



SCIONS OF THE SKY KEY, PART 2: KAAVA QUARRY

By Mike Kimmel



Scions of the Sky Key, Part 2: Kaava Quarry

Pathfinder Society Scenario #6–14

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SCIONS OF THE SKY KEY, PART 2: Kaava Quarry

By MIKE KIMMEL



More than 3,000 years ago, the dwarves who built the sky citadel Jormurdun fled the mighty fortress following a devastating attack by duergar from the Darklands below. The last king to rule the city gathered his heirs and broke up the Sky Key, one of their greatest treasures, into five pieces. Keeping one piece for himself, he distributed the others to his children so that they might one day return, reclaim the sky citadel for themselves, and reunite the relic.

The siblings led a group of refugees from the sky citadel, but over time the siblings went their separate ways, taking their respective Sky Key components and a number of the other survivors with them. One of these clans fled south along the west coast of Garund, where its people might have perished if not for the assistance of the Krihirik grippli tribe. In exchange for weapons and stories, the gripplis provided food, shelter, and survival tips before the dwarves eventually settled in the nearby Band Hills. There they lived in peace, despite the occasional attack from a mischievous gargoyle.

Over the course of many decades, the dwarves' construction and industry attracted the attention of far greater dangers. Unable to hold off these new threats, they bargained with the gargoyle to grant it stewardship of the abandoned town in return for keeping it free of defilers and sparing those who might one day return bearing the dwarves' most sacred relic: the Sky Key. The surviving members of the clan then withdrew north and petitioned to join the Taralu, a reclusive dwarven people whom the refugees had met while traveling to the region. The Taralu accepted their distant kin under the condition that the immigrants would discard that which bound them to the past, so that they might embrace the Taralu ways.

The Avistani dwarves knew they would not be welcome among the Taralu while they carried their skymetal memento, yet they couldn't betray their sacred charge to keep it safe for future generations. Therefore, they gave the object as a gift to the Krihirik, imparting the legend of the so-called Golden Guardian, a massive beast in the southern hills whose fury the skymetal trophy

WHERE ON GOLARION?

Scions of the Sky Key, Part 2: Kaava Quarry takes place at the southeastern edge of the Kaava Lands, a jungle straddling the borders of the Mwangi Expanse and Sargava. To learn more about the Kaava Lands, the Mwangi Expanse, and Sargava, see the following Pathfinder Campaign Setting sourcebooks: *Heart of the Jungle*; *The Inner Sea World Guide*; and *Pathfinder Player Companion: Sargava, the Lost Colony*. These books are available at bookstores and game stores everywhere, and online at paizo.com.



could ward off. The clan's leaders then crept back to their home one last time to carve instructions so other dwarves might one day recover the priceless legacy, and then they disappeared into the Mwangi Expanse.

As the dwarves hoped, the legend of the Golden Guardian has turned into a local bogeyman, and the gripplis have guarded the treasure ever since in order to keep their tribe safe from the monster. More recently, neighboring lizardfolk in the Kaava Lands have encroached on the gripplis' territory, relentlessly waging an ongoing war of attrition that the lizardfolk have nearly won. Rumors of the Golden Guardian awakening and spreading carnage have further led the gripplis to fear that their days are numbered. Generations of Krihirik

PATHFINDER SOCIETY SCENARIO

GM RESOURCES

Scions of the Sky Key, Part 2: Kaava Quarry makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Gamemastery Guide*, *Pathfinder RPG Monster Codex*, and *Pathfinder RPG NPC Codex*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary*, *NPC Codex*, and *Monster Codex* are reprinted at the back of the adventure for the GM's convenience.

elders have told and retold the legends of the Jormurdun dwarves and the protective talisman they left behind, but current circumstances have left the griplis wondering whether the dwarven artifact might be better used as a weapon—if only they could find someone capable of wielding it.

Recently, aging Venture-Captain Nieford Sharrowsmith traveled from Nantambu to explore the dwarven ruins, only to run afoul of the local kobolds and greater dangers. Fearing for Sharrowsmith's safety after the man had been missing for so long, his business associate Aya Allahe requested that a group of Pathfinder agents track him down and provide him whatever assistance he needs. Upon reaching the dwarven ruins and skirmishing with the resident kobolds, the Pathfinders discovered inscriptions describing the Golden Guardian and the talisman in Krihirik hands that might ward it off. If the Society is to rescue Sharrowsmith, its agents must first recover the talisman or risk destruction. Unfortunately for them, the Aspis Consortium has already struck a tentative deal with the griplis and may make off with the Sky Key component first.

SUMMARY

The player characters begin the adventure just outside the Krihirik village, having departed Fort Bandu following the events of *Pathfinder Society Scenario #6–12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail*. At the conclusion of the previous adventure, the PCs had also discovered that Venture-Captain Nieford Sharrowsmith was likely deeper in the dwarven ruins of Ashkurhall, but exploring any further would require a mystic talisman held by griplis in the Kaava Lands. Speaking with a Krihirik elder, the PCs learn that the griplis have growing concerns about the Golden Guardian in the Bandu Hills, and they are only willing to part with their “weapon” in exchange for a tool of equal value: dinosaur eggs. The elder knows of a mated pair of predatory dinosaurs in the region, whose young the griplis might

raise as guardians of their people. The griplis note they have already made a similar deal with another group of strangers, and they would consider the first to succeed as the most worthy recipients of the relic.

With this knowledge, the PCs set out for a deep ravine not far from the village. Descending the steep slope is dangerous—all the more so thanks to flora growing along the ridge. The PCs also come across the corpse of an Aspis Consortium agent who died from insect stings, and the PCs may fall victim to the same swarms.

Once the PCs reach the tyrannosaurus nest, they find the region's lizardfolk have already banded together to slay one of the adults and are beginning to feast on the eggs and meat. After scattering these foes, the PCs retrieve the remaining eggs only to run afoul of the surviving parent, which begins chasing them through the jungle! The PCs must race through the undergrowth and other hazards (sometimes crossing paths with Aspis agents who are fleeing the same beast) in order to escape the immense dinosaur and make it to the top of the ridge.

Upon returning to the Krihirik village, the PCs discover that the leader of these Aspis Consortium agents, “Fiveknives” Kalim, has already claimed the strange weapon for his employers—with or without the griplis' approval. The PCs fight the brutal Fiveknives and any surviving Aspis Consortium agents to protect the griplis and earn the talisman.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

Recently, Venture-Captain Nieford Sharrowsmith disappeared on an expedition to explore dwarven ruins in the Bandu Hills. Concerned for his welfare after his prolonged absence, his business associate Aya Allahe dispatched a team of Pathfinders to track the errant Sharrowsmith and provide him support if necessary. Clues found in the Bandu Hills suggest a powerful guardian lairs within the ruins, yet the dwarves left a powerful weapon capable of disabling the creature in the hands of a nearby gripli tribe known as the Krihirik.

The journey from Fort Bandu to the Kaava Lands is oppressively hot, but it gets easier as the days go on and the terrain transitions from rugged foothills to open grasslands before giving way to dense jungle. Following the directions from Fort Bandu's garrison captain, it is not difficult to find Krihirik village, which lies approximately ten miles inside the jungle's border—and twenty feet off the ground. Narrow rope bridges connect a few dozen tree-dwellings overhead, forming a small but secure community. Bright-skinned, bulging-eyed griplis go about their daily business nearby. Crates and sacks of trade goods litter the jungle floor, and several griplis busily inspect a bundle of

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swords, throwing down their spears and nets in favor of freshly forged steel.

A blue-and-brown-skinned gripli in practical traveling clothes bounds forward and holds out his webbed hands in welcome. “More visitors come to trade with the Krihirik? You are most welcome here, though I fear we have little to offer at this time. Or perhaps there’s some other reason you came all this way?”

This gripli is Gwellik, a Krihirik trader who recently returned with supplies and weapons to help the village survive just a little longer against the lizardfolk incursions. At the request of agents in Fort Bandu, he also led a band of Aspis Consortium operatives to his village, convinced by their apparent willingness to help his beleaguered village. Gwellik is courteous but also busy and tired, so if the PCs don’t quickly explain their reason for being here, he insistently asks again why they have come.

When the PCs mention the Golden Guardian or the “weapon” they seek, Gwellik perks up with interest and insists that they come with him to see the Krihirik elders. He sends several griplis to lower a tall ladder from the trees to the jungle floor, though if any of the PCs are able to climb to the dwellings without it, he beams with admiration and respect. The griplis themselves simply climb or jump into the trees.

Rickety rope bridges connect half a dozen gripli tree houses to one another, though to the north, many more appear overgrown and abandoned. One dwelling is larger than the others, hangs over a small pond. Inside, three griplis with mottled gray-brown skin pass a finely crafted short sword back and forth with admiration. Gwellik announces the PCs to the gripli elders, and introduces them to the PCs: Mother Bogwynne, the lorekeeper and chief elder; Finyik, the hunt-master; and Diblop, the chief brew-mistress and miracle worker. Following introductions, Mother Bogwynne speaks.

