

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-12

Levels 1-4

MISCHIEF IN THE MAZE

By Mikko Kallio





AUTHOR

Mikko Kallio

DEVELOPMENT LEAD

Josh Foster

ADDITIONAL DEVELOPMENT

Adam Daigle

EDITING LEAD

Solomon St. John

EDITORS

Felix Drix and Solomon St. John

COVER ARTIST

Bruno Cesar and Justin Usher

INTERIOR ARTISTS

Hazem Ameen, Bruno Cesar and Raf Kayupov

CARTOGRAPHERS

Jason Engle

ART DIRECTION

Emily Crowell and Sonja Morris

GRAPHIC DESIGN

Emily Crowell

ORGANIZED PLAY COORDINATOR

Alex Speidel

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



Paizo Inc.
15902 Woodinville-Redmond Rd NE,
Unit B, Woodinville, WA 98072-4572

paizo.com

MISCHIEF IN THE MAZE

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Book of the Dead*, *Pathfinder Core Rulebook*, *Pathfinder Bestiary*,

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens Pathfinder Society Guide*

Maps: *Pathfinder Flip-Tiles: Forest Starter Set*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.



REPEATABLE

SUMMARY

Venture-Captain Sigvard Tornkvist sends a team of Pathfinders to investigate strange happenings in the Maze of the Open Road. Travelers have been getting lost due to the mischievous pranks of a group of tanuki, who have taken over the maze for their own amusement. While exploring the maze and uncovering the source of the issues, the PCs must overcome the illusions and transmutation magic of the tanuki, navigate through snares and traps, and defeat monsters drawn in by the tanuki's meddling and magic. After a few challenges, the PCs discover the source of the mischief and must chase down the tanuki responsible, who is leading them to a giant tanuki party. Can the PCs convince the tanuki to stop pranking travelers or even befriend the rascally people? Or will they choose to drive the tanuki out of the maze?

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ADVENTURE BACKGROUND

Centuries ago, **Forest King Narven** (male Chelaxian archdruid) created the *Maze of the Open Road* and gave it to the Pathfinder Society to watch over. Besides being a demiplane with a network of portals that connect different points in Golarion and beyond, some even theorize that the maze is also a living, changing thing with a consciousness somehow connected to the late archdruid. Recently, the Society has started linking the maze with Tian Xia, as the mysterious Decemvirate member known as the Waterfall has draconic dealings in that distant continent. However, other members of the Decemvirate—the enigmatic masked leaders of the Society—are not aware that these rapid expansions also open up opportunities for outside parties to create their own entrances.

This is exactly what happened when a small enclave of tanuki noticed a sliver of broken space in their village square. Tanuki are raccoon dog-like humanoids known for their mischievous magic and wild parties. Unsurprisingly, the tanuki threw a raucous party celebrating the strange occurrence. Amid the revelry, a young tanuki rogue named **Toshiro** (male tanuki prankster) dared his friends to throw whatever magic they knew at the tear in space. To their surprise, their chaotic mixture of magic created a stable entrance to the Maze. Other groups of tanuki followed, until nearly the entire enclave had decided that the ultimate party was surely to be had within the Maze.

The mysterious maze accepted the tanuki as its new inhabitants. As the tanuki soon noticed, their natural gifts of shapechanging, illusion, and pranks mix well with the magic of the maze. They found that they could alter key landmarks or even take the form of those landmarks, sending travelers off course. Toshiro, in particular, has taken to this hobby with a dedication rarely seen among a people so known for living in the moment.

Toshiro has managed to instigate his friends, too, into attempting more and more outrageous pranks. Thankfully, there haven't been any serious injuries yet, but many landmarks are no longer safe to approach or reliable for navigation. As a result, Pathfinders assigned to missions through the maze have been exiting in

WHERE ON GOLARION?

Mischief in the Maze begins at the Open Road Lodge in the northern Mwangi Expanse, then takes the PCs to the *Maze of the Open Road*. Druid king Narven cultivated the imposing hedge maze on the rear lawn of the Woodsedge Lodge in Galt more than 200 years ago, but the inside of the maze is actually a demiplane connected to numerous locations across Golarion. More information on these locations can be found on page 98 and 106 of *Lost Omens Pathfinder Society Guide*.



completely unexpected parts of Golarion, causing delays and failed missions. Realizing this is a problem the Society cannot afford to ignore, the Open Road Lodge resolves to find what's sending their agents astray.

GETTING STARTED

The PCs begin the adventure having already arrived at the Open Road Lodge located in northern Mwangi Expanse. As the PCs enter a meeting room, **Venture-Captain Sigvard Tornkvist** (female dromaar archaeologist) peers at them through her eyeglasses and greets with a stoic nod, introducing herself to any PCs who haven't met her before. There's a large table in the center of the room,

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and along the walls are several bookshelves and a few display cases with maps and other items of archaeological significance.

Read or paraphrase the following once the PCs are settled.

The Venture-Captain, seated at one end of the large table, quickly glances around the room and nods approvingly. “You’re all here. Very good, let us begin. What I’m about to tell you concerns the Maze of the Open Road. Some of you may have already traveled through it, but for those who don’t know, it’s a network of magical portals, which Pathfinder agents use to quickly reach lodges and other sites across Golarion.

“Recently, our field agents assigned to missions through the Maze have started reporting strange happenings. On many occasions, Pathfinders using well-known routes and portals have exited the Maze in completely different locations than they expected. What’s more, several Pathfinders have encountered traps and other dangers that certainly were not there before.”

She sighs, removes her glasses and places them on the table, pinching her brow in an attempt to avoid a headache, then continues, “Thankfully, there have been no serious injuries yet, but many missions have been delayed or gone wrong. I’ve collated the reports, and it seems obvious all these incidents are connected. I don’t know what is causing it, but I’ve come to the conclusion that something or someone is altering the landmarks our agents use for navigation.”

Sigvard opens a scroll, which seems to contain a list. “I need you to enter the Maze and study at least three of the landmarks in this report. Find out what the source of these issues is and, if possible, put an end to it. Any questions?”

Sigvard gives the scroll to the PCs. Provide the players with **Handout #1: Sigvard’s Report** (page 37). She then answers what questions they may have to the best of her ability.

What’s the Maze of the Open Road? “It’s a vast hedge maze, technically located on the grounds of the Woodsedge Lodge in Galt, but it’s more complicated than that. The druid Narven gifted it to the Pathfinder Society hundreds of years ago to help with travel, filling it with portals connected to locations of interest to our Society. One of those entrances is right here at the Open Road Lodge, which means you can start your mission as soon as you’re ready.”

What can we expect inside? Sigvard mentions the magical properties detailed in area A on page 5, then continues, “Right now, it’s best to focus on the strange happenings that Pathfinders have reported, so reading my report should give you an idea of what to expect.”

Has anything like this happened before? “Well, the maze is centuries old, and it was growing unstable until the Pathfinder Society managed to stabilize it a few years ago. Since then, it’s been fine. Mostly.”

Mostly? “Well, there have been minor incidents like Pathfinders being transported to a different phase of reality. And the reemergence of the wood and metal elemental planes has caused some unexpected changes in the maze. But these recent problems we’ve had with lost travelers—this is unprecedented, this is something new.”

Are there no guards in the Maze? “Any entrances to the maze that we control are guarded, of course, and some locations within the maze have magical guardians. But the maze contains countless corridors and numerous entrances, so it would be quite impossible to guard it in any systematic way.”

Which locations should be investigated first? “That it entirely up to you, but I suggest



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you read the reports and start with locations your abilities are best suited for.”

How do we find these locations? “When you’re ready to enter the maze, I’ll give you directions to the maze’s central courtyard, from which it should be easy to find these locations. Moreover, according to the reports, when you’re near the affected parts of the maze, the walls look less neatly trimmed.”

Arcana or Pathfinder Society Lore (Recall Knowledge)

A PC who succeeds at a DC 14 Arcana or DC 12 Pathfinder Society Lore check to Recall Knowledge (DC 16 and 14 respectively for levels 3–4) on the Maze of the Open Road remembers more about the hedge maze’s history, current state, and capabilities. A failure grants no information, and a critical success grants additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success The most recent connections that the Pathfinder Society has created include Tian Xia. Further, the reemergence of the wood and metal planes has impacted the demiplane significantly, causing an apparent need to form new connections. Other well-known connections to locations outside Golarion include the planets Akiton and Aucturn.

Success Despite the fact that the Maze has been mostly stable in recent years, it can still grow new connections to not only locations across Golarion, but also to dangerous planes and planets. Furthermore, the Pathfinder Society has also intentionally extended the network to better enable rapid travel to new regions and lodges around Golarion.

Critical Failure The ancient medusa Condria has found a new lair within the maze, but she no longer keeps petrified creatures as trophies, so she can more easily ambush victims who have no idea what they’re really up against.

EXPLORING THE LANDMARKS

According to Sigvard’s briefing, the PCs should investigate at least three landmarks. If the PCs struggle to finish a mission, allow them to withdraw and rest before attempting another mission.

If there is still more than two hours left for the remaining encounters when the PCs finish their third mission (regardless of whether the missions were successful or not), ask the players to choose a fourth mission from the report.

If there isn’t enough time left or the PCs have already completed four missions, the Maze Race encounter on page 16 begins. Allow the PCs to rest and heal up between encounters, including before the chase begins, though this should not extend to overnight rest, as the Venture-Captain Sigvard is worried about significant delays.



A. THE MAZE OF THE OPEN ROAD

When the PCs are ready to enter the *Maze of the Open Road*, Sigvard shows them to the portal at the lodge. Before bidding the PCs farewell, Sigvard suggests that they first head toward the maze’s central courtyard and gives directions so the PCs can find it. From there, all landmarks in her report are reasonably easy to find.

Read or paraphrase the following as the PCs step into the portal.

Beyond the portal’s threshold, the sounds and sights of the Open Road Lodge quickly fade into a muted darkness, but just as suddenly, the darkness unravels as the twisted branches of a hedge wall rustle and uncurl to create a round entrance into a hedge maze. The air carries the scent of freshly cut grass, mixed with the sweet aroma of bright red roses that sporadically dot the lush, green maze walls.

The hedge maze’s manicured plant walls stand 20 feet tall,

SIGVARD TORNVKIST

MISCHIEF IN THE MAZE

though near any places changed by tanuki magic, such as those on Sigvard's report, the walls look overgrown. The Athletics DC to Climb any type of walls in the maze is 20. However, an invisible plane of force covers the entire maze like a lid, preventing climbers and flyers within the maze from rising above the top of the walls. Similarly, anyone trying to dig into the foliage of the maze walls soon realizes the walls are impenetrable. This includes overgrown areas and clusters of trees on tactical maps. The maze is a demiplane with no magnetic north, so compasses don't work within the maze, which makes reliable landmarks all the more important. If a PC studies the roses and succeeds at a DC 13 Nature check to Recall Knowledge, they realize the roses are Narven's Tears, a species thought to have gone extinct more than 200 years ago.

Following Sigvard's directions, the PCs find the central courtyard (area A1) without too much difficulty.



NARVEN'S STATUE

A1. CENTRAL COURTYARD

After a few minutes' walk and a series of turns and short dead ends, the PCs eventually arrive in a wide central courtyard. As they enter the courtyard, read or paraphrase the following.

The twisting path of the hedge maze widens to a long stone causeway roofed by marble arches. The causeway leads to a courtyard surrounded by ancient stone structures, the largest of which must have been a palace. An enormous marble statue of a robed figure stands on a pedestal at the center of the courtyard, and a garland of red flowers adorns the statue's brow.

The central courtyard is a well-known landmark, and any PC succeeding at a DC 13 Pathfinder Society Lore or Society check to Recall Knowledge remembers that a medusa named Condria once lived in this area. On a critical success, the PC also knows that since the medusa's departure, the Pathfinder Society has used magic to rescue as many of her victims as they could, which explains why the courtyard is no longer littered by dozens of statues.

