

**Init** +4; **Senses** blindsense 40 ft., darkvision 60 ft.; Perception +14

#### DEFENSE

**AC** 19, touch 11, flat-footed 15 (+3 Dex, +8 natural, –2 size)

**hp** 38 (4d8+20)

**Fort** +9, **Ref** +7, **Will** +5

**Resist** cold 5, fire 5; **SR** 9

#### OFFENSE

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

**Melee** bite +8 (2d6+10)

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

**Special Attacks** smite good (1/day)

#### STATISTICS

**Str** 25, **Dex** 17, **Con** 21, **Int** 6, **Wis** 18, **Cha** 10

**Base Atk** +3; **CMB** +12; **CMD** 25

**Feats** Alertness, Stealthy

**Skills** Fly +9, Perception +14, Stealth +2; **Racial Modifiers** +4

Perception when using blindsense

**Development:** At the bottom of the sloped shaft, the PCs find a 20-foot-by-20-foot slimy rock shelf, upon which a massive floor inlay depicts a golden ring engraved with ominous runes surrounding a pair of feminine hands, bound together with the wrists slashed. A DC 20 Knowledge (religion) check identifies the inlay as the unholy symbol of the demon lord Sifkesh. From the shelf, the PCs can see a sink, a natural shaft that drops almost 200 feet into the Darklands. A DC 10 Perception check discovers a series of wooden spikes driven into holes along the face of the pit, creating a crude ladder for the PCs to climb down.

**Treasure:** Within the alcove at the base of the first megalith lies a hollow tube made of stone and lead. Locked for centuries it contains a *handy haversack* holding a *bottle of air* and a set of ancient maps showing nearby areas marked for territorial expansion. The maps bear dozens of handwritten notes and scribbling concerning the locations of various troops, allies, and points of interest.

**Mission Notes:** The tube at the base of the megalith is the Taldan time capsule. Taldor faction PCs who recover the maps within complete their mission. The maps, however, were discovered and replaced with forgeries some time ago. A successful DC 20 Linguistics or Knowledge (geography) check proves this.

**Rewards:** If the PCs recover the items in the time capsule, reward each tier thusly:

#### Tier 7–8:

Give each player 771 gp.

#### Tier 10–11:

Give each player 771 gp.

## ACT 5: THE TEMPLE (CR 9 OR CR 12)

The gaping sink empties into a large, murky cavern. Deposits of calcite and other minerals create a forest of gleaming rock that rises from the sludge like an alien citadel. Towering and ancient, the cave formations are entirely scarred and chiseled with a variety of fish-like carvings. In the center of the cavern stands a huge stalagmite, over 5 feet in circumference, with its crown shorn off. Carved into its exterior, dozens of eels coil up the stalagmite, their fanged mouths agape. Water trickles endlessly through the cavern, transported by slender channels carved into the surrounding formations. These empty into large stone basins near the back of the cavern that rest at the base of a statue of a thin human woman with bird wings and stringy hair. Her eyes and mouth are sewn shut with wire and her wrists, ankles, hips, wings, shoulders, and neck all bear horrible gashes. Piles of smooth black stones lie around the statue.

The entire cavern is unlit, though some moss growing on the walls near the statue gives off a very faint greenish glow (dim light). The stalagmite serves as an unholy altar to Sifkesh, its shorn top polished smooth and engraved with abyssal prayers encircling a deep hollow font filled with brackish unholy water. Eiastr Wyrn's corpse is currently chained to the altar, his wrists and ankles slashed open and his eyes and mouth sewn shut by Mogla-Tor, a skum cleric of Sifkesh, as a bloody sacrifice to his demon lady.

The skum who live here have long served Sifkesh. They are led by Mogla-Tor, a skum cleric of Sifkesh who descends from the first skum to escape the slavery of the aboleths and take up the heretical worship of a demon lord. Mogla-Tor is fanatically loyal to both Sifkesh and the Razor and together they work to harass the local tribes, demanding sacrifices, women for breeding, and tempting the shamans of the Rumawa and other tribes to heresy.

Mogla-Tor guards a great power here—the waters from the Drowning Stones above flow into parts of this chamber and deposit small, black stones polished smooth in their journey from above. These stones are collected on the altar and through ritual sacrifice to Sifkesh are infused with her essence, causing them to behave as detailed in act 3. These stones are how the skum created the legend of the



Drowning Stones—they were bestowed on shamans of the local tribes and their influence pushed those tribes to acts of depravity and, eventually, mass suicide. Should anyone gather these stones in large amounts and take them beyond the Drowning Stones, they could do great harm with them.