Mother Bogwynne, the largest of the griplis, slowly gets to her feet and hands the sword to the trader. “Thank you Gwellik. You have done well in our time of need, bringing both weapons and travelers from afar to lend aid to the Krihirik.” She pauses and looks over her guests in the meetinghouse. “So, you seek a weapon to fight against the guardian of the Bandu Hills? Word of our tribe’s secret seems to have reached many ears of late.

The Krihirik have such an object, but it is a treasured possession, entrusted to us long ago—one we could not surrender lightly. However...” She looks to Finyik, the hunt-master, whose old bones creak as he gets to his feet to speak.

“We are fewer in number with each season, for we are hemmed in by enemies on all sides. Those who would seek our remaining weapon would do well to bring us one in return, and this is the same opportunity we gave to those who came before you. Travel to Deepblood Ridge, where two beasts of the Kaava

Lands reign, and bring back one or more of their eggs. These we can nurture as our own, far from the hungry talons of the lizardfolk who fear the beasts and would eat their young. Do this while surviving the dangers of our forest home, and you shall have our gratitude and our respect.”

Finyik sits down, and Diblop, by far the oldest and grayest of the three, speaks. “The great scaled ones are mighty creatures, the king and queen of the Kaava Lands’ many beasts. But the lizardfolk—may curses haunt their breed to the ends of the jungle—chased them off, leaving the nest vulnerable. Now is the time to strike! Those who can defy the lizardfolk and aid us now will be most fit to wield the weapon the dwarves gave us so long ago and end the vile guardian’s threat once and for all.”



Mother Bogwynne

The PCs are likely to have many questions for the gripli elders. Here are some likely questions and the elders’ responses.

Who else is trying to find the eggs and earn the weapon from you? “They are a small group of explorers Gwellik brought back from a recent trade expedition. They seemed eager to help us with our problem.”

Can you tell us more about this weapon? “If you prove yourselves worthy, we will tell you of its story and how to use it.” The griplis are reticent to share anything further about the weapon, for in their dire straits, it is one of the few bargaining chips they have.

What can you tell us about the dangers of the Kaava Lands or Deepblood Ravine? “It would take far too long to tell you all the possible dangers you might face. Since you say you are worthy of carrying our tribe’s treasured weapon, we assume you are quite capable of handling yourselves out there... and if not, then it was simply not meant to be.”

PATHFINDER SOCIETY SCENARIO

DELAYS

The PCs are on a race against the clock during much of this adventure. Each time the PCs experience a significant delay, the number of remaining tyrannosaurus eggs in area **A3** decreases. If the PCs all travel at a speed of 40 feet or faster, subtract one from their total number of delays. Likewise, subtract one from their total number of delays if they are all able to travel through dense jungle terrain at full speed (as is the case for a druid with the woodland stride class ability).

Not all delays take the same amount of time, but for the purpose of this adventure, most complications that take at least 1 hour to resolve count as delays. Examples of delays include the following.

- Using Diplomacy to gather information in the Krihirik village.
- Getting lost on the way to Deepblood Ravine.
- Taking the long route around area **A2**.
- Resting to recover hit points and other daily resources (counts as two delays)

Why do you need our help so badly? “We Krihirik have suffered much at the claws of the lizardfolk in recent years, and we hear rumors that the guardian of the Bandu Hills is causing trouble and fear that it might come this way. With so few warriors left, we can appreciate a stranger’s help, even if it would not normally be our way.”

Can you tell us more about the great scaled ones? “Your kind calls them dinosaurs. They are the mightiest creatures for miles in any direction, dangerous and untamable. The lizardfolk must have suffered great losses in chasing them off.”

What can you tell us about the lizardfolk? “They are cruel and disgusting creatures who eat the flesh of anyone they can get their claws on—including us. We have warred with them for many generations, but now they have the upper hand. They think only of resources, and any threat to their food sources is their enemy. If they find the eggs first, they will simply eat them as a way of eliminating a future competitor.”

Finyik gives the PCs directions to the nest and encourages them to set out as soon as possible, for the other explorers already have a head start. It is assumed that the PCs have had time before setting out for the Krihirik village to purchase gear, prepare spells, and the like. The PCs can also buy nonmetal equipment worth 5 gp or less (such as rope, food, etc.) from the griplis.

The PCs can spend a short time getting ready for their trial without any major impact, but spending more than 30 minutes in preparation or gathering information puts them behind schedule and risks their mission’s success. In place of any of the Knowledge skills below, a PC can

attempt a Diplomacy check to gather information by speaking with other griplis; doing so counts as a delay.

Knowledge (geography)

The PCs may already be familiar with the area around Deepblood Ravine.

DC 15+ Deepblood Ravine runs from northeast to southwest in the eastern Kaava Lands. Most of the ravine’s western half is close to lizardfolk territory, and the eastern half is generally considered less dangerous. This check also grants the PCs a +2 circumstance bonus on Survival checks to navigate the Kaava Lands during this scenario.

DC 20+ Deepblood Ravine was once the home of a large tribe of lizardfolk, but the arrival of carnivorous dinosaurs in the ravine drove them out. Ever since, the lizardfolk have aggressively expanded their territory in every other direction.

Knowledge (local)

The PCs may already know something of the griplis and lizardfolk that inhabit the area.

DC 15+ The lizardfolk of the Kaava Lands are generally more open than others of their kind when dealing with non-lizardfolk. Nonetheless, they are highly unpredictable, proud, and violent—a combination that has resulted in a many deadly encounters over the years. The lizardfolk of Deepblood Ravine, in particular, are aggressively pragmatic survivors. Their conquest of the Krihirik village is inevitable unless the griplis can secure some advantage.

DC 20+ Based on the Krihirik griplis’ descriptions, a human with terrible scars on his arms leads the explorers. He carries numerous daggers, seems to know his way around the jungle, and wore a strange metal badge with a snake insignia. His colleagues sometimes referred to him by the nickname Fiveknives.

A. KAAVA JUNGLE

The jungle canopy shades the understory during the day, casting the ground in dim light even at noon. Some parts of the wilderness are especially dense with vines, tree trunks, and broad-leafed plants that try to soak up what little light reaches the ground. Other stretches are relatively open thanks to the relative darkness. Thankfully, the Kaava Lands are slightly less humid than other parts of the Mwangi Expanse and don’t expose the PCs to dangerous heat levels.

The Kaava Lands teem with wildlife, from squawking birds and stinging insects to humongous trees that create a dense canopy above. Vines, roots, and large-leaved plants cover much of the ground. The griplis’ directions lead northwest through the dark, virtually trackless terrain. The myriad sounds

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of the jungle grow louder, and the undergrowth grows thicker, as the Krihirik village vanishes into the distance.

For most groups, reaching the ravine's edge on foot takes approximately 2 hours to cover the 4-mile trek. As they travel, the PCs should each attempt a DC 13 Survival check to navigate efficiently (DC 16 in Subtier 4–5); use the highest result, and allow any PCs who succeeded at a DC 10 Survival check to instead assist that roll, as the aid another action. Succeeding at this check counts as two delays, but reduce the number of delays by one (minimum 0) for every 5 points by which the PCs exceed the check's DC. Failing this check instead counts as three delays.

In addition, exceeding the DC by 5 or more allows the PCs to spot several tracks left by their rival explorers, which include at least six Medium humanoids and a curious set of smaller tracks left by a barefoot humanoid missing two toes on the right foot.

A1. Ravine Descent

About four miles from the Krihirik village, the terrain suddenly drops off into a deep ravine. The far side of the ravine is sixty feet away, and its craggy faces descend one hundred feet to the ravine floor below. The gap in the jungle allows a glimpse of the sky above, but the trees grow to the very edge of the ravine, and their dense canopy still blocks out much of the light. Several of the trees have massive, shaggy-barked trunks sporting countless twisting limbs. The trees' strong roots grow deep into the earth and some even dangle over the side of the ravine.

The jagged, root-strewn walls of the ravine offer adequate handholds. Climbing down using the roots requires a successful DC 10 Climb check. So long as the PCs have enough rope to stretch to the ground 100 feet below, the DC might be even lower.

Hazard: The giant tree's roots make an ideal climbing aid, but the tree also poses a potential threat to the PCs. It is a monkey tree, a common but subtle hazard in the Mwangi Expanse, and its bark and roots contain concentrated oils that react upon contact with skin or leather to create an overwhelming, spicy odor. The PCs can identify the monkey tree with a successful DC 15 Knowledge (nature) check (DC 18 in Subtier 4–5). Characters who climb down the ravine wall without first identifying the monkey tree and making efforts not to touch its roots (even with gloves) expose themselves to the concentrated oils and smell strongly for the next day. While exposure to the monkey tree doesn't directly harm the PCs, this stench causes unfortunate ramifications in future encounters (see Development, below). Climbing down the ravine wall without touching any monkey tree

roots increases the DC of the Climb check by 5 (regardless of whether ropes or other tools are used).

Development: The encounters in areas **A3**, **A4**, and **B** all change slightly if one or more PCs is exposed to the monkey tree oils. Washing with soap and water can effectively negate the stench, but doing so counts as a delay.

A2. Acacia Attack (CR 1 or CR 4)

The PCs approach from the western end of the map.