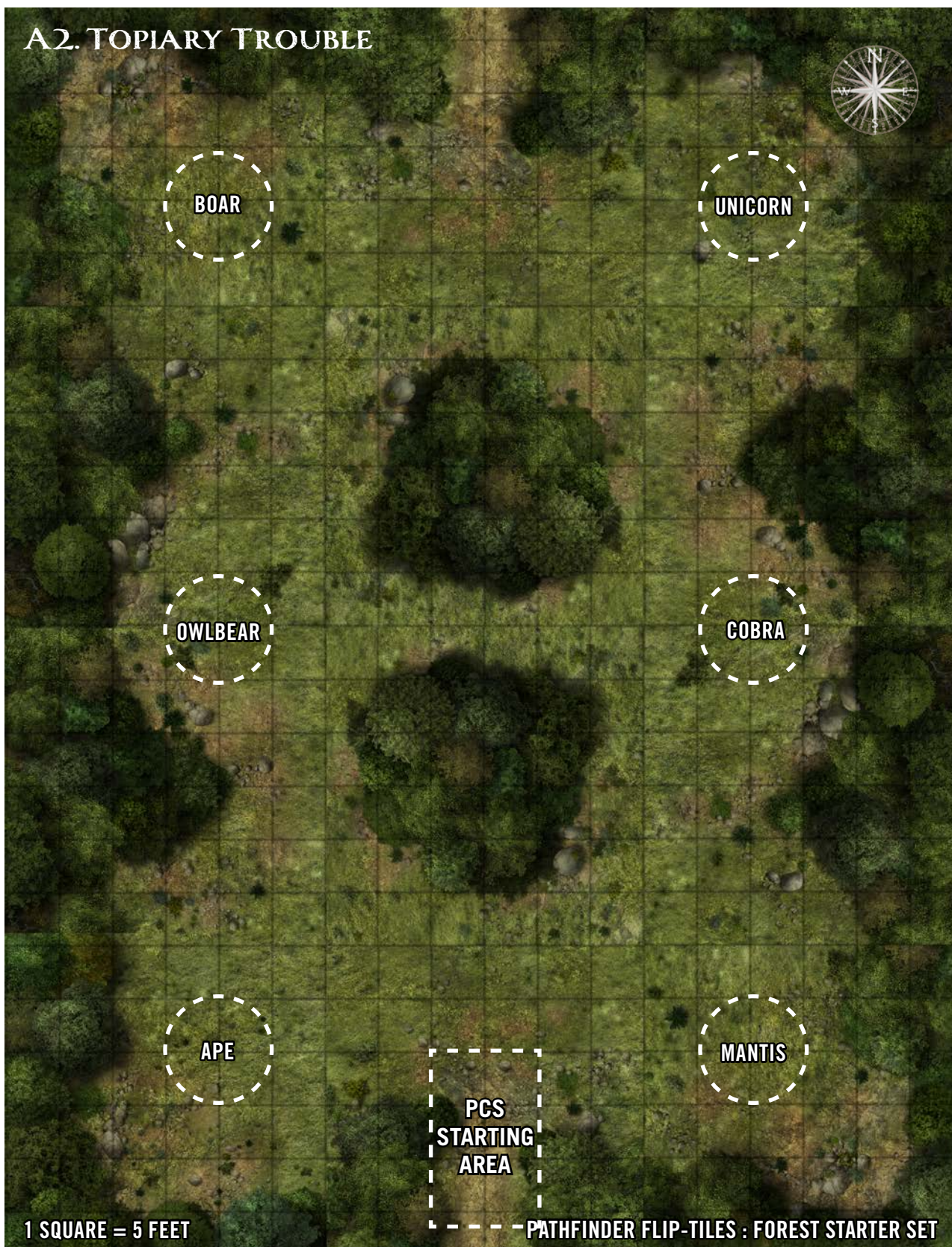
The large statue depicts a bearded, balding man in a rustic, voluminous robe. He carries a staff made from a gnarled oak branch in his right hand and has a sparrow sitting on the left hand's palm. Any PC who studies the statue and succeeds at a DC 13 Pathfinder Society Lore or Society check to Recall Knowledge realizes the old man is Forest King Narven, who created the maze.

The garland sitting on the statue's brow is made of roses from the maze. The statue's head is 15 feet up, so if the PCs want to study the garland closer, they need to reach it first. It's likely they need to climb or use the *mage hand* spell, for example. A PC who succeeds at a DC 13 Athletics check to Climb successfully climbs the statue.

The garland is magical, and if a PC manages to snatch the garland from the statue's head, it turns into a flock of red sparrows, which vanish as they fly above the maze's invisible ceiling. Unknown to the PCs, **Tonta** (male tanuki monk) made the garland, and the maze's magic transformed it. When the PCs later return to the central courtyard, they notice the garland has reappeared on the statue's head.

Development: Having reached the central courtyard, the PCs are ready to start exploring the locations on Sigvard's report. If the players are unsure what they should be doing next, remind them that this is the location Sigvard asked them to find first, and that all five missions can be reached from here. Encourage the players to pick missions that sound fun or would seem to match their PCs' abilities the best.

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A2. TOPIARY TROUBLE MODERATE

Six painstakingly trimmed topiaries stand in two rows within this clearing in the maze. They're shaped like fierce-looking beasts: a giant ape beating its chest, a stately unicorn, a giant mantis in mid-strike, a menacing cobra, a rearing owlbear, and a boar poised to charge. A gentle breeze makes the topiaries rustle and sway almost as though they were alive.

The area is infused with the maze's magic, making the topiary creatures appear particularly lifelike. The tanuki ranger **Dainiki** (male tanuki forester) felt inspired by the topiaries and started folding origami depicting some of the same creatures. Much to his surprise, some of the topiaries awakened to a semblance of life. Thinking that the animated topiaries would be a great prank, he promptly left the area.

When the PCs enter the area, it's not obvious that some topiaries are animated or hostile. Any PC who observes the topiaries and succeeds at a DC 15 Nature check (DC 17 for levels 3–4) notices some aren't just swaying in the wind, it's almost like they're breathing. Having this information gives the PCs a +2 circumstance bonus on their initiative checks.

In the center of the area is a patch of mud between two dense clusters of trees, which is where the attack mentioned on Sigvard's report happened.

Creatures: As soon as a PC gets within 10 feet of the center of the area, two (or more) of the topiaries animate, as detailed in the scaling for this encounter, and attack the PCs. Choose the topiary beast and topiary monster forms randomly unless scaling indicates that all three topiary beasts (bear, cobra, ape) or all three topiary monsters (unicorn, owlbear, mantis) animate. The rest of the topiaries remain inanimate, blocking movement and providing cover. Use the map on page 7 for this encounter.

Levels 1–2

TOPIARY BEASTS (2)

CREATURE 1

Page 22

Levels 3–4

TOPIARY MONSTERS (2)

CREATURE 3

Page 28

Rewards: The ornate wooden box contains Dainiki's skillfully folded origami. There are humanoid-sized paw prints in the mud around the box.

Development: The PCs succeed at this challenge if they defeat the topiary creatures or remove the origami from this area. The overgrown walls and lawn revert to their usual, neatly trimmed appearance.

A3. FEYHENG

MODERATE

Deep within the hedge maze, a small clearing holds a ring of eight standing stones. Each stone is five feet tall, three to four feet wide, and arranged in a perfect circle with a diameter of 20 feet. The stones are rough and weathered, covered in ancient symbols that pulse with a faint green light.

From the center of the circle, a green mist emanates, swirling and dancing above the grass.

Forest King Narven created the standing stones in the maze as a focal point for his druidic powers, drawing power from the First World and lending protection to the maze. The tanuki bard **Mochi** (female tanuki dancer) played with the stones, painting some new runes on them. Quite unexpectedly, the protective magic of the stones warped into something that now protects the ring against any intruders.

Any PC who succeeds at a DC 15 Perception check (DC 17 for levels 3–4) notices that in addition to the walls and lawn being overgrown, there are also colorful mushrooms growing on the lawn, which is unusual in the otherwise well-manicured maze.

If the PCs observe the stones and succeed at a DC 15 Society or Engineering Lore check to Recall Knowledge, they notice that no modern tools have been used to work the stones, and they've probably been in the maze for the last 200 years. Casting *detect magic* reveals the symbols on the stones are magical. Any PC succeeding at a DC 13 Nature check to Recall Knowledge understands the runes are protective in nature, but it is obvious some runes have been added recently.

Hazard: Giant mushrooms sprout from the ground if the ring is disturbed. Use the maps on page 9 for this encounter.

Levels 1–2

UNRULY MUSHROOMS

HAZARD 3

Page 23

Levels 3–4

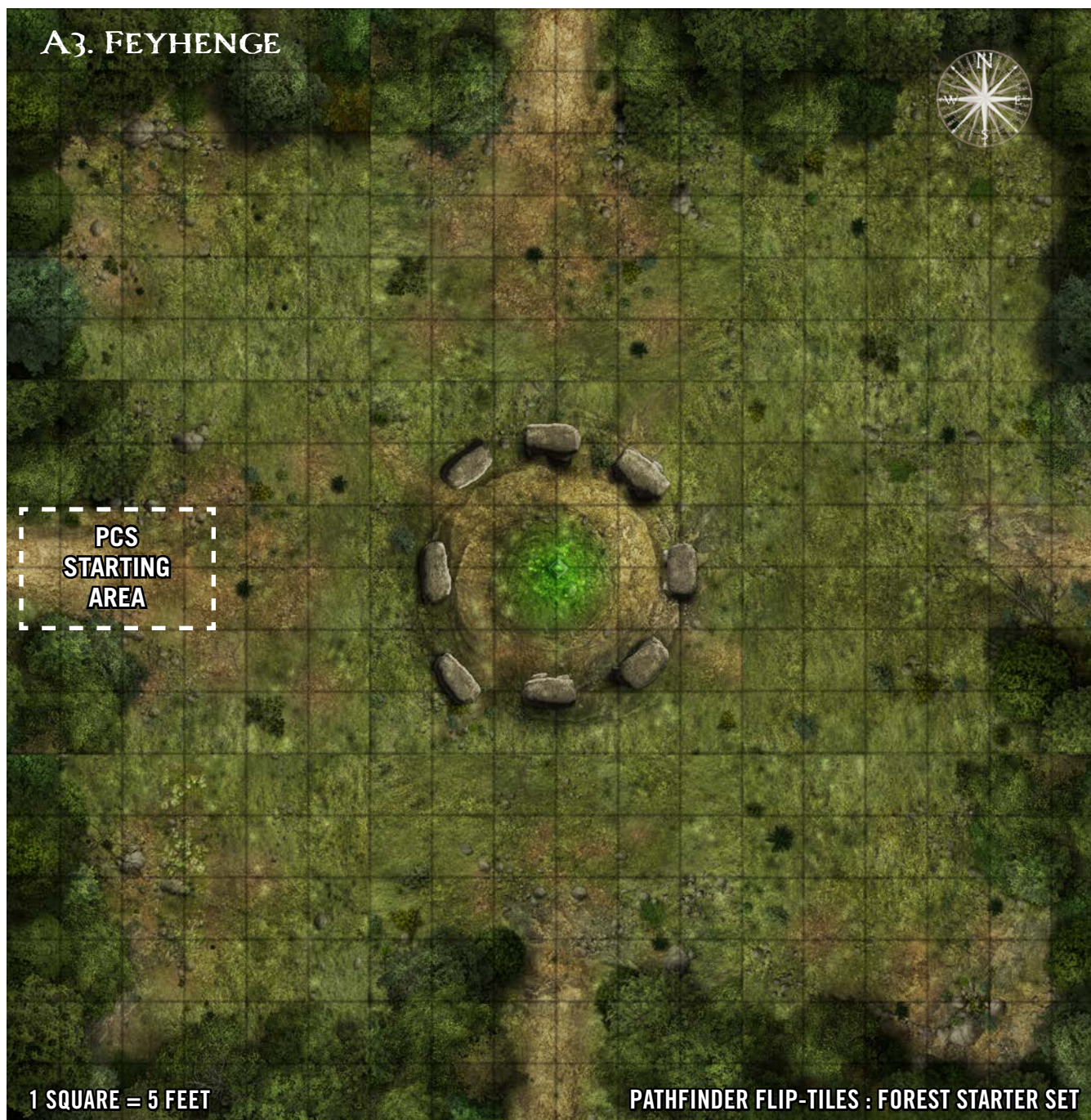
RIOTOUS MUSHROOMS

HAZARD 5

Page 29

Rewards: Within the ring is a bundle of items wrapped in an orange cloak: an ornate bamboo flute, sweet rice cakes, and a jar of paint of the same color as the extra runes on the stones. Under the bundle, the grass looks like someone slept there recently, and near it are humanoid-sized canine paw prints.

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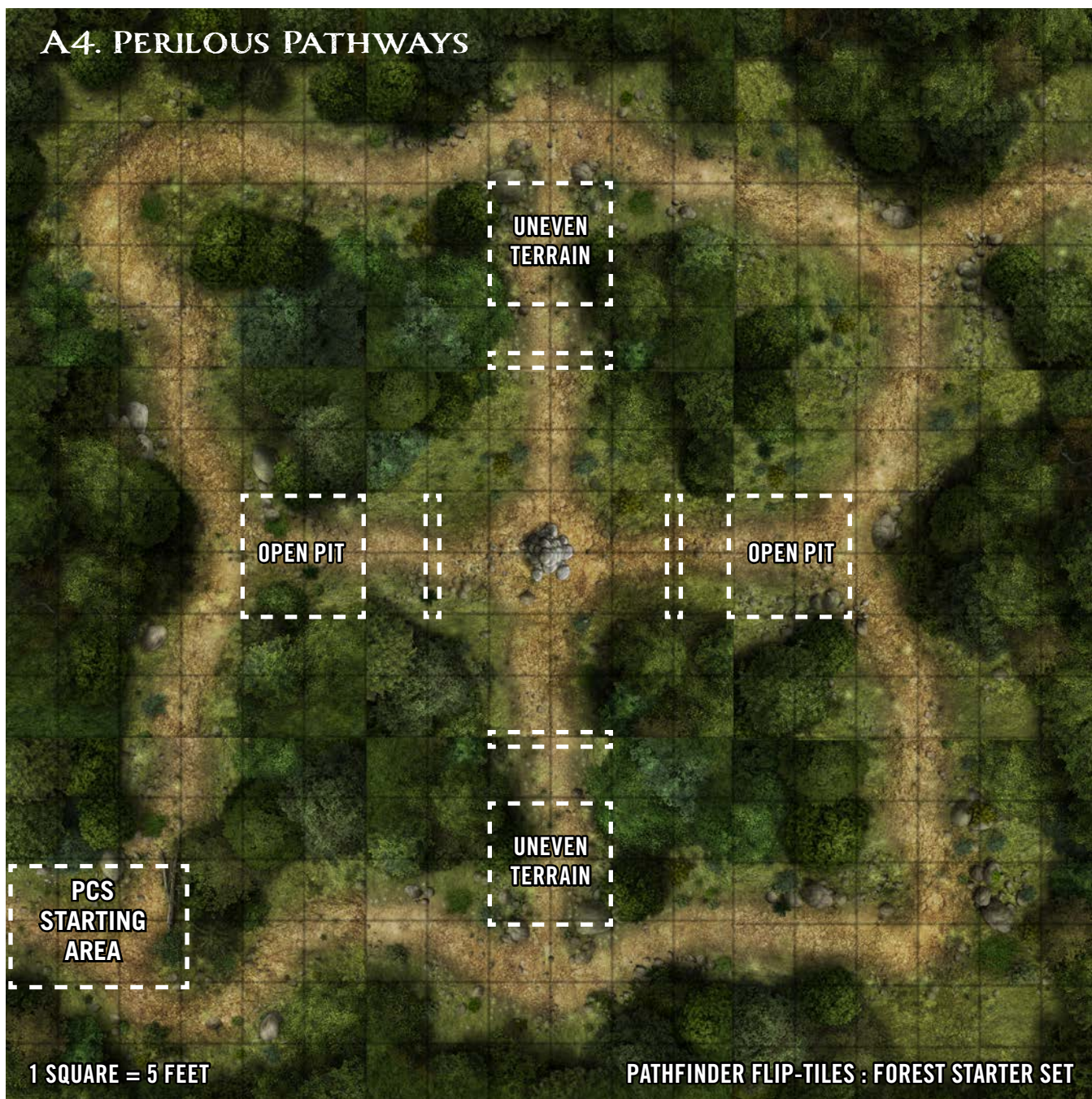
Development: The PCs succeed at this challenge if they disable the hazard or destroy the giant mushrooms. The area then reverts to its former appearance. If the hazard knocks all the PCs unconscious, Venture-Captain Sigvard finds them after an hour and has some other agents deal with the runes, gifting those agents the rewards for this encounter. She heals the PCs, though.

