

PATHFINDER SOCIETY®

SEASON OF THE TEN



THE HAO JIN HIEROPHANT

By Jessica Redekop



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HOW TO PLAY

Pathfinder Society Scenario #10–11: The Hao Jin Hierophant is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.



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GM RESOURCES

The Hao Jin Hierophant makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Planar Adventures* (PA), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at prfd.info.

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By Jessica Redekop



Hao Jin, the legendary Ruby Phoenix, was a Tian sorcerer who walked Golarion centuries in the past. Before disappearing from the world, Hao Jin constructed her personal demiplane, now known as the Hao Jin Tapestry, where she stored the fabulous treasures she collected over her lifetime. The contents of the tapestry range from powerful magic items to priceless art pieces that were antiques even in her time. Hao Jin even plucked ancient cities and cultures from Golarion for preservation within the confines of the tapestry.

The Pathfinder Society has spent the last 7 years tirelessly studying both the tapestry itself and the artifacts collected from within it. In this time, the tapestry has begun to fray, and the civilizations living inside the demiplane now face great danger. Where once the tapestry contained dozens of microclimates for each location Hao Jin created or placed in the tapestry, these climates have begun to shift and bleed into each other, causing floods, droughts, and landslides. Though they are largely unable to place the true cause of these changes, the tapestry denizens' growing worries that the end of their world could be nigh are not unfounded.

One of the communities in the demiplane to have noticed the signs of the impending apocalypse is the village of Onhae, home to descendants of the insular Sunsuo Godae people of Tian Xia's Chang Liao Jungle. Lin Fen Hai, daughter of Onhae's hierophant, was the first to witness these events, including tiny tears in reality itself. As these signs grew more frequent and her father continued to preach calm and patience, Lin Fen Hai grew increasingly concerned. Eventually she became convinced that her father had angered their gods and was allowing their people to die, either willfully or through his inaction. Lin Fen Hai's concerns reached a boiling point during a recent assault on the tapestry by planar mercenaries, an assault that was only stopped by the efforts of hundreds of Pathfinder agents. In the most visible event of the Pathfinder's defense, the Pathfinder Society's former Master of Spells Aram Zey merged with the tapestry's last innate protector, the Ruby Phoenix Guardian. This amalgamation of wizard and phoenix struck the final blow against the planar assault in a wave of purifying flame—an act that Fen witnessed and

Where on Golarion?

The Hao Jinn Hierophant begins in Absalom. The adventure then progresses into the Hao Jinn Tapestry demiplane, a realm that the Tian sorcerer Hao Jinn created to hold her largest and most dangerous treasures. There, the PCs explore Onhae, a village that Hao Jinn plucked from the Chang Liao Jungle of Tian Xia centuries ago. For more information about Tian Xia, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available in bookstores and hobby stores everywhere and online at paizo.com.



mistook for the rise of a new god. When Fen pleaded with her father to reconsider their religion in light of this miracle, he admonished her not to turn from the faith.

The former hierophant of Onhae was not as uncaring as his daughter had assumed, however. Aware that their home was but a world within a world and that it was under attack by forces outside itself, he had secretly taken efforts to defend Onhae from the planar assault, helping a group of Pathfinders to thwart the machinations of the enigmatic night hag Aslynn. Ever canny and ever cruel, Aslynn turned the Sunsuo Godae's own legends against them. These legends spoke of a holy flower possessing great magical power, which blooms only once every 144 years. In the spot where the plant was said to bloom, Aslynn planted an etheroot, an extraplanar plant

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that feeds on emotion. Lin Fen Hai has mistaken the now-matured etheroot for the holy flower, which she believes grants her oracular visions, prophecy, and guidance in leading her people. In truth, the etheroot is feeding on her, draining her of her emotional and psychic energies while granting her false visions and increased resolve. The influence of the etheroot fueled Fen's zeal and devotion to her people above all else while stoking her suspicions that her father's practices would doom everyone, even showing her visions of her father receiving advice from evil spirits. In a desperate attempt to save her village, Lin Fen Hai slew her father and converted Onhae to the worship of Aram Zey the Ruby Phoenix.

Aslynn's revenge against the former hierophant is nearly complete, as Onhae's traditions and stories from before the cataclysm are at risk of being lost in the next generation. If the Society is to uncover the Sunsú Godae's traditional religion and cultural practices, their agents will need to free Onhae's people from the etheroot's manipulations and counteract the influence of Lin Fen Hai's zeal.

SUMMARY

The adventure begins in the Grand Lodge in Absalom with an announcement from the Decemvirate, the Society's enigmatic masked leaders. The Decemvirate members announce a renewed focus on uncovering the mysteries of the Hao Jin Tapestry before the demiplane collapses. After the announcement, Master of Spells Sorrina Westyr gathers the PCs and asks them to travel to the village of Onhae and to recover two treasures before the everything within the demiplane is lost: the traditions and cultural practices of the village's people and a pollen sample from a rare flower said to possess magical properties.

When they arrive in the village, the PCs have a chance to learn about Onhae's culture. The villagers share aspects of their daily lives and traditions with the PCs. As the PCs investigate, however, it becomes clear that Onhae's people have abandoned their traditional religion. They are reticent to discuss their old religious traditions, afraid of angering their new god, Aram Zey the Ruby Phoenix, and causing their village to become unmade once more. They similarly mistrust questions about their holy flower, as their new leader, Lin Fen Hai, uses its magical powers to seek prophecy and guidance for the village.

From here, the PCs have a few ways to find Lin Fen Hai. When they arrive in the village, she is out in the nearby jungle, but her consciousness has projected onto the Dimension of Dreams. The PCs can either find her in the jungle, or they can locate a rift into the Dimension of Dreams within Onhae, traveling there to meet with Lin Fen Hai's consciousness. Regardless of where the PCs find Fen, her mind is flooded with hallucinatory visions from an extraplanar plant known as an etheroot. The PCs must face her in combat. After the combat, as long as they spare her life, they have a chance

to speak with her outside of the storm. At this point, they may be able to convince her to come with them to investigate the flower; if not, she returns to the village, but the PCs can follow her tracks to the flower or find directions to the flower back in the village.

In the jungle clearing where the sacred flower grows, the PCs discover an etheroot, an extraplanar plant that feeds on emotions and psychic energy. The etheroot has been posing as the Sunsú Godae's holy plant and manipulating Lin Fen Hai to feed. The PCs must defeat the etheroot if they are to find the real sacred flower and learn about the Sunsú Godae's ancient religion. After PCs defeat the plant, however, a psychic storm rolls in, made from the collective emotions of the village. Pacifying this storm can give the PCs additional insight into the village's history.

GETTING STARTED

Read or paraphrase the following to begin the adventure.

Several hundred Pathfinders stand together in a long stone chamber of the Grand Lodge, following an urgent but mysterious summons. Murmurs of speculation and rumor spread out across the room until, at the precise second of the hour, the doors fly open. Silence falls as two cloaked figures enter, marching in sync, their steps echoing through the hushed room. Ornate masks obscure their faces. One mask is woven from spreading branches, while the other is a black domino mask studded with crystal tears. The silent room buzzes with anticipation, as the assembled agents wait to hear why these masked figures, two of the shadowy Decemvirate that leads the Pathfinder Society, have summoned them. The figure in the branch mask steps forward and speaks, their voice crisp but slightly distorted.

"Pathfinders," they say from behind their mask, "many of you have already undertaken missions into the demiplane within the *Hao Jin Tapestry*. Numerous expeditions have gone inside that artifact since the Society acquired it seven years ago, each mission yielding some handful of the near infinite treasures hidden inside it. Our last mission found the tapestry crumbling and Aram Zey lost. You will be recovering what you can from tapestry before it is too late for any to enter—or too late for what's inside to leave. The venture-captains will give you more specific directions in the coming days. If you wish to be part of a salvage team, prepare as best you can and remain in Absalom. May fortune smile upon you all." As swiftly as they entered, the masked figures depart, and the crowd's excited conversations rise into a dull roar.

Master of Spells Sorrina Westyr pulls the PCs aside from the chaos, bringing them to a lower room containing the fraying *Hao Jin Tapestry* before informing the PCs that she has selected them to be the first salvage group to enter the demiplane. She mentions in a somber tone that Aram Zey used to be in charge of matters concerning the tapestry, but since Aram Zey sacrificed himself within the demiplane,

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the job has fallen to her as the Master of Spells. Sorrina asks the PCs to introduce themselves to each other before she begins the briefing.

After the PCs finish their introductions, Sorrina explains that earlier in the year, a group of Pathfinders exploring the demiplane within the tapestry discovered a village that serves as the home for an ethnic group from the Chang Liao Jungle, the Sunsú Godae. On Golarion, centuries of clashes between the insular Sunsú Godae and their neighbors have made the tribe particularly hostile to outsiders. As a result, the Hao Jin Tapestry may be the only place where the Sunsú Godae's culture and language are still accessible. She asks the PCs to enter the tapestry and learn everything they can about the Sunsú Godae's culture. She also tells the PCs that according to legend, the Sunsú Godae lands are home to a rare purple flower with great magical powers, said to bloom only once every 144 years. She suspects that the recent fluctuations and surges of magic in the tapestry may have triggered the flower to bloom out of cycle. However, she stresses that maintaining good relations with the Sunsú Godae and learning of their culture is more important than searching for the flower. That being said, if the PCs can find the flower and can collect a sample of its pollen without angering the locals, she encourages them to do so.

Before they enter the Hao Jin Tapestry, allow the PCs to ask Sorrina any questions they might have about their mission or the tapestry itself. Likely questions they might ask and their answers appear below.

What is the Hao Jin Tapestry? "The Hao Jin Tapestry is a demiplane, serving as an archive of ancient wonders collected from across Golarion by the legendary Hao Jin, a Tian sorcerer from days long past. The Pathfinder Society won the tapestry in the Ruby Phoenix Tournament seven years ago, and we have been slowly exploring it and extracting its treasures ever since. Over the last few years, the demiplane has been becoming increasingly unstable, nearly shredding into strips cast adrift in the Astral Plane. A group of heroic Pathfinders managed to prevent total destruction, buying us time to continue to study the tapestry's wonders."

Who are the Sunsú Godae? "They are a cultural group of the Tian-Hwan people from the Chang Liao Jungle in Po Li. The Sunsú Godae adhere to the warlike practices of ancient Hwanggot, shaped by centuries of violence with their neighbors. Their presence in the tapestry affords the Pathfinder Society a rare glimpse into the living past—an

opportunity to access to the traditions and history preserved within it."

Where is the village? "A group of Pathfinders charted the Sunsú Godae village called Onhae at the bottom of a river valley during a previous expedition. You will enter the tapestry in the immediate area of the village, so it should not take long to locate."

How do we get back from the demiplane when we're done? "Previous expeditions into the Hao Jin Tapestry have taught us how to open and maintain a planar eddy, essentially a small link between the fabric of the Material Plane and the Hao Jin Tapestry created by your connection to the Material Plane. When you enter, a glowing planar eddy will appear where you entered. No one else will be able to see this portal, but you will be able to use it to return to the Grand Lodge."

What magical power does the flower possess? "Legends concerning the flower are inconsistent. Its powers in them range from sealing unbreakable oaths to communing with the gods to restoring the dead to life."