Fallen trees, rocky streams, hanging vines, and other obstacles litter the ravine floor, making travel through this area just as difficult despite the sparser foliage. After several hundred feet, the terrain gives way to a natural trail running through the middle of the ravine. In most places the trail is a mere five feet wide, though it widens to fifteen or even twenty feet in some areas. The ravine walls and the distant canopy still block out most of the natural light along the path.

Where the path narrows again, a humanoid corpse—one hand stuck in its vest as though desperately trying to reach for something—lies sprawled in the dirt next to a thick, thorny plant. Countless biting ants swarm over the corpse, making its features difficult to discern.

The corpse is the body of Wildan Jace, an ambitious man who grew up in Bloodcove and joined the Aspis Consortium excursion as a contractor. Fiveknives Kalim selected Jace as one of the unlucky few sent to retrieve the eggs after the latter gambled away some of the expedition's finances in Fort Bandu. More accustomed to life on ships and in cities, Wildan Jace stumbled into the thorny plant (a bullhorn acacia) before his companions could warn him of the stinging ants that commonly reside in its strange, hollow spines. The other agents abandoned him rather than try to recover the body. Jace's hand is pinned where he was trying to reach for a flask of alchemist's fire he never quite had a chance to use.

By spending several minutes inspecting the area and succeeding at a DC 13 Survival check, a PC can identify about half a dozen sets of humanoid tracks that ran through this area and don't appear to have returned.

Now that they are on alert, the ants pursue anyone who tries to cross through the area, including any of the space between the bullhorn acacia and the ravine walls. The PCs can wait for the ants to calm down naturally or try to climb along the walls to bypass this area and avoid braving the swarms, but doing so counts as an additional delay.

Creatures: Thousands of tiny ants live in the bullhorn acacia, and most of them have emerged to feed on the corpse of the human who disturbed their home. In combat, the ants function as spider swarms.

PATHFINDER SOCIETY SCENARIO

A2. Acacia Attack

AS : Ant Swarm

J : Wildan Jace's body

1 square = 5 feet

AS2

J

AS1

Pathfinder Map Pack: Lost Island

SCALING ENCOUNTER A2

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

Subtier 1–2: Reduce the swarm's current hit points to 6.

Subtier 4–5: Remove the advanced simple template from the swarms.

Subtier 1–2 (CR 1)

SYMBIOTIC ANT SWARM

CR 1

Spider swarm (*Pathfinder RPG Bestiary* 258; see page 24)

hp 9

TACTICS

During Combat The ants' most basic instinct is to defend the bullhorn acacia that serves as their home and food source, so they attack the PCs as soon as they come near enough to witness the scene.

Morale The ants typically don't need to attack a creature for long before it runs away, so they harass the PCs for only 4 rounds before dispersing into the jungle and eventually returning to the bullhorn acacia. They also disperse if reduced to 3 or fewer hit points.

Subtier 4–5 (CR 4)

SYMBIOTIC ANT SWARM (2)

CR 2

Advanced spider swarm (*Pathfinder RPG Bestiary* 258, 294; see page 24)

N Diminutive vermin (swarm)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +6

DEFENSE

AC 21, touch 19, flat-footed 16 (+5 Dex, +2 natural, +4 size)

hp 13 each (2d8+4)

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

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13)

TACTICS

During Combat The ants' most basic instinct is to defend the bullhorn acacia that serves as their home and food source, so they attack the PCs as soon as they come near enough to witness the scene.

Morale The ants typically don't need to attack a creature for long before it runs away, so they harass the PCs for only 6 rounds before dispersing into the jungle and eventually returning to the bullhorn acacia.

STATISTICS

Str 3, **Dex** 21, **Con** 14, **Int** —, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +13, Perception +6; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 3 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Treasure: The following gear lies in the undergrowth near Jace's body: a rapier, a masterwork composite longbow, a *potion of invisibility*, a *potion of cure moderate wounds*, two *oils of magic weapon*, two *sleep arrows*, and two flasks of alchemist's fire. In Subtier 4–5, he also has a *rope of climbing* looped around his waist.

Development: After killing or driving off the ants, the PCs can investigate the corpse. The bites marring Jace's swollen face make it nearly impossible to identify the body. In addition to the gear listed below, Jace carried a note in a secret flap on his belt pouch. If the PCs discover it with a successful DC 12 Perception check, give them the **Player Handout** on page 18, which is a note from Fiveknives Kalim to Jace that can provide some clues as to the nature of the PCs' foes.

Rewards: If the party fails to defeat the ant swarms and recover Wildan Jace's equipment, reduce each PC's gold earned as follows. If they bypass the swarms without

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A2. Dinosaur Nest

L : Lizard Folk
1 square = 5 feet

L3

L2 L4

L1

Pathfinder Map Pack: Jungle

recovering the equipment, only reduce the gold earned by half the listed amount.

Subtier 1–2: Reduce each PC's gold earned by 118 gp.

Out of Subtier: Reduce each PC's gold earned by 295 gp.

Subtier 4–5: Reduce each PC's gold earned by 472 gp.

A3. Dinosaur Nest (CR 3 or CR 6)

The floor of the ravine slopes downward slightly and the foliage overhead gradually thins. The ravine is wider here, and numerous boulders scattered throughout the area attest to steady erosion. Some of the boulders bear strange carvings and are even hewn into rough pillars, but they jut at odd angles out from the landscape and don't seem to be a part of any surviving structure. Nestled in the shadow of two such pillars is a shallow pit scraped out of the earth by some massive creature's claws. The nest contains several branches, the half-eaten body of a leather-clad humanoid, several broken shells, and a several large, intact eggs. In the trampled foliage near the nest lies the corpse of a massive, bipedal dinosaur, its tooth-lined maw agape and its hide pierced with dozens of crude javelins.

The pillars in this area date back to a forgotten age, and the lizardfolk treat them with reverence. Several hundred feet before the PCs reach this area, the ravine's north wall is heavily eroded and creates a relatively shallow slope that local creatures sometimes use to descend into the gorge; however, it leads to the cliff opposite the Krihirik village, so this ascent presents the PCs with no particular advantage. With a successful DC 10 Survival check, a PC can find deep tracks left by a massive, three-toed saurian that ascended the slope only hours before.

The nest contains six eggs, minus one for every delay the PCs accrued since the start of the adventure. The lizardfolk have broken and consumed the contents of any of these missing eggs.

Creatures: The mated tyrannosauruses came to this ravine only recently, chasing away the lizardfolk who lived there and building their nest. Since then they have dominated the region, but when the lizardfolk realized the beasts would soon bear offspring, they decided to attack the dinosaurs and eliminate the threat of a second generation, despite the great danger involved. Dozens of

lizardfolk descended on the nest, luring away the mother, and hurling countless spears at the father until it finally succumbed to its wounds.

Less than an hour before the PCs arrive, the Aspis Consortium agents sent by Fiveknives Kalim attacked the lizardfolk as they feasted on the tyrannosaurus and its eggs. The agents managed to get away with several eggs, but the lizardfolk slew one of their number and pursued the others deeper into the ravine. Several lizardfolk remained behind after the Aspis agents fled to defend the area against other intruders. They are busy eating as the PCs approach, and so take a –4 penalty on Perception checks. However, if any of the PCs reek of the monkey tree oil, the lizardfolk easily smell the odor and take position behind the pillars flanking the nest in order to ambush the Pathfinders.

Subtier 1–2 (CR 3)

LIZARDFOLK (2)

CR 1

hp 11 each (*Pathfinder RPG Bestiary* 195; see page 21)

TACTICS

Before Combat The lizardfolk set up an ambush if they smell the monkey tree stench on the PCs.

During Combat The lizardfolk team up against a dangerous-looking PC and try to neutralize that target before attacking others.

Morale The territorial and warlike lizardfolk fight to the death.

Subtier 4–5 (CR 6)

LIZARDFOLK VANGUARD (4)

CR 2

hp 33 each (*Pathfinder RPG Monster Codex* 142; see page 22)

TACTICS

Before Combat The lizardfolk set up an ambush if they smell the monkey tree stench on the PCs.

During Combat The lizardfolk split into pairs to flank the two most dangerous-looking PCs and bring those foes down before engaging any others.

Morale The territorial and warlike lizardfolk fight to the death.

Treasure: In addition to the lizardfolk's possessions, the PCs discover the gear of the dead Aspis agent strewn

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SCALING ENCOUNTER A3

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

Subtier 1–2: The lizardfolk are injured from their earlier fights. Reduce each of their starting hit points to 7 each.

Subtier 4–5: Replace two of the lizardfolk vanguards with the lizardfolk from Subtier 1–2.

around the nest. This includes a climber's kit, 100 feet of silk rope, a grappling hook, a longbow with 20 arrows, a *potion of hide from animals*, and two *tree feather tokens*. In Subtier 4–5, she instead has a masterwork composite longbow, and one of the otherwise innocuous sticks in the nest is actually a *wand of barkskin* (12 charges).

Development: The nest contains six eggs, minus one for every delay the PCs accrued since the start of the adventure; the lizardfolk have broken and consumed the contents of any of these missing eggs.