A4. PERILOUS PATHWAYS MODERATE

In this labyrinth of crisscrossing corridors, the air smells of damp earth and fresh foliage. Heaps of branches, rocks, and other junk block some of the corridors, and trinkets hanging from the hedge walls are swaying in the breeze.

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A4. PERILOUS PATHWAYS



This area used to be safe to travel until the tanuki rogue Toshiro managed to lure a group of gremlins to settle in this area, who made it nice and cozy in their gremlin fashion with traps and decorations woven from hair, leaves, and small rocks. Any PCs observing the decorations who succeeds at a DC 15 Nature (or an appropriate DC 13 Lore skill) check to Recall Knowledge (for levels 3–4, the overgrowth walls of the hedges make the decorations difficult to make out, increasing the DCs

by 3) realize these types of tokens are typical for the fey. On a critical success, they can accurately determine the gremlin species involved.

There is also an open pit alongside a leaf-covered cloth clearly meant to conceal it, though the gremlins apparently didn't bother concealing their "hidden" pit trap with its cloth. There are also two patches of uneven ground. Finally, there are four barricades (15 HP, AC 14) built from tree branches, large rocks, and random junk.

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THE ELEMENTAL FACTIONS

Though all six factions are detailed here, only two are used in the adventure. The others are not present. The elementals have no interest in fighting the PCs, and if combat is attempted, they will insist the offending party calm down. If hostilities continue, they simply leave, the maze providing a passage that is quickly blocked off. The feud is their only concern.

The air elemental leader is **Tidzian of Boundless Skies** (nonbinary air elemental guardian), a huge air elemental taking the form of a stately eagle made of clouds. Despite this regal appearance, they are quite flighty and don't often keep focused on one topic. This feud is a rare exception. Their envoy is **Ayrene** (female air scamp envoy), whose attempts to be serious are often thwarted by her equally flighty nature.

The earth elemental leader is **Hrouta of Deepest Caves** (nonbinary earth elemental guardian), a huge earth elemental taking the form of a patient tortoise composed of gemstones. They are patient, yet incredibly stubborn, though they can be impressed by feats of strength. Their envoy is **Gargil** (male earth scamp envoy), whose monotone voice belies his nature, as he drops as many puns as the other scamps.

The fire elemental leader is **Sihina of Flame Untamed** (nonbinary fire elemental guardian), a huge fire elemental taking the form of a dancing serpent made of fire, and their envoy is **Turi** (female fire scamp envoy), who speaks exceedingly fast and can't stay still.

The metal elemental leader is **Samirza of Wealth Incalculable** (nonbinary metal elemental guardian), a huge metal elemental taking the form of a vaguely humanoid statue composed entirely of precious metals, and they attempt to project a regal facade, but are quite jealous and often worry that others covet their wealth as much as they do. Their envoy is **Palamir** (nonbinary metal scamp envoy), who is a pessimist who can't help but expect the worst.

The water elemental leader is **Vesimer of Icy Depths** (nonbinary water elemental guardian), a huge water elemental taking the form of an ever-changing array of creatures made of water, surrounded by ice, their form changing with their mood. They are the very definition of mercurial—quick to anger but equally quick to forgive. Their envoy is **Rajapur** (nonbinary water scamp envoy), who is incredibly laid-back and easygoing, though this current crisis is threatening that attitude.

The wood elemental leader is **Arziban of Verdant Fields** (nonbinary wood elemental guardian), a huge wood elemental taking the form of resting topiary wolf. They dislike conflict and are quick to give into the anger of others to avoid it, but this feud is an exception where Arziban feels their elemental counterpart has gone too far in creating this imbalance. Their envoy is **Danet** (male wood scamp envoy), who worries incessantly about others, often neglecting his own needs.

Crossing a barricade requires a creature to Climb 5 feet (Athletics DC 12, or DC 14 for levels 3–4). A barricade provides standard cover against creatures on the other side, though any creature adjacent to the barricade can make ranged attacks without penalty. Use the map on page 10 for this encounter.

Creatures: The gremlins jealous guard their new home. They know they're not very powerful, so they attack only when the PCs attempt to jump over a pit or enter areas of uneven ground. Whenever possible, each gremlin makes ranged attacks and uses its third action to Take Cover behind a barricade. The cowardly creatures surrender if the number of PCs who have crossed the barricades is equal to the number of remaining gremlins.

Hazard: In addition to the obstacles listed above, the gremlins have also built a hidden trap. The walls of the pit have Athletics DC 12 to Climb (DC 14 for levels 3–4).

Levels 1–2

MITFLITS (2)	CREATURE -1
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Page 24

PUGWAMPI	CREATURE 0
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Page 24

HIDDEN PIT	HAZARD 0
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Levels 3–4

NUGLUB	CREATURE 2
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PUGWAMPIS (3)	CREATURE 0
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Page 30

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HIDDEN PIT

Page 30

HAZARD 0

Rewards: The gremlins have a stash of loot, which includes not only some valuables but also a hideous gremlin statue and the acorns that Toshiro used to lure the gremlins to this area.

Development: The PCs succeed at this challenge if they defeat the fey and disable or destroy the traps. The area reverts to its former appearance, automatically filling up the pits and dismantling the barricades. If interrogated, the gremlins reveal they found a trail of tasty acorns that led them to this area.

A5. STONE TEMPLE PILGRIMS

In this clearing, vines cover an ancient shrine built from stone. Four stone pedestals surrounding the temple stand empty, while four stone statues depicting humanoid creatures are lying in the grass and leaning against the temple's pillars. Inside the temple is a large bell, and a text on the wall above it reads: "Sound the bell to greet the pilgrims standing tall and proud and be greeted by four echoes." A faint scent of incense emanates from the shrine.

The statues depict four friends of Forest King Narven—druids who represented different druidic orders and philosophies. For two centuries, the statues stood in their familiar places, which made the landmark useful for navigation. However, when the tanuki druid **Suzu** (female tanuki herbalist) danced around the temple grounds with an incense burner in hand, the statues animated and started following Suzu until the incense burned out. Suzu found the statue of Green Ghost, an iruxi, to be too scary, so she blew some smoke from the incense burner onto its face. To her surprise, the statue's head transformed into that of a donkey.

Each of the four pedestals has a plaque that describes the pilgrim. Provide the players with **Handout #2: The Lost Pilgrims** (page 37). The shape and placement of the four pedestals suggests each statue was facing the center of the temple.

In order to get clues about the statues' original positions, the PCs can study the statues. A PC who succeeds DC 15 check to Recall Knowledge for one of the skills listed in the statue entries learns the information for that skill. Each also has an entry for Perception at DC 15. For levels 3–4, moss has grown on the statues, increasing all DCs by 3. The PCs may attempt the checks in any order they like, but a PC who fails a check cannot attempt the same check with the same statue again. A critical success eliminates one of the wrong pedestals for that statue, chosen at random.

As the PCs study the statues, mental fatigue starts setting in, and it gets difficult to notice any new details. Each PC gains a +2 circumstance bonus on the first five checks they attempt, after which each PC can attempt another five checks without a bonus. After that, it's impossible to glean any new facts with additional checks. If there are five PCs, each PC can attempt four checks with the bonus and four without it. If there are six or more PCs, each PC can attempt three checks with the bonus and three without it.

When the players have moved all four statues onto the pedestals, they can ring the bell. The bell will not ring without each pedestal having a statue, and attempts to ring it with one or more pedestals empty have no effect. The number of echoes matches the number of statues that are in the correct positions. Once the bell gives a chime indicating all four statues are placed correctly, the encounter ends (see the **Development** section). Otherwise, each time the PCs ring the bell with at least one statue misplaced, the overgrown hedge walls claim more and more of the chamber. After three failed attempts, the hedge walls fully cover the pedestals, and it becomes impossible to move the statues.

- The correct configuration is:
- The human statue is Stoneroot the Gardener and should be bottom-left
- The dwarf statue is Sunsear the Healer and should be top-left
- The donkey-headed statue is the Green Ghost the Traveler and should be top-right
- The elf statue is Midwinter the Hunter and should be bottom-right.

HUMAN STATUE

The statue depicts a bearded, muscular human man holding a sickle in his left hand and a pouch in the right. He wears a simple robe and an amulet carved in the shape of a stag's head, and has tools on his belt.

Crafting: The statue's equipment includes a set of lovingly detailed stone working tools, indicating he may have been a sculptor or stonemason. His sickle is clearly not suited for combat, but herb gathering.

Nature: The style and size of his pouch are such that he most likely carried seeds or herbs in it.

Perception: His head and eyes are ever so slightly turned to the left, and there's a faint hint of a smile on his face.

Religion: The symbols he wears and his longbow suggest he likely followed Erastil, a deity of family, nature, farming, and hunting.

Society: The robe looks similar to what many in farming communities wear.

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DWARF STATUE

This statue depicts a female dwarf wearing a robe, an amulet, and other decorations. She carries a scimitar in a scabbard at her hip and a small, curved baton on her belt.

Crafting: The robe is practical, and its design is often seen on field medics.

Nature: The baton is certainly a wand of some sort, its design suited to a primal spell dealing with life.

Perception: Her head and eyes are slightly turned to the right, and there's a hint of a bashful smile on her face.

Religion: Her amulet is a holy symbol of Sarenrae, a deity of fire, healing, honesty, and the sun.

Society: She looks to be wearing clothes and accessories typical for desert peoples, suggesting she might have been an Ergaksen surface dwarf, and upon closer inspection, her satchel might be one traditionally used by those people to store poultices.

DONKEY-HEADED STATUE

This statue depicts a humanoid creature, whose body looks strong and is covered in scales, but has a donkey's head.



The creature carries a trident in his clawed hands and wears bone armor. He is wearing an amulet crafted from twigs and leaves.

Crafting: The donkey's head doesn't match the overall sculpting style or technique.

Nature: The clothes and equipment look like they can withstand a variety of conditions and weather.

Perception: Cracks at the base of the statue clearly don't match one of the pedestals, allowing the PCs to rule out one of the three pedestals that don't match this statue, specifically Midwinter's.

Religion: The amulet and trident suggest this pilgrim followed Gozreh, deity of nature, the sea, and weather.

Society: Except for the donkey's head, everything else about the statue—the scales, its proportions, and the bone armor worn—seems to indicate this creature was an iruxi, a reptilian humanoid.

ELF STATUE

This statue depicts a tall, imposing elf woman wearing hide armor, a fur hat, and a round pendant around her neck, but carrying no weapons.

Crafting: The stone surface on the statue's armor has fine seams and multiple different textures, both rough and smooth, suggesting her hide armor was stitched together from the hides of many different animals and other creatures.

Nature: Her pendant depicts a canine paw print, which suggests she belonged to a druidic order of shapeshifters.

Perception: The look in her eyes is aloof and ruthless.

Religion: Her clothes and items bear no religious symbols. She may have been a follower of the Green Faith, who venerate the natural world rather than a deity.

Society: Her clothes are crafted in the style of Ilverani elves, a group hailing from the frozen north of Golarion.

Rewards: Suzu's exquisite silver incense box is still sitting in the shrine, its intricately carved lid featuring a stunning image of an imperial dragon.

Development: The PCs succeed at this challenge if they return the statues to their original positions. The donkey head on the Green Ghost's statue reverts to its lizardfolk form, and the hedge walls withdraw, appearing neatly trimmed again.

A6. ELEMENTAL DISCORD

A path leads up to a chamber, which is a chaotic disarray of elements in their rawest forms—raging flames, a water vortex, jagged rocks and metal spikes, arcs of electricity, and writhing masses of vines. Six corridors lead to larger chambers, each dominated by a different element.

MISCHIEF IN THE MAZE

The tanuki kineticist **Kagebashi** (male tanuki elemental) managed to break a seal that kept the elemental energies from the six planes separated, allowing them to spread to this central chamber. Elemental guardians, enlisted to help maintain and protect the maze by Narven, have started feuding over this energy imbalance, each blaming the other. Choose two of the elemental factions from the sidebar on page 11 to be feuding. You may want to choose two factions suited to the skills of the party, or if one or more PCs have a strong affinity to the elemental planes—such as a kineticist—you might instead choose one or both elements to match those characters, or you can determine the two elements randomly by rolling 1d6 for each element and ignoring duplicate results. So long as two are chosen, the method isn't important.