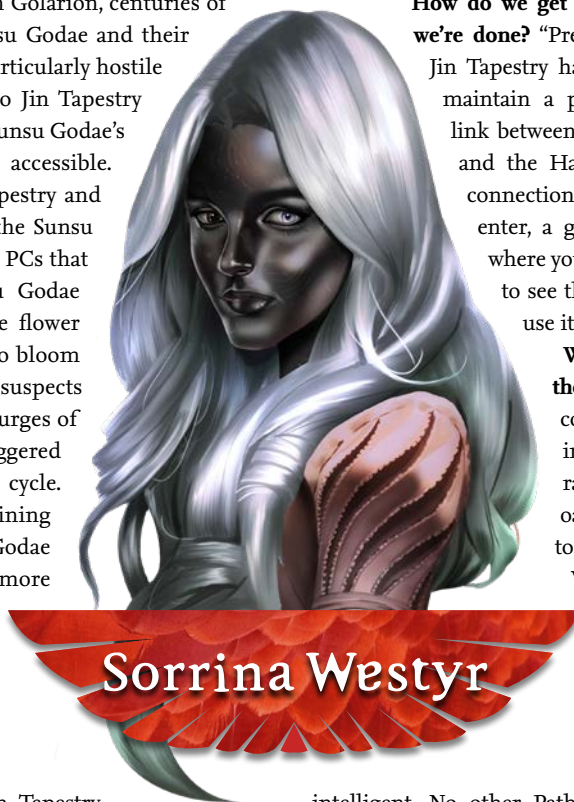
Who is Aram Zey and what happened to him in the tapestry? "Aram Zey was my predecessor, the former Master of Spells for the Pathfinder Society. He was...difficult at times, but also exceedingly

intelligent. No other Pathfinder knows—knew—as much about the tapestry as Zey. During the last mission into the Hao Jin Tapestry, Zey sacrificed himself and became one with the tapestry's Ruby Phoenix Guardian to prevent its collapse. I truly do not know how much of the man Zey once was might still live within Hao Jin's guardian."

Is the tapestry currently stable? "Aram Zey and the Society's recent efforts to preserve the tapestry have been successful thus far. For now, it is stable, but we cannot afford to tarry."

If the tapestry is falling apart, why aren't we evacuating people? "Thus far, our best method to allow some of the inhabitants of the tapestry to escape would likely trigger total collapse, killing everyone else other than the few we chose to save. If at all possible, we would rather avoid such a situation. We are actively seeking alternatives. But that is not your mission today."

Before the PCs leave, Sorrina addresses the likely language barrier between the PCs and the Sunsú Godae. She believes the Sunsú Godae will speak Hwan, but she suspects their dialect will have diverged from what is currently spoken in eastern Tian Xia.



Scaling Onhae

To accommodate a group of four PCs, lower the DCs of all skill checks in the Tour of Onhae, Gathering Rumors, and Searching the Village sections by 2. Additionally, the PCs do not begin taking penalties from the villagers tiring of their questions until 5 phases have passed. The rift to the Dimension of Dreams still appears after 3 phases. In this case, the villagers are not initially distressed by the sound of flames, considering it to be a sign from their god.

Sorrina offers to cast *tongues* on each of the PCs when they finish their preparations, allowing them to speak the Sunsú Godae's dialect for 100 minutes. She also provides the PCs with a *scroll of tongues* (CL 10th) to use after her magic wears off. She recommends that the PCs prepare any magic they may have at their disposal to give them more time to converse with the Sunsú Godae.

ONHAE

The PCs arrive in the Hao Jin Tapestry on a cliff overlooking the village of Onhae. The jungle that contains Onhae is small, measuring only a few miles across and close to circular in shape. The land around the jungle is a primarily a mixture of rocky cliffs and steppes, but a swamp is barely visible in the distance. If the PCs linger in the area instead of moving toward the settlement, they notice their planar eddies flickering. PCs who succeed at a DC 10 Knowledge (planes) check can confirm that they shouldn't be in any danger of becoming trapped in the tapestry. The signal from their eddies may be fuzzy, but it isn't currently at risk of breaking. As they approach the village below, read or paraphrase the following to set the scene.

Onhae is a picturesque village of about fifty single-story buildings interspersed with tall, flowering trees and tropical ferns. The buildings are made from wood, stone, and clay, and their exterior walls are decorated with colorful red and blue tiles and feature wooden double doors and slim, grated windows. Curved tile roofs extend over the entrances to cover small wooden decks. Tian-Hwan people move about the village, dressed in long-sleeved brocade jackets, wrapped tops, and high-waisted pants and skirts.

Though initially suspicious, the villagers are willing to engage the PCs. The fact that the PCs speak their language goes a long way in convincing them to trust in the PCs to move through Onhae freely, at least for a short time.

Language: As Sorrina suggested, the people of Onhae speak their own dialect of the Hwan language. PCs who speak modern Hwan can tease out the differences between the two by succeeding at a DC 10 Linguistics check, allowing them to communicate with the people of Onhae without magical aid.

If a PC does not have another means of communicating in the villagers' dialect after Sorrina's *tongues* spells expire, they have a few options. As long as at least one PC in each group can communicate fluently, the PCs take no penalties. Even if a group of PCs at a location has no one who speaks the local dialect, they still have alternatives. If they request a translator, the innkeeper Gao Lai Wam volunteers to help them. In addition to Hwan, she speaks Common, Draconic, and Tien. A group using Gao Lai Wam's translation takes a –2 penalty on their skill checks in the Tour of Onhae and Gathering Rumors sections, as the villagers are less interested in talking to the PCs through an intermediary. Additionally, because of the village's long history of trade with lizardfolk in the nearby swamp, many of the locals have basic proficiency in Draconic. PCs who speak Draconic can attempt skill checks in the Tour of Onhae and Gathering Rumors sections without Gao Lai Wam's aid, but they take a –4 penalty on those checks.

Exploring Onhae: For ease of play, divide the time the PCs spend in Onhae into phases. Each phase is 20 minutes long. During a phase, each PC can do one of three things: take a tour of the village (see page 7), gather rumors (see page 10), or search the village for clues (see page 11). PCs can either roll checks independently or use aid another to assist each other.

As the PCs continue to ask around the village, they slowly wear out their welcome. While the people of Onhae are more welcoming to strangers than the Sunsú Godae on Golarion, they still appreciate their privacy. Recent events, such as the cataclysm and the loss of their high priest, have left them fearful and weary. As a result, they have limited patience for the PCs' anthropology. You should make this clear to the PCs, with looks and comments from the NPCs that indicate that they are not interested in protracted conversations. After the PCs have completed three phases, they receive a –2 penalty on all checks to learn information, a penalty that increases by 2 for each subsequent phase they spend. If the PCs fail a check by 10 or more, they anger the person they are talking to. This could be due to culturally insensitive remarks, or due to dogged persistence despite the person's signals they would rather be left alone. If the PCs anger villagers three times, the villagers call for the guards (see *Banished from Onhae* on page 12).

If the PCs defeat the silver squall (see page 22) and do not kill Lin Fen Hai (see page 17), Lin Fen Hai vouches for the PCs. This grants them two additional phases, during which do not take or increase any penalties and cannot anger the villagers. The PCs receive these phases even if they had already been banished from the village, so long as they did not kill any of the guards in the *Banished from Onhae* section. If the PCs were banished and then killed a guard, they receive only one phase. In either case, if the PCs were banished before, the villagers drive the PCs off after any bonus phases are complete.

In many locations, the PCs can earn Culture Points, representing their increased understanding of local traditions.

More information on specifically how the PCs appears in the sections below. Keep track of these points, as they will be relevant to the PCs' level of success and rewards at the end of the adventure (see page 23).

Pathfinders in Onhae: At some point, the PCs may mention that they are Pathfinders. Based upon hearing the booming voice of their god Aram Zey call to "Pathfinders" repeatedly during the cataclysm, the villagers assume that the term "Pathfinders" means disciples of Aram Zey. As a result, they tell the PCs that they are also Pathfinders. In this case, the PCs automatically succeed at the skill check to gather rumors about the villagers' current religion (see page 10).

Remnants of Flame: After three phases have passed, the sound of roaring flame passes over the village, before quieting to a sound akin to a crackling campfire. Perhaps surprisingly to the PCs, this sound does not seem to trouble any of the villagers, who see it as a manifestation of Aram Zey's power. If the PCs investigate the source of the sound, proceed to the Hierophant's Dream in the Searching the Village section (see page 11).

A. TOUR OF ONHAE

When the PCs express interest in learning about Onhae, a villager points out the function of each of the buildings below, except the boarded-up house (A9). Onhae's major buildings, as well as the cultural information the PCs can learn from each of them, are detailed below. The PCs can travel to each of these locations, either individually or as a group, and attempt skill checks to gain insight about local traditions.

In a few locations, the people present and the information the PCs can find depend upon which events have taken place in the scenario. Specifically, some details change after the hierophant Lin Fen Hai returns to the village and after the PCs defeat the etheroot. Such information is noted in the sections below.

Unless otherwise stated, the DCs of all skill checks in this section are 22 (26 in Subtier 8–9).

A1. INN

This small inn welcomes travelers from elsewhere in the tapestry. The innkeeper, Gao Lai Wam, offers the PCs a free meal of smoked trout served with rice bread. No visitors are currently staying in the inn, meaning that there are three rooms with two beds each open for guests for 2 gp a night, with additional space on the floor by the fireplace for 2 sp per guest. The PCs can spend the night here as long as they have not been banished from the village.

The inn also has a room full of books that serves as the village's library. Here, the PCs can find several examples of Sunsú Godae's traditional written language, which differs substantially from that of most Hwan speakers. A PC can attempt a DC 20 Linguistics check to decipher some of the characteristics of the written language.

On a successful check, the PCs earn 1 Culture Point. PCs who can fluently read these books have an easier time understanding Sunsú Godae traditions, gaining a +2 bonus on all skill checks to gain Culture Points. This bonus increases to +4 for the skill check to earn a Culture Point from the written language of the books themselves.

A2. HOSTLER'S HOUSE

The people of Onhae keep a few horses, mostly in stables behind the inn. Horse rearing is not part of the Sunsú Godae's old traditions—after all, horses are impractical for jungle travel. Rather, it is part of the way the Sunsú Godae have adapted to life in their new surroundings in a jungle surrounded by more navigable grasslands. A PC who succeeds at a Knowledge (geography) or Knowledge (nature) check correctly deduces that the horse-based traditions Onhae are unlikely to be related to any traditions of the Sunsú Godae people on Golarion, but rather are more recent developments. This realization earns the PCs 1 Culture Point.

A3. BAKER

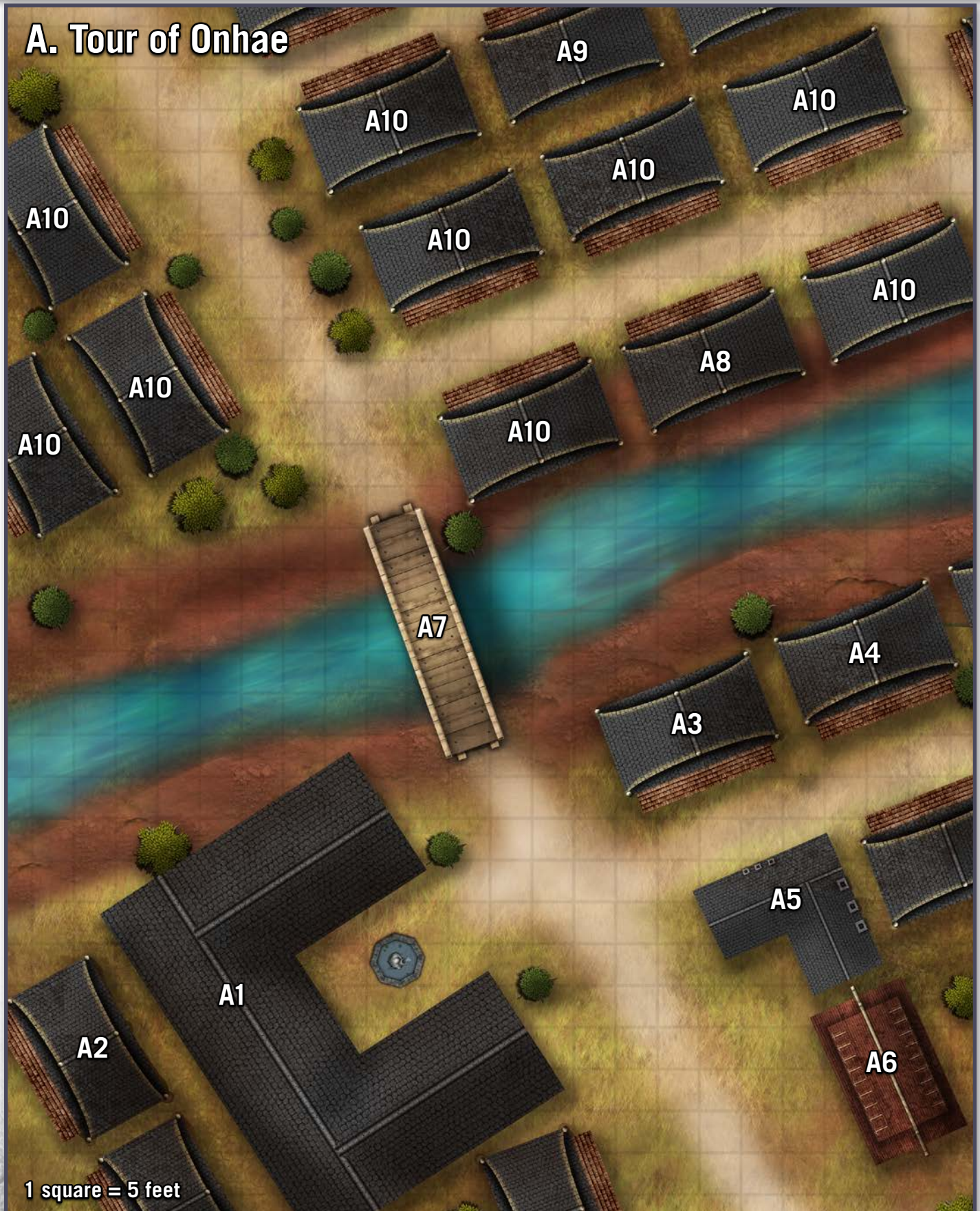
The wooden floors of this home are thoroughly dusted with rice flour. Its windows are open to let out the heat from the oven. This is the home of the village's most skilled baker, an elderly man whose clothes and short hair are never entirely rid of rice flour. He makes copious amounts of rice bread for the village, and some for trade. The light, crispy bread serves as the base for most local dishes. It can be made plain or with a variety of spices to complement the flavors of whatever it is paired with. A PC who succeeds at a Profession (cook) check or another Craft or Profession check related to cooking quickly learns the fundamentals of Sunsú Godae cuisine and earns 1 Culture Point.