**Creatures:** Mogla-Tor is here with his small skum tribe. When the PCs arrive, Mogla-Tor screams in slurred Common, “Be gone from my lady’s realm!” If one of the PCs still carries the stone found at the riverside, Mogla-Tor points his trident at that PC and says, “You will make a good sacrifice for the stones! You live for now—the rest of you die.” He gives the PCs a moment to respond before ordering his skum to attack.

## Tier 7–8 (CR 9)

<b>SKUM (6)</b>	<b>CR 2</b>
LE Medium monstrous humanoid (aquatic)	
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +5	
<b>DEFENSE</b>	
<b>AC</b> 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)	
<b>hp</b> 20 (2d10+9)	
<b>Fort</b> +3, <b>Ref</b> +4, <b>Will</b> +3	
<b>Resist</b> cold 10	
<b>OFFENSE</b>	
<b>Speed</b> 20 ft., swim 40 ft.	
<b>Melee</b> trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1)	
<b>Ranged</b> trident +3 (1d8+2)	
<b>TACTICS</b>	
<b>During Combat</b> The skum sneak about the caverns to find advantageous positions and use hit-and-run tactics, attacking and retreating. They spread out, trying to keep along the cavern’s perimeter in an attempt to surround and flank opponents.	
<b>Morale</b> The skum fight to the death.	
<b>STATISTICS</b>	
<b>Str</b> 15, <b>Dex</b> 13, <b>Con</b> 17, <b>Int</b> 10, <b>Wis</b> 10, <b>Cha</b> 6	
<b>Base Atk</b> +2; <b>CMB</b> +4; <b>CMD</b> 15	
<b>Feats</b> Multiattack, Toughness	
<b>Skills</b> Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; <b>Racial Modifiers</b> +4 Perception and Stealth underwater	
<b>Languages</b> Aboleth, Undercommon	
<b>SQ</b> amphibious	

<b>MOGLA-TOR</b>	<b>CR 8</b>
Male skum cleric of Sifkesh 6	
CE Medium monstrous humanoid (aquatic)	
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; Perception +7 (+11 underwater)	
<b>Aura</b> strong evil	
<b>DEFENSE</b>	
<b>AC</b> 17, touch 10, flat-footed 17 (+5 armor, +2 natural)	
<b>hp</b> 75 (2d10+6d8+47)	

<b>Fort</b> +9, <b>Ref</b> +7, <b>Will</b> +10
<b>Resist</b> cold 10
<b>OFFENSE</b>
<b>Speed</b> 20 ft., swim 40 ft.
<b>Melee</b> +1 war razor +9/+2 (1d4+3/18–20), claw +6 (1d4+2), bite +6 (1d6+2)
<b>Special Attacks</b> channel negative energy (3/day, 3d6, DC 15), copycat (6/day), touch of chaos (6/day)
<b>Spells Prepared</b> (CL 6th)
3rd— <i>dispel magic</i> (2), <i>magic vestment</i> , <i>nondetection</i> <sup>Ⓟ</sup>
2nd— <i>darkness</i> , <i>hold person</i> (DC 14), <i>invisibility</i> <sup>Ⓟ</sup> , <i>silence</i> , <i>sound burst</i> (DC 14)
1st— <i>doom</i> (2, DC 13), <i>obscuring mist</i> , <i>protection from law</i> <sup>Ⓟ</sup> , <i>shield of faith</i>
0— <i>bleed</i> (DC 12), <i>detect magic</i> , <i>guidance</i> , <i>resistance</i>
<sup>Ⓟ</sup> Domain spell