The dead tyrannosaurus clearly died from the numerous javelins that stick out of its body, but the broken foliage nearby shows it didn't die without a fight. With a successful DC 15 Heal check, a PC can determine that the mangled body in the nest was

a human who died only an hour before. This is the Aspis agent slain by lizardfolk, and she still wears clothing intended for jungle exploration. With a successful DC 13 Survival check, a PC can find footprints left by the other Aspis agents as they fled both up the sloping the ridge and farther down the ravine—the latter accompanied by more lizardfolk footprints.

Whether the PCs elect to return to the Krihirik village or pursue their rivals deeper into the ravine, proceed to encounter A4 as soon as the PCs have had an opportunity to explore this area and retrieve any surviving eggs.

Rewards: If the party fails to defeat the lizardfolk and recover the dead agent's equipment, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 146 gp.

Out of Subtier: Reduce each PC's gold earned by 353 gp.

Subtier 4–5: Reduce each PC's gold earned by 560 gp.

A4. Tyrannosaurus Chase

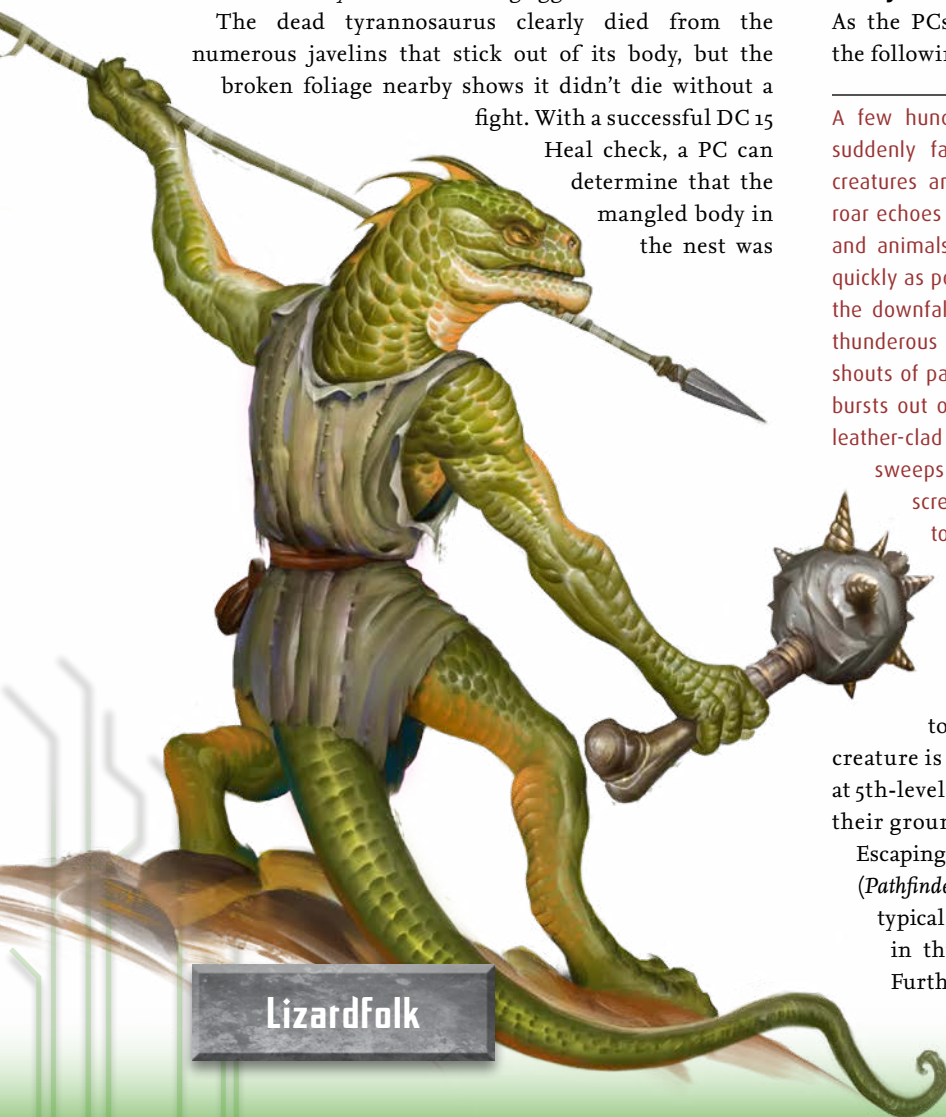
As the PCs start to leave area A3, read or paraphrase the following.

A few hundred yards from the dinosaur nest, the ravine suddenly falls silent—no birds, monkeys, or other jungle creatures are audible. A few heartbeats later, a bellowing roar echoes through the ravine, causing countless small birds and animals to abandon their hiding places and scatter as quickly as possible. A series of great shuddering cracks herald the downfall of several trees in the distance, and a second thunderous roar pierces the air, followed by the frantic shouts of panicked humanoid. Suddenly, a massive dinosaur bursts out of the jungle to the southwest, pursuing a dozen leather-clad explorers through the ravine. The furious creature sweeps up a straggler into its massive jaws and flings the screaming victim off into the jungle, roars, and rushes toward its next target.

After skirmishing with the lizardfolk, the scattered Aspis agents crossed paths with the female tyrannosaurus, and the fleeing explorers begin running down the ravine toward the PCs. Fighting such a powerful creature is virtually impossible in Subtier 1–2, and even at 5th-level, the PCs risk annihilation if they try to stand their ground. The natural answer is to run—quickly.

Escaping the ravine uses a variation of the chase rules (*Pathfinder RPG Gamemastery Guide* 232), but unlike a typical chase in which the PCs are pursuing a target, in this encounter they are fleeing for their lives!

Furthermore, the PCs work as a team to overcome each obstacle rather than addressing each hurdle as individuals. Several obstacles also



Lizardfolk

SCIONS OF THE SKY KEY, PART 2: KAAVA QUARRY



allow the PCs an opportunity to succeed just by sabotaging their Aspis rivals; after all, getting away only requires the PCs be a little faster than their foes. One benefit of there being lots of Aspis agents is that you have several extra warm bodies that the tyrannosaurus can snatch, swallow, and toss aside to make the chase more exciting for the players.

For every obstacle, each PC should choose between one of two options: attempt a check or use an ability (such as casting a spell). At the end of the turn, use the highest check result, and treat any other checks with a result of 10 or higher as though that PC had instead used the aid another action to assist that roll. If any PC rolls a natural 1 while attempting one of these checks and also carrying an egg, she must succeed at a DC 15 Reflex save or accidentally break one of the eggs. If a PC uses a spell or ability that seems especially appropriate to the situation, such as casting *shatter* to destroy an obstacle or creating a barrier to block the tyrannosaurus, grant the highest check result a +2 or +4 bonus (depending on how effective the action was).

If the PCs fail to overcome a particular obstacle, they still proceed to the next one, but their failures allow both the dinosaur and the Aspis agents to make headway. Keep track of the number of obstacles the PCs fail. The Development section below details how the number of

successes and failures impacts the PCs' mission. When the PCs overcome (or fail to overcome) the eighth and final obstacle, they reach the top of the ravine and are safe from the tyrannosaurus.

Increase the DC of these checks by 3 in Subtier 4–5, and decrease the DC of these checks by 2 to accommodate a group of four PCs. In addition, increase the DCs of the following obstacles by 4 for any PC affected by the monkey tree oil: Fend Her Off, Get off the Road, Go through the Weak Spot, Sic the Dino on Them, and Squeeze Through.

Obstacles: Each of the obstacles is described below.

Coming Through!: The rival agents flee in the face of the stampeding dinosaur, heading straight towards the PCs.

Falling Boulders: The dinosaur's thunderous rampage causes some rubble to fall right in the PCs' path.

She's Right Behind Us!: A relatively open patch of ground gives the tyrannosaurus an opportunity to build up speed, and she draws dangerously close to the PCs.

Piranha Peril: A waterfall feeds a pool and stream that cut across a broad section of the ravine, and sharp-toothed fish are leaping out of the water in anticipation of a meal.

Hanging Around: The PCs spot the Aspis agents trying to cross a deep pit by swinging on vines. The PCs can try

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to shoot the vines and slow their rivals, or they can take a moment to find an easier path up the ravine.

Dense Foliage: Big dinosaurs can't fit through tight spaces, and the PCs can slow their pursuer by slipping through a particularly thick copse.

Breakneck Race: The ravine wall is just ahead, and the Aspis Consortium agents burst from another stand of trees and race for the same set of handholds. One of the trees growing along the PCs' path bears a single glowing fruit known as a Kaava sun pear (see *Treasure*, below). In order to retrieve the fruit, a PC must elect to roll the obstacle check twice and take the lower result as well as succeed at a DC 15 Acrobatics or Climb check to snatch the pear.

Final Ascent: The cliff top is just ahead—and the tyrannosaurus right behind!

Development: The success of the PCs in this encounter determines whether and when the Aspis agents are able to return to the Krihirik village, impacting the difficulty of the encounter in area **B**. Adjust the rest of the scenario based on the number of obstacles the PCs successfully overcame, as follows.