A4. SHRINE OF THE PHOENIX

This building features a shrine to the Ruby Phoenix Aram Zey, depicted in an intricate silk and gold tapestry of a phoenix.

Early Interaction: In Lin Fen Hai's absence, a young acolyte of Aram Zey named Gao Ni Sho tends the shrine. If the PCs ask him about the tapestry, he explains that all of the weavers in the village came together to make it as a sign of respect for their god. A fire burns in a brazier in the center of the shrine. The acolyte tells the PCs that the flame is purifying. He recommends that the PCs write down their sins and fears on something flammable and then cast the paper into the flame. Just as Aram Zey has healed and cleansed the tapestry, the acolyte claims, so too can he cleanse the tears and impurities within people's souls. If the PCs ask about villagers' new religion here, they can spend a phase to attempt a Gather Information check to gain the information listed under Gathering Rumors on page 10. Because the acolyte is more eager to speak about the faith than the rest of the people in the village, the PCs gain a +4 bonus on their skill check.

A. Tour of Onhae



Etheroot Defeated: After the PCs defeat the etheroot, one of the villagers douses the flame in this shrine. Gao Ni Sho has removed the saturated wood and is carefully drying out the basin. The PCs can still learn information about the faith of Aram Zey by gathering rumors (see page 10).

A5. SMITHY

The village smith, Lin Wo Got, has a small forge near the inn. Wo is rather traditional in their values, and finds the recent change in faith particularly unsettling. However, Wo is not interested in discussing this uncertainty with outsiders. Because the jungles lack metal and other materials needed for forging, Wo frequently travels to the nearby swamp to trade with the lizardfolk there. As a result, they speak fluent Draconic. If the PCs ask Wo about their forging techniques, Wo dismisses the question. Rather, Wo prefers to talk about why their work forging weapons is so important to the safety of the village and its connection to the past alike. Wo speaks poetically of a time long ago, back when their ancestors lived in a jungle that stretched far and wide, serving as both a wise teacher and a hunter for those who could not protect themselves. The Sunsuo Godae who lived outside of its harsh wonders forgot the ways of the sword and the discipline of the mind. They became soft, and when danger loomed, they “surrendered their identity” to invaders without a fight, ceasing to become Sunsuo Godae. A PC who succeeds at a Knowledge (history) check knows that they are referring to events nearly 700 years ago, when the Empire of Lung Wa conquered much of Tian Xia; in particular, they are referring to the peaceful surrender of Hwangott to Lung Wa. If the PC succeeds at this check, they earn 1 Culture Point.

A6. TRAINING BUILDING

Wooden swords and training dummies line the walls of this building, interspersed with the occasional spear, shield, or bow. Suits of o-yoroi armor and decorative masks carved to resemble the faces of demons and oni fill the corners of the room. It is here that Onhae’s children receive instruction in the sword. The Sunsuo Godae have a long tradition of swordsmanship, and its young people are expected to master and demonstrate a complex series of sword forms as a part of their coming of age ceremony. As long as the PCs are respectful, Swordmaster Jai is willing to show them a few of the forms. Though he is patient with his young students, he has no interest in giving the PCs training. Nonetheless, a PC who succeeds at an attack roll with a sword against an AC equal to the skill check DC can copy the forms well enough to earn the swordmaster’s respect. If they do, Jai tells the PCs about the coming-of-age ceremony. He tells the PCs that it originated long ago in their ancestral homeland of Hwanggot, when war was commonplace and such training was essential to protect life and family. He recommends that the PCs talk to the village smith if they want to hear more of the past.

A7. BRIDGE

A woven net underneath this bridge catches fish and debris as they travel down the stream. The Sunsuo Godae check the net regularly, placing the fish in baskets and depositing the debris outside of town. They carefully manage their use of the net, tucking it away periodically during large migrations to avoid damaging fish populations downstream. A PC who talks to the people clearing out the net can attempt a Profession (fisherman) or Survival check to study the local fishing technique, earning 1 Culture Point.

A8. WEAVER’S HOUSE

This is the home of one of several prominent weavers in the village. Weaving is a prized art in Onhae, with weavers making tools such as fishing nets, durable blankets, and elaborate brocade clothing. A PC who speaks to a weaver and succeeds at an Appraise check, a Profession (merchant) check, or a Craft or Profession check related to making clothing discovers some of the characteristics that identify the local style and earn 1 Culture Point. A PC who uses a clothing-specific Craft or Profession skill receives a +5 circumstance bonus on this skill check.

A9. BOARDED-UP HOUSE

This was once the home of Lin Fen Hai’s father, Lin Su Gok, as well as a center for Onhae’s old religion. After killing her father, Lin Fen Hai ordered his house to be boarded up, sealing the relics of their previous faith away. The boards cover all entrances, including the door and the shuttered windows. Several guards wait outside this building (see Banished from Onhae on page 12).

Early Interaction: If the PCs ask about the house, locals grow tense and tell them to leave it alone. They tell the PCs that their priestess, Lin Fen Hai, has warned them that opening up that house will bring ruin upon them all. They insist that the PCs not defy the teachings of their faith. This gives the PCs a chance to learn more about the village’s current faith (see Gathering Rumors on page 10). If the PCs ignore the villagers’ warnings, they can attempt to bust through the boarded doors or windows (hardness 5, 30 hp; DC 25 Strength to break). However, trying to break in prompts the guards to attempt to subdue the PCs and banish them from the village (see Banished from Onhae on page 12).

Lin Fen Hai Returned: Until the PCs defeat the etheroot, Lin Fen Hai has no interest in allowing the PCs to enter the building. She may even join the guards in subduing the PCs if they break in broad daylight, as she does not want to allow them near her father’s body (see below).

Etheroot Defeated: Once the PCs have defeated the etheroot, they can secure permission to enter this building (see the Silver Squall’s Development section on page 23). The building contains painted figurines that represent dozens of different spirits, each with a tie to some aspect of

life in Onhae: a spirit of the harvest, a spirit of fishing, a spirit of artisanship, and a spirit of love, to name a few. Each spirit rests atop a woven linen mat. These mats are decorated with symbolic representations of that spirit's significance, as well as a few brief prayers to the spirit. In a different part of the building, locked inside a lead box, are caricatured figurines representing what the locals have long considered evil spirits, such as the spirit of apathy and the spirit of selfishness. These figures are made of stone, with a thin layer of burnt paint on the surface. The tradition of using flame for purification in Onhae predates the beginning of the faith of Aram Zey; Lin Fen Hai adjusted a familiar ritual to help ease the transition into a new religion. A PC who succeeds at a Knowledge (religion) or Knowledge (local) check, or a Diplomacy check to ask one of the locals, is able to piece together these facts, earning 2 Culture Points.

Additionally, the building contains the ashes of Lin Fen Hai's father, contained in an otherwise unremarkable clay jar. After killing him, Lin Fen Hai burned his body in the hopes of cleansing evil influences from his spirit so that he could pass on to join their ancestors rather than remaining trapped in the tapestry forever. If Lin Fen Hai survives, she explains the significance of the ashes and tells the PCs about confronting and killing her father after seeing him consorting with evil spirits, and after he wouldn't even respect her enough to admit his misdeeds. She sorrowfully tells the PCs that she fears she was misled, that her father was innocent, and that she was the one who was swayed by evil voices. This explanation grants the PCs 1 Culture Point.

A10. HOUSES

These buildings are the homes of the rest of Onhae's population. While these people are not interested in sharing cultural facts with the PCs, they are general open to speaking about current events. Treat a visit to a house as if the PCs had decided to gather rumors (see below).

If the PCs have already found all information from this section and the PCs are not yet taking penalties for overstaying their welcome, people in these homes recommend that the PCs visit one of the other buildings. Otherwise, the people make a point of going about their daily tasks, paying the PCs little mind. Either way, visiting a house with no new information does not take a phase.

GATHERING RUMORS

In the streets, the people are far more interested in discussing current events than dissecting their own culture, particularly because they are unsure which aspects of it would seem unfamiliar to the PCs. Because of the small size of the village, gathering information here takes only a phase, rather than 1d4 hours. PCs with abilities that reduce the time it would take to gather information can instead gather two rumors during each phase.

Each time a PC succeeds at a DC 22 Diplomacy check to gather information (DC 26 in Subtier 8–9), he learns about one of the subjects listed below.

The way that the villagers speak of these events depends upon which events have taken place in the scenario; specifically, after the PCs' early interactions when they arrive in the village, some details change after the PCs defeat the etheroot. Such information is noted in the sections below.

If instead of asking for general information or any of the facts below, the PCs ask a question that would be better answered by someone in the Tour of Onhae section (see page 7), they receive a recommendation to visit that person instead. Similarly, if the PCs ask about the current state of this portion of the tapestry, the villagers suggest that they look around for themselves—if the PCs follow this suggestion, see Searching the Village on page 11. Either way, receiving a recommendation to look elsewhere does not take the PC's phase.

THE SACRED FLOWER

The villagers tell the PCs that the sacred flower provides them with divine insights.

Early Interaction: The villagers explain that the sacred flower normally blooms only once every six generations, but that the recent cataclysm caused it to bloom early. The flower does not communicate with just anyone, only the high priest. The current hierophant, Lin Fen Hai, has been receiving visions and insights from the flower. The flower's insights have shown her that the old ways were corrupt and would lead only to destruction. The flower's wisdom has let her see the evil spirits that had been falsely guiding them for so long. Now, Lin Fen Hai has helped the village rebuild their faith, praying to the god who saved them from certain destruction in the recent calamity.

Etheroot Defeated: If the PCs share the truth about the flower with the villagers after defeating the etheroot, they are distraught that a monster replaced one of their sacred symbols and led their faith astray. They tell the PCs what they had believed to be true about the flower, as listed above.

THE VILLAGERS' RELIGION

The villagers share their current beliefs with the PCs. Learning about the villagers' current religion earns the PCs one Culture Point.