<b>Domains</b> Chaos, Trickery
<b>TACTICS</b>
<b>Before Combat</b> Mogla-Tor is in the midst of ritual and does not hear the PCs descend the sink.
<b>During Combat</b> Mogla-Tor begins combat by casting <i>darkness</i> on the PCs and then casts <i>invisibility</i> on himself. Once invisible, if his skum are keeping the PCs occupied, he casts his beneficial spells on himself. If his skum appear to be losing quickly, he casts <i>dispel magic</i> , <i>silence</i> , or <i>sound burst</i> to help turn the tide. If forced into melee, he fights ferociously with his war razor.
<b>Morale</b> Mogla-Tor fights to the death.
<b>STATISTICS</b>
<b>Str</b> 15, <b>Dex</b> 11, <b>Con</b> 19, <b>Int</b> 12, <b>Wis</b> 15, <b>Cha</b> 10
<b>Base Atk</b> +6/+1; <b>CMB</b> +10; <b>CMD</b> 18
<b>Feats</b> Improved Channel, Improved Initiative, Lightning Reflexes, Multiattack, Toughness
<b>Skills</b> Intimidate +5, Knowledge (religion) +9, Linguistics +6, Perception +7 (+11 underwater), Spellcraft +9, Stealth +8 (+12 underwater), Swim +12; <b>Racial Modifiers</b> +4 Perception and Stealth underwater
<b>Languages</b> Aboleth, Abyssal, Common, Undercommon
<b>SQ</b> amphibious
<b>Combat Gear</b> <i>potions of cure moderate wounds</i> (2); <b>Other Gear</b> +1 <i>bone breastplate</i> (bones stitched over hardened animal leather; as +1 <i>hide armor</i> ), +1 <i>war razor</i>

## Tier 10-11 (CR 12)

<b>SKUM FIGHTERS (6)</b>	<b>CR 5</b>
<b>hp</b> 60 (use the stats for the heresies of Sifkesh from act 3, Tier 1–2, but they carry no gold)	

<b>MOGLA-TOR</b>	<b>CR 10</b>
Male skum cleric of Sifkesh 8	
CE Medium monstrous humanoid (aquatic)	
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; Perception +9 (+13 underwater)	
<b>Aura</b> strong evil	

**DEFENSE**

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

hp 94 (2d10+8d8+57)

Fort +10, Ref +7, Will +12

Immune *dispel magic, fireball*; Resist cold 10**OFFENSE**

Speed 20 ft., swim 40 ft.

Melee +2 war razor +12/+5 (1d4+4/18–20), claw +8 (1d4+2), bite +8 (1d6+2)

Special Attacks channel negative energy (5/day, 4d6, DC 15), chaos blade (1/day, 4 rounds), copycat (6/day), master's illusion (8 rounds/day), touch of chaos (6/day)

Spells Prepared (CL 6th)

4th—*chaos hammer* (DC 17), *confusion*<sup>o</sup> (DC 17), *spell immunity* (already cast; *dispel magic, fireball*)3rd—*cure serious wounds, dispel magic* (2), *magic vestment, nondetection*<sup>o</sup>2nd—*darkness, hold person* (DC 15), *invisibility*<sup>o</sup>, *silence, sound burst* (DC 15)1st—*detect law, doom* (2, DC 14), *obscuring mist, protection from law*<sup>o</sup>, *shield of faith*o—*bleed* (DC 13), *detect magic, guidance, resistance*<sup>o</sup> Domain spell

Domains Chaos, Trickery

**TACTICS****Before Combat** Mogla-Tor is in the midst of ritual and hears the PCs approach just in time to cast *spell immunity* on himself.**During Combat** Mogla-Tor begins combat by casting *darkness* on the PCs and then casts *invisibility* on himself. Once invisible, if his skum are keeping the PCs occupied, he casts his beneficial spells on himself. If his skum appear to be losing quickly, he casts *confusion, dispel magic, hold person, or silence* to help turn the tide. If he has time, he casts *detect law* and then hits the closest lawful PC with *chaos hammer*. If forced into melee, he fights ferociously with his war razor.**Morale** Mogla-Tor fights to the death.**STATISTICS**

Str 15, Dex 11, Con 19, Int 12, Wis 16, Cha 10

Base Atk +8/+3; CMB +10; CMD 20

Feats Extra Channel, Improved Channel, Improved Initiative, Lightning Reflexes, Multiattack, Toughness

Skills Intimidate +6, Knowledge (religion) +10, Linguistics +6, Perception +9 (+13 underwater), Spellcraft +10, Stealth +9 (+13 underwater), Swim +13; Racial Modifiers +4 Perception and Stealth underwater

Languages Aboeth, Abyssal, Common, Undercommon

SQ amphibious

Combat Gear *potions of cure serious wounds* (2); Other Gear +2 bone breastplate (bones stitched over hardened animal leather; as +2 hide armor), *phylactery of faithfulness*, +2 war razor**Development:** Defeating the skum gives the PCs free reign to explore and search the temple. The stalactite

altar holds a fair amount of treasure (see Treasure). The skum collected the demon-infused black stones in the aqueduct-filled stone basins beneath Sifkesh's statue. There is more than 1,000 pounds of stones in the aqueduct. By this point, the PCs should be aware of the negative effects of carrying the stone and will likely not want to take them with them. If they do take some stones with them, they have no value but can be given to foes and used just as they were intended. Good-aligned PCs (specifically clerics and paladins) should know that willingly giving one of these stones to another intelligent creature for the purposes of subjecting it to the stone's abilities constitutes an evil act.