Moments after the PCs arrive, two elemental scamps enter the chamber to greet them. Each is one of the envoys from the page 11 sidebar representing one of the two elemental factions. They speak Common (as do their leaders) and are curious to learn who the PCs are and what they are doing in the maze. They know that Narven entrusted the maze to the Pathfinders, so they are friendly as soon as the PCs introduce themselves, and even before that, they are indifferent at worst. They do not want a fight on their hands in addition to the current feud, so they do their best to talk down hostile PCs and flee if the PCs are adamant about fighting. They are unaware of the tanuki's antics, though they have noticed someone else sneaking about (see Developments

below). Though the situation is serious, the envoys can't help but slip in some elemental puns while speaking. For example, an envoy for earth elementals might comment that their leader is really solid and down to earth. The envoys do their best to answer any questions the PCs have, and likely will provide any of the following information even if unprompted. They seem to get along with each other despite the reported animosity of their higher-ups.

Who are you? "We're envoys in the service of our elemental masters. We've been trying to broker a peace here, but so far, we've been unsuccessful." Both envoys tell the PCs their names and whom they represent.

What's happening here? "This area is used as a neutral ground for elemental beings who agreed to help King Narven maintain this maze. But that's no longer the case, as energies have gone out of whack and our bosses are blaming each other. They started bickering and a few skirmishes have taken place, but we fear the worst is still ahead. They won't listen to us."

They help maintain the maze in an agreement with a druid who's no longer here? "Well, it's more of a standing arrangement. Elementals who agree to certain terms can reside here indefinitely, so long as they help maintain the balance of primal energy. The wood and metal elementals never met King Narven, for instance, but the maze still facilitates their being here."

How do we get to talk to your leaders? "Our camp is located over there," says one of the envoys, pointing down a pathway through the hedges, "and ours is there," continues the other, pointing at a different pathway. The first chimes in, "we should warn you though, our bosses' chambers are more or less infused with their energy, so getting there can be kind of a pain." The other chirps optimistically, "but if you make it without too much trouble, it'll probably impress them."

The envoys will inform the PCs as to the nature of the challenge of getting to each of their bosses, as well as their bosses' general natures. After talking to the envoys, the PCs should form two groups, and the players decide which group goes to talk to which elementals. Each group must contain at least one PC. Each of the two groups then progresses through the elemental chamber to meet the leader, which will involve skill checks specific to that elemental. If there is only one PC in a group, they gain a +2 circumstance bonus on all checks. If there are two PCs in a group, the bonus is +1. For levels 3–4 all DCs are 3 higher, as the feud is even more tense. Successes will earn Peacemaker Points, representing how well the PCs can calm the angry elementals.



MIMIKO

MISCHIEF IN THE MAZE

CONVINCING THE ELEMENTALS

The first set of checks is specific to each elemental, and each PC can attempt these initial checks only once. Even if they don't succeed, they're able to reach the elemental leaders, but not impress them. The second set of checks represents the PCs' attempts to negotiate directly with the elemental. The PCs will have two rounds of these negotiation checks before the elemental tires of talking to them. The DCs of some of these checks will vary based on the elemental in question, as each responds differently to different social tactics based on their personality. In addition, each elemental has a skill uniquely suited to impressing them. These details, as well as the challenge to reach the elemental, are described below. Other skills may be used for either set of checks at the GM's discretion, though unless particularly well suited to the task, the DC for those skills should be 17 for levels 1–2 and 20 for levels 3–4.

- A PC who succeeds at a DC 13 Nature check or DC 15 Arcana, Occultism, or Religion check to Recall Knowledge gives the elemental information that the elemental anomaly couldn't have been caused by their counterpart.
- A PC who succeeds at a Deception check to Lie flatters the elemental with false compliments or convinces them the PC has more knowledge of the situation than they really do.
- A PC who succeeds at a Diplomacy check to Make an Impression calmly and successfully shows the elemental that PC's point of view.
- A PC who succeeds at an Intimidation check to Coerce browbeats the elemental with loud impassioned arguments into cooperating with their counterpart.

The PCs' checks to impress and convince the elementals have the following results.

Critical Success The PCs earn 2 Peacemaker Points.

Success The PCs earn 1 Peacemaker Point.

Critical Failure The PCs lose 1 Peacemaker Point.

If the PCs earn at least as many Peacemaker Points as 1.5 times the number of PCs (rounded down), regardless of which of the elementals they earned their points from, they convince the elementals to set aside their feud and to investigate what caused the elemental imbalance. Working together, they can quickly find and repair the broken seal, embarrassed at how simple the solution was.

Tidzian (Air)

- The PCs must first withstand the winds that intermittently fill the path. A successful DC 17

Acrobatics check to Balance will let the PC lean far into the wind without falling over, helping make progress. A successful DC 13 Athletics check to Climb, holds tight to the walls, allowing steady progress. A successful DC 15 Nature check to Recall Knowledge will allow the PC to predict the timing of the wind, allowing easy progress.

- For the second set of checks, Tidzian's flightiness makes them susceptible to lies and gives them a hard time staying focused on polite conversation, making the DC of Deception checks 13, the DC of Diplomacy checks 17, and the DC of Intimidation checks 15.
- In addition, a successful DC 13 Acrobatics check to Tumble Through will impress Tidzian with the PC's grace.

Hrouta (Earth)

- The PCs must first withstand quaking earth on approach. A successful DC 15 Acrobatics check to Balance will allow a PC to keep their footing, as will a successful DC 13 Reflex save. A successful DC 17 Perception check to Seek will spot patches of more stable ground that can be easily traversed.
- For the second set of checks, Hrouta is patient and stubborn, so well-thought-out points delivered calmly are most effective, while attempts to browbeat them meet a wall of intractable will. This makes the DC of Deception checks 15, the DC of Diplomacy checks 13, and the DC of Intimidation checks 17.
- In addition, a successful DC 13 Athletics check to Shove or Grapple will impress Hrouta with the PC's wrestling prowess.

Sihina (Fire)

- The PCs must first withstand a superheated corridor. A successful DC 17 Acrobatics check to Tumble Through can avoid the worst hotspots. A DC 13 Fortitude save can allow the PC to shrug off the worst of the heat without showing any difficulty, as can a successful DC 15 Survival check to take precautions against the heat.
- For the second set of checks, Sihina values passion, and a heated exchange is often the best way to convince them, while calm, polite points bore them. This makes the DC of Deception checks 15, the DC of Diplomacy checks 17, and the DC of Intimidation checks 13.
- In addition, a successful DC 13 Performance check to Perform will impress Sihina with the PC's enthusiasm and passion.

MISCHIEF IN THE MAZE

Samirza (Metal)

- The PCs must first pass a corridor full of sharpened metal. A successful DC 17 Athletics check to Long Jump can simply leap over the razor-filled areas. A successful DC 13 Perception check to Seek allows the PC to find a safe path free of metallic hazards. A successful DC 15 Reflex save allows the PC to quickly adapt their footing as they step through danger.
- For the second set of checks, Samirza's suspicious nature makes them incredibly hard to flatter or deceive, though calm, patient discussion allows them to play up the regal mask they wear. This makes the DC of Deception checks 17, the DC of Diplomacy checks 13, and the DC of Intimidation checks 15.
- In addition, a successful DC 13 Society check to Recall Knowledge will impress Samirza through courtly manners.

Vesimer (Water)

- The PCs must first brave a large pond full of frigid water, with the elemental on an island at its center. A successful DC 13 Athletics check to Swim will get the PC to Vesimer's chamber without trouble. A successful DC 15 Fortitude save will let a PC deal with the freezing water without showing weakness. A successful DC 17 Crafting check to Craft will let the PC make a raft capable of getting across the lake.
- For the second set of checks, Vesimer's mercurial nature makes them react with anger at attempts to browbeat them but leaves her particularly susceptible to flattery. This makes the DC of Deception checks 13, the DC of Diplomacy checks 15, and the DC of Intimidation checks 17.
- In addition, a successful DC 13 Crafting check to Craft will impress Vesimer with the PC's ability to "transform" her ice.

Arziban (Wood)

- The PCs must first navigate the overgrown flora of their domain, a maze within the Maze of the Open Road. A successful DC 15 Perception check to Seek allows a PC to spot areas where creatures often pass, showing the way. A successful DC 13 Survival check to Sense Direction allows the PC to avoid getting lost in the tangled foliage. A successful DC 17 Will save will allow the PC to keep their composure, not showing any signs of fear or annoyance even if they became hopelessly lost during their trek through the foliage.

- For the second set of checks, Arziban's insight allows them to see through deception, but their fervent desire to avoid conflict makes them readily give into coercion. This makes the DC of Deception checks 17, the DC of Diplomacy checks 15, and the DC of Intimidation checks 13.
- In addition, a successful DC 13 Medicine check to Recall Knowledge will impress Arziban through the PC's ability to help others.

Reward: For their help, the PCs receive gems of pure refined elemental substance from both envoys.

Development: The PCs succeed at this challenge if they manage to stop the feuding. The elemental energies withdraw from the central chamber. The envoys mention they saw someone sneaking around this chamber some time ago but weren't sure if it was a person or an animal.

B. THE MAZE RACE

Having finished their third mission (or fourth, if the optional mission is played), the PCs have gathered enough evidence to determine the troubles have been caused by magical pranks. Luckily for the PCs, the culprit Toshiro walks into the area where the PCs just completed their mission. Looking like a humanoid raccoon dog with a bottle in hand, Toshiro exclaims, "Wait, who are you? Oh, you're trying to ruin our pranks!" Looking guilty, the creature quips, "It's time for me to go! You'll never catch me!" After that, he transforms into a raccoon dog and breaks into a sprint.

Chase: The PCs start chasing Toshiro, whose five friends join him one by one as Toshiro clears obstacles. They lead the PCs through some of the worst parts of the maze. To determine how well PCs are able to keep up, use the chase rules (*Pathfinder Gamemastery Guide* 156). The chase begins near the landmark where the PCs completed their most recent mission, and continues toward the central courtyard, then heads toward a great tanuki party.

The time scale of the chase is 5 minutes per obstacle. Before attempting checks to overcome the obstacles, there's ample time to cast spells or use abilities that help with the checks. The pursued tanuki begin the chase two obstacles ahead of the PCs. They automatically clear one obstacle per round. The chase can end in one of three ways: the PCs reach the same obstacle as the tanuki, the PCs clear the final obstacle no more than five rounds after the tanuki, or five rounds have passed since the tanuki cleared the final obstacle. See the Development section for details on how the PCs' progress affects the outcome.

Provide the players with **Handout #3: The Maze Race** (page 37). As the handout indicates, the path splits and

MISCHIEF IN THE MAZE

rejoins multiple times during the chase. When the path splits, the tanuki choose randomly between the two options. When attempting checks to pass an obstacle on the split path the tanuki took, the PCs gain a +1 circumstance bonus on all checks.

Levels 1–2

TANUKI CHASE

Page 25

CHASE 1

Levels 3–4

TANUKI CHASE

Page 32

CHASE 3

Rewards: During the chase, the frantically fleeing tanuki accidentally drop many items of value, which also makes them easier for the PCs to track.

Development: Depending on how well the PCs are able to keep up, some modifiers may apply in the next encounter. If the chase ends with the PCs reaching the same obstacle as the fleeing tanuki, the PCs manage to capture one of Toshiro's friends, and they arrive at the tanuki party right after Toshiro's group. The PCs gain a +2 circumstance bonus on their initiative checks, and all DCs in the dance challenge decrease by 1.

If the chase ends with Toshiro's group clearing the final obstacle, the PCs still make it to the party, but arrive a little—or a lot—later than the tanuki, and receive penalties based on how far behind they were when the chase ended.

1–2 Rounds Behind: No effect.

3–5 Rounds Behind: The tanuki receive a +2 circumstance bonus on their initiative checks. In the dance challenge, the DCs in the first two dance styles increase by 1.

More Than 5 Rounds Behind: The tanuki receive a +4 circumstance bonus on their initiative checks. In the dance challenge, the DCs for all dance styles increase by 1.

C. CRASHING THE PARTY

SEVERE

In the large clearing ahead, the air is thick with the sounds of laughter, music, and the clinking of cups. The full moon and colorful lanterns paint the maze walls with hues of red and silver, and dozens of raccoon dog-like humanoids dance and frolic on the lawn. They cheer and applaud as performers take the stage. One of the performers jumps in the air, does a backflip, and as she lands on the stage, she has turned into a beautiful crane, standing on one foot.

Suddenly, someone in the crowd yells, "Intruders!" Looking worried, the cavorting creatures turn toward the entrance and fall silent. After a few moments of confusion, two of the furry creatures step forward, one of them gray and burly, the other short and frail. The latter speaks up, "What brings you here, to our party, my dears? Why do you look so cross?"

The two tanuki are Kenta and Mimiko, leaders of the tanuki enclave. The PCs may ask them questions and try to persuade them to stop pranking people. Mimiko does the talking for the tanuki, though Kenta enthusiastically echoes Mimiko's statements with "that's right" and similar expressions.

Who are you? "I am Mimiko, a village elder of the tanuki enclave upriver from Wanshi in Minkai. This is Kenta, also an elder," the tanuki says, and Kenta nods in agreement. Looking at the crowd around her, she continues, "And these, these are my people. My fellow tanuki. We love a good party, as you can see. And who do we have the honor to be talking to?"