Early Interaction: In hushed tones, the villagers speak of the way that their home was falling apart, with the rivers drying up and tears appearing in reality. One day, this decay accelerated out of control. Monsters surged forth, and it seemed that all would be lost. Then a great voice echoed throughout the land, the voice of the god Aram Zey. The voice guided its faithful, a group known as Pathfinders, to beat back the monsters and destroy an army of blighted phoenixes. Then, Aram Zey the Ruby Phoenix manifested in the sky, and in a great surge of flame, purified and restored

the land. Through continued prayer to Aram Zey, the villagers believe that their god will continue his work of repairing their home. A PC who has played *Pathfinder Society Scenario #10-00: The Hao Jin Cataclysm* or who succeeds at a DC 25 Knowledge (local) check recognizes that the villagers' understanding of the Pathfinders' actions that day is relatively accurate, even though their perception of Aram Zey's rule is not. The villagers believe that their old god has forsaken them, and that praying to Zey under the wise guidance of High Priest Lin Fen Hai is their route to salvation. They also recommend that the PCs visit the Shrine of the Phoenix, if they haven't already, to learn more about the ways to appease Aram Zey.

A PC who succeeds at a DC 16 Sense Motive check (DC 20 in Subtier 8–9) deduces that while some of the villagers may harbor buried doubts about the new religion, it is the current core of their hope. As such challenging their faith is almost certain to antagonize them without convincing them to share more information. They have put their trust in Lin Fen Hai.

Indeed, the villagers do not take kindly to challenges to their faith. Attempting to convince the villagers that Lin Fen Hai is wrong and that Aram Zey is not a god is a daunting task. A PC who wishes to do so must attempt a DC 32 Bluff, Diplomacy, or Knowledge (religion) check (DC 36 in Subtier 8–9). On a success, the PC convinces the villagers to begin to consider other alternatives without falling to despair. The villagers will need time to contemplate this new knowledge, so they plan to speak with Lin Fen Hai upon her return. However, they still do not share information about their old religion until after the PCs meet with Lin Fen Hai. On a failure, the PC who attempted the check and anyone who aided them take a –2 penalty on all checks in the Gathering Rumors and Searching the Village sections for the duration of the scenario, as their blasphemous suggestions have unsettled the people. If the PCs failed by 10 or more, in addition to taking the penalties listed above, the PCs anger the villagers.

Alternatively, a PC can play along, claiming that some or all of the PCs are disciples of the god Aram Zey and attempting a DC 22 Bluff or Knowledge (religion) check (DC 26 in Subtier 8–9). If the PC succeeds, the villagers see those PCs in a more positive light and actively help the PCs to learn more about their home. All “disciples” receive a +4 bonus on their skill checks in the Tour of Onhae and Gathering Rumors sections. On a failure, treat the PCs as if they had failed a check to challenge the villagers' faith (see above).

Regardless of whether the villagers consider the PCs to be potential converts, fellow faithful, or heretics, they believe that Lin Fen Hai would be the best person to speak with the PCs on matters of religion (and escalate to violence, should that prove necessary). As a result, after the PCs succeed at the skill check to learn about the villagers' faith, they can ask the villagers for directions to the place where Lin Fen Hai is currently praying. If the PCs follow these directions, proceed to Tracking Lin Fen Hai on page 13.

Etheroot Defeated: If the PCs ask about the new religion after defeating the etheroot, the villagers speak more uncertainly about the events that led to the foundation of their faith in Aram Zey, and they do not grow angry with the PCs for questioning it.

THE VILLAGERS' OLD RELIGION

The old religion is an uncomfortable subject for the people of Onhae.

Early Interaction: If the PCs ask about Onhae's old religion, the villagers visibly tense up. They inform the PCs that everything tied to their old religion is now forbidden and that the few surviving items are locked away in the boarded-up house (A9), which no one can enter without Lin Fen Hai's permission. A PC who succeeds at a DC 20 Sense Motive check (DC 24 in Subtier 8–9) can tell that some of the villagers are conflicted and sorrowful over this transition, but they are afraid to give voice to their feelings.

Etheroot Defeated: While the villagers are now not afraid that elements from their old religion will curse them, they are now plagued with uncertainty. They suggest that the PCs go examine the items in the boarded-up house (area A9) or talk to Lin Fen Hai instead of asking them further questions.

SEARCHING THE VILLAGE

If the PCs spend a phase searching the village, taking their attention away from conversation with the villagers, they can study their surroundings. There are three useful pieces of information the PCs can gain from their search.

EMOTIONAL INFLUENCES

A PC who succeeds at a DC 20 Sense Motive check (DC 24 in Subtier 8–9), can sense two external pulls on his own emotions: one nudging him to be more prideful and confident, and the other pulling him to be more fearful and uncertain. This discovery gives the PCs benefits in their combat against the etheroot (see page 17). PCs who can see or sense emotional auras gain additional insight into this effect. Emotional auras can typically imbue only living things, but in Onhae, due to the influence of the etheroot, they have blended into a sea that permeates the entire village. To PCs who can see emotional auras, the village coalesces with an overlay of blue, gray, and orange hues, corresponding to the emotions of faith, fear, and pride, respectively. The specific emotions and thoughts that fill the village center on Onhae's new leader, Lin Fen Hai: her faith in her new religion, her fear for her village, her pride in having been chosen by the new god to lead her people.

THE GROWING SQUALL

A PC who succeeds at a DC 20 Knowledge (planes) check (DC 24 in Subtier 8–9) recognizes traces of a silver squall, a planar weather phenomenon comprised of aggressive,

Scaling Banished from Onhae

To accommodate parties of four PCs, remove one Onhae guard from the encounter.

competing thoughts, gusting through the village. The silver squall building in Onhae is a manifestation of the competition between the old and new religion, as well as the villagers' tensions and fear. Detecting the squall in advance gives the PCs benefits when they face it later in this scenario (see *The Silver Squall* on page 22).

SCARS OF THE TAPESTRY

Onhae still bears the scars of old damage and repaired holes in the tapestry, and PCs who search the village may find some evidence of this. A PC who succeeds at a DC 20 Perception check (DC 24 in Subtier 8–9) notices several places where the ground seems to have stitched back together unevenly, leaving odd puckers and straight seams. The PC also notices a portion of the stream where their reflection is distorted. Instead of seeing themselves and the village as it is, they see a disintegrating, partially unmade version of themselves, surrounded by a village in flux, crumbling away and being rebuilt before them. PCs who have previously played *The Hao Jin Cataclysm* recognize that their unmade reflections resemble the unraveling creatures the Pathfinder Society fought during their last visit to the tapestry. If the PCs succeed at this check, they receive a +6 bonus on the check to find the hierophant's dream (see below).

THE HIEROPHANT'S DREAM (AFTER PHASE 3 ONLY)

After hearing the sound of roaring flame, the PCs can search for its cause. A PC who searches the village and succeeds at a DC 24 Perception check or a DC 20 Knowledge (planes) check find a planar tear to the Dimension of Dreams; though this planar hole has been repaired, a small bubble of dream has been permanently sewn into the tapestry. After being trapped underground, this bubble has floated back to the surface. PCs who step through the tear enter the Hierophant's Dream, Lin Fen Hai's memory of the day she found Aram Zey's *wayfinder*.

The sky is on fire. A solitary woman stands alone on a path cutting through the jungle. She wears a lamellar cuirass and holds an ornate sword much too large for her in both hands. The Ruby Phoenix Guardian screams across the horizon. Assuming a fighter's stance, the woman cuts off the approach of a pair of drow; her movements are deliberate, calm, and few. She sidesteps an attack and cuts her attacker in twain, suffering a cut from the other drow's knife while her focus is elsewhere.

Spinning around, she cuts her second enemy down. Kneeling, she looks at the ground and spots a scorched wayfinder. Tentatively, she rests her sword to the side and touches it with an experimental finger. The Ruby Phoenix rises overhead again and Aram Zey's voice booms out, urging all who can hear to "Fight on!" The woman scoops the wayfinder up in one hand and holds it tightly to her breast.

The PCs can walk around the dream, but they cannot affect it; it plays out regardless of their actions. After the PCs view the memory but before they leave the dream, Lin Fen Hai and her guards appear. Proceed to encounter **B** (see page 13).

BANISHED FROM ONHAE (CR 7 OR CR 10)

Run this encounter only if the people of Onhae call for the guards.

Creatures: After the villagers call for the guards, four armored people confront the PCs, demanding that they leave Onhae at once. If the PCs do not leave the village, or if the PCs try to force their way into area **A9**, the guards attack.

SUBTIER 5–6 (CR 7)

ONHAE GUARDS (4)

CR 3

Human ranger (planar scout) 4 (see page 16)

hp 34 each

TACTICS

During Combat The guards are sworn to defend Onhae, but they prefer not to take lives. The guards begin the combat with nonlethal attacks (this inflicts a –4 penalty on their attack rolls). They begin using lethal force if the PCs deal lethal damage to any one of them. The guards use their planar bond ability to maneuver around the battlefield.

Morale If reduced to 10 hit points or fewer, the guards attempt to surrender to the PCs, setting their arms down and requesting that the PCs spare their lives and allow them to attend to any of their wounded comrades. Their primary concern remains the safety of Onhae and they fight to the death if they believe the PCs will actively hurt any of the other citizens.

SUBTIER 8–9 (CR 10)

ONHAE GUARDS (4)

CR 6

Human ranger (planar scout) 7 (see page 17)

hp 57 each

TACTICS

During Combat The guards prefer not to take lives. They begin the combat with nonlethal attacks (this inflicts a –4 penalty on their attack rolls). They begin using lethal force if the PCs deal lethal damage to any one of them. The guards use their planar bond ability to maneuver around the battlefield.

Morale If reduced to 10 hit points or fewer, the guards attempt to surrender to the PCs, setting their arms down and requesting

that the PCs spare their lives and allow them to attend to any of their wounded comrades. Their primary concern remains the safety of Onhae and they fight to the death if they believe the PCs will actively hurt any of the other citizens.

Development: Any guards who surrender immediately attempt to use their Heal skill to stabilize their fallen allies. If the PCs question the surrendered guards, or if they choose to heal any guards they incapacitated but did not kill, the guards can provide more information on the hardships that have befallen Onhae and their new leader, Lin Fen Hai. The river that bisects the village was drying up, until several months ago when their new god, Aram Zey, intervened. When questioning the guards, PCs can attempt any of the checks under Gather Rumors section without spending a phase, and they can choose to use Intimidate instead of Diplomacy for these checks. While the PCs talk to the guards, however, the rest of the people of Onhae gather their own weapons and prepare to run the PCs out of the village. The PCs cannot attempt further checks to in the Tour of Onhae or the Searching the Village section without confronting the armed populace. A fight with the desperate villagers is beyond the scope of the scenario, as such unbridled violence on what was supposed to be a mission of cultural understanding causes the PCs to fail their mission entirely.

TRACKING LIN FEN HAI

If the PCs received directions to Lin Fen Hai's prayer spot while in Onhae, they have no trouble following these instructions into the jungle. If they did not receive such directions and did not confront the hierophant in the dreamscape, they can still continue with the adventure. Because Lin Fen Hai's prayer spot is along the path to the flower, PCs who search for either location come across the hierophant before finding the etheroot. Finding the path requires a PC to succeed at a DC 20 Survival check (DC 24 in Subtier 8–9). On a failed check, the PCs wander off into the jungle, wasting 4 hours and accidentally walking through a patch of poisonous ferns. All PCs must succeed at a DC 15 Fortitude save (DC 18 in Subtier 8–9) or take 1d4 points of Constitution damage and 1d4 points of Dexterity damage. After this initial misstep, however, the PCs find the trail.

B. JUNGLE PATH (CR 8 OR CR 11)

Whether the PCs enter Lin Fen Hai's dreamscape or follow her trail into the jungle, this encounter uses the same jungle path map. The surface of the stream is 10 feet below its banks. The swiftly flowing stream counts as rough water (Swim DC 15). The branches that cross the water have been carefully anchored in place, and they serve as sturdy bridges. All squares with foliage in them count as difficult terrain. The PCs approach from the bottom of the map.