**Treasure:** Atop the altar, the priest keeps a few ceremonial items, while submerged within the font rests a sizable cache of gems and gold, all offerings to Sifkesh. For both tiers there is a small, plain-looking wooden box carved into the shape of a scarab beetle. It has a small latch on the side, but regardless of any kind of attempts, the box simply will not open (see Mission Notes).

**For Tier 7–8:** The ceremonial items include an obsidian ceremonial dagger (125 gp), a dark, red-veined marble chalice with a silver filigree of abyssal runes (320 gp), and a necklace of gold-plated shark teeth (270 gp). The font holds 3 pieces of malachite (11 gp each), jasper (20 gp), onyx (50 gp), blood stone (60 gp), pink pearl (90 gp), black coral (100 gp), white pearl (110 gp), and 400 gp from a variety of nations, some long extinct.

**For Tier 10–11:** The ceremonial items include an obsidian ceremonial dagger with a gold hilt (248 gp), a dark, red-veined marble chalice with a platinum filigree of abyssal runes (437 gp), and a necklace of gold and platinum plated shark's teeth (308 gp). The font holds 4 bloodstones (60 gp), 3 pieces of black coral (110 gp), 6 pink pearls (80 gp each), 4 white pearls (140 gp each), white opal (800 gp), a blood garnet (1,000 gp), and 400 gp from a variety of nations, some long extinct.

**Mission Notes:** PCs of the Qadira faction accomplish their faction mission by taking at least one stone back to the Pasha. They succeed on their bonus mission if they can do so without being affected by it. There are several possibilities here—they can put it in a box made of lead that's at least 1 inch thick, they can drag it some distance behind them, or perhaps they can find a magical solution. Allow the Qadira faction PCs to be creative here and reward them for coming up with a way to return a stone to the Pasha without falling prey to Sifkesh's Bane. Osirion faction PCs who find the wooden scarab box accomplish one of their faction missions if they return it to Amenopheus. To accomplish their bonus mission, they need to speak the phrase "I curse death and welcome life everlasting" and then make a DC 20 Disable Device check to open the box. If successful, the box is empty but does



contain a single hieroglyph that resembles two hands clasped together. A successful DC 15 Knowledge (history) or Knowledge (religion) check reveals that the symbol is the ancient Osirion glyph for Sifkesh.

**Rewards:** If the PCs defeat the skum and find the treasure in the altar, reward each tier thusly:

**Tier 7–8:**

Give each player 877 gp.

**Tier 10–11:**

Give each player 3,936 gp.

## CONCLUSION

Once the PCs find Wyrn's corpse and defeat the skum, there remains little left for them to do at the Drowning Stones. Good-aligned clerics may wish to attempt to re-consecrate or otherwise purify the temple. PCs searching routes into the Darklands find evidence of ancient passages that appear to lead downward; however, all have suffered significant and deliberate collapse, the skum having long ago sealed them to barricade the lightless world of their former masters.

Osprey insinuated to the PCs in the introduction that he wanted the entire stash of stones returned to him. Baring magical means, recovering the more than 1,000 pounds of stones seems unlikely for the PCs to be able to accomplish. They have several options at this point: they can take a single stone back to Osprey and explain what it does and let him deal with the Drowning Stones or they can find some way to collapse the sloped tunnel down to the sink that the PCs descended to reach the temple. If they find some means of closing off the temple forever, Osprey will heap praise on them when they return. If they leave it to Osprey to solve, he'll thank them for finding Wyrn's corpse and express displeasure at their lack of creativity.