How did you get here? "We stumbled upon this maze by chance. One day in our village square, we noticed something unusual—a tear in reality. We studied it and found a way to open an entrance to this maze. And since we found this place to be very much to our liking, we decided to stay."

Where did the pranksters go? "Who? Oh dear. It's been Toshiro and his friends, hasn't it? Toshiro, show yourself at once!" The mischievous tanuki and his friends step forward, but let Mimiko do the talking.

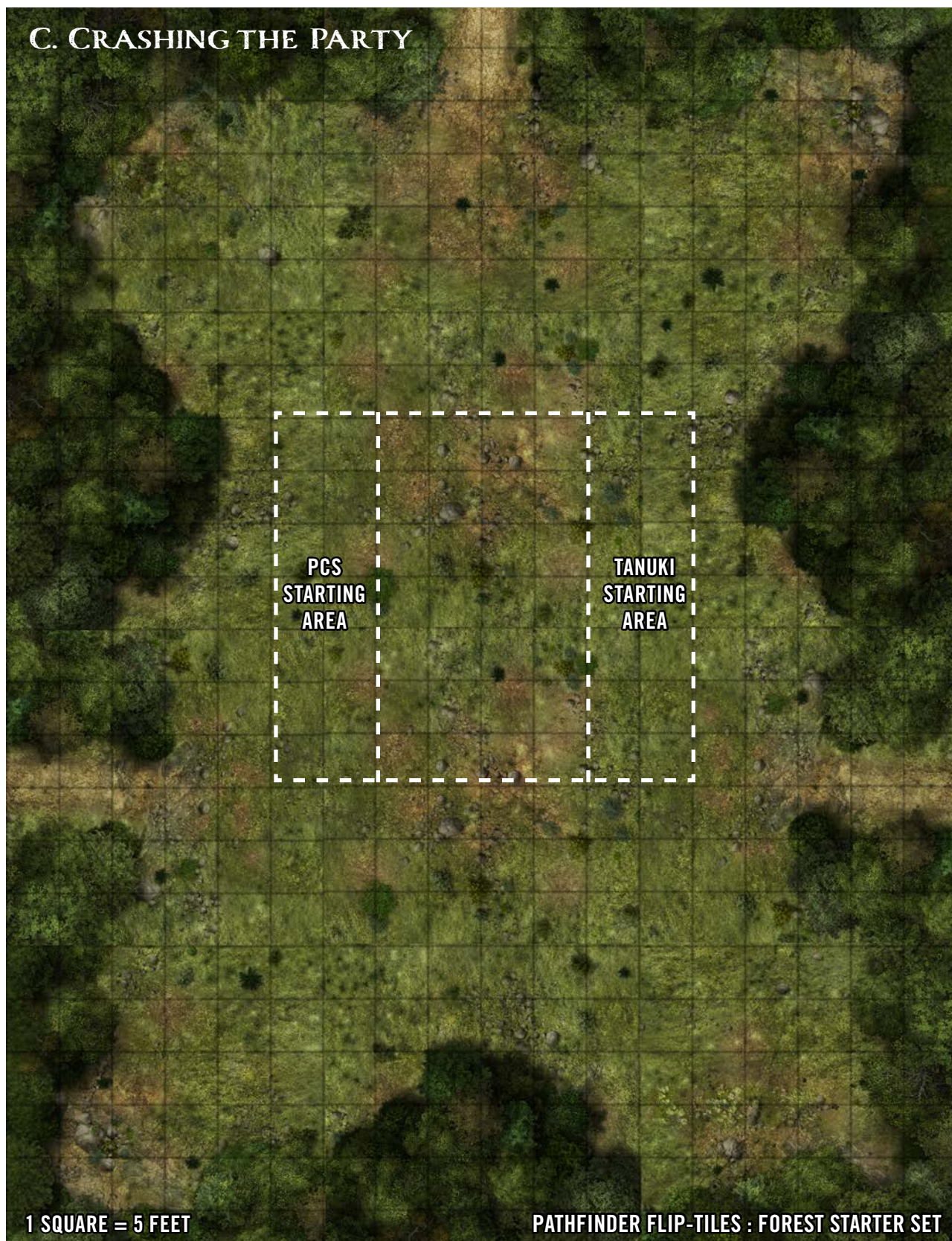
This maze belongs to the Pathfinder Society, and you must leave. "Dear friend, we understand your concern, but the maze is not exclusively yours. What's more, the maze has accepted us—welcomed us. Observe." Mimiko extends her arm toward the hedge wall. A branch extends from the wall, gently touching the tip of her finger. She continues, "We do not wish to cause any harm. Is there a way for us to co-exist in this lovely maze?"

Your pranks have caused injuries and other difficulties. "We apologize if our presence in the maze has caused any inconvenience. It is in our nature to be mischievous, but we assure you that we mean no harm. Perhaps there is a way for us to find a compromise, so we can all enjoy the maze together. I think I have a solution."

What sort of solution do you suggest? "I think a fair contest would be appropriate to determine who gets to decide whether we should stay or go. As for what that contest should be, there's only one honorable way to settle the matter!" As usual, Kenta takes a swig from his mug and echoes Mimiko's words, "Yes, one way only!" Mimiko continues, "And that way is a dance-off!" Kenta nearly chokes on his sake and retorts, "What did you

MISCHIEF IN THE MAZE

C. CRASHING THE PARTY



MISCHIEF IN THE MAZE

say, Mimiko? A dance-off? I say trial by combat is the only way!" Mimiko looks at Toshiro and his prankster friends, who merely shrug, then at the PCs. "Strangers, looks like it's up to you to decide. What will it be?"

Development: If the PCs agree to settle the matter with a dance-off, the tanuki start preparations for the trial as detailed in Trial by Dance below. If the PCs prefer to fight the pranksters, see Trial by Combat on page 20. Toshiro and his friends seem equally eager to fight or dance, but the party-happy onlookers would much rather avoid any violence. If the players find it difficult to decide, give them an overview of what each option entails, as detailed in the following sections.

If the PCs don't accept either of the proposed trials, the tanuki elders look disappointed and ask the PCs to reconsider. If the PCs still stubbornly decline, the two elders and a few other tanuki link hands and seem to draw power from the maze's walls, transforming into a Gargantuan imperial dragon. The dragon speaks with Mimiko's voice, which no longer sounds small and frail, "It would be wise of you to leave now." The entire area then fills with smoke, blocking the vision of even those who usually see through such things, and when it clears, the PCs are back in the courtyard, with the path they took to reach the party inaccessible. The same happens if the PCs lose either of the challenges but refuse to accept their loss.

TRIAL BY DANCE

"The strangers have spoken!" Mimiko beams, and continues, "A dancing contest shall decide who is right!" The tanuki crowd starts chanting: "Dance-off, dance-off, dance-off!" and clapping their hands and drumming their bellies, creating a beat to dance to.

The tanuki bard Mochi eagerly explains the rules to the PCs (as detailed below). She's over the moon about getting to dance and wishes the PCs to have fun with the challenge. At this point, the PCs only get the descriptions of the dance styles, but it's not revealed which skills are used until the challenge begins.

The contest has five rounds, each of which involves a PC facing off against one of the tanuki pranksters to perform a dance style in the order listed below. If there are only four PCs, one PC gets to dance twice, but cannot choose two dance styles that are back-to-back in order. If there are six PCs, there is a second freestyle round after the fifth round, in which one of the PCs faces off against Mochi (instead of her randomly replacing one of the tanuki dancers, see below). A PC who succeeds at a DC 15 Society check to Recall Knowledge knows the skills

needed for a given dance. Each dance requires a separate knowledge check. On a Critical Success, the PC recalls specific dancing techniques that provide a +1 circumstance bonus to anyone attempting the skills for that dance.

Toshiro and his friends form a huddle to plan their strategy. Mochi is their best dancer, a fact she boasts about, and they are debating which round Mochi should take, replacing one of the five dancers listed on the dance style entries (choose randomly). The DC for all checks is increased by 2 for that dance style. Before the players assign their PCs to the dance styles, one of them may attempt to sneak closer to the tanuki and learn which round Mochi is dancing. A successful DC 17 Deception check to Lie, Perception check to Seek, or Stealth check to Sneak (DC 20 for levels 3–4) allows them to learn which dance Mochi will be doing. If they are caught, the tanuki aren't offended, but huddle closer and speak more quietly, preventing further attempts.

After the PCs have selected a dancer for each dance style, the contest begins. One dance style at a time, starting with mysterious dance and progressing in the order given below, a dancer from each team enters the ring. Each PC attempts three checks while performing a dance, each time choosing one of the checks listed for that dance style. For levels 3–4, the tanuki are more skilled, increasing all DCs by 3. These three checks represent the entrance, the main part of the performance, and the finale. A PC may substitute a Performance check for any of the three checks. At the GM's discretion, a PC may also gain a +1 or +2 circumstance bonus on a check if the player gives a vivid description of the PC's entrance, performance, or finale. A critical success on any of the checks really impresses the tanuki, and gives the PC's opponents cause to worry, decreasing the DC of the next dance check by 1, even if the next check is done on a different dance by a different PC. A critical failure emboldens the tanuki, increasing the next dance check by 1.

If at least two of the three checks are successful, the PC wins that dance. If the PCs' team wins at least three dances, they win the challenge. If there are six PCs and the contest ends in a tie, Mimiko solemnly explains that the sacred rules of the Dance-Off demand that the tanuki, being the visitors, must concede.

MYSTERIOUS DANCE

The movements of this style are slow and deliberate, with the dancer appearing to be in a trance-like state. The hand movements are precise and intricate and may be used to convey hidden messages.

Checks Arcana DC 13, Occultism DC 13, Thievery DC 13;
Opponent Suzu, performing a stylized version of a druidic spring ritual

MISCHIEF IN THE MAZE

WARRIOR DANCE

This performance can be a war dance, weapon dance, or kata, often consisting of vigorous movements, combat techniques, stamping of the feet, and shouts.

Checks melee attack against AC 16, Athletics DC 13, Intimidation DC 13; **Opponent** Tonta, performing unarmed kata with mighty leaps and shouts

COURTLY DANCE

Often used to demonstrate social status, this dance is highly structured and formal like ballroom dances, certain ceremonies, or courtship dances performed by birds and some other animals.

Checks Nature DC 13, Religion DC 13, Society DC 13; **Opponent** Dainiki, performing an owlbear courtship dance

ACROBATIC DANCE

This style is graceful, elegant, and expressive, featuring intricate footwork and fluid, sweeping movements.

Checks Acrobatics DC 13, Deception DC 13, Stealth DC 13; **Opponent** Kagebashi, performing aerial ballet enhanced by air elemental powers

FREESTYLE

The performers are free to perform any dance style, but it should be different from the previous four styles. As an example, a PC might use Crafting to Recall Knowledge about constructs for a “robot dance”.

Checks any skill DC 13; however, if the same skill has been used in any of the previous rounds, the DC is 17; **Opponent** Toshiro, performing a “smooth prankster” dance that involves backslides and other moves that deceive the eye

Development: Once the points are tallied, the tanuki elders declare the winner. Regardless of which team wins, the tanuki in the audience cheer.

TRIAL BY COMBAT

Kenta harumphs and puffs his chest, then proudly announces, “And so shall it be! The matter will be settled in a trial by combat! The rules are simple. The fight takes place in a fighting ring. You do not fight to kill—only to prove who is better. When a fighter goes down, they’re out. When a fighter voluntarily leaves the ring, they’re out. When a fighter gets knocked out of the ring, they’re out. That’s all. I suggest you get ready. We’ll begin shortly.”

After Kenta’s speech, Toshiro and his friends gather away from the main crowd to cook up a battle plan. The PCs can also spend a few moments to prepare for the fight, but they have at most 10 minutes to rest. The tanuki quickly

put together a fighting ring made of stones painted white. Once the ring is ready, Kenta urges the PCs and the tanuki pranksters to assume positions on opposite sides of the ring. He glances at the combatants and nods, then shouts, “Step into the ring!” Shortly after, he shouts, “Fight!” This encounter uses the map on page 18.

Creatures: The PCs face Toshiro and his friends in combat, while the rest of the tanuki just hang back, merely watching the fight. The exact number of tanuki joining Toshiro to fight the PCs depends on the scaling of the encounter. If any PCs are positioned near the edges of the fighting area, the tanuki try to seize the opportunity to Shove them outside the area. Otherwise, the tanuki attempt to make use of their special abilities (such as Toshiro using sneak attack).

The tanuki are mischievous but not cruel—they avoid killing any PCs so long as the PCs cease to attack any tanuki they’ve knocked out. The tanuki are quite motivated to win the fight, but once Toshiro is defeated, any remaining tanuki step out of the ring as soon as they have fewer than one third of their Hit Points remaining.

If a combatant—Pathfinder or tanuki—gets knocked out, tanuki in the audience rush in at initiative count 0 to help the fallen combatant out of the ring and stabilize them.

Levels 1-2

TANUKI PRANKSTERS (4)

CREATURE 0

Page 26

Levels 3-4

TANUKI TRICKSTERS (4)

CREATURE 2

Page 33

Development: Once one of the teams has emerged victorious, the tanuki elders declare them the winners. Other tanuki stabilize and heal both the PCs and Toshiro’s group. However, if the PCs insist on killing any tanuki after winning the combat, that PC earns Infamy, and the tanuki keep their distance from the PCs.

CONCLUSION

After the tanuki’s challenge, there’s nothing more for the PCs to do in the maze, so it’s time to return to the Open Road Lodge and share the news with Sigvard. The tanuki honor the agreement, and if the PCs managed to beat them—literally, or at dancing—they accept the terms. If the PCs tell them to leave the maze, they go back to Minkai, sad and disappointed. If the PCs allow them to

MISCHIEF IN THE MAZE

stay, the tanuki are happy. They promise not to pull any pranks outside of their own camp. If the PCs behaved well while in the tanuki camp, the tanuki now consider the PCs their friends.

If the PCs lost the challenge, the tanuki get to dictate the terms. If the PCs have been polite with the tanuki elders and accepted their loss graciously, the tanuki consider the PCs their friends, and promise to tone down the pranking enough to make sure no one gets hurt or lost. If, however, the PCs managed to anger the tanuki, any future encounters with the Pathfinder Society are likely to be less friendly. Worse yet, if any tanuki died, the elders are furious and may later seek revenge against the Pathfinder Society.

Back at the lodge, Venture-Captain Sigvard Tornkvist thanks the PCs for their efforts. Upon hearing about the tanuki incursion, she speculates that it must be related to the Pathfinder Society's recent expansions of the maze, opening new connections to Tian Xia. If the PCs and the tanuki parted on amicable terms, Sigvard is pleased the PCs chose a diplomatic approach to the problem—new allies make the Society stronger. If the PCs killed any tanuki, Sigvard expresses her disapproval. The tanuki are mischievous, not hostile, and despite their irreverent nature, Sigvard looks upon needless loss of life harshly.

Rewards: If the PCs won the fighting or dancing challenge, the tanuki give them tea sets and pieces of art from Minkai as gifts. Additionally, if the PCs befriended the tanuki, they give the PCs traditional tanuki food and drink stored in elaborately crafted containers as parting gifts.

REPORTING NOTES

If the PCs befriended the tanuki, check box A. If the PC killed any tanuki, check box B.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they attempt three or four missions, thus triggering the chase scene and learning of the tanuki incursion. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they complete three or more tasks successfully during the course of the adventure. Each successfully completed mission to remove a tanuki prank from a landmark counts as a successful task. Additionally, finishing the chase encounter by reaching the tanuki party no more than five rounds after the tanuki counts as a successful task. Finally, defeating the tanuki in a dance-off or fights counts as a successful task. Doing so earns each PC 2 Reputation with their chosen faction.

MISCHIEF IN THE MAZE

APPENDIX I: LEVEL 1–2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A2 (LEVELS 1–2)

TOPIARY BEASTS (2)

CREATURE 1

UNCOMMON N LARGE CONSTRUCT PLANT

Perception +7; low-light vision

Skills Athletics +7, Intimidation +7, Stealth +6 (+8 in forests)

Str +3, **Dex** +3, **Con** +4, **Int** –4, **Wis** +0, **Cha** +1

AC 16; **Fort** +10, **Ref** +7 **Will** +4

HP 20; **Resistances** piercing 3; **Weaknesses** fire 2

Speed 25 feet

Melee ♦ branch +9, **Damage** 1d6+2 piercing

Functional Form Depending on the creature it resembles, the topiary beast gains additional abilities.

Ape The branch Strike is agile, has reach 10 feet, and deals bludgeoning damage instead of piercing damage.

Boar The topiary beast gains the Ferocity reaction.

Cobra The beast gains the Attack of Opportunity reaction.

Intimidating Display When using Intimidation to Demoralize a target, a topiary beast doesn’t take a penalty for not speaking the same language as the target.

ELITE TOPIARY BEAST (0)

CREATURE 2

UNCOMMON N LARGE CONSTRUCT PLANT

Perception +9; low-light vision

Skills Athletics +9, Intimidation +9, Stealth +8 (+10 in forests)

Str +3, **Dex** +3, **Con** +4, **Int** –4, **Wis** +0, **Cha** +1

AC 18; **Fort** +12, **Ref** +9 **Will** +6

HP 30; **Resistances** piercing 3; **Weaknesses** fire 2

Speed 25 feet

Melee ♦ branch +11, **Damage** 1d6+4 piercing

Functional Form Depending on the creature it resembles, the topiary beast gains additional abilities.

Ape The branch Strike is agile, has reach 10 feet, and deals bludgeoning damage instead of piercing damage.

Boar The topiary beast gains the Ferocity reaction.

Cobra The beast gains the Attack of Opportunity reaction.

Intimidating Display When using Intimidation to Demoralize

SCALING ENCOUNTER A2

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. When adding creatures, note that there is exactly one creature of each functional form available. For example, there cannot be two boar topiary beasts in play.

10–11 Challenge Points: Increase the topiary beasts’ Hit Points by 10 each and increase the damage of their branch Strikes by 2.

12–13 Challenge Points: Add one topiary beast to the encounter.

14–15 Challenge Points: Replace one topiary beast with a topiary monster (choose its functional form randomly). Replace the other topiary beast with an elite topiary beast.

16–18 Challenge Points (5+ players): Add one topiary monster to the encounter (choose its functional form randomly).



a target, a topiary beast doesn’t take a penalty for not speaking the same language as the target.

TOPIARY MONSTER (0)

CREATURE 3

UNCOMMON N LARGE CONSTRUCT PLANT

Perception +9; low-light vision

Skills Athletics +10, Intimidation +10, Stealth +9 (+11 in forests)

Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +0, **Cha** +1

AC 19; **Fort** +12, **Ref** +9, **Will** +6

HP 45; **Resistances** piercing 6; **Weaknesses** fire 3

Speed 25 feet

Melee ♦ branch +12, **Damage** 1d10+5 piercing

Functional Form Depending on the creature it resembles, the topiary monster gains additional abilities.

Mantis The branch Strike is agile and has reach 10 feet. On the first round of combat, creatures that haven’t acted are flat-footed to the mantis topiary monster.

Owlbear The branch Strike is agile and has the Grab action.

Unicorn The branch Strike is deadly 1d6 and has the Knockdown action.

Intimidating Display When using Intimidation to Demoralize a target, a topiary monster doesn’t take a penalty for not speaking the same language as the target.

MISCHIEF IN THE MAZE

ENCOUNTER A3 (LEVELS 1-2)

UNRULY MUSHROOMS

HAZARD 3

COMPLEX ENVIRONMENTAL MAGICAL

Stealth +10 (trained)

Description Giant mushrooms sprout from the ground, their caps reaching up to 15 feet high. Each giant mushroom fills up one 5-foot square and can appear anywhere within 20 feet of the center of the ring except adjacent to another giant mushroom. The ring can be disabled but not damaged before it activates.

Disable DC 16 Nature (trained) or Occultism (trained) to repair the runes, DC 20 Survival (trained) to disturb the soil within the ring to weaken the mushrooms; one successful check to disable this hazard reduces the mushrooms' hardness to 0, and two total successes are required to disable the hazard.

AC 16, **Fort** +12, **Ref** +6

Hardness 3, **HP** 25 per mushroom; **Immunities** critical hits, object immunities, precision damage; **Weaknesses** fire 3, slashing 3

Sprouting Mushrooms ➤ **Trigger** A creature touches a standing stone or enters the ring; **Effect** Two giant mushrooms sprout from the ground, each making a Sprout attack. The hazard then rolls initiative.

Routine ➤➤ A mushroom adjacent to one or more creatures uses Poison Spores. If there are no adjacent creatures, the mushroom vanishes in the ground and reappears in another square, making a Sprout attack. If no conscious creatures are within 20 feet of the center of the ring, the mushroom does nothing. A mushroom will not sprout underneath an unconscious creature. Each mushroom only acts once.

Poison Spores ➤ Adjacent creatures take 1d4+3 nonlethal poison damage (DC 17 basic Fortitude save).

Sprout ➤ A giant mushroom appears in a creature's square, dealing 1d6+3 nonlethal bludgeoning damage and pushing the creature to an adjacent square. The creature must attempt a DC 17 Reflex save.

Critical Success The creature takes no damage and can choose the square to be moved to.

Success The creature takes half damage and can choose the square to be moved to.

Failure The creature takes full damage and is randomly pushed to an adjacent square.

Critical Failure The creature takes full damage, falls prone, and is randomly pushed to an adjacent square.

Reset The giant mushrooms start to wilt and disappear 1 minute after all conscious living creatures have left the area. After 1 hour, the magic recharges, and the hazard is ready to trigger again.

SCALING ENCOUNTER A3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase the mushrooms' Hit Points by 5 each and increase the DCs of skill checks to disable the hazard by 1.

12-13 Challenge Points: The hazard can sprout one additional mushroom and has 3 actions in its routine. Three total successes are required to disable the hazard.

14-15 Challenge Points: The hazard can sprout one additional mushroom and has 3 actions in its routine. Increase the mushrooms' Hit Points by 5 each and increase the DCs of skill checks to disable the hazard by 1.

16-18 Challenge Points (5+ players): The hazard can sprout two additional mushrooms and has 4 actions in its routine. Four total successes are required to disable the hazard.



MISCHIEF IN THE MAZE

ENCOUNTER A4 (LEVELS 1-2)

MITFLITS (2)

CREATURE -1

LE SMALL FEY GREMLIN

Pathfinder Bestiary 192

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Common

Skills Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

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

Items dart (10), shortsword

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

AC 15; **Fort** +2, **Ref** +7, **Will** +4

HP 10; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ✦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing

Ranged ✦ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing

Primal Innate Spells DC 16; 2nd *spek with animals* (at will; arthropods only); 1st *bane*; **Cantrips** (1st) *prestidigitation*

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

PUGWAMPI

CREATURE 0

NE TINY FEY GREMLIN

Pathfinder Bestiary 193

Perception +6 (-2 to hear things); darkvision

Languages Gnoll, Common

Skills Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5

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

Items shortbow (60 arrows), shortsword

AC 16; **Fort** +5, **Ref** +8, **Will** +6

HP 17; **Weaknesses** cold iron 2

Unluck Aura (aura, divination, mental, misfortune, primal) 20 feet. Creatures other than animals, gremlins, and gnolls in the aura become extremely unlucky (DC 16 Will save; creature must roll this Will save twice and take the worse result). On a successful save, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it is within the aura.

SCALING ENCOUNTER A4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one mitflit to the encounter.

12-13 Challenge Points: Replace one mitflit with a pugwampi and add one pugwampi to the encounter.

14-15 Challenge Points: Add two pugwampis to the encounter.

16-18 Challenge Points (5+ players): Add one mitflit and two pugwampis to the encounter.

Speed 25 feet

Melee ✦ shortsword +8 (agile, finesse, magical, versatile S),

Damage 1d6-3 slashing

Ranged ✦ shortbow +8 (deadly 1d10, magical, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Primal Innate Spells DC 16; 2nd *spek with animals* (at will);

Cantrips (1st) *prestidigitation*

HIDDEN PIT

HAZARD 0

MECHANICAL

Pathfinder Core Rulebook 522

Stealth DC 18 (or 0 if the trapdoor is disabled or broken)

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

Disable Thievery DC 12 to remove the trapdoor

AC 10, **Fort** +1, **Ref** +1

Trapdoor Hardness 3, **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall ➤ **Trigger** A creature walks onto the trapdoor. **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

MISCHIEF IN THE MAZE

ENCOUNTER B (LEVELS 1-2)

SNEAKY SNARES

OBSTACLE 1

Chase Points 4; **Overcome** DC 15 Perception to spot the snares, DC 17 Reflex or DC 13 Thievery to get past them

The path is littered with traps and snares built from branches, vines, and leaves.

RUNE-ETCHED DOORS

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Arcana to determine passwords to open doors, DC 17 Athletics or DC 15 Thievery to force doors open

A series of sturdy doors in the hedge walls divides this section of the maze into small chambers. Each door must be opened in order to progress.

SECRET SHORTCUT

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Pathfinder Society Lore or Society to remember the best route, DC 15 Survival to determine the fastest route

A secret shortcut allows travelers to take a direct route through the maze and avoid some dead ends and dangers.

CARNIVOROUS PLANTS

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Nature to mask your scent, DC 15 Stealth or Survival to avoid disturbing the plants

A group of giant carnivorous plants try to trap anyone moving past.

COLLAPSED TEMPLE

OBSTACLE 1

Chase Points 4; **Overcome** DC 17 Acrobatics or DC 13 Athletics to climb and leap across the rubble, DC 15 Crafting to improvise bridges and ladders

Rubble from broken pillars and collapsed stone buildings makes this area difficult and dangerous to traverse.

FEY MUSIC

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Performance to counter the music, DC 15 Will to resist the music

Enchanted music echoes in the maze, leading travelers astray.

NARVEN'S STATUE

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Acrobatics or DC 15 Deception to avoid the staff, DC 15 Pathfinder Society Lore or Society to confuse the statue with facts about Narven

The tanuki's trail takes the PCs back to the courtyard, where Narven's 15-foot-tall statue attempts to trip the pursuers with its staff.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, adjust the number of Chase Points in each obstacle to match the number of PCs.

THORNY THICKET

OBSTACLE 1

Chase Points 4; **Overcome** DC 15 Acrobatics to squeeze through, AC 13 with melee slashing weapon

A dense thicket of thorns and brambles blocks the path.

WITCH'S HUT

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Occultism to draw symbols that protect against the hut's magic, DC 17 Deception or DC 15 Stealth to sneak past

A witch's hut guards the area, scaring and chasing strangers away.

SHIFTING LABYRINTH

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Perception to anticipate the next change, DC 15 Reflex or DC 17 Acrobatics to react to a change in the walls

The PCs enter a section of the maze that is enchanted to constantly shift and change, making it difficult to find a way through.

HEAVY SNOWFALL

OBSTACLE 1

Chase Points 4; **Overcome** DC 17 Fortitude to carve a path through the dense snow, DC 15 Perception or DC 13 Survival to navigate in poor visibility conditions

A sudden snowstorm sweeps through the maze, making it difficult to see and navigate.

POISON GARDEN

OBSTACLE 1

Chase Points 4; **Overcome** DC 17 Fortitude to withstand the toxins, DC 13 Medicine or DC 15 Nature to identify plants

All manner of poisonous plants thrive in this section of the maze, but only some are poisonous to touch.

MISCHIEF IN THE MAZE

ENCOUNTER C (LEVELS 1-2)

TANUKI PRANKSTERS (4)

CREATURE 0

CN **SMALL** **HUMANOID** **TANUKI**

Perception +6

Languages Common, Tanuki, Tien

Skills Acrobatics +5, Athletics +4, Deception +5, Nature +3, Performance +5, Religion +3

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

Items shuriken (10)

AC 16; **Fort** +6, **Ref** +7, **Will** +4

HP 16

Speed 25 feet

Melee ♦ fist +7 (agile), **Damage** 1d4+1 bludgeoning

Ranged ♦ shuriken +6 (agile, reload 0, thrown 20 feet), **Damage** 1d4+1 piercing

Change Shape ♦ (concentrate, polymorph, primal, tanuki, transmutation) The tanuki can transform into a mundane raccoon dog, using the statistics of pest form. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The tanuki loses any unarmed Strikes they gained from a tanuki heritage or ancestry feat in this form. The tanuki can remain in the raccoon dog form indefinitely, and can shift back to the tanuki form by using this action again.

Diverse Training Each individual tanuki replaces their skill bonus in one skill with +8. Additionally, they get abilities as listed below.

Dainiki Nature; **Ability** The tanuki gains a +2 bonus on ranged attack rolls with shuriken.

Kagebashi Acrobatics; **Ability** The tanuki's fist deals electricity damage instead of bludgeoning damage, and he gains **Kinetic Strike** ♦♦ the tanuki makes a fist strike gaining a +3 status bonus to the damage roll.

Mochi Performance; **Ability** The tanuki gains the *inspire courage* composition cantrip (Core Rulebook page 386).

Suzu Religion; **Ability** The tanuki can cast 1st-level *electric arc* at will as a primal innate spell (DC 13).

Tonta Athletics; **Ability** The damage die for the tanuki's fist increases to 1d6, and he gains **Flurry of Blows** ♦ the tanuki makes two strikes; **Frequency** once per round.

Toshiro Deception; **Ability** The tanuki deals an additional 1d6 precision damage to flat-footed creatures.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. Regardless of scaling, one of the tanuki in the combat is always Toshiro. If there is one or more tanuki tricksters in the encounter because of scaling, Toshiro is one of them. If the total number of tanuki is less than six, determine randomly which of Toshiro's friends accompany him.

10-11 Challenge Points: Add one tanuki prankster to the encounter.

12-13 Challenge Points: Add one tanuki trickster to the encounter.

14-15 Challenge Points: Replace one tanuki prankster with a tanuki trickster and add one tanuki trickster.

16-18 Challenge Points (5+ players): Add two tanuki tricksters to the encounter.



MISCHIEF IN THE MAZE

TANUKI TRICKSTER (0)

CREATURE 2

CN **SMALL** **HUMANOID** **TANUKI**

Perception +8

Languages Common, Tanuki, Tien

Skills Acrobatics +7, Athletics +7, Deception +7, Nature +5, Performance +7, Religion +5

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

Items shuriken (10)

AC 18; **Fort** +8, **Ref** +9, **Will** +6

HP 32

Speed 25 feet

Melee ♦ fist +10 (agile), **Damage** 1d6+4 bludgeoning

Ranged ♦ shuriken +9 (agile, reload 0, thrown 20 feet),
Damage 1d4+4 piercing

Change Shape ♦ (concentrate, polymorph, primal, tanuki, transmutation) The tanuki can transform into a mundane raccoon dog, using the statistics of pest form. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The tanuki loses any unarmed Strikes they gained from a tanuki heritage or ancestry feat in this form. The tanuki can remain in the raccoon dog form indefinitely, and can shift back to the tanuki form by using this action again.

Diverse Training Each individual tanuki replaces their skill bonus in one skill with +10. Additionally, they get abilities as listed below.

Dainiki Nature; **Ability** The tanuki gains a +2 bonus on ranged attack rolls with shuriken and may **Mark Target** ♦ the tanuki chooses a target he can see. Once per round, the tanuki may deal an additional 1d8 precision damage to this target on a successful strike. This choice lasts until the tanuki chooses a new target with Mark Target.

Kagebashi Acrobatics; **Ability** The tanuki's fist deals electricity damage instead of bludgeoning damage, and he gains **Kinetic Strike** ♦♦ the tanuki makes a fist strike gaining a +4 status bonus to the damage roll.

Mochi Performance; **Ability** The tanuki gains the *inspire courage* composition cantrip (*Core Rulebook* page 386).

Suzu Religion; **Ability** The tanuki can cast 1st-level *electric arc* at will as a primal innate spell (DC 18).

Tonta Athletics; **Ability** The damage die for the tanuki's fist increases to 1d6, and he gains **Flurry of Blows** ♦ the tanuki makes two strikes; **Frequency** once per round.

Toshiro Deception; **Ability** The tanuki deals an additional 1d6 precision damage to flat-footed creatures, and on the first round of combat, creatures that haven't acted are flat-footed to him.

MISCHIEF IN THE MAZE

APPENDIX 2: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A2 (LEVELS 3–4)

TOPIARY MONSTERS (2)

CREATURE 3

UNCOMMON N LARGE CONSTRUCT PLANT

Perception +9; low-light vision

Skills Athletics +10, Intimidation +10, Stealth +9 (+11 in forests)

Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +0, **Cha** +1

AC 19; **Fort** +12, **Ref** +9, **Will** +6

HP 45; **Resistances** piercing 6; **Weaknesses** fire 3

Speed 25 feet

Melee ♦ branch +12, **Damage** 1d10+5 piercing

Functional Form Depending on the creature it resembles, the topiary monster gains additional abilities.

Mantis The branch Strike is agile and has reach 10 feet. On the first round of combat, creatures that haven’t acted are flat-footed to the mantis topiary monster.

Owlbear The branch Strike is agile and has the Grab action.

Unicorn The branch Strike is deadly 1d6 and has the Knockdown action.

Intimidating Display When using Intimidation to Demoralize a target, a topiary monster doesn’t take a penalty for not speaking the same language as the target.

SCALING ENCOUNTER A2

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. When adding creatures, note that there is exactly one creature of each functional form available. For example, there cannot be two mantis topiary beasts in play.

19–22 Challenge Points: Add one topiary beast (choose its functional form randomly) to the encounter.

23–27 Challenge Points: Add one topiary monster to the encounter.

28–32 Challenge Points: Add one topiary beast (choose its functional form randomly) and one topiary monster to the encounter.

33+ Challenge Points: Add two topiary beasts (choose their functional forms randomly, but both should be different) and one topiary monster to the encounter.

TOPIARY BEAST (0)

CREATURE 1

UNCOMMON N LARGE CONSTRUCT PLANT

Perception +7; low-light vision

Skills Athletics +7, Intimidation +7, Stealth +6 (+8 in forests)

Str +3, **Dex** +3, **Con** +4, **Int** –4, **Wis** +0, **Cha** +1

AC 16; **Fort** +10, **Ref** +7 **Will** +4

HP 20; **Resistances** piercing 3; **Weaknesses** fire 2

Speed 25 feet

Melee ♦ branch +9, **Damage** 1d6+2 piercing

Functional Form Depending on the creature it resembles, the topiary beast gains additional abilities.

Ape The branch Strike is agile, has reach 10 feet, and deals bludgeoning damage instead of piercing damage.

Boar The topiary beast gains the Ferocity reaction.

Cobra The topiary beast gains the Attack of Opportunity reaction.

Intimidating Display When using Intimidation to Demoralize a target, a topiary beast doesn’t take a penalty for not speaking the same language as the target.

MISCHIEF IN THE MAZE

ENCOUNTER A3 (LEVELS 3-4)

RIOTOUS MUSHROOMS

HAZARD 5

COMPLEX ENVIRONMENTAL MAGICAL

Stealth +13 (trained)

Description Giant mushrooms sprout from the ground, their caps reaching up to 15 feet high. Each giant mushroom fills up one 5-foot square and can appear anywhere within 20 feet of the center of the ring except adjacent to another giant mushroom. The ring can be disabled but not damaged before it activates.

Disable DC 19 Nature (trained) or Occultism (trained) to repair the runes, DC 23 Survival (trained) to disturb the soil within the ring to weaken the mushrooms; one successful check to disable this hazard reduces the mushrooms' hardness to 0, and two total successes are required to disable the hazard

AC 19, **Fort** +15, **Ref** +9

Hardness 5, **HP** 45 per mushroom; **Immunities** critical hits, object immunities, precision damage; **Weaknesses** fire 5, slashing 5

Sprouting Mushrooms ➤ **Trigger** A creature touches a standing stone or enters the ring; **Effect** Two giant mushrooms sprout from the ground, each making a Sprout attack. The hazard then rolls initiative.

Routine ➤➤ A mushroom adjacent to one or more creatures uses Poison Spores. If there are no adjacent creatures, the mushroom vanishes in the ground and reappears in another square, making a Sprout attack. If no creatures are within 20 feet of the center of the ring, the mushroom does nothing. A mushroom will not sprout underneath an unconscious creature.

Poison Spores ➤ Adjacent creatures take 1d6+6 nonlethal poison damage (DC 20 basic Fortitude save).

Sprout ➤ A giant mushroom appears in a creature's square, dealing 1d10+6 nonlethal bludgeoning damage and pushing the creature to an adjacent square. The creature must attempt a DC 20 Reflex save.

Critical Success The creature takes no damage and can choose the square to be moved to.

Success The creature takes half damage and can choose the square to be moved to.

Failure The creature takes full damage and is randomly pushed to an adjacent square.

Critical Failure The creature takes full damage, falls prone, and is randomly pushed to an adjacent square.

Reset The giant mushrooms start to wilt and disappear 1 minute after all living conscious creatures leave the area. After 1 hour, the magic recharges, and the hazard is ready to trigger again.

SCALING ENCOUNTER A3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase the mushrooms' Hit Points by 10 each and increase the DCs of skill checks to disable the hazard by 1.

23-27 Challenge Points: The hazard can sprout one additional mushroom and has 3 actions in its routine. Three total successes are required to disable the hazard.

28-32 Challenge Points: The hazard can sprout one additional mushroom and has 3 actions in its routine. Increase the mushrooms' Hit Points by 10 each and increase the DCs of skill checks to disable the hazard by 1.

33+ Challenge Points: The hazard can sprout two additional mushrooms and has 4 actions in its routine. Four total successes are required to disable the hazard.



MISCHIEF IN THE MAZE

ENCOUNTER A4 (LEVELS 3-4)

NUGLUB

CREATURE 2

CE SMALL FEY GREMLIN

Pathfinder Bestiary 2 135

Perception +5; darkvision


Languages Common

Skills Acrobatics +8, Crafting +5 (+7 traps), Intimidation +7, Stealth +8

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


AC 18; **Fort** +9, **Ref** +10, **Will** +5

HP 34; **Weaknesses** cold iron 2

Kneecapper  **Trigger** A Medium creature within the nuglub's reach leaves a square during its move action; **Effect** The nuglub lashes out at the triggering creature's knees and tries to knock them prone. The nuglub makes an Acrobatics check against the creature's Reflex DC. On a success, the target falls and lands prone.

Speed 30 feet, climb 20 feet

Melee  bite +11 (finesse), Damage 1d8+1 piercing plus Grab

Melee  claw +11 (agile, finesse), Damage 1d6+1 slashing

Primal Innate Spells DC 18, attack +8; **2nd** *shatter*; **1st** *grease*, *shocking grasp*; **Cantrips** (1st) *prestidigitation*

Sneak Attack A nuglub's Strikes deal an additional 1d6 precision damage to flat-footed targets, or 1d10 if the target is prone.

PUGWAMPI (3)

CREATURE 0

NE TINY FEY GREMLIN

Pathfinder Bestiary 193

Perception +6 (-2 to hear things); darkvision

Languages Gnoll, Common

Skills Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5

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


Items shortbow (60 arrows), shortsword


AC 16; **Fort** +5, **Ref** +8, **Will** +6

HP 17; **Weaknesses** cold iron 2

Unluck Aura (aura, divination, mental, misfortune, primal) 20 feet. Creatures other than animals, gremlins, and gnolls in the aura become extremely unlucky (DC 16 Will save; creature must roll this Will save twice and take the worse result). On a successful save, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it is within the aura.

Speed 25 feet

Melee  shortsword +8 (agile, finesse, magical, versatile S), Damage 1d6-3 slashing

Ranged  shortbow +8 (deadly 1d10, magical, range increment 60 feet, reload 0), Damage 1d6 piercing

Primal Innate Spells DC 16; **2nd** *speak with animals* (at will); **Cantrips** (1st) *prestidigitation*

SCALING ENCOUNTER A4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one pugwampi to the encounter and replace both patches of uneven terrain with hidden pits.

23-27 Challenge Points: Add one nuglub to the encounter and replace both patches of uneven terrain with hidden pits.

28-32 Challenge Points: Add one nuglub and one elite mitflit to the encounter. Replace both patches of uneven terrain with hidden pits.

33+ Challenge Points: Replace two pugwampis with elite mitflits, add two nuglubs to the encounter, and replace both patches of uneven terrain with hidden pits.

HIDDEN PIT

HAZARD 0

MECHANICAL

Pathfinder Core Rulebook 522


Stealth DC 18 (or 0 if the trapdoor is disabled or broken)

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

Disable Thievery DC 12 to remove the trapdoor

AC 10, **Fort** +1, **Ref** +1

Trapdoor Hardness 3, **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall  **Trigger** A creature walks onto the trapdoor. **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

MISCHIEF IN THE MAZE

ELITE MITFLIT (0)

CREATURE 1

LE SMALL FEY GREMLIN

Pathfinder Bestiary 192

Perception +6; darkvision, scent (imprecise) 30 feet

Languages Common

Skills Acrobatics +7, Diplomacy +3 (+9 vs. arthropods), Nature +5, Stealth +7, Thievery +7

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

Items dart (10), shortsword

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

AC 17; Fort +4, Ref +9, Will +6

HP 20; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ♦ shortsword +10 (agile, finesse, versatile S), Damage 1d6+1 piercing

Ranged ♦ dart +10 (agile, range increment 20 feet, thrown), Damage 1d4+1 piercing

Primal Innate Spells DC 18; 2nd *speak with animals* (at will; arthropods only); 1st *bane*; **Cantrips** (1st) *prestidigitation*

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

MISCHIEF IN THE MAZE

ENCOUNTER B (LEVELS 3-4)

SNEAKY SNARES

OBSTACLE 3

Chase Points 4; **Overcome** DC 18 Perception to spot the snares, DC 20 Reflex or DC 16 Thievery to get past them

The path is littered with traps and snares built from branches, vines, and leaves.

RUNE-ETCHED DOORS

OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Arcana to determine passwords to open doors, DC 20 Athletics or DC 18 Thievery to force doors open

A series of sturdy doors in the hedge walls divides this section of the maze into small chambers. Each door must be opened in order to progress.

SECRET SHORTCUT

OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Pathfinder Society Lore or Society to remember the best route, DC 18 Survival to determine the fastest route

A secret shortcut allows travelers to take a direct route through the maze and avoid some dead ends and dangers.

CARNIVOROUS PLANTS

OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Nature to mask your scent, DC 18 Stealth or Survival to avoid disturbing the plants

A group of giant carnivorous plants try to trap anyone moving past.

COLLAPSED TEMPLE

OBSTACLE 3

Chase Points 4; **Overcome** DC 20 Acrobatics or DC 16 Athletics to climb and leap across the rubble, DC 18 Crafting to improvise bridges and ladders

Rubble from broken pillars and collapsed stone buildings makes this area difficult and dangerous to traverse.

FEY MUSIC

OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Performance to counter the music, DC 18 Will to resist the music

Enchanted music echoes in the maze, leading travelers astray.

NARVEN'S STATUE

OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Acrobatics or DC 18 Deception to avoid the staff, DC 18 Pathfinder Society Lore or Society to confuse the statue with facts about Narven

The tanuki's trail takes the PCs back to the courtyard, where Narven's 15-foot-tall statue attempts to trip the pursuers with its staff.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, adjust the number of Chase Points in each obstacle to match the number of PCs.

THORNY THICKET

OBSTACLE 3

Chase Points 4; **Overcome** DC 18 Acrobatics to squeeze through, AC 16 with melee slashing weapon

A dense thicket of thorns and brambles blocks the path.

WITCH'S HUT

OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Occultism to draw symbols that protect against the hut's magic, DC 20 Deception or DC 18 Stealth to sneak past

A witch's hut guards the area, scaring and chasing strangers away.

SHIFTING LABYRINTH

OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Perception to anticipate the next change, DC 18 Reflex or DC 20 Acrobatics to react to a change in the walls

The PCs enter a section of the maze that is enchanted to constantly shift and change, making it difficult to find a way through.

HEAVY SNOWFALL

OBSTACLE 3

Chase Points 4; **Overcome** DC 20 Fortitude to carve a path through the dense snow, DC 18 Perception or DC 16 Survival to navigate in poor visibility conditions

A sudden snowstorm sweeps through the maze, making it difficult to see and navigate.

POISON GARDEN

OBSTACLE 3

Chase Points 4; **Overcome** DC 20 Fortitude to withstand the toxins, DC 16 Medicine or DC 18 Nature to identify plants

All manner of poisonous plants thrive in this section of the maze, but only some are poisonous to touch.

MISCHIEF IN THE MAZE

ENCOUNTER C (LEVELS 3-4)

TANUKI TRICKSTERS (4)

CREATURE 2

CN **SMALL** **HUMANOID** **TANUKI**

Perception +8

Languages Common, Tanuki, Tien

Skills Acrobatics +7, Athletics +7, Deception +7, Nature +5, Performance +7, Religion +5

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

Items shuriken (10)

AC 18; **Fort** +8, **Ref** +9, **Will** +6

HP 32

Speed 25 feet

Melee ♦ fist +10 (agile), **Damage** 1d6+4 bludgeoning

Ranged ♦ shuriken +9 (agile, reload 0, thrown 20 feet),

Damage 1d4+4 piercing

Change Shape ♦ (concentrate, polymorph, primal, tanuki, transmutation) The tanuki can transform into a mundane raccoon dog, using the statistics of pest form. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The tanuki loses any unarmed Strikes they gained from a tanuki heritage or ancestry feat in this form. The tanuki can remain in the raccoon dog form indefinitely, and can shift back to the tanuki form by using this action again.

Diverse Training Each individual tanuki replaces their skill bonus in one skill with +10. Additionally, they get abilities as listed below.

Dainiki Nature; **Ability** The tanuki gains a +2 bonus on ranged attack rolls with shuriken and may **Mark Target** [one-action] the tanuki chooses a target he can see. Once per round, the tanuki may deal an additional 1d8 precision damage to this target on a successful strike. This choice lasts until the tanuki chooses a new target with Mark Target.

Kagebashi Acrobatics; **Ability** The tanuki's fist deals electricity damage instead of bludgeoning damage, and he gains **Kinetic Strike** ♦♦ the tanuki makes a fist strike gaining a +4 status bonus to the damage roll.

Mochi Performance; **Ability** The tanuki gains the *inspire courage* composition cantrip (Core Rulebook page 386).

Suzu Religion; **Ability** The tanuki can cast 1st-level *electric arc* at will as a primal innate spell (DC 18).

Tonta Athletics; **Ability** The damage die for the tanuki's fist increases to 1d6, and he gains **Flurry of Blows** ♦ the tanuki makes two strikes; **Frequency** once per round.

Toshiro Deception; **Ability** The tanuki deals an additional 1d6 precision damage to flat-footed creatures, and on the first round of combat, creatures that haven't acted are flat-footed to him.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. Regardless of scaling, one of the tanuki in the combat is always Toshiro. If there is one or more tanuki masterminds in the encounter because of scaling, Toshiro is one of them. If the total number of tanuki is less than six, determine randomly which of Toshiro's friends accompany him.

19-22 Challenge Points: Add one tanuki trickster to the encounter.

23-27 Challenge Points: Add one tanuki mastermind to the encounter.

28-32 Challenge Points: Replace one tanuki trickster with a tanuki mastermind and add one tanuki mastermind.

33+ Challenge Points: Add two masterminds to the encounter.



MISCHIEF IN THE MAZE

TANUKI MASTERMIND (0)

CREATURE 4

CN **SMALL** **HUMANOID** **TANUKI**

Perception +11

Languages Common, Tanuki, Tien

Skills Acrobatics +10, Athletics +10, Deception +11, Nature +8, Performance +11, Religion +8

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

Items +1 *striking shuriken* (10), +1 *striking handwraps of mighty blows*

AC 21; **Fort** +11, **Ref** +12, **Will** +9

HP 63

Speed 25 feet

Melee ♦ fist +13 (agile, magical), **Damage** 2d6+5 bludgeoning

Ranged ♦ shuriken +12 (agile, magical reload 0, thrown 20 feet), **Damage** 2d4+5 piercing

Change Shape ♦ (concentrate, polymorph, primal, tanuki, transmutation) The tanuki can transform into a mundane raccoon dog, using the statistics of pest form. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The tanuki loses any unarmed Strikes they gained from a tanuki heritage or ancestry feat in this form. The tanuki can remain in the raccoon dog form indefinitely, and can shift back to the tanuki form by using this action again.

Diverse Training Each individual tanuki replaces their skill bonus in one skill with +13. Additionally, they get abilities as listed below.

Dainiki Nature; **Ability** The tanuki gains a +2 bonus on ranged attack rolls with shuriken and may **Mark Target** ♦ the tanuki chooses a target he can see. Once per round, the tanuki may deal an additional 1d8 precision damage to this target on a successful strike. This choice lasts until the tanuki chooses a new target with Mark Target.

Kagebashi Acrobatics; **Ability** The tanuki's fist deals electricity damage instead of bludgeoning damage, and he gains **Kinetic Strike** ♦♦ the tanuki makes a fist strike gaining a +6 status bonus to the damage roll.

Mochi Performance; The tanuki gains the *inspire courage* composition cantrip (*Core Rulebook* page 386).

Suzu Religion; **Ability** The tanuki can cast 2nd-rank *electric arc* at will as a primal innate spell (DC 21).

Tonta Athletics; **Ability** The tanuki gains the *ki strike* focus spell (*Core Rulebook* page 401), a focus pool of 1, and **Flurry of Blows** ♦ the tanuki makes two strikes; **Frequency** once per round.

Toshiro Deception; **Ability** The tanuki deals an additional 2d6 precision damage to flat-footed creatures, and on the first round of combat, creatures that haven't acted are flat-footed to him.

MISCHIEF IN THE MAZE

APPENDIX 3: GAME AIDS



OPEN ROAD LODGE



SIGVARD TORKKVIST

NARVEN'S STATUE



TOSHIRO





MIMIKO

MISCHIEF IN THE MAZE

HANDOUT #1: SIGVARD'S REPORT

TOPIARY TROUBLE

Challenge Style: Combat

Sigvard's Report: Something sinister is lurking in this area, scaring off travelers.

FEYHENG

Challenge Style: Combat, Outdoors Skills

Sigvard's Report: Something is interfering with the magic of these standing stones in a dangerous way.

PERILOUS PATHWAYS

Challenge Style: Combat, Obstacles

Sigvard's Report: Someone has been digging holes and building barricades in this area.

STONE TEMPLE PILGRIMS

Challenge Style: Puzzle, Knowledge Skills

Sigvard's Report: Someone has moved the four druid statues, which were used for navigation.

ELEMENTAL DISCORD

Challenge Style: Physical Skills, Social Skills

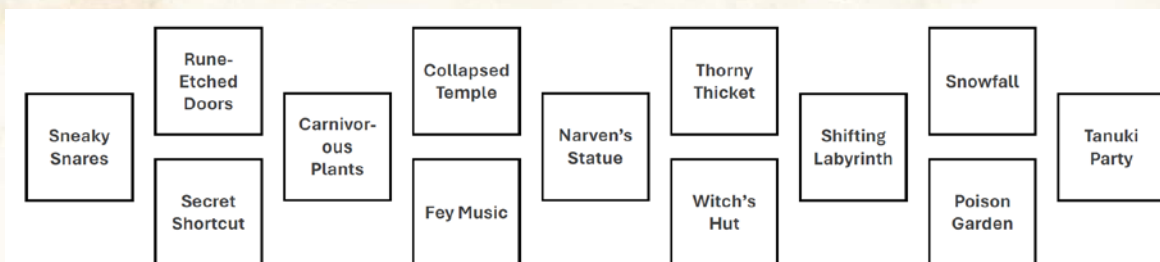
Sigvard's Report: Elemental energies have taken over this area, causing a feud between two factions.

HANDOUT #2: THE LOST PILGRIMS

The four pedestals bear the following inscriptions.

Top-left	"Sunsear, the Healer"
Top-right	"Green Ghost, the Traveler"
Bottom-right	"Midwinter, the Hunter"
Bottom-left	"Stoneroot, the Gardener"

HANDOUT #3: THE MAZE RACE



MISCHIEF IN THE MAZE

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Treasure Bundles

- □ □ □ Area A, pages 6–16: They get 2 Treasure Bundles for every landmark up to 4.
- □ □ Area B, page 16: 2 Treasure Bundles for completing the chase; 1 additional Treasure Bundle for reaching the tanuki party no more than 5 rounds after the tanuki.
- □ □ Area C, page 17: 2 Treasure Bundles for defeating Toshiro and his friends in combat or a dance-off; 1 additional Treasure Bundle for befriendng the tanuki.

CP Total	Level Range
8–14	1–2
16–18 (5+ players)	1–2
16–18 (4 players)	3–4
19+	3–4

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1–2 encounters appear in Appendix 1, and level 3–4 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics.

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics.

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1–2	–10
3–5	–15
6–20	–20
21+	–30

MISCHIEF IN THE MAZE



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
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Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

MISCHIEF IN THE MAZE

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Pathfinder Society Scenario #5-12: Mischief in the Maze

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Venture-Captain Sigvard Tornkvist sent you to investigate strange happenings in the Maze of the Open Road. Travelers had been getting lost due to the mischievous pranks of a group of tanuki, who had taken over the maze for their own amusement. While exploring the maze and uncovering the source of the issues, you overcame the various trials resulting from the tanuki's meddling and magic. You discovered the source of the mischief and chased down Tanshiro, the tanuki responsible, leading you to a giant tanuki party. You ☐ convinced the tanuki to stop pranking travelers or ☐ were bested by the your wily foes. Further you ☐ befriended the irreverent people, or ☐ angered them greatly.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: FAHE

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