When the PCs begin their search for Lin Fen Hai, she is

Scaling Encounter B

To accommodate parties of four PCs, remove two Onhae guards from the encounter.

in a meditative dream state, and she is actively receiving hallucinatory false visions from the etheroot (see page 17). If the PCs travel into the hierophant's dream (see page 12), she moves to investigate their presence, causing the scenery to morph to match the jungle path where her physical body rests. If they instead follow her trail into the jungle, Lin Fen Hai is awake by the time she arrives unless all PCs succeed at a DC 25 Stealth check (DC 29 in Subtier 8–9). In addition to the senses of the guards, the DC of this check represents the etheroot's senses. The plant's roots stretch out from its body into the clearing, allowing it to sense creatures with emotions on the map with no Perception penalty from distance.

Creatures: The PCs encounter Lin Fen Hai and her retinue of guards in this clearing. At first, Lin Fen Hai is somewhat wary of the PCs, but she is forthcoming with her identity and her belief that she is the chosen of Aram Zey, the Ruby Phoenix. A PC who tries to convince Lin Fen Hai that they know Aram Zey must succeed at a DC 20 Diplomacy check to convince her that they are telling the truth, but she resists the idea that he isn't a god, instead concluding that he must have reached out to the PCs in the same way he did to her. PCs who present their own *wayfinders* receive a +5 bonus on this check.

After these initial introductions, however, the etheroot concludes that the PCs pose a great threat to its plans, and it decides to manipulate Lin Fen Hai into attacking them. Lin Fen Hai fails the saving throw, hallucinates, and perceives an evil spirit talking to the PCs. Lin Fen Hai hears the evil spirit telling the PCs to trick her into letting her guard down, and then kill her and take over the village. A PC who succeeds at a DC 20 Perception or Sense Motive check notices that Fen's eyes keep flickering away from them toward something odious nearby, as if she were seeing something that the PCs do not. Prompted by this hallucination, Lin Fen Hai attacks the PCs, and her guards follow suit. PCs who investigate this strange occurrence with effects such as *detect magic* can perceive the magic aura of the false vision effect, and potentially remove it with *dispel magic* or similar abilities. If the PCs knock Lin Fen Hai unconscious with an effect that does not cause her to fall asleep, the vision ends and the etheroot does not create another one. The vision also ends if the PCs bait Lin Fen Hai into following them back to the village. Doing so requires a PC to succeed at a DC 23 Bluff, Diplomacy, or Intimidate check (DC 27 in Subtier 8–9) to overcome the efforts of the etheroot to keep her from straying beyond the range of its effect. For ease of play, assume the etheroot's range extends to the bottom edge of the battle map.

B. Jungle Path



THE HAO JIN HIEROPHANT

The PCs may have other creative solutions for convincing Lin Fen Hai to lay down arms before she is knocked unconscious, but such ideas should generally involve a clever plan combined with a check of some sort. For what happens after combat, see Development on page 17.

Lin Fen Hai has an archetype from *Pathfinder RPG Planar Adventures* that refers to multiple places in *Pathfinder RPG Occult Adventures*. For ease of play, the relevant abilities from these books are reprinted in full in her special abilities.

SUBTIER 5–6 (CR 8)

LIN FEN HAI

CR 6

Female human rogue (dreamthief) 7 (*Pathfinder RPG Planar Adventures* 12)

LN Medium humanoid (human)

Init +6; **Senses** Perception +9

Aura defending aura (10 ft.)

DEFENSE

AC 19, touch 14, flat-footed 17 (+5 armor, +2 deflection, +2 Dex)

hp 56 (7d8+21)

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

OFFENSE

Speed 30 ft.

Melee *swift obsidian bastard sword* +8 (1d10+7/17–20)

Ranged composite shortbow +4 (1d6+4/x3)

TACTICS

Before Combat Lin Fen Hai activates her *feather step slippers*.

During Combat Lin Fen Hai charges into combat, attacking with her *swift obsidian bastard sword*. She prefers to attack whoever attacked her last to make use of her dutiful strike.

Morale So long as Lin Fen Hai believes the PCs are a threat to Onhae, she fights to the death to protect her village.

STATISTICS

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

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

Feats Exotic Weapon Proficiency (bastard sword), Great Fortitude, Improved Initiative, Iron Will, Lucid Dreamer^{OA}, Power Attack, Step Up, Toughness, Weapon Focus (bastard sword)

Skills Acrobatics +11, Bluff +11, Diplomacy +11, Escape Artist +11, Intimidate +11, Knowledge (religion) +7, Perception +9, Sense Motive +9, Sleight of Hand +11, Stealth +11, Swim +13

Languages Hwan

SQ dreamshard focus (dedication), dutiful strike, rogue talents (combat trick, resiliency, weapon training), soothe dreaming 2/day (moderate), trapfinding +3

Combat Gear *potion of cure light wounds*; **Other Gear** +1 lamellar (leather) armor^{UE}, *swift obsidian bastard sword* (as *swift obsidian greataxe*^{UE}), composite shortbow (+4 Str) with 20 arrows, *feather step slippers*^{UE}

SPECIAL ABILITIES

Defending Aura (Su) Lin Fen Hai constantly emits a protective aura, granting herself and all allies within 10 feet a

+2 deflection bonus to AC and a +2 bonus to CMD and on all saving throws. These bonuses are included in her statistics.

Dreamshard Focus (Su) All effects of this ability are already accounted for in Lin Fen Hai's statistics.

Dutiful Strike (Su) When a creature makes an attack against Lin Fen Hai, she gains a +2 bonus on damage rolls against that target and her weapons deal damage to that creature as if they were one size category larger (This makes her typical bastard sword damage 2d8+9, and her typical shortbow damage 1d8+6). Dutiful strike lasts for 1 minute, until another creature attacks her (at which point the effect transfers to the new attacker), or until the attacking creature is reduced to fewer than 0 hit points, whichever occurs first.

Lucid Dreamer This feat can help Lin Fen Hai manipulate the Dimension of Dreams. All dream manipulations that she performs are fully detailed in the scenario.

Soothe Dreaming (Su) Twice per day, Lin Fen Hai can touch an ally as a standard action to remove a condition from the following list: confused, dazed, fascinated, frightened, shaken, or sickened.



PATHFINDER SOCIETY SCENARIO

ONHAE GUARDS (3)

CR 3

Human ranger (planar scout) 4 (*Pathfinder RPG Planar Adventures* 17)

LN Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

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

hp 34 each (4d10+8)

Fort +5, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk two-bladed sword +10

(1d8+6/19-20) or

mwk two-bladed sword +8 (1d8+4/19-20), mwk two-bladed sword +8

(1d8+2/19-20)

Ranged longbow +6 (1d8/x3)

Special Attacks combat style (two-weapon combat), favored enemy (humans +2)

Ranger Spells Prepared (CL 1st; concentration +2)
1st—*entangle* (DC 12)

TACTICS

During Combat The guards use their planar bond ability to maneuver around the battlefield. They focus their attacks on anyone who attacks Lin Fen Hai.

Morale The guards fight to the death to defend Lin Fen Hai.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Endurance, Exotic Weapon Proficiency (two-bladed sword), Power Attack, Weapon Focus (two-bladed sword)

Skills Heal +8, Intimidate +6, Knowledge (planes) +7, Perception +10, Ride +7, Stealth +2, Survival +10, Swim +9

Languages Hwan

SQ planar empathy +3, planar bond (Astral Plane), planar terrain (Hao Jin Tapestry +2), track +2

Combat Gear *potion of cure light wounds*; **Other Gear** lamellar (leather) armor, longbow with 20 arrows, mwk two-bladed sword, spell component pouch

SUBTIER 8-9 (CR 11)

LIN FEN HAI

CR 9

Female human rogue (dreamthief) 10 (*Pathfinder RPG Planar Adventures* 12)

LN Medium humanoid (human)

Init +6; **Senses** Perception +12

Aura defending aura (10 ft.)

DEFENSE

AC 19, touch 14, flat-footed 17 (+5 armor, +2 deflection, +2 Dex)

hp 88 (10d8+40)

Fort +9, **Ref** +11, **Will** +6

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft.

Melee *swift obsidian bastard sword* +13/+8
(1d10+7/17-20)

Ranged mwk composite shortbow +10/+5
(1d6+4/x3)

Rogue Spell-Like Abilities (CL 10th; concentration +11)
1/day—*dream scan*^{OA} (DC 17)

TACTICS

Before Combat Lin Fen Hai activates her defending aura to ward herself and allies.

During Combat Lin Fen Hai charges into combat with the PCs, attacking with her *swift obsidian bastard sword*. She prefers to attack whoever attacked her last to make use of her dutiful strike, using Vital Strike when she can.

Morale So long as Lin Fen Hai believes the PCs are under the influence of evil spirits, she fights to the death to protect her village.

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +7; **CMB** +11; **CMD** 25

Feats Exotic Weapon Proficiency (bastard sword), Great Fortitude, Improved Initiative, Iron Will, Lucid Dreamer^{OA}, Power Attack, Step Up, Toughness, Vital Strike, Weapon Focus (bastard sword)

Skills Acrobatics +14, Bluff +14, Diplomacy +14, Escape Artist +14, Intimidate +14, Knowledge (religion) +10, Perception +12, Sense Motive +12, Sleight of Hand +14, Stealth +14, Use Magic Device +14

Languages Hwan

SQ dreamshard focus, dutiful strike, rogue talents (combat trick, improved evasion, resiliency, stand up, weapon training), soothe dreaming 3/day (greater), trapfinding +5

Combat Gear *potion of cure light wounds*; **Other Gear** +1 lamellar (leather) armor^{UE}, *swift obsidian bastard sword* (as *swift obsidian greataxe*^{UE}), mwk composite shortbow (+4 Str) with 20 arrows, *feather step slippers*^{UE}

SPECIAL ABILITIES

Defending Aura (Su) Lin Fen Hai constantly emits a protective aura, granting herself and all allies within 10 feet a +2 deflection bonus to AC and a +2 bonus to CMD and on all saving throws. These bonuses are already included in her statistics.



Onhae Guard

THE HAO JIN HIEROPHANT

Dream Scan (Sp) This spell lets Lin Fen Hai glean information from people's dreams. She does not use it during this scenario.

Dreamshard Focus (Su) All effects of this ability are already accounted for in Lin Fen Hai's statistics.

Dutiful Strike (Su) When a creature makes an attack against Lin Fen Hai, she gains a +2 bonus on damage rolls against that target. Once per round without spending an action, she can make her weapon deal damage to that creature as if they were one size category larger. For her bastard sword, that makes her typical damage 2d8+10, or 4d8+10 with Vital Strike. For her shortbow, that makes her damage 1d8+7. Dutiful strike lasts for 1 minute, until another creature attacks her (at which point the effect transfers to the new attacker), or until the attacking creature is reduced to fewer than 0 hit points, whichever occurs first.

Lucid Dreamer This feat can help Lin Fen Hai manipulate the Dimension of Dreams. All dream manipulations that she performs are fully detailed in the scenario.

Soothe Dreaming (Su) Three times per day, Lin Fen Hai can touch an ally as a standard action to remove a condition from the following list: confused, cowering, dazed, fascinated, frightened, nauseated, panicked, shaken, sickened, or stunned.

ONHAE GUARDS (3)

CR 6

Human ranger (planar scout) 7 (*Pathfinder RPG Planar Adventures* 17)

LN Medium humanoid (human)

Init +8; **Senses** Perception +13

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 57 each (7d10+14)

Fort +7, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk two-bladed sword +13/+8 (1d8+6/19–20)

Ranged mwk composite longbow +10/+5 (1d8+4/x3)

Special Attacks combat style (two-weapon combat), favored enemies (humans +4, magical beasts +2)

Ranger (Planar Scout) Spells Prepared (CL 4th; concentration +5)
1st—*entangle* (DC 12), *longstrider*

TACTICS

During Combat The guards use their planar bond ability to maneuver around the battlefield. They focus their attacks on anyone who attacks Lin Fen Hai.

Morale The guards fight to the death to defend Lin Fen Hai.