Once the PCs return to the waystation, they find Osprey waiting for them. Grinning, he asks the PCs how the Mwangi treated them and if they were able to find what they came for. Once that conversation has played out, he removes another folded scroll from his pocket and returns the PCs to Absalom.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who recover evidence of Dolmar's death earn 1 Prestige Award. If they recover and decipher Wynard Lichten's note, they earn 1 bonus Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who recover the secret notes in Eiaster's journal earn 1 Prestige Award. If they are able to determine that the secret notes

are Zarta's without deciphering them, they earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who recover the wooden scarab box in the temple earn 1 Prestige Award. Faction members who speak the phrase and solve the puzzle to open the box earn 1 bonus Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who take their own samples of the Sifkesh stones earn 1 Prestige Award. If they do so, without suffering the negative side effects for keeping it on their person, they earn 1 bonus Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who find the time capsule at the base of the Drowning Stones earn 1 Prestige Award. PCs identifying the maps as forgeries prior to the completion of the scenario earn 1 bonus Prestige Award.

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## Andoran Faction Handout

Fellow Free Citizen,

For the past five years, we've been trying to track down an ex-Eagle Knight named Dolmar. Accused of arms smuggling, evidence strongly links him to the murders of almost a dozen free merchants and trade wardens. Our agents uncovered ties between Dolmar and Wynard Lichten of the Aspis Consortium. Recent informants suggest he might be traveling with a group of Consortium agents deep in the Mwangi. He is wanted dead or alive for crimes against the state. If possible, capture him so he can stand trial, or deliver proof of his death. Also, if possible, we need proof linking Dolmar to Lichten—if you can find correspondence, say, or actually find the two of them together, that would be helpful. Enclosed is a recent drawing of Dolmar to aid you in finding him.

Sincerest Thanks,

*Capt. Colson Maldris*  
 Captain Colson Maldris



## Chelixa Faction Handout

*Her Majestrix's Most Loyal Servant,*

*Regretfully my dear friend Osprey is quite careless in choosing his field agents. Such is the case with Eiastor Wyrn, a brazen lout who, in his incessant chronicling, decided it was necessary to jot down some very personal conversations of mine in what was supposed to be a secure and private function. Eiastor is threatening to blackmail me, and claims he has sent coded transcripts of the conversations to some of my rivals. The master transcripts are supposedly disguised in coded passages in his journal, which he brags is how he snuck them past my security. I'd appreciate it if you can procure his journal for me, as I desire to see for myself what he thinks he knows and to whom he's made his distributions. I'd also request that you have the tact and intelligence to identify the information I require without actually reading it. When you recover the text, please give it to Osprey and he shall handle its delivery.*

*Zarta Draldeen*  
 Paracountess Zarta Draldeen

## Osirion Faction Handout

Honored Subject of the Ruby Prince,

Thousands of years ago, the exiled Pharaoh Amihur was rumored to have settled in the Mwangi Expanse near where these rumored Drowning Stones are said to be. Amihur was an outcast, cursed even by our priests, for dabbling in demonic magics that pervert the holy nature of death. Amihur made hundreds of wooden boxes, in the shape of a scarab, and infused them with dark magics that extended his life well beyond its natural conclusion. We are eager to find one of these boxes. It is said that they are impossible to open without speaking a certain phrase. If you find the box, say, "I curse death and welcome life everlasting" when attempting to open it. Bring me a box if you find one—opened preferably.



Eternally Grateful,

*Amenopheus*

Amenopheus, The Sapphire Sage



## Qadiran Faction Handout

*Servant of the Satrap,*

*The purpose of your venture has come to my attention. Long have I been curious about magical sources of power—whether they be demonic, angelic, draconic, or what have you. I have spoken at great length with several arcane historians concerning the potential properties of this source the arrogant Aspis Consortium seeks. If possible, I request you procure for me a sample of it, whatever it is—however be wary when handling, it for my sages warn me that these things often have a hidden curse.*

*May Great Riches Fall Upon You,*

*Pasha Muhlía Al-Jakri*

*Muhlía Al-Jakri*

## Taldor Faction Handout

*Agent of the Empire,*

*During the Age Enthronement, a secret expedition of Taldan explorers and expansionists discovered the Drowning Stones while attempting to seek an alternate southern passage into Thuvia for military expansion. In their notes in the archives in Oppara, the explorers claim to have marked the occasion by leaving behind a time capsule, a sealed lead tube holding several maps with detailed notes of the region at the base of one of these megaliths. Bring these maps to me. It's important that they have not been removed since the capsule was sealed, so be sure to determine for me if they've been tampered with. I wouldn't want to give the Emperor forgeries and then tell him they came from you.*



*In Sincere Gratitude,*

*Baron Jacquo*  
Baron Jacquo Dalsine