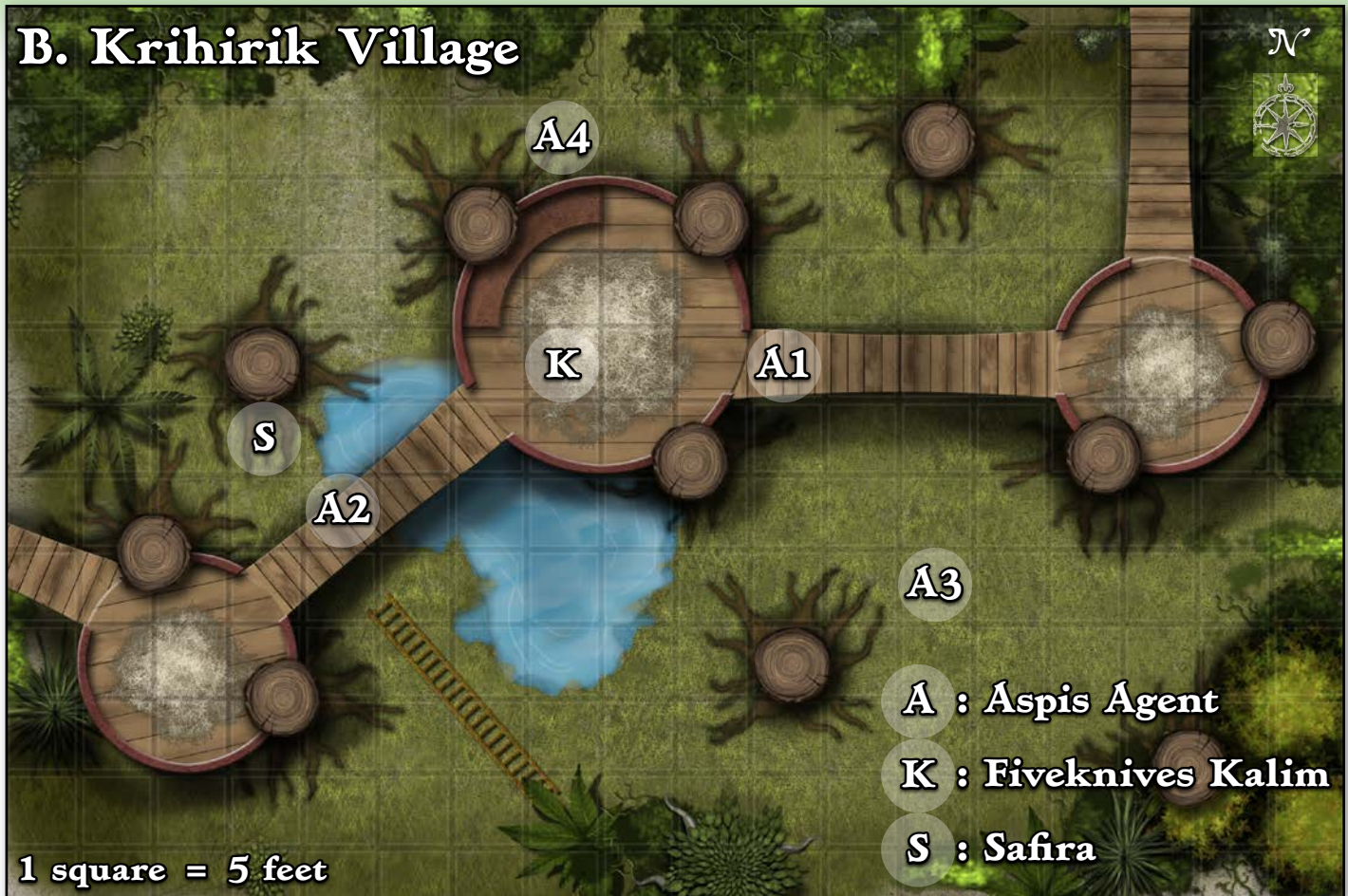
7–8 Obstacles: The PCs easily escape, and the tyrannosaurus catches up to the Aspis agents and tears them to pieces. Reduce the number of Aspis Scouts in area **B** by two.

4–6 Obstacles: The PCs escape just as the Aspis agents slip away and find their own way back to the village. Do not adjust the encounter in area **B**.

2–3 Obstacles: The PCs barely made it out and relied more on adrenaline than stamina. Each PC is fatigued. Furthermore, Kalim has enough time to kill Finyik, one

SCIONS OF THE SKY KEY, PART 2: KAAVA QUARRY

B. Krihirik Village



of the Krihirik elders, before the PCs make it back to the village.

0–1 Obstacles: Treat the PCs as though they had overcome 2–3 obstacles. In addition, the tyrannosaurus is able to bite one of the PCs selected at random as they flee up the ravine. In Subtier 1–2, this is an attack with a +12 bonus to hit that deals 2d6+11 damage. In Subtier 4–5, this is an attack with a +16 bonus to hit that deals 4d6+22 damage.

The journey back to the gripli village takes several hours and is uneventful compared to the PCs' flight from Deepblood Ravine.

Treasure: The glowing fruit in the Breakneck Race obstacle is a very rare fruit called a Kaava sun pear, and a PC can identify its properties with a successful DC 18 Knowledge (nature) check. It glows with soft yellow light equivalent to that of a candle for 8 hours after being picked. During this time, if a creature eats the fruit as a full-round action, it confers the benefits of *cure moderate wounds* and *neutralize poison* (CL 7th).

B. KRIHIRIK VILLAGE CENTER (CR VARIES)

After the PCs departed, Fiveknives Kalim returned and learned that a rival group was competing against his

agents to retrieve the eggs and take the Krihirik weapon. After waiting another hour to see if his subordinates would return first and win the prize "the nice way," Kalim took matter into his own hands and instructed his remaining agents to ransack the village, take the elders hostage, and kill anyone who got in their way. The prize remains hidden half a mile away, though so far the elders have managed to resist Kalim's cruel interrogations and keep their secret. However, if the PCs only overcame three or fewer obstacles in area **A4**, Kalim has already killed the elder Finyik.

Read the following as the PCs complete their return trip from the north.

At the outskirts of the Krihirik village, gripli possessions lie scattered about as if they were dropped or tossed carelessly from the dwellings above. Where before gripplis hurried about the village, now none are to be found. Shouting from the direction of the elders' hut carries through the empty jungle—"Find the others!"—followed by the loud crash of something falling to the jungle floor.

The loud crash is the sound of one of the Aspis agents knocking a 20-foot ladder to the jungle floor.

The PCs can approach the center of the village along the jungle floor, or they can climb into the trees and use

PATHFINDER SOCIETY SCENARIO

the rope bridges to approach from the north or west. Navigating from the jungle floor to the trees might present a challenge for PCs without the ability to cast spells like *fly* or *levitate*. However, there are a few other ways that the PCs can ascend. The fallen ladder near the center of the village is simple to lift and set against the trees—lifting it or knocking it down again requires a move action. The PCs can also climb the trees unaided with a successful DC 15 Climb check. The tree houses are all 20 feet off the ground.

Creatures: Fiveknives Kalim, a human explorer and hunter, is the leader of the Aspis Consortium agents sent to the Krihirik village to retrieve griplis' strange weapon. He is vicious and cruel, not only to his enemies but also to his agents and pets. This brutal efficiency has earned him a reputation for being particularly callous toward the people of the Mwangi Expanse. Kalim believes causing other creatures pain is the best way to dominate them, and he does not flinch at the thought of killing others to get what he wants.

Safira, a panther, is Kalim's current animal companion. Her sleek black fur is marred by countless jagged scars running along her face and back—the results of Kalim's "training." Safira obeys Kalim out of fear rather than companionship or trust. When the PCs arrive, she is stalking the jungle floor near the elders' hut, sniffing the air for the scent of other griplis or the PCs. If she catches the scent of the monkey tree on the PCs, Kalim immediately knows through his empathic link that enemies approach.

Two Aspis agents remained behind with Kalim, and they are keeping lookout along the rope bridges near the elders' hut when the PCs arrive. Based on the number of obstacles the PCs overcame in encounter A4, up to two additional Aspis agents might have arrived just ahead of the PCs and joined the fight.

Most of the griplis fled the village when the attack began. The elders Finyik and Diblop were cornered in the meetinghouse, and so long as they are alive at the start of the encounter, they can use the distraction of the PCs' arrival to scramble to safety.

Hazard: Fighting on the swaying rope bridges with low railings can also be dangerous. Any creature—including the

Aspis agents—who takes damage, runs, or charges while on one of the bridges must succeed at a DC 12 Acrobatics check or fall 20 feet to the jungle floor below, taking 2d6 points of falling damage. A creature can also cut one of the ropes (hardness 0, 2 hp) holding up the bridge to increase the DC of these Reflex saves by 5 and cause all creatures to treat the bridge as difficult terrain. Cutting both ropes causes all creatures on the bridge to fall unless they succeed at a DC 15 Reflex save to scramble to the closest platform.