STATISTICS

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 23

Feats Combat Reflexes, Double Slice, Endurance, Exotic Weapon Proficiency (two-bladed sword), Improved Initiative, Stand Still, Two-Weapon Fighting, Weapon Focus (two-bladed sword)

Skills Heal +11, Intimidate +9, Knowledge (planes) +10, Perception +13, Ride +11, Stealth +3, Survival +13, Swim +13

Languages Hwan

SQ planar bond (Astral Plane), planar empathy +6, planar terrain (Hao Jin Tapestry +2), track +3, woodland stride

Combat Gear *potion of cure light wounds*; **Other Gear** +1 *lamellar (leather) armor*^{UE}, mwk composite longbow (+4 Str) with 20 arrows, mwk two-bladed sword, *cloak of resistance* +1, spell component pouch

Development: If the PCs incapacitated or killed Fen in the dream bubble, she awakens in the clearing and returns to the village with her guards after one phase. In this case, or if the PCs lured her out of the vision without disproving it entirely, she believes the vision of an evil spirit was metaphorical rather than literal, and that the PCs pose a threat to the village. She retreats to Onhae to protect it in case the PCs reveal nefarious intent. As long as she remains under the etheroot's influence, she encourages people to avoid talking to the PCs, but she does not take up arms against them again.

If the PCs return to Onhae during this time, the villagers are not open to many questions, but an uneasy villager approaches the PCs with their concerns that something may be wrong with the sacred flower. Pick a villager that the PCs have interacted with previously. The villager's speech is halting and conflicted, and left to their own devices, they would provide the PCs only with directions to the flower. However, the PCs can convince them to share more information about what others think about the flower (see the Sacred Flower section under Gathering Rumors on page 10). This conversation does not take a phase.

The PCs can also follow a clear trail of Lin Fen Hai's footsteps leading back and forth between the meditation spot and the nearby clearing where the etheroot lurks.

Rewards: If the PCs do not defeat Lin Fen Hai or otherwise convince her to stand down, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 971 gp.

Out of Subtier: Reduce each PC's gold earned by 1,444 gp.

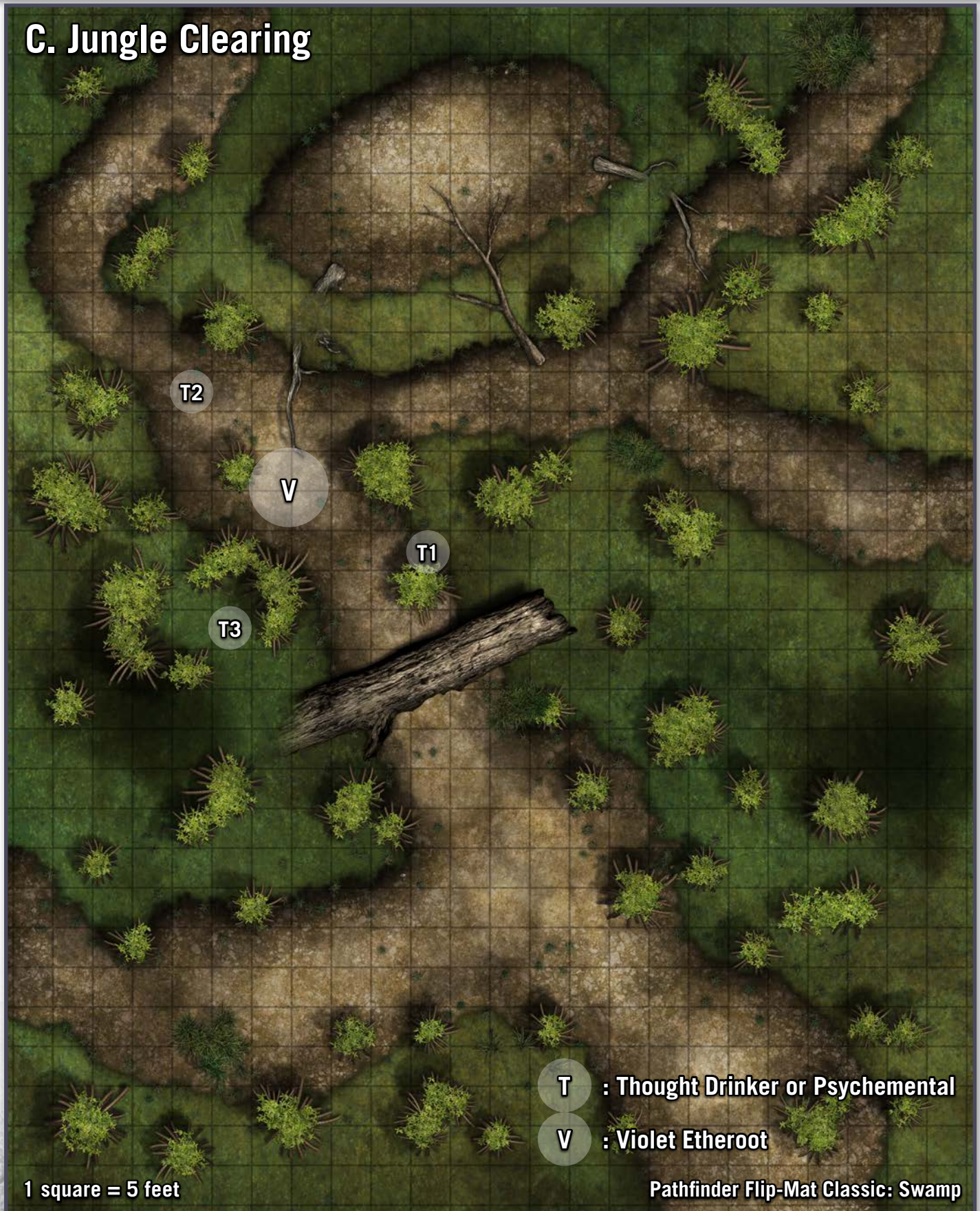
Subtier 8–9: Reduce each PC's gold earned by 1,918 gp.

C. JUNGLE CLEARING (CR 9 OR CR 12)

The Sunsú Godae's sacred flower blooms in a clearing 600 feet away from Lin Fen Hai's meditation spot, surrounded by vibrant jungle ferns. A spot in the grass near the blossom has deep indentations, left from Lin Fen Hai's frequent prayers at the flowers' side. Squares with logs or branches in them are difficult terrain, and the ferns provide cover. The PCs approach from the right edge of the map.

Creatures: The etheroot has taken hold in the jungle outside Onhae posing as the Sunsú Godae's sacred flower. It's taken advantage of the cultural significance of the rare flower and has imbued Lin Fen Hai with false visions and authority. Although this etheroot is somewhat unusual for a member of its kind and it has taken steps to disguise

C. Jungle Clearing



itself as the Sunsu Godae's sacred flower, A PC who succeeds at a DC 20 Knowledge (planes) check (DC 24 in Subtier 8–9) identifies the etheroot for what it truly is: an extraplanar plant that feeds on emotions. A PC who succeeds at this Knowledge (planes) check can tell based on the shape and color of its flowers that the etheroot has been both fueling and feeding upon Fen's compassion and love for her people, leaving her remaining emotions unbalanced.

The etheroot's presence strengthens the connection between the *Hao Jin Tapestry* and the Ethereal Plane, straining the tapestry's framework and subtly distorting reality in the etheroot's vicinity, making it impossible to locate the real sacred flower until the PCs defeat the plant. This effect also conceals the bodies of two citizens on Onhae that tried to investigate the sacred flower too closely (see Treasure on page 22).

While the etheroot is intelligent, it is not interested in bargaining with the PCs, as it is thoroughly enjoying its current plots. The etheroot additionally knows a surprising amount about the Pathfinder Society and Aram Zey, as well as previous Pathfinder expeditions into the tapestry, implanted in it by the night hag Aslynn. It uses this information by reaching out to the PCs telepathically with its false vision ability, attempting to dissuade them from fighting or tampering with it.

The etheroot has several loyal servitors, which are gifts from Aslynn to help protect it. In Subtier 5–6, these are unusually powerful thought eaters called thought drinkers, and in Subtier 8–9, they are psychementals.

If the PCs identified the emotional disturbances while searching the village, all PCs gain a +2 bonus on their saving throws against the etheroot.

SUBTIER 5–6 (CR 9)

THOUGHT DRINKERS (3)	CR 4
Variant thought eaters (<i>Pathfinder RPG Bestiary</i> 5 243)	
N Tiny aberration (extraplanar)	
Init +10; Senses darkvision 60 ft.; Perception +11	
DEFENSE	
AC 18, touch 18, flat-footed 12 (+6 Dex, +2 size)	
hp 32 each (5d8+10)	
Fort +3, Ref +7, Will +7	
Defensive Abilities ethereal body	
OFFENSE	
Speed 10 ft., fly 30 ft. (perfect)	
Melee bite +11 (1d3–1 plus eat thoughts)	
Space 2-1/2 ft.; Reach 0 ft.	
Psychic Magic (CL 5th; concentration +9)	
10 PE— <i>identify</i> (1 PE), <i>daze monster</i> (2 PE, DC 16), <i>detect thoughts</i> (2 PE, DC 16), <i>mind thrust III</i> (3 PE, DC 17)	
TACTICS	
During Combat The thought drinkers focus their attacks on	

Scaling Encounter C

Make the following adjustments to accommodate a group of four PCs

Subtier 5–6: Remove one thought drinker, and remove the violet etheroot's ethereal haze ability.

Subtier 8–9: Remove one psychemental, and remove the violet etheroot's ethereal haze ability.

any spellcasters attacking the etheroot, especially those the etheroot cannot reach itself. They use *daze monster* to hamper the PCs and *mind thrust* to harm them. If they run out of PE, they use eat thoughts to regain points from PC spellcasters.

Morale The thought drinkers serve the etheroot. They fight to the death to defend it.

STATISTICS
Str 8, Dex 23, Con 14, Int 11, Wis 16, Cha 19
Base Atk +3; CMB +5; CMD 14
Feats Improved Initiative, Weapon Finesse
Skills Acrobatics +14, Fly +26, Perception +11, Stealth +22
Languages Aklo (can't speak); telepathy 30 ft.

SPECIAL ABILITIES
Eat Thoughts (Su) A living and corporeal creature that takes damage from a thought drinker's bite loses some of its thoughts, as the thought eater drains them to nourish itself. If the victim is a spellcaster, she loses a single spell prepared, or a single unused spell slot (if she is a spontaneous spellcaster) of 1st level or higher. A spellcaster chooses which spell or spell slot she loses from this ability. If the victim is not a spellcaster or has no prepared spells or unused spell slots of 1st-level or higher, on a failed saving throw this ability instead deals 1 point of Intelligence, Wisdom, or Charisma damage (victim's choice). When a creature loses a spell slot or takes ability damage from this ability, the thought eater gains 1 PE (maximum of 10 PE).
Ethereal Body (Su) A thought drinker's skin and organs are composed primarily of ethereal tissue. The thought drinker takes half damage from non-magical weapons, but is affected normally by magic weapons and spells.

VIOLET ETHEROOT	CR 7
Variant etheroot (<i>Pathfinder RPG Planar Adventures</i> 233)	
NE Large plant (extraplanar)	
Init +8; Senses darkvision 60 ft., low-light vision, <i>see invisibility</i> ; Perception +15	
DEFENSE	
AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, –1 size)	
hp 75 (10d8+30)	
Fort +10, Ref +9, Will +5	
Defensive Abilities ethereal haze; Immune plant traits	
OFFENSE	
Speed 20 ft.	

PATHFINDER SOCIETY SCENARIO

Melee bite +10 (1d8+4 plus incite emotion), 6 tentacles +10 (1d4+2 plus trip)

Space 10 ft.; **Reach** 10 ft. (15 ft. with bite)

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*analyze aura*^{OA} (emotion only), *see invisibility*

TACTICS

During Combat The etheroot uses incite emotions to debilitate the PCs, afterward using *serenity* to persuade the PCs not to attack it, *crushing despair* to weaken those attacks, and *unadulterated loathing* to encourage characters who excel in melee combat to move away. The etheroot splits its tentacle attacks between multiple foes, hoping to trip as many PCs as it can, and spends actions moving only if the PCs all engage it from range. It uses its telepathy to speak to different PCs on its turn, urging them to leave it alone, stop attacking, run away, or anything else that suits the emotions it has incited in them.

Morale The etheroot fights to the death if it is unable to manipulate the PCs enough to keep them from attacking it.

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 15, **Wis** 15, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 26 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Sense Motive)

Skills Knowledge (planes) +12, Perception +15, Sense Motive +18, Spellcraft +12

Languages telepathy 100 ft.

SPECIAL ABILITIES

Ethereal Haze (Su) While most etheroots are indigenous to the Ethereal Plane, this etheroot has adapted to the *Hao Jin Tapestry* by generating a field of ethereal haze that inflicts a 20% miss chance on all attacks targeting the etheroot or any creature with the extraplanar subtype within 50 feet of it as if it had concealment. *True seeing* negates this miss chance.

False Vision (Sp) Up to three times per day as a standard action, the violet etheroot can trigger a false vision in the mind of a target within 800 feet that fails a DC 17 Will save. This is a hallucination that causes the target to hear and see an object, creature, or force of the etheroot's choice, which can draw upon the target's own understanding. For example, the etheroot would not have to be familiar with the target's father to create a hallucination of that target's father that looked and sounded like him. This hallucination lasts as long as the etheroot concentrates on the effect. This is a mind-affecting illusion effect, and the save DC is Charisma-based. The caster level of this effect is 6th.

Incite Emotion (Sp) When a violent etheroot hits with its bite, it can create the effects of its choice of *crushing despair*, *fear*, *good hope*, *reckless infatuation*^{UM}, *serenity*^{UM}, or *unadulterated loathing*^{UM}, with the following exceptions. The effect targets only the touched creature, its duration is 1 minute, and the DC of the Will save to resist the effect is 10 + half the etheroot's Hit Dice + its Charisma modifier (DC 17 for this etheroot). The etheroot can use this ability 10 times per day.

SUBTIER 8-9 (CR 12)

PSYCHEMENTALS (3)

CR 8

Pathfinder RPG Bestiary 5 197

N Small outsider (extraplanar, incorporeal)

Init +8; **Senses** darkvision 60 ft., thoughtsense 60 ft.;

Perception +18

Aura mental static (30 ft., DC 18)

DEFENSE

AC 19, touch 19, flat-footed 14 (+3 deflection, +4 Dex, +1 dodge, +1 size)

hp 82 each (11d10+22)

Fort +7, **Ref** +11, **Will** +11

Defensive Abilities incorporeal; **SR** 19

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +16 (mindwipe)

Special Attacks mass erasure (DC 19), mindwipe (DC 18)



THE HAO JIN HIEROPHANT

Psychic Magic (CL 8th; concentration +11)

20 PE —*cognitive block* (3 PE, DC 16), *ego whip I* (3 PE, DC 16), *mind probe* (4 PE, DC 17), *mind thrust III* (3 PE, DC 16), *possession* (5 PE, DC 18), *synaptic pulse* (3 PE, DC 16), *thought shield III* (4 PE, DC 17)

TACTICS

During Combat The psychementals focus their attacks on creatures attacking the etheroot from range, primarily using their mass erasure and mindwipe special attacks to inflict negative levels. If mindwipe proves ineffective against some PCs, they switch to using their *ego whip I* and *mind thrust III* psychic spells on those ones. If the etheroot is not in immediate danger, they use their *mind probes* to gather information for the etheroot to use in its attempts to manipulate the PCs.

Morale The psychementals serve the etheroot. They cannot be reasoned with and fight to the death.

STATISTICS

Str —, **Dex** 19, **Con** 14, **Int** 15, **Wis** 18, **Cha** 17

Base Atk +11; **CMB** +14; **CMD** 28

Feats Combat Casting, Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack

Skills Bluff +17, Diplomacy +17, Fly +14, Intimidate +17, Knowledge (arcana, planes, religion) +16, Perception +18, Sense Motive +18, Stealth +8

Languages telepathy 100 ft.

SPECIAL ABILITIES

Mass Erasure (Su) As a full-round action, a psychemental can move up to its speed and attack each creature whose space it passes through with its mindwipe ability. A target can make an attack of opportunity against the psychemental or forgo its attack of opportunity to instead attempt a DC 19 Reflex save to evade the psychemental. A psychemental can affect each target only once per round, no matter how many times its movement takes it through a target creature's space, and it can't end its move inside a creature. The save DC is Dexterity-based.

Mindwipe (Su) A psychemental can erase a portion of the mind and experiences of a creature it touches, affecting the creature as *mindwipe*^{OA} (CL 11th, Will DC 18 negates). Each successful mindwipe heals the psychemental of 10 points of damage. It gains any healing in excess of its maximum hit points as temporary hit points for 1 hour, though such temporary hit points do not stack. The save DC is Charisma-based.

VIOLET ETHEROOT

CR 9

Variant etheroot (*Pathfinder RPG Planar Adventures* 233)

NE Large plant (extraplanar)

Init +12; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +19

DEFENSE

AC 23, touch 17, flat-footed 15 (+8 Dex, +6 natural, -1 size)

hp 115 (10d8+70)

Fort +14, **Ref** +13, **Will** +9

Defensive Abilities ethereal haze; **Immune** plant traits

OFFENSE

Speed 20 ft.

Melee bite +14 (1d8+6 plus incite emotion), 6 tentacles +12 (1d4+3 plus trip)

Space 10 ft.; **Reach** 10 ft. (15 ft. with bite)

Spell-Like Abilities (CL 9th; concentration +13)

Constant—*analyze aura*^{OA} (emotion only), *see invisibility*

TACTICS

During Combat The etheroot uses its incite emotion ability to debilitate the PCs, using *serenity* to persuade the PCs not to attack it, *crushing despair* to weaken those attacks, and *unadulterated loathing* to encourage characters who excel in melee combat to move away. The etheroot splits its tentacle attacks between multiple foes, hoping to trip as many PCs as it can, and spends actions moving only if there are no enemies within reach. It uses its telepathy to speak to different PCs on its turn, urging them to leave it alone, stop attacking, run away, or anything else that suits the emotions it has incited in them.

Morale The etheroot fights to the death if it is unable to manipulate the PCs out of attacking it.

STATISTICS

Str 22, **Dex** 27, **Con** 24, **Int** 19, **Wis** 22, **Cha** 19

Base Atk +7; **CMB** +14; **CMD** 32 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Finesse

Skills Acrobatics +18, Knowledge (planes) +14, Perception +19, Sense Motive +16, Spellcraft +14, Stealth +17

Languages telepathy 100 ft.

SPECIAL ABILITIES

Ethereal Haze (Su) While most etheroots are indigenous to the Ethereal Plane, this etheroot has adapted to the *Hao Jin Tapestry* by generating a field of ethereal haze that inflicts a 20% miss chance on all attacks targeting the etheroot or any creature with the extraplanar subtype within 50 feet of it as if they had concealment. *True seeing* negates this miss chance.

False Vision (Su) Up to three times per day as a standard action, the violet etheroot can trigger a false vision in the mind of a target within 800 feet that fails a DC 19 Will save. This is a hallucination that causes the target to hear and see an object, creature, or force of the etheroot's choice, which can draw upon the target's own understanding. For example, the etheroot would not have to be familiar with the target's father to create a hallucination of that target's father that looked and sounded like him. This hallucination lasts as long as the etheroot concentrates on the effect. This is a mind-affecting illusion effect, and the save DC is Charisma-based. The caster level of this effect is 9th.

Incite Emotion (Sp) Ten times per day, when a violet etheroot hits with its bite, it can create the effects of its choice of *crushing despair*, *fear*, *good hope*, *reckless infatuation*^{UM}, *serenity*^{UM}, or *unadulterated loathing*^{UM}, with the following exceptions. The effect targets only the touched creature, its duration is 1 minute, and the DC of the Will save

Scaling the Silver Squall

To accommodate a group of four PCs, give each PC a second additional chance to address unconvinced emotions after the four emotions have presented their arguments.

to resist the effect is $10 + \text{half the etheroot's Hit Dice} + \text{its Charisma modifier}$ (DC 19 for this etheroot).

Treasure: When the PCs defeat the etheroot, it leaves behind colorful crystals pulsing with psychic energy. In Subtier 5–6, these are a set of lesser *lithomancy stones*. They function as *lithomancy stones* (*Pathfinder RPG Occult Adventures* 260), except that they can only provide information as per the *augury* spell. In Subtier 8–9, these crystals are standard *lithomancy stones*. In addition, the bodies of the two people from Onhae are each wearing a set of masterwork leather lamellar armor (+1 *leather lamellar armor* in Subtier 8–9), a sheathed masterwork longsword, and a set of high-quality clothing worth 50 gp.

Development: Killing the etheroot releases an explosion of psychic and emotional energies. Though Aslynn planted the etheroot as a seedling inside the tapestry, its ethereal roots lead out to the Transitive Planes surrounding the demiplane. Holes begin to open in the tapestry where the etheroot's tendrils used to be and planar energies surge into the demiplane from outside, fueling the silver squall that has been building in Onhae.

Rewards: If the PCs do not defeat the etheroot, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 597 gp.

Out of Subtier: Reduce each PC's gold earned by 930 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,264 gp.

THE SILVER SQUALL

After completing the encounters with Lin Fen Hai and the violet etheroot, the PCs are swept up in the vortex of the silver squall, a planar tide of aggressive, competing ideas. If the PCs already identified the squall earlier while exploring the village (see page 11), all PCs gain a +2 bonus on their skill checks to interact with the squall. If they did not identify the squall before, the PCs can attempt the check to identify it now, granting all PCs a +1 bonus instead.

Whether or not they have identified the squall, the PCs can hear the discordant voices of opposing ideas clashing with each other, proponents of Onhae's old ways clashing against the new. The fear of the apocalypse that was halted is struggling against the shame brought on by killing the old leader. The PCs can hear any arguments they presented to Fen or the villagers within the Silver Squall, parroting their own statements and her justifications against them.

The squall is an argument made manifest.

To defeat the silver squall, the PCs must counter the beliefs and ideas it represents and argue it down. For each of the four emotions listed below, present the sample arguments or create your own arguments based on the PCs' interactions with Onhae's people, the guards, and Lin Fen Hai.

To quiet a portion of the storm, the PCs must compose a counterargument and succeed at a skill check (DC 24 in Subtier 5–6 or DC 28 in Subtier 8–9). If the PCs present arguments against the squall that fall within the scope of those skills, allow them to use those skills instead. For example, a PC could use Profession (barrister) in place of any of the skills listed below if they rely upon their expertise constructing arguments. PCs can make their own individual checks, in which case they must compose their own arguments, or they can use the aid another action, in which case they can grant an ally a +2 bonus on their check and work together to compose a unified argument. Failing at a check stuns the PC who presented the argument, though not any others who assisted that PC, preventing that character from acting again in the following round. PCs can receive up to a +4 circumstance bonus for presenting relevant facts or roleplaying well.

After you present the four key emotions in turn, if the PCs did not succeed against all four emotions, each PC has one final chance to address one unconvinced emotion of their choice before the storm departs (see Development below).

The key emotions of the squall and their associated skills and arguments are as follows.

FAITH

This emotion represents Lin Fen Hai's faith in her new god, Aram Zey, the Ruby Phoenix Guardian and savior of Onhae.

Skills: Diplomacy, Knowledge (religion).

Example Arguments: "Aram Zey saved Onhae," "The old ways failed to protect my people," "Evil spirits corrupted the old faith, and it was time to purge them."

FEAR

This emotion represents Onhae's fear of the end of their world and the collapse of the demiplane.

Skills: Diplomacy, Knowledge (planes).

Example Arguments: "The river went dry because the old gods abandoned us," "If we return to the old ways, Aram Zey will smite us," "We brought ruin on our world and only the new god can save us."