Subtier 1–2 (CR varies)

FIVEKNIVES KALIM

CR 3

Male human hunter 4 (*Pathfinder RPG Advanced Class Guide* 26)

NE Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

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

hp 29 (4d8+8)

Fort +5, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk dagger +7 (1d4+4/19–20),
mwk dagger +7 (1d4+2/19–20)

Ranged mwk dagger +9
(1d4+4/19–20)

Hunter Spells Known (CL 4th;
concentration +5)
2nd (1)—*barkskin*, *bull's strength*
1st (4)—*cure light wounds*, *faerie fire*,
longstrider, *pass without trace*
0 (at will)—*create water*, *detect*
poison, *know direction*, *light*,
mending, *purify food and drink*

TACTICS

Before Combat Kalim
casts *bull's strength*
on himself and
activates his animal

focus (mouse) as soon as he becomes
aware of enemies approaching, such as
when Safira or the agents warn him.

During Combat Kalim waits until enemies
are trying to climb up into the trees and
throws daggers at them. When he only
has two daggers remaining, he waits to
engage in melee combat, preferring to
flank enemies if possible.

Morale Kalim retreats to cast *cure light*
wounds on himself if brought below 10
hit points. If brought below 5 hit points, he
attempts to flee to the south.



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Base Statistics Without *bull's strength*, Kalim's statistics are
Melee mwk dagger +5 (1d4+2/19–20), mwk dagger +5 (1d4+1/19–20); **Ranged** mwk dagger +9 (1d4+2/19–20); **Str** 14

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 21

Feats Distracting Charge^{ACG}, Precise Shot, Quick Draw, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Handle Animal +6, Intimidate +6, Knowledge (geography) +7, Knowledge (nature) +7, Perception +8, Stealth +11, Survival +8

Languages Common

SQ animal companion, animal focus (mouse active), hunter tactics, improved empathic link, nature training, track +2, wild empathy +3

Combat Gear *potion of cure moderate wounds*, smokesticks (2), tanglefoot bags (2); **Other Gear** mwk leather armor, antitoxin (2), everburning torch, tindertwigs (5), mwk daggers (5), 75 gp

SAFIRA

CR —

Female panther (small cat) animal companion
 N Medium animal

Init +9; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +9, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.; sprint

Melee bite +6 (1d6+3 plus trip), 2 claws +6 (1d3+3)

TACTICS

During Combat Safira lurks on the ground and uses her stealth to approach and maul the PCs. She only climbs into the trees to attack if Kalim commands her to do so.

Morale Safira, ill-treated by her master, doesn't care to stick around and defend him if the fight goes poorly. She flees if reduced to 15 hit points or fewer. The PCs can also chase the wretched creature off by succeeding at a DC 20 Handle Animal or Intimidate check.

STATISTICS

Str 17, **Dex** 20, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 21 (25 vs. trip)

Feats Distracting Charge^{ACG}, Improved Initiative, Skill Focus (Stealth)

Skills Acrobatics +9 (+13 when jumping), Climb +7, Perception +5, Stealth +12

SQ tricks (attack, down, fetch, guard, heel, seek, stay, track)

ASPIS CONSORTIUM AGENTS (2–4)

CR 1/2

NE novice scout (*Pathfinder RPG NPC Codex* 128; see page 23)

hp 12 each

SCALING ENCOUNTER B

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

Subtier 1–2: Remove one Aspis Consortium agent from the encounter. Additionally, Kalim has already used his 2nd-level spell slots and is unable to cast *bull's strength*.

Subtier 4–5: Remove one Aspis Consortium agent from the encounter. Kalim has only one 2nd-level spell slot remaining, which he uses to cast *bull's strength*. He has already used his 3rd-level spell slot.

TACTICS

Before Combat Two agents are on the rope bridges. If any of the agents sent to fetch eggs have returned, they are still on the ground.

During Combat The agents use ranged attacks from the rope bridges to soften up their foes and try to prevent anyone from climbing up. Any agents on the ground attack the PCs in melee.

Morale If Kalim dies or runs, the agents flee into the jungle. Otherwise, they fight to the death.

Subtier 4–5 (CR varies)

FIVEKNIVES KALIM

CR 6

Male human hunter 7 (*Pathfinder RPG Advanced Class Guide* 26)
 NE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

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

hp 63 (7d8+28)

Fort +8, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk dagger +9 (1d4+4/19–20), mwk dagger +9 (1d4+4/19–20)

Ranged mwk dagger +11 (1d4+4/19–20)

Hunter Spells Known (CL 7th; concentration +8)

3rd (1)—*cure moderate wounds*, *dominate animal* (DC 14)

2nd (3)—*barkskin*, *bull's strength*, *cat's grace*, *hold animal* (DC 13)

1st (5)—*cure light wounds*, *faerie fire*, *jump*, *longstrider*, *pass without trace*

0 (at will)—*create water*, *detect poison*, *know direction*, *light*, *mending*, *purify food and drink*

TACTICS

Before Combat Kalim casts *bear's endurance* and *bull's strength* on himself activates his animal focus (mouse) as soon as he becomes aware of enemies approaching, such as when Safira or the agents warn him.

During Combat Kalim waits until enemies are trying to climb up

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into the trees and throws daggers at them. When he only has two daggers remaining, he waits to engage in melee combat, preferring to flank enemies if possible. If any animal foes are present, he attempts to use *dominate animal* on them.

Morale Kalim retreats to cast healing spells on himself if brought below 25 hit points. If brought below 12 hit points, he attempts to flee to the south.

Base Statistics Without *bear's endurance* and *bull's strength*, Kalim's statistics are **hp** 49; **Melee** mwk dagger +7 (1d4+2/19–20), mwk dagger +7 (1d4+2/19–20); **Ranged** mwk dagger +11 (1d4+2/19–20); **Str** 14, **Con** 12

STATISTICS

Str 18, **Dex** 18, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 23

Feats Deadly Aim, Distracting Charge^{ACG}, Double Slice, Intercept Charge^{ACG}, Precise Shot, Quick Draw, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Handle Animal +9, Intimidate +9, Knowledge (geography) +10, Knowledge (nature) +10, Perception +11, Stealth +13, Survival +11

Languages Common

SQ animal companion, animal focus, hunter tactics, improved empathic link, nature training, track +3, wild empathy +6, woodland stride

Combat Gear *potion of cure moderate wounds*, smokesticks (2), tanglefoot bags (2); **Other Gear** +1 *chain shirt*, *candle of truth*, antitoxins (2), *everburning torch*, tindertwigs (5), mwk daggers (5), 85 gp

SAFIRA

CR —

Female panther (small cat) animal companion

N Medium animal

Init +9; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 51 (6d8+24)

Fort +8, **Ref** +10, **Will** +3; +4 vs. enchantment spells and effects

Defensive Abilities evasion

OFFENSE

Speed 50 ft.; sprint

Melee bite +8 (1d6+4 plus trip), 2 claws +8 (1d3+4)

TACTICS

During Combat Safira lurks on the ground and uses her stealth to approach and maul the PCs. She only climbs into the trees to attack if Kalim commands her to do so.

Morale Safira, ill-treated by her master, doesn't care to stick around and defend him if the fight goes poorly. She flees if reduced to 25 hit points or fewer. The PCs can also chase the wretched creature off by succeeding at a DC 20 Handle Animal or Intimidate check.

STATISTICS

Str 18, **Dex** 21, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 23 (27 vs. trip)

Feats Distracting Charge^{ACG}, Improved Initiative, Intercept Charge^{ACG}, Skill Focus (Stealth), Toughness

Skills Acrobatics +9 (+13 when jumping), Climb +8, Perception +5, Stealth +12, Survival +2, Swim +8

SQ tricks (attack any creature, defend, down, fetch, guard, heel, seek, stay, track)

ASPIS CONSORTIUM AGENTS (2–4)

CR 2

Poacher (*Pathfinder RPG NPC Codex* 129; see page 23)

hp 30 each

TACTICS

Before Combat Two agents are on the rope bridges. If any of the agents sent to fetch eggs have returned, they are still on the ground.

During Combat The agents use ranged attacks from the rope bridges to soften up their foes and try to prevent anyone from climbing up. Any agents on the ground attack the PCs in melee.

Morale If Kalim dies or runs, the agents flee into the jungle. Otherwise, they fight to the death.

Rewards: If the party fails to defeat the Aspis agents here, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 244 gp.

Out of Subtier: Reduce each PC's gold earned by 527 gp.

Subtier 4–5: Reduce each PC's gold earned by 810 gp.

CONCLUSION

If the PCs incapacitate or kill Fiveknives Kalim, the few gripplis in the immediate area show the PCs with praise before scattering to gather the other Krihirik once more. If Kalim escapes, these same gripplis assemble a small force to capture him, but by that point he has already obscured his tracks and evaded pursuit. The gripplis defer to the PCs regarding the treatment of any other Aspis agents who survived the conflict.

Mother Bogwynne graciously accepts any tyrannosaurus eggs the PCs may have recovered. In addition, whether the PCs fulfilled their agreement or simply returned at an opportune time and fended off the hostile Aspis Consortium, the surviving Krihirik elders agree that the talisman the dwarves gave them so many years ago is best employed by the PCs—especially if the rumors of the Golden Guardian awakening are true. The talisman is an egg-shaped mass of dry clay the size of a melon, its surface smoothed and intricately decorated with linear patterns, plant imprints, and the symbol of a mountain standing under dozens of stars. The talisman radiates faint transmutation magic, though this is simply a long-lasting spell to preserve the clay.

Mother Bogwynne raises a hand and lifts her head as if performing a blessing, and dozens of gripplis gather to listen. "More than a thousand cycles ago, the dwarven refugees came to us from the

SCIONS OF THE SKY KEY, PART 2: KAAVA QUARRY

distant north, fleeing a home lost ages ago. We aided the dwarves and welcomed them as neighbors in the nearby hills—a land even harsher than our own. When they fled their home for a second time, we offered them aid once more, though they requested only that we honor their memory and accept a gift: this talisman that bears the power to defeat the golden beast that now haunts Ashkurhall.” She holds up a melon-sized ovoid made of clay. “The descendants of Sigrin spoke of this as their greatest treasure, which they had left behind. It is a legacy that continues to this day, for none have ever braved the Golden Guardian to claim the riches as their own.”

A chorus of croaking vocalizations follows the elder’s story, and she adds, “The talisman’s power is hidden within, and it must be unsealed in the beast’s presence. To do so too soon would expend its energy needlessly or even invoke a terrible disaster. We have entrusted you with this relic of our people; use it wisely.”

If the PCs neither retrieved eggs nor defeated the Aspis agents in area **B**, the few surviving griplis sullenly inform the Pathfinders that there is nothing left in the area for their decimated people. The Krihirik depart the Kaava Lands, taking the talisman with them.

Reporting Notes

If the PCs captured or killed Fiveknives Kalim, check box A on the scenario’s reporting sheet. If he escaped with his life, check box B instead.

Primary Success Conditions

The PCs fulfill their primary goal if they manage to recover the griplis’ clay talisman. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs fulfill their secondary goal by earning the favor and respect of the griplis tribe, which could serve as a valuable ally of the Society in the Kaava Lands. Doing so requires the PCs fulfill two of the following three tasks: retrieve at least three intact tyrannosaurus eggs, successfully overcome four or more obstacles in area **A4** (thereby ensuring Finyik survives), or preventing Fiveknives Kalim from escaping in area **B**. Fulfilling these conditions earns each PC 1 additional Prestige Point and the Griplis’ Favor boon on his Chronicle sheet.

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PLAYER HANDOUT: LETTER TO WILDAN JACE

Jace,

I have had enough of your games. Cheating at dice is one thing, but gambling away our wages... that I will not forget. No more idle jobs for you. This time you go into the jungle with the others. Bring back the eggs or face my displeasure. I will not bother reporting to Zaril this time—if you fail I will let your fellow agents take care of you in whatever manner they see fit. And you will not see a bit of coin until the talisman is in my hands.

SCIONS OF THE SKY KEY, PART 2: KAAVA QUARRY

Pathfinder Society Scenario #6-14: Scions of the Sky Key, Part 2: Kaava Quarry

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ ☐ Prestige Points

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

Character # _____ ☐ Prestige Points

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

Character # _____ ☐ Prestige Points

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

Character # _____ ☐ Prestige Points

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

Character # _____ ☐ Prestige Points

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

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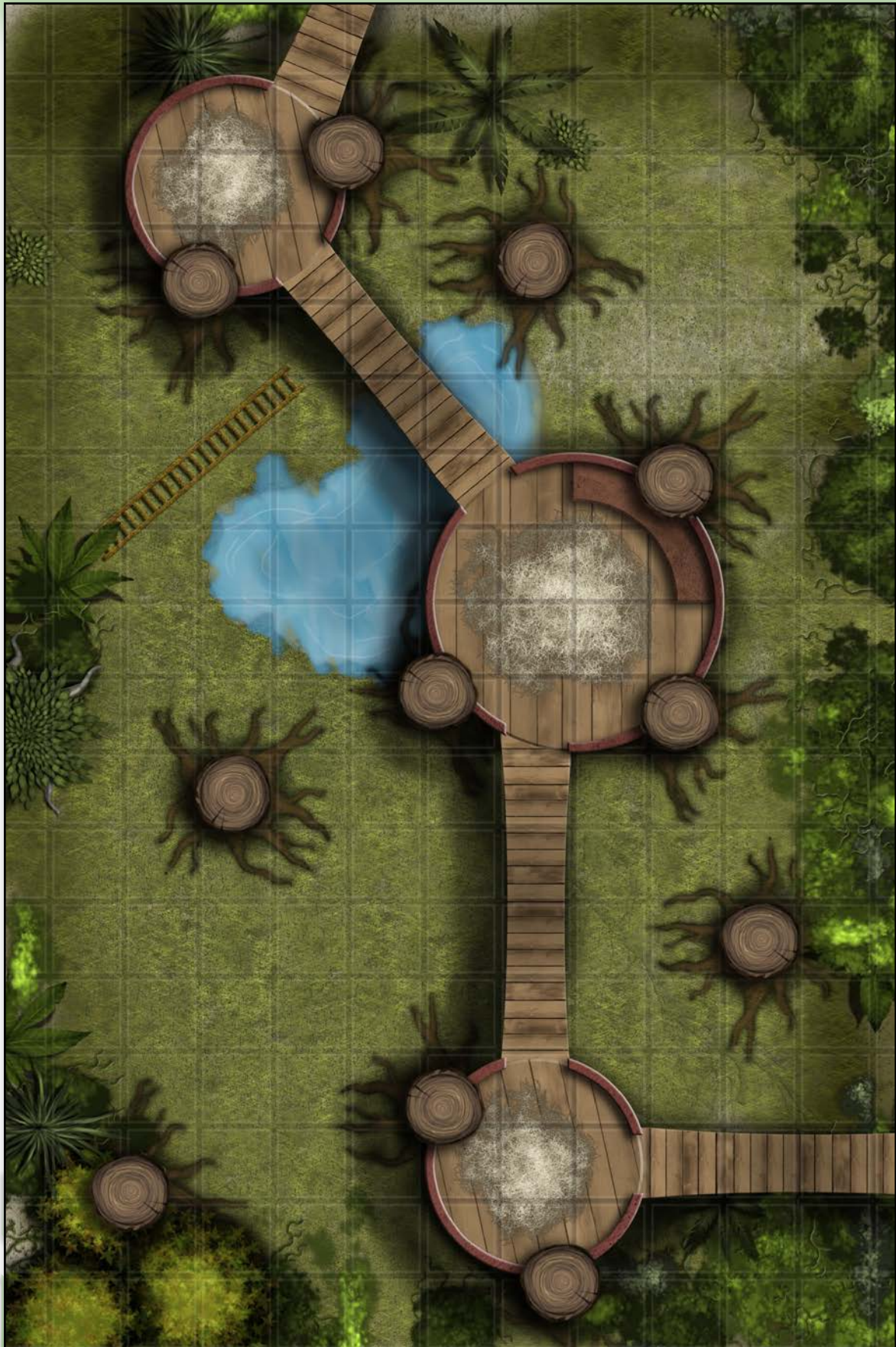
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Pathfinder Society Scenario #6-14: Scions of the Sky Key, Part 2: Kaava Quarry © 2015, Paizo Inc.; Author: Mike Kimmel

PATHFINDER SOCIETY SCENARIO



SCIONS OF THE SKY KEY, PART 2: KAAVA QUARRY

LIZARDFOLK

This reptilian humanoid has green scales, a short and toothy snout, and a thick alligator-like tail.

LIZARDFOLK

CR 1



XP 400

N Medium humanoid (reptilian)

Init +0; Senses Perception +1

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, Ref +0, Will +0

OFFENSE

Speed 30 ft., swim 15 ft.

Melee morningstar +2 (1d8+1),
claw +0 (1d4), bite +0 (1d4)

Ranged javelin +1 (1d6+1)

STATISTICS

Str 13, Dex 10, Con 13, Int 9,

Wis 10, Cha 10

Base Atk +1; CMB +2; CMD 12

Feats Multiattack

Skills Acrobatics +2, Perception +1, Swim +10;

Racial Modifiers +4 Acrobatics

Languages Draconic

SQ hold breath

ECOLOGY

Environment temperate swamps

Organization solitary, pair, band (3–12), or tribe (13–60)

Treasure NPC gear (heavy wooden shield, morningstar,
3 javelins)

SPECIAL ABILITIES

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

Lizardfolk are proud and powerful reptilian predators that make their communal homes in scattered villages deep within swamps and marshes. Uninterested in colonization of the dry lands and content with the simple weapons and rituals that have served them well for millennia, lizardfolk are viewed by many other races as backwater savages, but within their isolated communities lizardfolk are actually a vibrant people filled with tradition and an oral history stretching back to before humans walked upright.

Most lizardfolk stand 6 to 7 feet tall and weigh 200 to 250 pounds, their powerful muscles covered in scales of gray, green, or brown. Some breeds have short dorsal spikes or brightly colored frills, and all swim well by moving with flicks of their powerful 4-foot-long tails. While completely at home in

the water, they breathe air and return to their clustered mound-dwellings to breed and sleep. As their reptilian blood makes them sluggish in the cold, most lizardfolk hunt and work during the day and retreat to their homes at night to curl up with other tribesmen in the shared warmth of large peat fires.

Though generally neutral, lizardfolk's standoffish demeanor, staunch rejection of civilization's "gifts," and legendary ferocity in battle cause them to be viewed negatively by most humanoids. These traits stem from good reasons, however, as their own slow rate of reproduction is no match for warm-blooded humanoids, and those tribes who don't defend their wetland territories to the last breath quickly find themselves overwhelmed by the mammalian hordes. As for their tendency to consume the bodies of dead friends and enemies alike, the practical lizardfolk are quick to point out that life is hard in the swamp, and nothing should go to waste.

The lizardfolk presented here dwell in a swampy environment. Lizardfolk tribes can exist in other environments as well, but they lose their swim speed and instead gain a climb speed of 15 feet.



PATHFINDER SOCIETY SCENARIO

LIZARDFOLK BARBARIANS

Some warriors enter war-trances to increase their prowess.

LIZARDFOLK VANGUARD

CR 2

XP 600

Lizardfolk barbarian 1

CN Medium humanoid (reptilian)

Init +2; **Senses** Perception +6

DEFENSE

AC 17, touch 10, flat-footed 15 (+2 armor, +2 Dex, +5 natural, -2 rage)

hp 33 (3 HD; 2d8+1d12+2)

Fort +9, **Ref** +2, **Will** +3

OFFENSE

Speed 40 ft., swim 15 ft.

Melee mwk morningstar +8 (1d8+5), bite +5 (1d6+2) or 2 claws +7 (1d4+5), bite +5 (1d6+2)

Ranged javelin +4 (1d6+5)

Special Attacks rage (6 rounds/day)

TACTICS

During Combat Lizardfolk vanguards use shock tactics to eliminate the most threatening opponents first.

Base Statistics When he's not raging, the vanguard's statistics are **AC** 19, touch 12, flat-footed 17; **hp** 27; **Fort** +7, **Will** +1; **Melee** mwk morningstar +6 (1d8+3), bite +3 (1d6+1) or claw +5 (1d4+3), bite +3 (1d6+1); **Str** 17, **Con** 15; **CMB** +5; **Skills** Swim +16.

STATISTICS

Str 21, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +7; **CMD** 17

Feats Multiattack, Power Attack

Skills Acrobatics +10 (+14 when jumping), Perception +6, Survival +5, Swim +18

Languages Draconic

SQ fast movement, hold breath

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk leather armor, mwk morningstar, javelins (4), 8 gp

LIZARDFOLK BERSERKER

CR 5

XP 1,600

Lizardfolk barbarian 4

CN Medium humanoid (reptilian)

Init +2; **Senses** Perception +10

DEFENSE

AC 19, touch 10, flat-footed 17 (+4 armor, +2 Dex, +5 natural, -2 rage)

hp 66 (6 HD; 2d8+4d12+26)

Fort +11, **Ref** +3, **Will** +4

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft., swim 15 ft.

Melee mwk morningstar +12 (1d8+6), bite +9 (1d6+3) or 2 claws +11 (1d4+6), bite +9 (1d6+3)

Ranged mwk javelin +8 (1d6+6)

Special Attacks rage (12 rounds/day), rage powers (scent, knockdown)

TACTICS

During Combat The berserker uses the knockdown rage power on enemies who are heavily armored or wield heavy weapons.

Base Statistics When she's not raging, the berserker's statistics are **AC** 21, touch 12, flat-footed 19; **hp** 54; **Fort** +9, **Will** +2; **Melee** mwk morningstar +10 (1d8+4), bite +7 (1d6+3) or claw +9 (1d4+3), bite +7 (1d6+2); **Str** 18, **Con** 15; **CMB** +9; **Skills** Swim +19.

STATISTICS

Str 22, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 21

Feats Cleave, Multiattack, Weapon Focus (morningstar)

Skills Acrobatics +12 (+16 when jumping), Perception +10, Survival +7, Swim +21

Languages Draconic

SQ fast movement, hold breath

Combat Gear *potion of cure moderate wounds*, *potions of magic fang* (2), tanglefoot bags (2); **Other Gear** +1 studded leather, mwk javelin, mwk morningstar, antitoxin, 66 gp



SCIONS OF THE SKY KEY, PART 2: KAAVA QUARRY

NOVICE SCOUT	CR 1/2
HALF-ELF RANGER 1	XP 200
Medium humanoid (elf, human)	LN

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 12 (1d10+2)

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

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+3/19–20) or shortspear +3 (1d6+2)

Ranged longbow +4 (1d8/x3)

Special Attacks favored enemy (orcs +2)

TACTICS

During Combat The ranger ambushes her target from stealth or takes cover in tree branches. If she has allies, she attacks enemies that her allies have injured. She uses a smokestick to signal trouble or cover her retreat.

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Skill Focus (Perception)

Skills Climb +6, Knowledge (local) +1, Knowledge (nature) +4, Perception +10, Stealth +7, Survival +5

Languages Common, Elven

SQ elf blood, track +1, wild empathy +0

Combat Gear *potion of cure light wounds*, alchemist's fire, masterwork arrows (3), smokestick; **Other Gear** masterwork studded leather, longbow with 20 arrows, longsword, shortspear, 15 gp

The novice scout is alert and eager to prove her worth.

ATANYA

Atanya is gruff but shrewd, more concerned about doing a good job than getting along with anyone. Secretly she hopes she has what it takes to be a hero and leader.

Combat Encounters: Atanya fires an arrow to wound a tough-looking PC, then demands surrender.

Roleplaying Suggestions: Atanya calls out a warning that the PCs are surrounded, hoping to bluff her way out of a lethal conflict.

TOWN WATCHER	CR 1
HALFLING RANGER 2	XP 400
Small humanoid (halfling)	LN

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 15 (2d10)

Fort +4, **Ref** +7, **Will** +2; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d4+1/19–20)

Ranged mwk shortbow +7 (1d4/x3)

Special Attacks favored enemy (fey +2)

TACTICS

During Combat The ranger shoots at opponents who attempt to harm innocents or his allies. If trying to capture someone alive, he uses a tanglefoot bag. If trying to disperse a hostile crowd, he throws a thunderstone.

STATISTICS

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

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

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +7 (+3 when jumping), Climb +8, Diplomacy +1, Intimidate +4, Knowledge (geography, nature) +5, Knowledge (local) +2, Perception +8, Stealth +12, Survival +6, Swim +5

Languages Common, Halfling

SQ track +1, wild empathy +2

Combat Gear *potion of cure light wounds*, tanglefoot bags (2), thunderstone; **Other Gear** masterwork studded leather, masterwork shortbow with 20 arrows, short sword, 84 gp

The town watcher protects a settlement from hostile creatures.

COLIN FLETCHER

Colin vigilantly guards his town, and is quick to respond if any visitors start fights or cause trouble with locals.

Combat Encounters:

Colin fires a warning shot from a rooftop to distract unruly adventurers in

town, or uses a tanglefoot bag on a PC who's obviously drunk, raging, or out of control.




Roleplaying Suggestions: Colin is the eyes and ears for his town, and is a source of valuable information about the comings and goings of strangers.



PATHFINDER SOCIETY SCENARIO

SPIDER, GIANT

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER CR 1   

XP 400
N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)
hp 16 (3d8+3)
Fort +4, **Ref** +4, **Will** +1
Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +2 (1d6 plus poison)
Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)
Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs);
Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

ECOLOGY

Environment any
Organization solitary, pair, or colony (3–8)
Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

Other species of giant spiders exist, as detailed below.

Species	CR	Size	HD
Scarlet spider	1/4	Tiny	1d8
Giant crab spider	1/2	Small	2d8
Giant black widow	3	Large	5d8
Ogre spider	5	Huge	7d8
Giant tarantula	8	Gargantuan	10d8
Goliath spider	11	Colossal	14d8

SPIDER SWARM

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

SPIDER SWARM CR 1   

XP 400
N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)
hp 9 (2d8)
Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage
Weaknesses swarm traits

OFFENSE

Speed 20 ft., climb 20 ft.
Melee swarm (1d6 plus poison and distraction)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +1; **CMB** —; **CMD** —
Skills Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

ECOLOGY

Environment any
Organization solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)
Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

The sight of a carpet of swarming spiders is unsettling indeed—particularly when the swarm is made up of spiders each the size of a gold coin and possessing blade-like mandibles capable of lacerating flesh with sickening ease. A swarm of spiders is a colonial mass of arachnids that relies on overwhelming much larger prey with sheer numbers rather than catching smaller snacks. While spider swarms spin webs, these webs are incapable of catching larger prey and typically serve the swarm as a lair rather than a method of capturing dinner.



Pathfinder Society Scenario #6-14: Scions of the Sky Key, Part 2: Kaava Quarry

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Gripplis' Favor: You have earned the recognition of the Krihirik tribe in the Kaava Lands, granting you a +2 bonus on Charisma-based checks made to influence gripplis. In addition, this boon may be used in conjunction with other boons to grant one or more of your characters access to grippli-related options.

All Subtiers

potion of cure moderate wounds (300 gp)
potion of invisibility (300 gp)
sleep arrow (132 gp)
tree feather token (400 gp)

Subtier 4-5

candle of truth (2,500 gp)
potion of bull's strength (300 gp)
rope of climbing (3,000 gp)
wand of barkskin (12 charges; 1,080 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

1-2 254 508

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 588 1,175

SUBTIER ☐ Slow ☐ Normal

4-5 921 1,842

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

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