PRIDE

This emotion represents Lin Fen Hai's pride in being chosen by her god, and in serving, protecting, and leading her people.

Skills: Diplomacy, Knowledge (nobility).

Example Arguments: "Our leader is chosen by the divine," "I am the only one who can save my people," "I am a prophet and my course was set by Aram Zey."

SHAME

This emotion represents the shame Fen feels for killing her father to assume leadership of Onhae.

Skills: Diplomacy, Knowledge (history).

Example Arguments: “The old leader abandoned us,” “My father wanted Onhae to die,” “The sacred flower showed me the evil spirits surrounding him. I had no choice.”

Development: If the PCs calm the squall, tiny fragments of thought briefly fall from the sky like sleet. When they pass, the air is peaceful and still. As long as Lin Fen Hai is alive, she is overcome by a sudden sense of peace, and she is open to listening to whatever the PCs have to say and teaching them about the village’s old religion. The PCs can now freely access area **A9** and learn about the old religion without upsetting any of the villagers (see page 9). In addition, if the PCs show interest in the true sacred flower, Lin Fen Hai gives them permission to take it, remarking that this season’s bloom has brought nothing but trouble. If Lin Fen Hai is dead, the end of the squall still brings tranquility to the village. In this case, the PCs can gain access to **A9** and permission to take the sacred flower by succeeding at a DC 22 Bluff, Diplomacy, Intimidate, or Knowledge (religion) check (DC 26 in Subtier 8–9).

If the PCs did not calm the squall, the storm migrates elsewhere, but its effects still linger in the hearts and minds of everyone within Onhae. With the etheroot dead, the PCs can get permission to take the newly revealed sacred flower from Lin Fen Hai or the villagers as listed above, but the villagers are unwilling to speak or share any information about their old religion or let the PCs into area **A9**.

Let the PCs complete their investigations in Onhae before continuing to the conclusion, as the thoroughness of their work impacts the scenario’s success conditions.

Treasure: The fragments of thought look like complex and richly colored gemstones, but their origin makes them more valuable to occult scholars. They are worth a total of 2,000 gp to the right buyer (4,000 gp in Subtier 8–9).

Rewards: If the PCs do not calm the squall, preventing the creation of the fragments of thought, reduce each PC’s gold earned as follows.

Subtier 5–6: Reduce each PC’s gold earned by 333 gp.

Out of Subtier: Reduce each PC’s gold earned by 500 gp.

Subtier 8–9: Reduce each PC’s gold earned by 667 gp.

CONCLUSION

When the PCs have completed their business in Onhae, so long as they did not get themselves banished from the village, the villagers gather to bid them farewell. Lin Fen Hai (or another villager if she did not survive the scenario) tells the PCs that the people of Onhae have much to consider and

reflect upon after these events. The destruction of the etheroot ends Lin Fen Hai’s visions entirely, while also intensifying the local sorrow over her father’s death. Even if the PCs admit to killing Lin Fen Hai, with the etheroot gone and the corpses next to its roots revealed, the villagers recognize that the PCs have helped to save them from a dark and mysterious force, and surmise that the flower’s continued influence on Lin Fen Hai was a malevolent one.

After leaving the village, the PCs can use their planar eddies to return to the Grand Lodge. Sorrina Westyr asking the PCs to chronicle everything they learned about the Sunsu Godae, as well as to provide her with an account of the state of the tapestry. She is particularly interested in the strange phenomena the PCs witnessed, such as the dream bubble and the silver squall.

If the PCs collected the sacred flower, they earn the Meditations on the Sacred Flower boon. If they earned at least 6 Culture Points, they also earn the History of the Sunsu Godae boon with two checkboxes. If they earned 4 or 5 Culture Points, they still earn the History of the Sunsu Godae boon, but check one box when the PCs earn the boon.

Treasure: If the PCs earned at least 4 Culture Points, Sorrina Westyr provides them with additional rewards for their efforts: a *coin of the untrodden road* (*Pathfinder RPG Ultimate Equipment* 289) and a *wand of aid* (27 charges). In Subtier 8–9, she also gives them a pair of *boots of speed*.

Rewards: If the PCs do not earn at least 4 Culture points in Onhae by the end of the scenario and earn the rewards from Sorrina Westyr, reduce each PC’s gold earned by the following amount.

Subtier 5–6: Reduce each PC’s gold earned by 702 gp.

Out of Subtier: Reduce each PC’s gold earned by 1,202 gp.

Subtier 8–9: Reduce each PC’s gold earned by 1,702 gp.

REPORTING NOTES

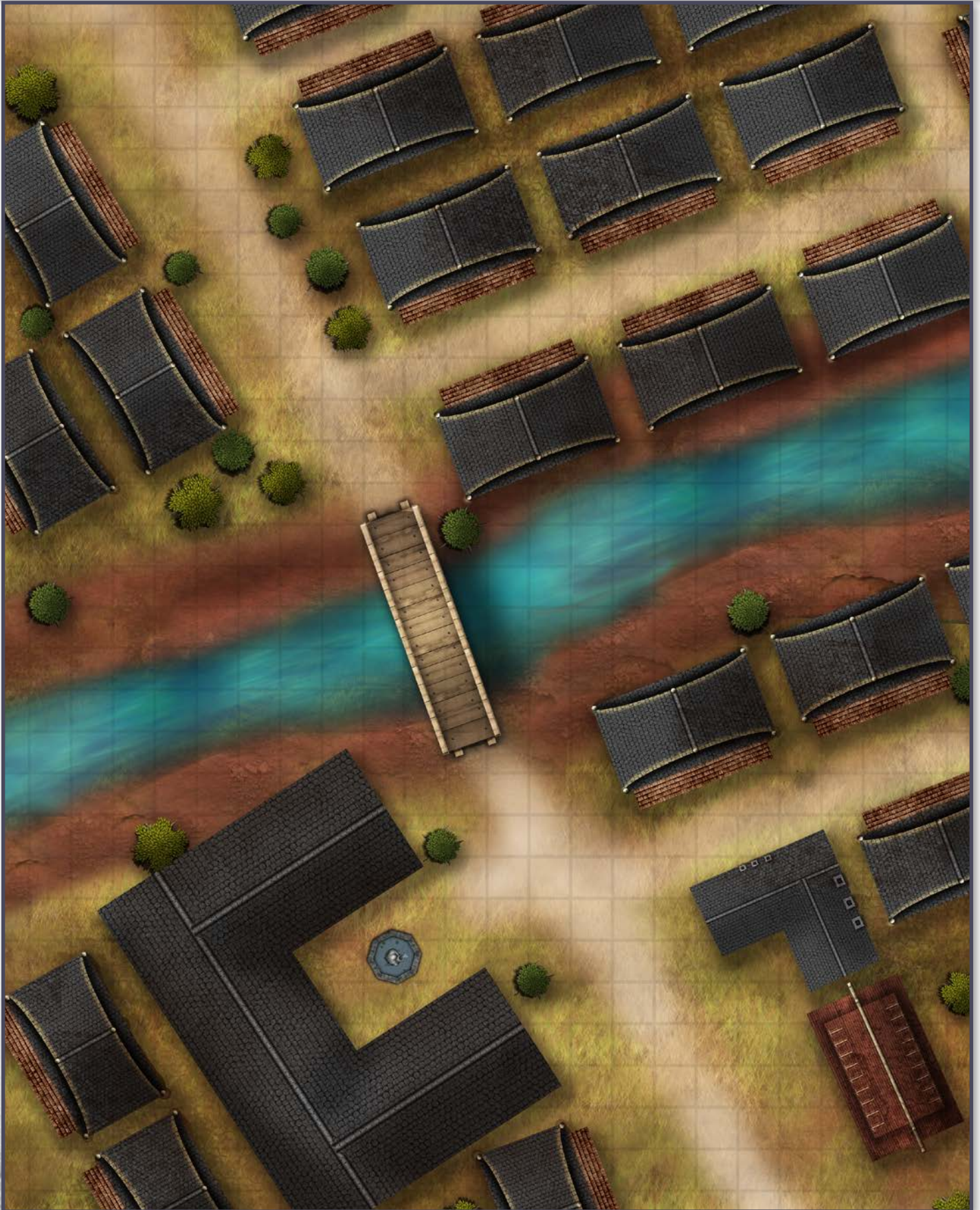
If Lin Fen Hai survived the scenario, check box A. If the PCs killed Lin Fen Hai, check box B. If the PCs convinced the Onhae to willingly part with the sacred flower, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs earn at least 4 Culture Points, they achieve their primary success condition and each earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

If the PCs collect the sacred flower with the permission of the people of Onhae, they succeed at the secondary success condition and earn an additional 1 Prestige Point. The PCs also succeed at this condition regardless of their actions with the flower if they earn at least 8 Culture Points.



THE HAO JIN HIEROPHANT

Pathfinder Society Scenario #10-11: The Hao Jin Hierophant

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

☐ Dark Archive
☐ Scarab Sages
☐ A

☐ Silver Crusade
☐ The Exchange
☐ B

☐ Sovereign Court
☐ Grand Lodge
☐ C

☐ Liberty's Edge
☐ Concordance
☐ D

Character # _____

Prestige Points _____

Character Name _____

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge
☐ Concordance

Character # _____

Prestige Points _____

Character Name _____

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge
☐ Concordance

Character # _____

Prestige Points _____

Character Name _____

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☐ Concordance

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Pathfinder Society Scenario #10-11: The Hao Jinn Hierophant

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **History of the Sunsu Godae:** Your successful negotiations with the Sunsu Godae have given the Society access to a trove of cultural lore that would be all but impossible to obtain outside the Hao Jinn Tapestry. You can check a box that precedes this boon before rolling Knowledge (history) and Knowledge (local) checks related to Tian Xia to gain a +5 bonus on the check.

Meditations of the Sacred Flower: The sacred flower of the Sunsu Godae is rumored to have many powers: the ability to connect a believer to their deity, to compel action, and even to return the dead to life. You can cross this boon off this Chronicle sheet to use one of the following spells as a spell-like ability with a caster level equal to your character level: *commune*, *mark of justice*, or *raise dead*. The casting time for the spell-like-ability is 10 minutes. To use *raise dead*, you must first infuse the flower with diamond dust worth 5,000 gp.

Lesser Lithomancy Stones (6,000 gp; **Slot** none; **Aura** moderate divination; **CL** 7th; **Weight** 2 lbs.) This set of 15 semi-precious stones allows its wielder to gain visions of the future. It functions as a set of *lithomancy stones* (*Pathfinder RPG Occult Adventures* 260), except that it can only be used to ask questions regarding the next 30 minutes. If you played this scenario in Subtier 8-9 and located the *lithomancy stones*, you can purchase this lesser version instead.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,302	2,603

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,039	4,077

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,776	5,551

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	
	Starting XP
	XP Gained (GM ONLY)
	Final XP Total

EXPERIENCE	
	Initial Prestige
	Initial Fame
	Prestige Gained (GM ONLY)
FAME	Prestige Spent
	Current Prestige
	Final Fame

GOLD		
	Starting GP	
		GM's Initials
	GP Gained (GM ONLY)	
		GM's Initials
	Day Job (GM ONLY)	
	Gold Spent	
	Total	

Subtier 5-6

Subtier 8-9

coin of the untrodden road (6,000 gp, *Pathfinder RPG Ultimate Equipment* 289)
lesser lithomancy stones (6,000 gp, see above)
scroll of tongues (CL 10th, 750 gp; limit 1)
swift obsidian bastard sword (11,335 gp; as *swift obsidian greataxe*; *Ultimate Equipment* 161)
wand of aid (27 charges; 2,430 gp; limit 1)

boots of speed (12,000 gp)
coin of the untrodden road (6,000 gp, *Pathfinder RPG Ultimate Equipment* 289)
lithomancy stones (12,000 gp; *Pathfinder RPG Occult Adventures* 260)
scroll of tongues (CL 10th, 750 gp; limit 1)
swift obsidian bastard sword (11,335 gp; as *swift obsidian greataxe*; *Ultimate Equipment* 161)
wand of aid (27 charges; 2,430 gp; limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #