

PATHFINDER SOCIETY®

Year of Factions' Favor



CLASH IN KAIMUKO WOOD

By Jerall Toi



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HOW TO PLAY

Pathfinder Society Scenario #9–19: Clash in Kaimuko Wood 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 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

This scenario makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Bestiary 6*, *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the statistics from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

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CLASH IN KAIMUKO WOOD

By Jerall Toi



In the distant past, long before the rise of Golarion's present nations and borders, a horde of ancient Abyssal beings known as qliploth tore their way into the Material Plane in the region that would one day become known as Tianjing. In response, the armies of the good-aligned planes united and flocked to the region's defense. Ultimately, the celestial host managed to push back the invading hordes, but it was only able to partially seal the rift. Many of these guardians chose a self-imposed exile to maintain a watch over the rift. During the intervening millennia, human populations expanded and grew in power and, over time, the celestials began to welcome mortal cooperation and assistance. The region soon became known for its significant aasimar population, born from the unions between human and celestial beings. Eventually, the celestial hosts departed Tianjing, leaving the region in the care of their descendants. To this day, the Tianji people maintain their sacred duty.

In the year 7106 IC (4606 AR), the fall of the continent-spanning Lung Wa empire left Tian Xia in a state of upheaval. Tianjing had grown accustomed to receiving significant support from the empire, and it found itself unprepared to both defend its borders from foreign raiders and maintain its vigil. In trying to address both the clear and present threat of banditry and the vague potential threat of a qliploth invasion, the current Tianji government has split its military and policing capacity between the two tasks, leaving many gaps along its physical and supernatural borders.

More recently, an utukku qliploth calling itself the Shepherd of Apotheosis managed to slip through the rift and into the Material Plane. The Shepherd now works towards opening the rift fully to allow a second qliploth invasion. Several months ago, the Pathfinder Society uncovered some of the Shepherd's plans for the region, following a lead from the celestial Zepha. Perturbed by the Pathfinder's discoveries, Zepha reached out to the Society once more, asking for assistance to investigate the potential qliploth threat. In response, Venture-Captain Amara Li directed a group of Pathfinders to Hisuikarasu in neighboring Kwanlai to lead the investigation. Zepha also asked for aid from the

WHERE ON GOLARION?

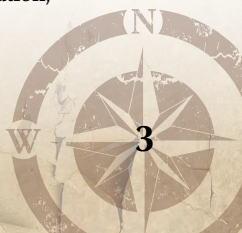
This scenario opens in Hisuikarasu, the capital of Kwanlai, a tengu nation in eastern Tian Xia. Most of the adventure, however, occurs in the neighboring aasimar nation of Tianjing. More information about the region and its history appears in *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, available in bookstores and game stores everywhere and online at paizo.com.



Way of the Kirin, a respectable mercantile and military organization. The Way of the Kirin agreed to fund an elite tengu mercenary force called the Twenty-Four Masks to accompany the Pathfinders into the original source of the Abyssal threat—Kaimuko Wood.

ADVENTURE SUMMARY

At the instruction of Venture-Captain Amara Li, the PCs meet with two Pathfinder Society allies in Hisuikarasu: the archon Zepha and the samurai Shiyo Takarak of the Way of the Kirin. Zepha and Shiyo inform the PCs of a potential Abyssal threat brewing in Tianjing. They then ask the PCs to lead a band of renowned tengu soldiers into Tianjing, assess the situation, and assist the local aasimar if necessary.



The PCs travel to the Tianji fort closest to the source of the suspected Abyssal threat. Upon their arrival, the PCs quickly learn that not all is well. Many of the fort's soldiers recently deserted to follow a Hei Fengang priest into the nearby Kaimuko Wood. Soon thereafter, the remaining soldiers discovered a slow, creeping blight spreading throughout the Wood—an early indicator of an impending Abyssal threat. These soldiers have since lost their resolve and motivation, collectively broken by the betrayal of the deserters and the discovery of the blight.

At the fort, the PCs may attempt to motivate the demoralized aasimar. If they succeed, some of the remaining aasimar soldiers agree to join the PCs' exploration of the Wood. As the PCs and their allies travel through the Wood, they encounter the Wood's natural predators and bands of deserters, all horribly mutated and disfigured by the corrupting blight.

At the heart of the blight, the PCs encounter the Shepherd of Apotheosis disguised as a tengu Hei Fengang priest—the mastermind behind the events of *Pathfinder Society Scenario #9–12: Shrine of the Sacred Tempest* and the desertion at the Tianji fort. It is now attempting to open an Abyssal rift for its fellow qliploth. The PCs must defeat the Shepherd before they can seal the rift and contain the Abyssal threat.

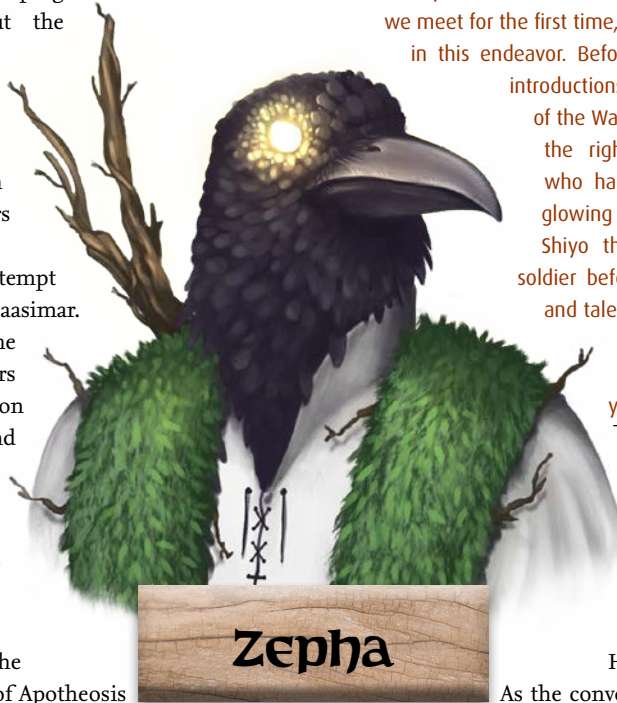
GETTING STARTED

Following the written request of Venture-Captain Amara Li, the PCs travel to Hisuikarasu to meet the archon Zepha and the samurai Shiyo Takarak. The letter from Venture-Captain Li briefly outlines the PCs upcoming mission and the Pathfinder Society's interest in Zepha, the Way of the Kirin, and Tianjing itself. Give the players **Handout #1**, and then read or paraphrase the following to begin the adventure.

The Gilded Lotus Teahouse in Hisuikarasu is unusually busy. An eclectic band of tengu soldiers, possibly mercenaries, take up most of the seats in the common room. The archon Zepha and the tengu samurai Shiyo Takarak wait patiently in a private room at the back of the teahouse. The private room is much less rowdy, and its walls dampen the noise to a bearable level. A second tengu stands by Shiyo's side, dressed in a uniform that matches those of the soldiers in the common room. He proudly boasts, "They may be noisy, but they're the best fighting force this far west of Xidao."

With a quizzical look, Zepha retorts. "That does not tell one much, for if I were to step outside and turn left, I would be able to see the Gulf of Xidao quite clearly."

Thankfully, Shiyo interjects before the tengu soldier manages to mouth off a reply. "Welcome, Pathfinders. Those returning, we welcome you as friends of the Way of the Kirin. For those whom we meet for the first time, you have our thanks for your trust in this endeavor. Before we delve into the particulars, introductions first. I am Shiyo Takarak, a samurai of the Way of the Kirin. To my right is Zepha, the righteous messenger from Heaven who has gathered us together." Zepha's glowing eyes flash in acknowledgement. Shiyo then gestures towards the tengu soldier before continuing. "And this spirited and talented warrior is Captain Tai Dan. He and his soldiers, the Twenty-Four Masks, are to accompany you on your mission." Tai Dan bows.



Allow the PCs to introduce themselves to each other and the NPCs. Though quick with a joke, Tai Dan is all too familiar with the seriousness of his business.

His portrait appears on page 6.

As the conversation turns towards pressing matters, he adopts a solemn demeanor. After concluding the introductions, Zepha continues the briefing.

"Recently, a group of Pathfinders uncovered evidence that suggests trouble on the border between Kwanlai and neighboring Tianjing. If we are lucky, it is nothing more than a group of misguided individuals leveraging the region's history to their own benefit. It may, however, be more serious than that. Much like the Inner Sea region's Worldwound, Tianjing was once the site of a rift, torn between realities, that allowed a horde of qliploth a way onto the Material Plane. Only the combined efforts of an army of archons, azata, agathions, and angels pushed the invaders back. The celestials, however, could not properly seal the rift. Ever since, the celestials and their aasimar descendants have maintained a vigil against the ancient threat."

Zepha pauses momentarily, allowing those present to consider the possible implications in his message. "Pathfinders, your mission is thus two-fold. Travel with the Twenty-Four Masks into Tianjing to the North Winds Watch, the Tianji fort nearest to where your predecessors uncovered their evidence. Once there, attempt to determine the nature of the threat and deal with it, if possible. The Way of the Kirin has graciously covered the Twenty-Four Masks' fee. We have briefed them already and they are prepared to assist you in any way possible. Their blades should prove invaluable should you encounter the worst."



If the PCs have any questions, Zepha and Shiyo do their best to answer them. If the PCs ask Tai Dan any questions, he deflects them, explaining that the PCs will have plenty of time on the road to get to know him and his fellow soldiers. Zepha and Shiyo know the information about Tianjing that the PCs could learn with a successful DC 20 Knowledge (geography, history, or local) check. Answers to some of the other most common questions the PCs may have are given below.

What are the qliploth? Zepha answers, “They are the original inhabitants of the Abyss, and their existence predates that of demonkind. As I understand, the qliploth did not view the birth of demonic life favorably, and thus frequently clash with the demonic host. Their ancient war has spilled over into the Material Plane on several occasions, with their assault on ancient Tianjing as perhaps the largest and most prolonged of such incursions.”

How does one battle the qliploth? Zepha answers, “I do hope that you do not find yourself in such a situation. But if you do, know that one qliploth may vary drastically from another and that each needs to be handled in its own way. However, they do share tolerance for the extreme cold of the deepest layers of the Abyss, as well as imperviousness to most effects that influence the mind.”

Can you tell us more about North Winds Watch? Shiyo answers, “The fort is one of many found within and along the edges of the Kaimuko Wood. These forts serve as observation posts, training grounds, and staging areas for the Tianji military. The North Winds Watch is just to the south of the Kimu Mountains, the range that marks the border between our two lands. It is quite a distance, and we do not expect you to make the journey on foot. Instead, the Way of the Kirin shall provide the mounts and carriages required to get you and the Twenty-Four Masks there as swiftly as possible.”

What did our predecessors discover on their mission? Zepha answers this question, amending his answer if any of the PCs present took part in *Pathfinder Society Scenario #9–12: Shrine of the Sacred Tempest* to give those PCs credit for their actions and ask them to add details to his report. “Upon my request, your fellow Pathfinders visited Yiangma, a village along the border between Kwanlai and Tianjing. There they discovered that sinister forces corrupted many of the village, the neighboring woodlands, and a nearby Hei Fengan shrine. The Pathfinders did well to cleanse the village and shrine of this corruption. Yet after reviewing the collected evidence, witness accounts, and your colleagues’ reports, I now suspect that the qliploth played some role in what occurred in and around Yiangma.”



**Shiyo
Takarak**

KNOWLEDGE (GEOGRAPHY, HISTORY, OR LOCAL)

The PCs might know more about Tianjing. The PCs learn all of the information with a DC equal to or less than the result of their check.

10+: Tianjing is a nation on the eastern coast of Tian Xia, south of Kwanlai. Tianjing’s citizens are primarily aasimars.

15+: In an age long past, Tianjing was the site of a holy war between the invading qliploth and a celestial host. After claiming victory, the celestials could only partially seal the rift between the Abyss and Material Plane.

Many of the celestial host thus chose a self-imposed exile to maintain a vigil over the rift. Their aasimar descendants continue that tradition today.

20+: The empire of Lung Wa was the predominant political force in Tian Xia for nearly five centuries. Lung Wa conquered many nations, but it made no attempt to take over Tianjing. The empire even sought to supply the aasimar nation with food, art, and any other support they required. With their basic needs cared for, the Tianji turned their attentions to the arts, philosophy, and scholarship. By the time Lung Wa fell, Tianjing had become almost fully reliant on the empire. Unable to support and sustain itself, Tianjing sank into a state of anarchy, with its military unable to maintain

both its vigil against the qliploth and defend the nation’s borders. Only through the relatively recent actions of an individual hero, Sulunai, has Tianjing begun to recover.

KNOWLEDGE (PLANES)

The PCs might know more about qliploth. The PCs learn all of the information with a DC equal to or less than the result of their check.

15+: Qliploth are an ancient type of outsider native to the Abyss. Qliploth predate the existence of demons.

20+: When the Abyss began creating demons, the population of these newcomers swiftly outgrew and then overwhelmed the qliploth. Facing extinction, the remaining qliploth retreated to the darkest, deepest pits of the Abyss where they still fester, lurk, and plot today.

25+: Fragments of qliploth philosophy suggest that demonkind may not be the qliploth’s only enemy. As mortal sin ensures that the Abyss receives enough souls to constantly birth more and more demons, some qliploth therefore seek a way to sever this supply of souls, preferably at the source—the Material Plane.

Development: Before the PCs and the Twenty-Four Masks depart, Zepha offers up a prayer, asking the empyreal lord



Andoletta to watch over and guide them. PCs who earned both Prestige Points in #9–12: *Shrine of the Sacred Tempest* may use the boon Zepha's Blessing from that Chronicle sheet once during this scenario without crossing it off their Chronicle sheet. Once during this scenario, those PCs can grant an ally that they can see a +2 sacred bonus on any d20 roll before she rolls it.

THE KIMU MOUNTAINS

The Twenty-Four Masks, as their name suggests, comprises 24 tengu soldiers and a handful of support members. With such numbers, including the supplies necessary, magical means of transportation become more inefficient, costlier, or riskier. The PCs and tengu therefore most likely take up Shiyo's offer of mounts and travel by road. Even if the PCs do have a means of magically transporting everybody, Tai Dan strongly recommends that they cross the border using more mundane means. This journey grants the PCs ample opportunities to learn more about the Twenty-Four Masks.

During their travels, the PCs have the opportunity to earn up to 3 tengu aid tokens. Each aid token represents the tengu's willingness to take greater personal risks or otherwise spend their own limited resources to directly aid the PCs. Each later encounter lists how PCs may spend aid tokens. The PCs may use each token only once.

Tai Dan has subdivided the Twenty-Four Masks into three squads of eight. Tai Dan leads the first, while a sergeant leads each of the remaining two. PCs may earn (or lose) aid tokens through their interaction with Tai Dan and his sergeants.

No two of the tengu carry the same gear, with each soldier donning the armor and carrying the armaments most suited to their particular skills or squad roles. Even so, the idea of a uniform still exists. First, each tengu wears navy blue prominently, whether as clothing, dyed and prominently displayed feathers, or painted armor and shields. Second, each soldier carries an elaborate mask, with most representing powerful beasts, such as tigers, or supernatural beings, including dragons and oni. A few soldiers carry more than one, tying the extras around their waists or to their backpacks—Tai Dan is quick to explain

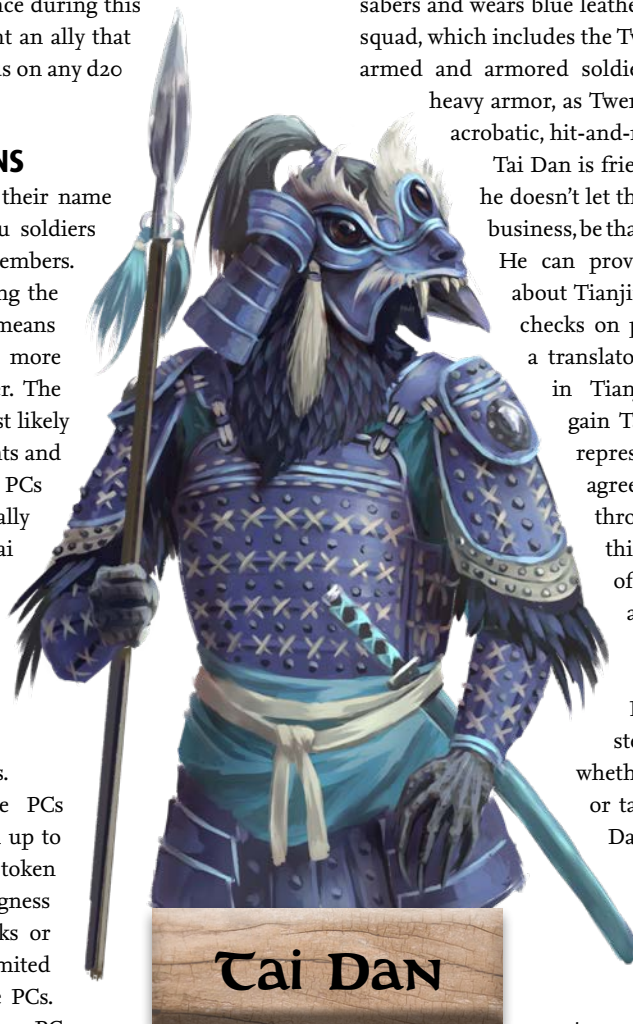
that some of his soldiers choose to also carry the masks of their predecessors, trainers, mentors, or fallen friends.

Tai Dan: The captain wears a mask shaped like an angry-looking, red-faced human. He carries two double chicken sabers and wears blue leather armor. Tai Dan leads the first squad, which includes the Twenty-Four Masks' most heavily armed and armored soldiers. Even these soldiers avoid heavy armor, as Twenty-Four Masks prefer a mix of acrobatic, hit-and-run tactics.

Tai Dan is friendly and quick with a joke, but he doesn't let that side of him get in the way of business, be that contract negotiations or battle. He can provide the PCs any information about Tianjing listed under the Knowledge checks on page 5. He volunteers to act as a translator, should the PCs require one in Tianjing. The PCs automatically gain Tai Dan's aid token. This token represents his willingness to see his agreement with the Way of the Kirin through. PCs may, however, lose this and other tokens. After years of institutionalized oppression and racism, the tengu of Kwanlai and the Twenty-Four Masks do not take kindly to any PC making use of derogatory stereotypes or racist remarks, whether those comments involve or target tengu or not. Though Tai Dan warns the PCs after each such infraction, the PCs still lose one tengu aid token each time they engage in such behavior. Once the PCs lose a token in this fashion, they cannot earn it back. However, even among

the most hostile of PCs, the Twenty-Four Masks never abandon their mission.

Toko: The sergeant wears a toad mask that allows her beak to protrude much as the toad's tongue would from its mouth. Toko wears leather armor and carries a crossbow and an urumi. Toko leads the second squad, which includes the Twenty-Four Masks' ranged experts, including archers and spellcasters. If there are any tengu PCs, the PCs automatically earn Toko's aid token. Otherwise, the PCs can gain Toko's favor by discussing their approach and philosophy to combat with her, through which Toko hopes to learn how the Twenty-Four Masks and PCs can best support each other in a battle. Non-tengu PCs may thus earn Toko's aid token with a successful DC 16 Profession (soldier) check or similar skill check (DC 20 in Subtier 8–9). Alternatively, a PC can demonstrate his skill by succeeding



at a DC 24 attack roll, combat maneuver check, or skill check related to his style of combat (such as a Spellcraft check for a wizard or a Perform check for a bard). In Subtier 8–9, the DC of this check increases to 28.

Naki: The sergeant's helmet features a faceplate shaped to resemble an angry-looking, long-nosed human, not unlike the captain's mask. Naki also carries a stylized kitsune mask, which belonged to her predecessor, tied to her belt. Naki serves as the Masks' chief sapper, engineer, and surgeon. She leads the third squad, a mismatched group of specialists that supports the other two. Naki is slow to initiate conversation, but she is nonetheless interested in learning more about the PCs. In particular, she hopes that the PCs have the skills and resources to tend to their own injuries, so as not to put undue strain on her supplies. PCs can earn Toko's aid token if they succeed at a DC 20 Heal check to demonstrate their personal skills or assure her that they have adequate access to curative spells and consumables and succeed at a DC 24 Diplomacy or Bluff check. In Subtier 8–9, Toko is more concerned about the scale of the dangers they face ahead, increasing the DC of the skill check to gain her aid token by 4.

THE BORDER POST

The road to the North Winds Watch cuts through Kwanlai's hilly countryside and then winds through the Kimu Mountains. As the PCs descend through the mountains, read or paraphrase the following.

Just after cresting the Kimu Mountains, the Kaimuko Wood immediately comes into view below: a majestic expanse of woodland that covers more than half of Tianjing. From the high vantage point, individual clearings can be seen through the Wood, marking the location of aasimar villages, lakes or dams, lumber yards, and even military observation posts.

The foot of the mountain range serves as a natural border between Kwanlai and Tianjing. Farther down the mountain pass, a large wooden arch stretches across the road.

This red-painted arch is a torii, a stylized gateway said to guard the boundary between the mortal world and the spirit world. Though common in some regions of Tian Xia, particularly in Minkai, these arches have special significance in Tianjing as symbols of the Tianji people's ancient responsibility. A PC may recognize the symbolism with a successful DC 15 Knowledge (geography, local, or planes) check. When the PCs approach the gate, Tai Dan approaches them with a word of caution: "This torii reminds me that, for some of you, this is your first trip through Tian Xia. Foreigners often consider Tian Xia as a very spiritual land. I know, however, that's just a polite way to say something's haunted. Actually, this talk of spirits and qliphoth reminded me of another matter. We should have mentioned this earlier, but some governments expect spellcasters to formally

Scaling the Kimu Mountains and North Winds Watch

For a group of four PCs, the tengu and aasimar have a more favorable initial disposition toward the PCs. Lower the DCs of all checks to earn aid tokens from both groups by 2.

register their powers so that the governments can call on them during an emergency. Or so that governments can control them. It depends on the government. In Tianjing, it seems to vary from fort to fort. It's routine for us, as we need to register our presence as soon as possible, lest we get mistaken for an invading band of common bandits. For you though, I suppose the choice is your own. There may be benefit in hiding your spellcasting, there might not. Best make a decision before we reach the fort though. My soldiers won't say a word either way."

NORTH WINDS WATCH

The North Winds Watch is a squat fort featuring a lower level of ancient stone and an upper level with additional wooden structures of more modern design. Tai Dan heads directly to the main gatehouse to register the Twenty-Four Masks. During the registration, PCs may notice that something is amiss at the fort. The receiving soldiers take to their task poorly, displaying a noticeable sense of apathy. If asked about registering spellcasters, the soldiers sigh with exasperation before mumbling an excuse that they don't have the requisite paperwork on hand. They half-heartedly offer to find the PCs later to finalize the registration, should they choose to stay at the fort for a while.

The sense of apathy and low morale pervades the entire fort. The PCs may suspect a magical source to the apathy, but there are no unusual magic auras in the fort. Instead, a number of more mundane reasons are behind the low morale. Firstly, the Shepherd of Apotheosis visited two weeks ago, wearing the guise of a tengu Hei Feng'an priest. While there, the Shepherd offered several sermons, culminating in a call for the aasimar soldiers to join him on a journey to reclaim their ancient Tianji legacy. The core of the Shepherd's message was that a passive approach to the qliphoth threat actually weakened Tianjing, indefinitely redirecting resources to a potential threat that may never manifest. Instead, the Shepherd argued that Tianjing should take a more proactive stance. If nothing else, it argued, conclusively dealing with the vague qliphoth threat would ensure regional peace of mind. Potentially, by freeing up resources, finally dealing with the qliphoth threat may even strengthen Tianjing's political and economic regional position, allowing the government to focus its military on external threats and release resources for other civic projects. Over fifty soldiers, led by the fort's second-in-command



Lieutenant Kaneka Riko, effectively deserted, leaving the fort with the Shepherd to seek out a final solution for the qliphoth threat.

Last week, one of the few remaining patrols discovered evidence of an unnatural blight—a creeping pale orange fire that doesn't burn, but rather freezes and corrupts whatever it touches—spreading throughout Kaimuko Wood. Many within the fort believe that the blight serves as a precursor to a full qliphoth invasion. Though the fort's commander has officially requested reinforcements, the Tianji government has not yet sent any response. The remaining soldiers are demoralized, knowing that they may need to face a qliphoth invasion while understrength and understaffed. While at the fort, the PCs may talk to the remaining soldiers to gather information about the recent events mentioned above and potential threats in the Kaimuko Wood. Almost any soldier in the fort can relay the above information to the PCs, including directions to the edge of the blight.

Some PCs, especially those of the Silver Crusade, may also wish to improve the fort's morale. If they succeed in their efforts, the fort's commander agrees to send troops to assist the PCs in their exploration of the Kaimuko Wood. The following list contains the most prominent individuals who remain at the fort. Each entry also includes an example of an action that may address the low morale in the fort. The PCs earn one aid token for each success, to a maximum of two aasimar aid tokens. Unfortunately, given the recent desertion, the North Winds Watch cannot offer more troops and still maintain the fort, which still serves as border post and polices the nearby region for bandit activity. PCs can use aid another to assist each other's checks or split up to cover more ground. Each attempt to impress an NPC takes 2 hours. The PCs arrive around noon, 10 hours before most of the soldiers go to sleep.

Commander Gu Xiang: The North Winds Watch commander is an aasimar of Tian-Shu descent. She still carries herself as a competent military commander, but an observant PC (Sense Motive DC 16, or DC 20 in Subtier 8–9) may notice the haunted look in her eyes. Her failure to prevent the desertion, coupled with her inability to maintain the fort's morale and combat readiness, weighs heavily on her. Given her weakened position, the PCs cannot earn an aid token from the commander. Instead, as soon as the PCs earn their first aasimar aid token through their interaction with the other soldiers, she formally acknowledges and approves their assistance. She also grants the PCs access to the fort's armory, allowing them to requisition any item therein that may aid them during their exploration of Kaimuko Wood.

If the PCs ask her about the deserters, the Commander states that, once caught, the deserters would stand trial for their crime. If they are found guilty, the deserters face lifetime imprisonment. If they are found to have been corrupted by the blight, they may also face execution.

Sergeant Bai Zhi: The sergeant is one of the few non-aasimar humans in the fort. The sergeant explains that the fort's soldiers practice with the long spear, long sword, short sword, and crossbow. Most of the drills focus on either defending the fort or engaging in combat in the Wood, where the trees limit the usefulness of traditional military formations. The quartermaster complains about the gear that the deserters “stole” when they left. A PC who succeeds at a DC 20 Craft (armor, bows, or weapons) (DC 24 in Subtier 8–9) can help the sergeant ensure that the remaining soldiers remain properly equipped. Alternatively, PCs can attempt a DC 20 Perform check (DC 24 in Subtier 8–9) to inspire soldiers into action despite inferior gear. If the PCs succeed, the thankful sergeant agrees to petition the commander to send a squad into Kaimuko Wood. The PCs earn one aasimar aid token.

Scout Noro Yuto: Noro Yuto was the first of the fort's scouts to discover and report on the growing blight. Of Tian-Min descent, the scout's green eyes convey a sense of eagerness and anticipation (Sense Motive DC 15 to notice). Unlike many of the other soldiers, Yuto has not given into despair, and instead actively tries to recruit soldiers to join him on an unsanctioned foray into the Wood to study and hopefully halt the spread of the blight. PCs may choose to aid Yuto's recruitment campaign. With a successful Diplomacy or Intimidate check (DC 20 in Subtier 5–6, DC 24 in Subtier 8–9), the PCs can convince several soldiers to join them. As mentioned above, Commander Gu Xiang formally approves of such a mission as soon as she hears of it and the PCs earn one aasimar aid token.

Cook Fong: The North Winds Watch cook is a surprisingly tall, well-muscled aasimar of Tian-Shu descent. He voices his regret that he cannot offer the soldiers (and the PCs) a meal that highlights Tianji cooking traditions. He believes that somebody just needs to remind the soldiers why they're fighting. Any PC that succeeds at a DC 20 Profession (cook) check or other cooking-related skill check (DC 24 in Subtier 8–9) helps Fong prepare a meal that inspires several soldiers out of their misery. The PCs can also help him by collecting ingredients from the surrounding woods with a DC 20 Survival check (DC 24 in Subtier 8–9). After a good meal, a group of soldiers petitions that the Commander allow them to travel with the PCs into Kaimuko Wood. The PCs earn one aasimar aid token.

Captain Tai Dan: Any PC may help Captain Tai Dan run the Twenty-Four Masks through combat drills. With a successful DC 20 Profession (soldier) check or similar skill check, (DC 24 in Subtier 8–9), a PC can lead the Masks through a routine that impresses (or shames) several aasimar soldiers to the point that they volunteer to assist in further exploration of Kaimuko Wood. If successful, the PCs earn one aasimar aid token.

Treasure: As long as the PCs earn at least one aasimar aid token, Commander Gu Xiang opens the armory for them,



allowing them to take any item that may aid them in their exploration. In Subtier 5–6, items of particular interest include a masterwork cold iron katana, a masterwork cold iron short sword, an *oil of bless weapon*, an *oil of daylight*, two *oils of magic weapon*, a *potion of cure serious wounds*, and a +1 *mirrored light steel shield* (*Pathfinder RPG Ultimate Equipment* 120). In Subtier 8–9, the armory also includes a *lesser enlarge metamagic rod* and a *wand of dimension door* with 11 charges remaining.

Development: Once the PCs learn of the blight, Tai Dan suggests that they leave to investigate promptly. If the PCs drag their heels significantly, Tai Dan states bluntly that the Twenty-Four Masks, in honoring their contract with the Way of the Kirin, will venture into Kaimuko Wood with or without the PCs. The scenario assumes that the PCs spend one night at the fort and leave to explore the Wood early during the following morning. If the PCs choose to leave at another hour, it may affect later encounters as detailed under each encounter below.

Rewards: If the PCs do not secure at least one aasimar aid token, gaining access to the North Winds Watch armory, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 438 gp.

Out of Subtier: Reduce each PC's gold earned by 709 gp.

Subtier 8–9: Reduce each PC's gold earned by 980 gp.

A. KAIMUKO WOOD (CR 8 OR CR 11)

The spreading blight does not so much destroy as it corrupts and mutates. Most victims do not survive the transformation, but those that do survive become twisted abominations. Unfortunately, the most direct route between the North Winds Watch and the nearest reported sighting of the blight crosses through the territory of one of Kaimuko Wood's apex predators. Transformed by the blight, the predator savagely attacks any that draw its attention. Several of the predator's cubs prowl with it (see creatures below). The predator's attack also riles up other mutated animals in the region into a murderous frenzy, and blighted creatures from wasps to elk descend upon the PCs' allies.

Unless the PCs specifically chose to scout ahead of the bulk of their force, the encounter begins as the predator chases one of the Twenty-Four Masks' scouts back towards the main body of the PCs' force. If the PCs instead chose to scout ahead themselves, they can attempt DC 16 Stealth checks to avoid its notice (DC 20 in Subtier 8–9). If more than half of the PCs succeed at this check, the PCs notice the beast before it notices them and may instead chose to navigate around the predator or ambush the beast. PCs may gain bonuses on this Stealth check by hanging back behind their allies as normal, at the cost of needing additional time to reach the combat.

If the PCs choose to circle around the predator, they risk getting lost in the Kaimuko Wood. Even if they remain on track, the distance required to move a large group beyond

Scaling Encounter A

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

Subtier 5–6: The bears' ongoing mutation causes them great pain, giving them the sickened condition.

Subtier 8–9: The tigers' ongoing mutation causes them great pain, giving them the sickened condition.

the predator's range may result in valuable lost time. A PC that succeeds at a DC 22 Survival check in Subtier 5–6 (DC 26 in Subtier 8–9) manages to lead the group around the predator. A PC that fails the Survival check instead leads the group in a circle and straight back to the predator.

Creatures: If the PCs choose to engage the predator alone, they face either a mutated dire bear and its cubs (in Subtier 5–6) or a mutated dire tiger and its cubs (in Subtier 8–9). The adult has been fully transformed into an aberration, and while the cubs are still of the animal world, their mutated state increases the DC of Handle Animal and wild empathy checks to influence them by 4 and grants them a +4 bonus on saving throws against spells and effects that can only affect animals, such as *charm animal*.

The PCs may spend one aid token to order a squad of aasimar or tengu to help deal with the predators. The squad defeats the cubs, decreasing the CR of the encounter by 1, but then becomes unavailable for later encounters.

SUBTIER 5–6 (CR 8)

MUTATED BEAR

CR 7

Variant mutant dire bear (*Pathfinder RPG Bestiary* 5 180, *Pathfinder RPG Bestiary* 31)

N Large aberration (animal)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +13 (1d8+7), 2 claws +13 (1d6+7 plus grab)

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

TACTICS

During Combat The bear activates its celerity ability and charges the nearest PC.

Morale The bear fights to the death. While it tolerates the presence of its cubs, it has no instinct to protect them.

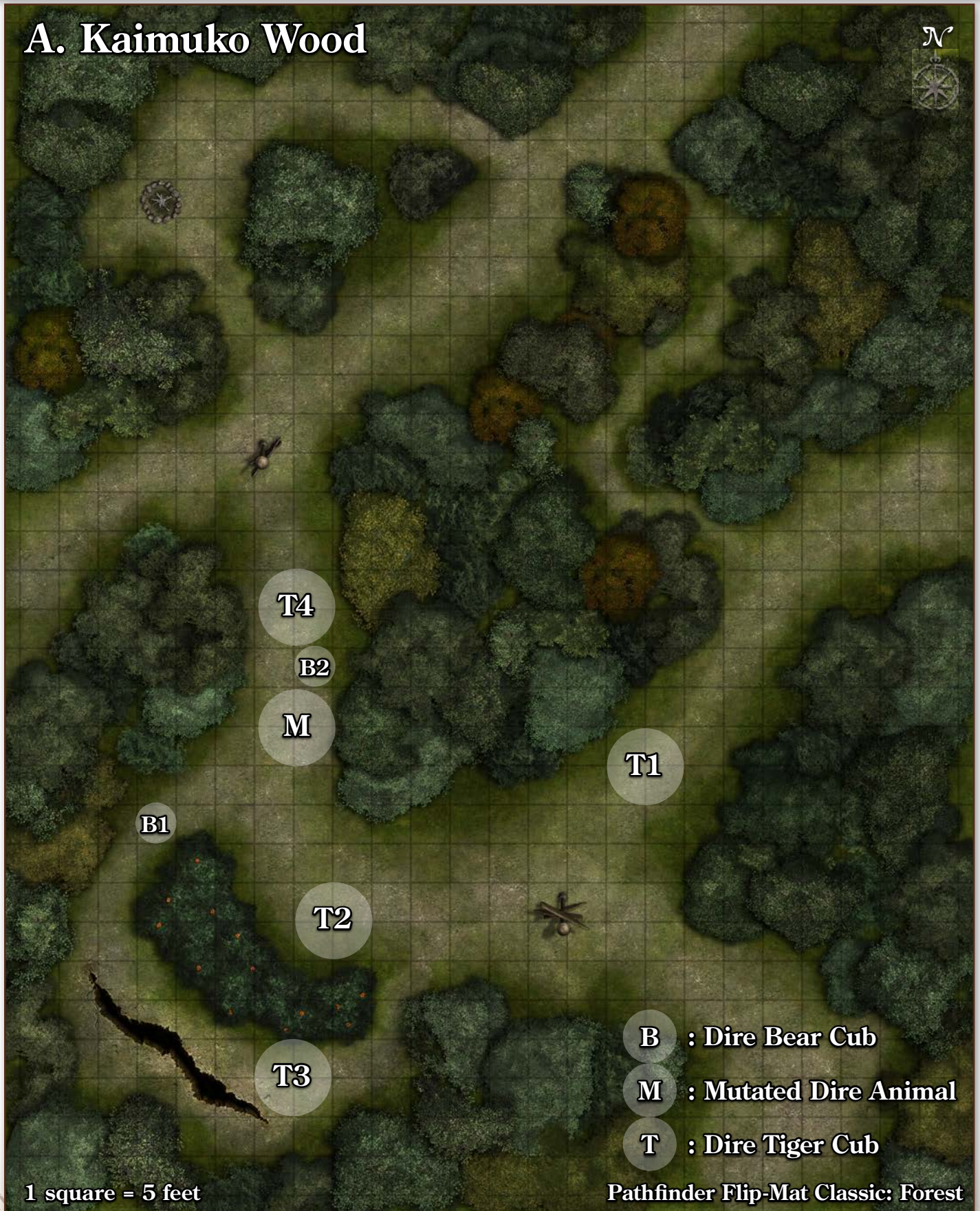
STATISTICS

Str 25, **Dex** 13, **Con** 19, **Int** 2, **Wis** 6, **Cha** 8

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)



A. Kaimuko Wood



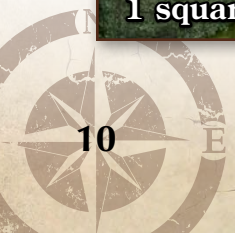
1 square = 5 feet

B : Dire Bear Cub

M : Mutated Dire Animal

T : Dire Tiger Cub

Pathfinder Flip-Mat Classic: Forest



CLASH IN RAIMUKO WOOD

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Acrobatics +1 (+5 to jump with a running start), Perception +9, Swim +19; **Racial Modifiers** +4 Swim

SQ deformities (lame), mutations (armored, bulbous eyes, celerity)

SPECIAL ABILITIES

Celerity (Ex) As a swift action, the bear gains the benefits of *haste* for 1 round. It can use this ability once every 1d4 rounds.

MUTATED BEAR CUBS (2)

CR 3

Young grizzly bears (*Pathfinder RPG Bestiary* 31, 295)
N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 32 each (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3), 2 claws +6 (1d4+3 plus grab)

TACTICS

During Combat The bears' mutations, though largely superficial, are painful. They lash out angrily at the nearest PC.

Morale The bears fight to the death.

STATISTICS

Str 17, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Acrobatics +3 (+7 to jump), Perception +6, Survival +5, Swim +12; **Racial Modifiers** +4 Swim

SUBTIER 8-9 (CR 11)

MUTATED DIRE TIGER

CR 10

Variant mutant dire tiger (*Pathfinder RPG Bestiary* 5 180, *Pathfinder RPG Bestiary* 265)

N Large aberration (animal)

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

hp 133 (14d8+70)

Fort +14, **Ref** +13, **Will** +6

OFFENSE

Speed 30 ft.

Melee bite +20 (2d6+10/19-20 plus grab), 2 claws +20 (2d4+10 plus grab)

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

Special Attacks pounce, rake (2 claws +20, 2d4+10 plus grab)

TACTICS

During Combat The tiger activates its celerity ability and pounces upon the nearest living PC.

Morale The tiger fights to the death. While it tolerates the presence of its cubs, it has no instinct to protect them.

STATISTICS

Str 31, **Dex** 19, **Con** 21, **Int** 2, **Wis** 14, **Cha** 12

Base Atk +8; **CMB** +21 (+25 grapple); **CMD** 35 (39 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +8 (+12 to jump with a running start), Perception +14, Stealth +17, Swim +17; **Racial Modifiers** +4 Acrobatics, +4 Stealth

SQ deformities (lame), mutations (armored (2), bulbous eyes, celerity)

SPECIAL ABILITIES

Celerity (Ex) As a swift action, the tiger gains the benefits of *haste* for 1 round. It can use this ability once every 1d4 rounds.

MUTATED DIRE TIGER CUBS (4)

CR 4

Tiger (*Pathfinder RPG Bestiary* 265; see page 22)

hp 45 each

TACTICS

During Combat The tigers' mutations, though largely superficial, are painful. They pounce the nearest PC.

Morale The tigers fight to the death.

Treasure: The bones of a fallen soldier lie near the edge of the wood. While most of the soldier's gear has fallen apart, two items of value remain: a +1 *wakizashi* (*Pathfinder RPG Ultimate Equipment* 20) and a *wand of deeper darkness* with 13 charges remaining. In Subtier 8-9, the weapon is a *gloom wakizashi*, a wakizashi that has all of the properties of a *gloom blade* (*Ultimate Equipment* 144).

Development: As the PCs venture deeper into the Kaimuko Wood, signs of the blight's corrupting influence appear more frequently. Though disturbing to observe, the mutated plants and smaller animals are not aggressive and do not impede the PCs or their companions further. If the PCs attempted to circle around the predator, successful or not, they arrive at the next encounter later in the day than they otherwise would, which alters the next encounter slightly as noted below.

Rewards: If the PCs do not defeat or evade the predators, reduce each PC's gold earned by the following amount.

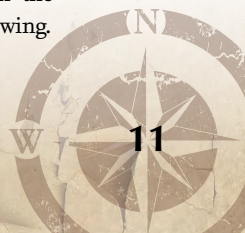
Subtier 5-6: Reduce each PC's gold earned by 544 gp.

Out of Subtier: Reduce each PC's gold earned by 861 gp.

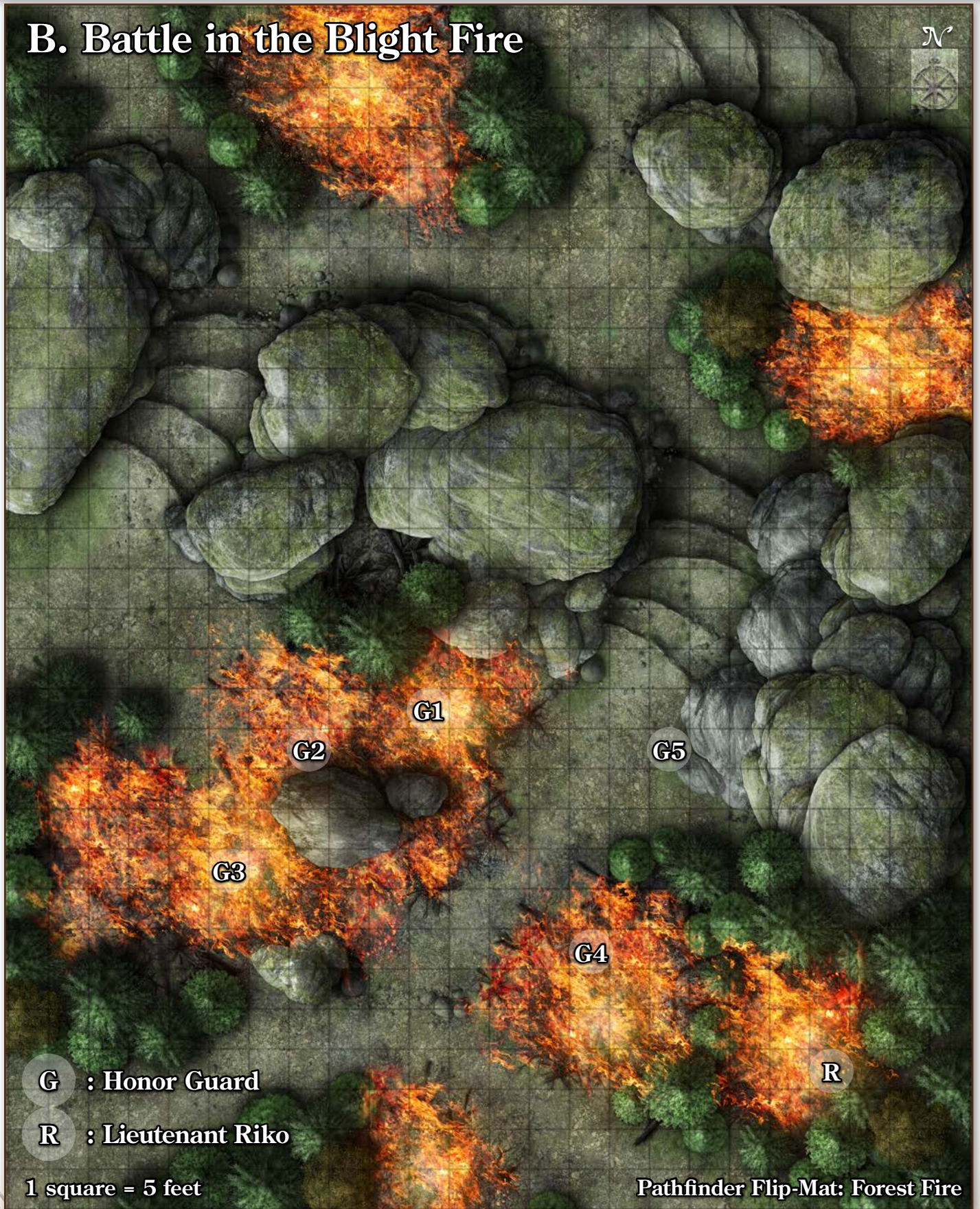
Subtier 8-9: Reduce each PC's gold earned by 1,179 gp.

B. BATTLE IN THE BLIGHT FIRE (CR 9 OR CR 12)

Several hours after the encounter with the mutated predator, the PCs reach the edge of the blight, entering from the northeast edge of the map. Read or paraphrase the following.



B. Battle in the Blight Fire



G : Honor Guard

R : Lieutenant Riko

1 square = 5 feet

Pathfinder Flip-Mat: Forest Fire

A wall of pale orange flame marks the edge of the blight. The flames do not radiate heat, but instead drain the warmth from the surroundings. Thankfully, the flames themselves seem contained or, at least, to spread at only an imperceptibly slow rate. Plants caught within the flame do not seem charred or burnt, but instead appear twisted and warped, sporting unnatural growths that slowly bubble and boil at the low temperatures until they burst in spray of dark, viscous sap, filling the air with the stench of rotting vegetation.

Creatures: North Winds Watch deserters lurk among the flames at the edge of the blight, manually assisting the spread of the blight by hacking down burning tree limbs and distributing the branches throughout the unburnt areas of the wood. The blight fire does not harm them or their equipment. Unless the PCs explicitly chose to scout ahead of the larger force, the deserters automatically notice and attack the PCs and their advancing soldiers. The leader of the deserters and her honor guard engage the PCs directly, while the bulk of the deserters engage the PCs' tengu and aasimar troops. Unless the PCs explicitly chose a particular time of day to approach the blight, this encounter occurs at midday. Much of the overhead leaf cover cannot survive this close to the blight, allowing sunlight to stream through the branches and bathing the area in bright light. This triggers the deserters' light blindness, and they are dazzled for the entirety of combat. If the PCs circled around the predator in the previous encounter, they instead arrive slightly later in the day when the sun's light is no longer strong enough to trigger the deserters' light blindness.

If the PCs managed to approach the edge of the blight unnoticed, they may choose to ambush or talk to some of the deserters. If they attempt to parley, the deserters attack immediately. Treat these deserters as Riko's honor guard; she uses her *dimension door* spell-like ability to join the fray during the first full round of combat.

In Subtier 5–6, the PCs face Lieutenant Riko, the disgraced former second-in-command of North Winds Watch, and two deserters that serve as her honor guard. In Subtier 8–9, the PCs face Lieutenant Riko and six other deserters. While the PCs fight this encounter, dozens of other deserters engage with their allies. The PCs can spend one aid token during this encounter to redirect their allies' efforts, dealing 30 points of damage to Riko (or 40 points in Subtier 8–9). This damage is lethal if the PCs use a tengu token, or nonlethal if they use an aasimar token.

Hazard: The blight fire is freezing cold. Any PC that enters a square containing the blight fire takes 3d6 points of cold damage in Subtier 5–6 (Reflex DC 15 Half), or 6d6 points of cold damage in Subtier 8–9 (Reflex DC 18 half). PCs that end their turn adjacent to the blight fire take half the indicated damage (Reflex half, at the same DC). At the end of the second round of combat and at the end of every second round thereafter, winged deserters bombard the area with burning

Scaling Encounter B

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

Subtier 5–6: Reduce the damage of the bombardment to 2d6. Additionally, Riko and her honor guards have the sickened condition from the pain of their mutations.

Subtier 8–9: Reduce the damage of the bombardment to 5d6 and remove three of the honor guards. Riko has the sickened condition from the pain of her mutations.

branches. Each such bombardment fills a 10-foot square area. The deserters attempt to catch as many PCs with each bombardment as possible. If the bombardiers can only catch one PC, they try to drop the burning branches on the PC that appears to pose the biggest threat. Treat any PC caught in such a bombardment as if they entered a square containing the blight fire. Any PC may spend an aid token to order their troops to intercept and thereby end the bombardment. PCs may also ready their own attacks against the bombardiers (treat them as honor guards at an elevation of 40 feet). Damaging a bombardier negates the effect for that round.

SUBTIER 5–6 (CR 9)

LIEUTENANT RIKO

CR 8

Mutant aasimar fighter 8 (*Pathfinder RPG Bestiary 7*, *Pathfinder RPG Bestiary 5* 180)

CE Medium aberration (outsider, native)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 89 (8d10+40); fast healing 5

Fort +9, **Ref** +5, **Will** +3 (+2 vs. fear)

Immune blight fire; **Resist** acid 5, cold 5, electricity 5

Weaknesses light blindness

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee +1 *longspear* +15/+10 (1d8+10/x3) or
mwk katana +9/+4 (1d8+4/18–20)

Ranged javelin +10 (1d6+5)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 *longspear*)

Special Attacks weapon training (spears +1)

Spell-Like Abilities (CL 8th; concentration +7)

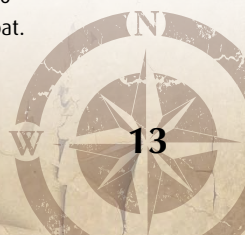
3/day—*dimension door*

1/day—*daylight*

TACTICS

Before Combat Riko drinks her *potion of blur*.

During Combat Riko, with spear at the ready, uses *dimension door* to appear between the PCs. Riko first focuses her attention on spellcasters. She relies on her honor guard to deal with PCs beyond her range and support her in combat.



Morale If she is reduced below 20 hit points, Riko uses *dimension door* or her *potion of invisibility* to momentarily escape combat to give herself a chance to recover through her fast healing before returning to the fray. Otherwise, she fights to the death.

STATISTICS

Str 18, **Dex** 12, **Con** 16, **Int** 7, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 23

Feats Blind-Fight, Cleave, Cleaving Finish^{UC}, Combat Reflexes, Disruptive, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (longspear), Weapon Specialization (longspear)

Skills Diplomacy +1, Fly +3, Perception +9, Sense Motive +8;

Racial Modifiers +2 Diplomacy, +2 Perception

Languages Celestial, Common

SQ armor training 2, deformities (fractured mind, light blindness), mutations (echolocation, fast healing, spell-like ability, wings)

Combat Gear *potion of blur*, *potion of invisibility* (CL 5th), *potion of lesser restoration*; **Other Gear** +1 *tatami-do*^{UC}, +1 *longspear*, javelins (5), mwk katana^{UC}, 40 gp

SPECIAL ABILITIES

Fractured Mind (Ex) When Riko fails a Will save, she is confused for 1 round.

HONOR GUARDS (2) CR 4

Mutant aasimar fighter 4 (*Pathfinder RPG Bestiary 7*, *Pathfinder RPG Bestiary 5* 180)

CE Medium aberration (outsider, native)

Init +4; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

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

hp 43 (4d10+16)

Fort +7, **Ref** +1, **Will** +4 (+1 vs. fear)

Immune blight fire;

Resist acid 5, cold 5, electricity 5

Weaknesses light blindness

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee mwk longspear+10 (1d8+6/×3)

Ranged light crossbow +5 (1d8/19–20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 *longspear*)

Spell-Like Abilities (CL 6th; concentration +5)
1/day—*daylight*

TACTICS

During Combat The honor guards circle around Riko, preventing enemies from surrounding or flanking her.

Morale The honor guards fight to the death.

STATISTICS

Str 18, **Dex** 10, **Con** 16, **Int** 6, **Wis** 13, **Cha** 9

Base Atk +4; **CMB** +8; **CMD** 18

Feats Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Toughness, Weapon Focus (longspear)

Skills Diplomacy +1, Fly +3, Perception +9; **Racial Modifiers** +2 Diplomacy, +2 Perception

Languages Celestial, Common

SQ armor training 1, deformities (light blindness), mutations (armored, wings)

Combat Gear *potion of cure light wounds* (2), *screaming bolt*;

Other Gear mwk kikko armor^{UE}, mwk longspear, light crossbow with 40 bolts, 8 gp

SUBTIER 8–9 (CR 12)

LIEUTENANT RIKO

CR 11

Mutant aasimar fighter 11 (*Pathfinder RPG Bestiary 7*, *Pathfinder RPG Bestiary 5* 180)

CE Medium aberration (outsider, native)

Init +5; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 120 (11d10+55); fast healing 5

Fort +11, **Ref** +7, **Will** +7 (+3 vs. fear)

Immune blight fire; **Resist** acid 5, cold 5, electricity 5

Weaknesses light blindness

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee +1 *longspear* +20/+15/+10 (1d8+12/×3) or mwk katana +14/+9/+4 (1d8+6/18–20)

Ranged javelin +14/+9/+4 (1d6+7)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 *longspear*)

Special Attacks weapon trainings (spears +2, heavy blades +1)

Spell-Like Abilities (CL 11th; concentration +10)

3/day—*dimension door*

1/day—*daylight*

TACTICS

Before Combat Riko drinks her *potion of blur*.

During Combat Riko, with spear at the ready, uses *dimension door* to appear between the PCs. Riko first focuses her attention on spellcasters, if possible, before turning to dedicated melee combatants. She relies on her honor guard to deal with PCs beyond her range and otherwise support her in combat.

Morale If reduced below 10 hit points and unless she has a

Lieutenant
Riko

CLASH IN RAIMUKO WOOD

decided advantage, Riko uses *dimension door* or her *potion of invisibility* to momentarily escape combat to give herself a chance to recover through her fast healing before returning to the fray. As a last measure, Riko relies on her *aegis of recovery* to keep her in the fight once she has exhausted her potions and her spell-like abilities. Riko otherwise fights to the death.

STATISTICS

Str 20, **Dex** 12, **Con** 16, **Int** 7, **Wis** 12, **Cha** 8

Base Atk +11; **CMB** +16; **CMD** 27

Feats Blind-fight, Cleave, Cleaving Finish^{UC}, Combat Reflexes, Disruptive, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Toughness, Weapon Focus (longspear), Weapon Specialization (longspear)

Skills Diplomacy +1, Fly +3, Perception +11, Sense Motive +9;

Racial Modifiers +2 Diplomacy, +2 Perception

Languages Celestial, Common

SQ armor training 3, deformities (fractured mind, light blindness), mutations (echolocation, fast healing, spell-like ability, wings)

Combat Gear *potion of blur*, *potion of invisibility* (CL 5th), *potion of lesser restoration*; **Other Gear** +1 *tatami-do*^{UE}, +1 *longspear*, javelin (5), mwk katana^{UE}, *aegis of recovery*^{UE}, *belt of giant strength* +2, *cloak of resistance* +1, 40 gp

SPECIAL ABILITIES

Fractured Mind (Ex) When Riko fails a Will save, she is confused for 1 round.

HONOR GUARDS (6)

CR 4

hp 43 each (see page 14)

TACTICS

Use the tactics from Subtier 5–6.

Development: After the PCs defeat Riko and her honor guard, the remaining deserters surrender. If the PCs question or examine any of the deserters, they can attempt a DC 16 Heal or Sense Motive check (DC 20 in Subtier 8–9). On a successful check, the PCs recognize that some of the deserters are suffering from some sort of mental affliction in addition to their physical maladies. The deserters claim that they acted in the way they believed was best for Tianjing, readily admitting to the influence Riko held over them and the Shepherd's convincing arguments. A PC who succeeds at a DC 16 Sense Motive check (DC 20 in Subtier 8–9) recognizes that the captured deserters wholeheartedly believe that they were acting in Tianjing's best interests.

The PCs, especially Silver Crusade PCs, may be interested in offering the deserters an opportunity at redemption. However, this mercy presents an immediate logistical problem. Provided that the PCs have at least one aid token remaining, enough of the Twenty-Four Masks remain healthy enough to watch over the captured deserters and eventually march them back to North Winds Watch to stand trial. If the PCs have no more aid tokens, they face a more difficult decision. The PCs may choose to judge and execute

the deserters for their crimes, set the deserters free, or use their own resources to heal enough of the Twenty-Four Masks or non-deserting aasimar soldiers to take charge of the captives. To restore the Twenty-Four Masks or aasimar soldiers to fighting strength, PCs must use healing spells, abilities, or consumables to cure a total of 50 points of damage (when calculating the total damage cured with an area of effect ability, such as a cleric's ability to channel positive energy, multiply the result rolled by 4).

Though a small group can easily pick their way through the blight fire, the limited number of firebreaks and safe paths make it nearly impossible to move a larger force safely through the flames. To reach the heart of the blight, the PCs must travel on their own from here on. The PCs may spend their remaining aid tokens to help prepare themselves for the next fight. They can spend a token to convince their allies to cast *heroism* on two PCs. They can also spend a token for healing. If they choose this benefit, each PC heals 6d6 points of damage (or 9d6 points of damage in Subtier 8–9). The PCs may purchase each benefit more than once if they have remaining aid tokens.

Rewards: If the PCs do not defeat Riko and her honor guard, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 687 gp.

Out of Subtier: Reduce each PC's gold earned by 1,145 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,604 gp.

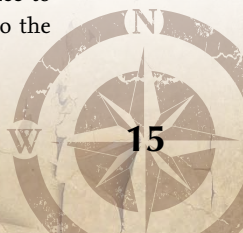
C. THE RIFT (CR 9 OR CR 12)

As the PCs approach the center of the blight, read or paraphrase the following.

A scorched, barren clearing marks what must be the center of the blight. Pale orange flames occasionally burst from tears across the ground, bathing the area in an unnatural light. A ruined building sits atop a nearby rise, its half-crumbled walls featuring imagery of angelic beings attempting to hold back a horde of alien horrors pouring forth from gaping wounds in the land.

Creatures: Here, the Shepherd of Apotheosis nurtures a rift between the Abyss and Material Plane. Like most of its utukku brethren, it practices a subtle and sinister method of removing souls from the cycle of mortal life, and thereby denying souls for the demon horde. The souls of utukku cultists do not transform into outsiders, but instead transform directly into quintessence that merges with the Abyss. After months growing its cult across the region, including in the village of Yiangma as detailed in *Pathfinder Society Scenario #9–12: Shrine of the Sacred Tempest*, the Shepherd now uses this quintessence to shape and grow the rift.

When the PCs first arrive, the Shepherd still wears the form of a tengu Hei Fengan priest. If given the chance to speak, the Shepherd attempts to Bluff and calls out to the



C. The Rift



A

Q

A : Shepherd of Apotheosis

Q : Qlippoth (Deinochos or Shoggti)

1 square = 5 feet

Pathfinder Map Pack: Wasteland

PCs to help seal the rift. Directly seeing through its lie is difficult, requiring a PC to succeed at a DC 26 Sense Motive check (DC 32 in Subtier 8–9), though PCs may be suspicious of the qliphoth regardless of their roll given the circumstances. PCs who succeed at a DC 20 Knowledge (arcana or religion) check (DC 24 in Subtier 8–9) know that the ritual is missing key components. If the PCs agree to help, the Shepherd positions them around the tears in the ground, under the pretense of a sacred ritual, in order to catch as many of them as possible within the radius of its horrific appearance once combat begins. Believing that the sacrifice of the PCs would hasten the growth of the rift, the Shepherd doesn't wait long before shedding its disguise and attacking the PCs.

On the other side of the rift, a qliphoth waits to slip into the Material Plane. In Subtier 5–6, a deinochos qliphoth claws its way into the Material Plane during the first round of combat. In Subtier 8–9, a shoggti qliphoth break through the rift instead.

Hazard: The rifts channel the extreme cold of the Abyss. Any PC that enters a square containing the blight fire takes 3d6 points of cold damage in Subtier 5–6 (Reflex DC 15 Half), or 6d6 points of cold damage in Subtier 8–9 (Reflex DC 18 half). PCs that end their turn adjacent to the blight fire take half the indicated damage (Reflex half, at the same DC). PCs that fly over a square containing a tear at an elevation of 40 feet or lower have a 50% chance to be exposed to a gout of blight fire and the resulting cold damage. Thankfully, the rifts currently only function in one direction and, though it may be disconcerting to stand atop a tear, it otherwise functions as solid ground and the PCs do not risk falling into the Abyss.

SUBTIER 5–6 (CR 8)

SHEPHERD OF APOTHEOSIS CR 7

Utukku qliphoth (*Pathfinder RPG Bestiary 6* 230)

CE Medium outsider (chaotic, evil, extraplanar, qliphoth, shapechanger)

Init +7; **Senses** darkvision 60 ft.; Perception +15

Aura aura of protection (30 ft., +1 deflection, energy resistance 5, 8 rounds/day)

DEFENSE

AC 22, touch 16, flat-footed 17 (+1 deflection, +5 Dex, +6 natural)

hp 103 (9d10+54)

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

DR 10/cold iron or lawful; **Resist** acid, electricity, fire, and sonic 5;

Immune cold, mind-affecting effects, poison; **SR** 17

OFFENSE

Speed 30 ft.

Scaling Encounter C

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

Subtier 5–6: Remove the deinochos qliphoth.

Subtier 8–9: Remove the shoggti qliphoth.

Melee 2 slams +14 (2d6+7 plus consume humanity) or touch +14 (consume humanity)

Special Attacks consume humanity, horrific appearance (DC 18)

Domain Spell-Like Abilities (CL 8th, concentration +11)

8/day—lighting lord (DC 18), resistant touch (+2), storm burst (1d6+4 nonlethal)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*nondetection*

3/day—*aid*, *cure moderate wounds*, *enthrall* (DC 16), *major image* (DC 17)

1/day—*create food and water*, *mass cure light wounds*, *plane shift* (self only)

TACTICS

Before Combat The Shepherd activates its aura of protection to boost its defenses, and then attempts to gather the PCs within 30 feet of itself. The bonuses from this aura are included



Shepherd of Apotheosis



in its statistics. However, the Shepherd is somewhat distracted by its need to continue feeding quintessence to the rift. This distraction gives the qlipth a –2 penalty on all d20 rolls and to its SR. These penalties are included in its statistics.

During Combat The Shepherd sheds its disguise in the first round of combat, exposing as many PCs as possible to its horrific appearance. It works with its shoggti allies to incapacitate melee threats, while relying on its spell-like abilities to address threats at range.

Morale The Shepherd fights to the death.

Base Statistics Without its aura of protection, the Shepherd's statistics are **AC** 21, touch 15, flat-footed 16; **Resist** none.

STATISTICS

Str 25, **Dex** 20, **Con** 23, **Int** 18, **Wis** 21, **Cha** 18

Base Atk +9; **CMB** +14; **CMD** 31

Feats Combat Reflexes, Deceitful, Improved Initiative, Lunge, Skill Focus (Stealth)

Skills Bluff +16, Diplomacy +11, Disguise +16, Knowledge (planes, religion) +14, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +18, Use Magic Device +14

Languages Abyssal, Celestial, Common, Tengu, Tien; telepathy 100 ft.

SQ change shape (consume humanity target; alter self), false prophet (Protection, Weather)

SPECIAL ABILITIES

Consume Humanity (Su) When the Shepherd hits a humanoid with a slam attack, it siphons away some of that creature's humanity, leaving its victim warped and deformed. The victim must succeed at a DC 18 Fortitude save or take 1d4 points of Charisma drain. The Shepherd can consume humanity as a touch attack instead. It can use change shape only to assume the appearance of the last humanoid it used this ability on. The save DC is Charisma-based.

False Prophet (Su) The Shepherd gains access to the granted powers of the Protection and Weather domains as per a cleric of a level equal to its CR (8th level for the typical utukku). Because the Shepherd's base CR is 8 when he is not distracted (see before combat), he gains these powers as a CR 8 utukku.

Horrific Appearance (Su) Creatures that succumb to the Shepherd's horrific appearance are staggered for 1d4 rounds.

DEINOSCHOS QLIPTHO

CR 5

Pathfinder RPG Book of the Damned 251

CE Small outsider (aquatic, chaotic, evil, extraplanar, qlipth)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft., detect chaos, detect evil, scent; Perception +10

DEFENSE

AC 18, touch 11, flat-footed 18 (+7 natural, +1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +4, **Will** +6

Defensive Abilities shell; **DR** 5/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 20 ft., burrow 20 ft., climb 20 ft., swim 20 ft.

Melee bite +10 (1d6+2 plus grab), 3 talons +9 (1d3+2)

Special Attacks gnaw, horrific appearance, tenacious grab

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect chaos*, *detect evil*

At will—*bleed* (DC 11)

1/day—*invisibility*

TACTICS

During Combat The deinochos bursts through the rift on the first round and uses its horrific appearance to slow as many PCs as possible. It approaches PCs by burrowing through the ground, and then attempts to devour them with its gnaw ability.

Morale The deinochos fights to the death.

STATISTICS

Str 15, **Dex** 10, **Con** 17, **Int** 6, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 17 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Skills Climb +19, Perception +10, Stealth +13, Swim +19

Languages Abyssal; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Gnaw (Ex) When a deinochos grappling a creature succeeds at a combat maneuver check to continue the grapple and deal damage, it deals twice its normal bite damage (2d6+4) and the gnawed foe is sickened for 1d4 rounds.

Horrific Appearance (Su) A creature that succumbs to a deinochos's horrific appearance endures a strange form of mental numbness that halves all of its speeds for 1d4 rounds.

Shell (Ex) As a swift action, a deinochos can withdraw into its shell. If it does so when it is grappling a creature, it remains affixed to the creature. While it remains in this state, it cannot move, activate its horrific appearance, or attack except to continue grappling a creature, but its armor bonus from natural armor increases by 4 as long as it maintains its retraction. Emerging from its shell is a move action.

Tenacious Grab (Ex) A deinochos can use its grab ability against a target of any size. A Medium or smaller creature grappled in this way gains the grappled condition, though a Large or larger target does not.

SUBTIER 8–9 (CR 11)

SHEPHERD OF APOTHEOSIS

CR 10

Variant utukku qlipth (*Pathfinder RPG Bestiary* 6 230)

CE Medium outsider (chaotic, evil, extraplanar, qlipth, shapechanger)

Init +10; **Senses** darkvision 60 ft.; Perception +18

Aura aura of protection (30 ft., +1 deflection, energy resistance 5, 10 rounds/day)

DEFENSE

AC 25, touch 17, flat-footed 19 (+1 deflection, +6 Dex, +8 natural)

hp 125 (10d10+70)

Fort +12, **Ref** +15, **Will** +14

DR 10/cold iron or lawful; **Resist** acid, electricity, fire, and sonic 5;
Immune cold, mind-affecting effects, poison; **SR** 21

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (2d6+9 plus consume humanity), touch +19
(consume humanity)

Special Attacks consume humanity, horrific appearance (DC 20)

Domain Spell-Like Abilities (CL 10th, concentration +15)

10/day—lighting lord (DC 19)

8/day—resistant touch (+3), storm burst (1d6+5 nonlethal)

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*nonetection*

3/day—*aid*, *cure moderate wounds*, *enthrall* (DC 17), *major image* (DC 18)

1/day—*create food and water*, *mass cure light wounds*, *plane shift* (self only)

TACTICS

Before Combat The Shepherd activates its aura of protection to boost its defenses, and then attempts to gather the PCs within the 30-foot range of its horrific appearance. The bonuses from the aura of protection are included in its statistics.

During Combat The Shepherd sheds its disguise in the first round of combat, exposing as many PCs as possible to its horrific appearance. It works with its shoggti allies to incapacitate melee threats and relies on its spell-like abilities for ranged PCs.

Morale The Shepherd fights to the death.

Base Statistics Without its aura of protection, the Shepherd's statistics are **AC** 24, touch 16, flat-footed 18; **Resist** none.

STATISTICS

Str 29, **Dex** 22, **Con** 25, **Int** 18, **Wis** 21, **Cha** 20

Base Atk +10; **CMB** +19; **CMD** 35

Feats Combat Reflexes, Deceitful, Improved Initiative, Lunge, Skill Focus (Stealth)

Skills Bluff +22, Diplomacy +15, Disguise +22, Knowledge (planes) +17, Knowledge (religion) +17, Perception +18, Sense Motive +18, Spellcraft +17, Stealth +25, Use Magic Device +18

Languages Abyssal, Celestial, Common, Tengu, Tien; telepathy 100 ft.

SQ change shape (consume humanity target; alter self), false prophet (Protection, Weather)

SPECIAL ABILITIES

Consume Humanity (Su) When the Shepherd hits a humanoid with a slam attack, it siphons away some of that creature's humanity, leaving its victim warped and deformed. The victim must succeed at a DC 20 Fortitude save or take 1d4 points of Charisma drain. The Shepherd can consume humanity as a touch attack instead. It can use change shape only to assume the appearance of the last humanoid it used this ability on. The save DC is Charisma-based.

False Prophet (Su) The Shepherd gains access to the granted powers of the Protection and Weather domains as per a cleric of a level equal to its CR (10th level for the Shepherd).

Scaling Restoring the Wards

For a group of four PCs, the wards are less damaged. Lower the DC of all skill checks to repair the wards by 2.

Horrific Appearance (Su) Creatures that succumb to the Shepherd's horrific appearance are staggered for 1d4 rounds.

SHOGGTI QLIPPOTH

CR 7

hp 80 (*Pathfinder RPG Bestiary* 2 225; see page 22)

TACTICS

During Combat The shoggti bursts through the rift on its initiative during the first round of combat and uses its horrific appearance to fascinate as many PCs as possible. It works with the Shepherd to incapacitate melee threats. If it makes tactical sense, the shoggti uses its *dimension door* spell-like ability to relocate itself and the Shepherd, potentially surprising PCs that otherwise thought they were at a safe distance.

Morale The shoggti fights to the death.

Treasure: If the PCs search among the ruins, they discover a number of pieces of ancient Tianji treasures and relics. Venture-Captain Amara Li would certainly appreciate their discovery. When they return to the North Winds Watch, Commander Gu Xiang allows them to claim several items as a reward for their service. Among the relics, the PCs discover a *staff of blessed relief* (*Pathfinder RPG Ultimate Equipment* 195), a *feather token* (tree), an ornamented darkwood scroll box containing a *scroll of communal resist energy* (CL 11th; *Pathfinder RPG Ultimate Combat* 242), a *scroll of dispel magic* (CL 11th), a *scroll of glyph of warding*, and 157 gp. In Subtier 8–9, the PCs also find a *cassock of the clergy* (*Ultimate Equipment* 214), a *wand of bear's endurance* with 20 charges remaining, as well as the following additional scrolls: a *scroll of communal stonewall* (CL 11th; *Ultimate Combat* 245), a *scroll of dimensional anchor*, a *scroll of summon monster IV*, and a *scroll of teleport*.

Development: The Abyssal rift begins to close as soon as the PCs defeat the Shepherd of Apotheosis. Without the Shepherd's guidance and influence, the blight fires die out and Kaimuko Wood begins to heal.

Rewards: If the PCs do not defeat the qlippoth, reduce each PC's gold earned by the following amount.

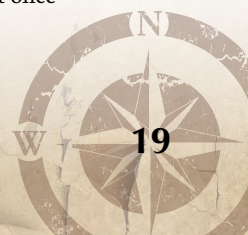
Subtier 5–6: Reduce each PC's gold earned by 846 gp.

Out of Subtier: Reduce each PC's gold earned by 1,286 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,725 gp.

RESTORING THE WARDS

The PCs might be able to decipher more about the rift with a successful Knowledge (arcana) or Knowledge (planes) check, and then apply this knowledge to restore the wards that once protected this part of the Kaimuko Wood.



15+: Without the qliphoth to sustain it from the Material Plane, the rift has begun to collapse in on itself. At the current rate of decay, it should close within a few days at most. The ruined building to the south of the clearing appears to have served as a shrine and the engraved glyphs on the remaining walls and floor further indicate that it once served as an anchor point for a celestial ward of sort. Repairing the shrine and restoring the glyphs may hasten the rift's collapse and prevent future incursions.

20+: While restoring the shrine would limit further Abyssal invasions in its immediate area, it is not a long-term solution. The shrine, probably along with similar shrines throughout the Kaimuko Wood, would require ongoing and constant maintenance. The lack of attention given to this shrine may explain how the qliphoth initially managed to slip through to the Material Plane.

25+: Some qliphoth cults believe that, upon death, their most devout can break free from the normal cycle awaiting their souls. The souls of such cultists do not transform into outsiders, but instead form into quintessence that merges directly with the Abyss, denying souls for the demon horde while still strengthening the Abyss overall. The qliphoth mastermind behind the events at Yiangma and the North Winds Watch had been using that quintessence to strengthen the rift between the Abyss and the Material Plane. Without a steady flow of quintessence, the rift cannot sustain itself.

Restoring the ward requires restoring both the glyphs and the physical structure of the shrine, as the architecture played an important part in stabilizing the ward. To restore the glyphs, a PC must succeed at a DC 20 Knowledge (arcana, planes, or religion) check in Subtier 5–6 (DC 24 in Subtier 8–9). To restore the shrine's structure, a PC must succeed at a DC 16 Craft (stonemasonry), Knowledge (engineering), or Profession (architect) check (DC 20 in Subtier 8–9). Spells such as *stone shape* grant a +4 bonus on attempts to restore the shrine's structure. If the PCs restore the shrine, the Wood's healing accelerates tremendously, reversing mutations within days.

CONCLUSION

The PCs find Zepha waiting for them along the road back to the North Winds Watch. The surviving Twenty-Four Masks bow deeply in reverence, though a few of the more junior members stand awed, beak agape before the archon. Zepha eagerly listens to the PCs' reports before thanking them: "You have done Tianjing, and perhaps all of Golarion, a great service this day; one that this world may not be able to repay. But do not forget that my reach extends a bit beyond this world." Zepha does not follow the PCs back to North Winds Watch, but instead promises to maintain his own vigil over the region and keep in contact with the Way of the Kirin and the Pathfinder Society, via Venture Captain Amara Li. Upon their

return to the North Winds Watch, Commander Gu Xiang and her soldiers give the PCs a hero's welcome. The Commander also allows the PCs to keep any gear they requisitioned from the armory as a small token of Tianjing's thanks.

If the PCs gained at least two tengu aid tokens, they earn the lasting respect of the Twenty-Four Masks. Back in Hisuikarasu, the tengu introduce the PCs to a reclusive master bladesmith. Each PC earns the Adaptable Blades boon on his Chronicle sheet.

If the PCs failed to defeat the Shepherd of Apotheosis, the combined efforts of the regional militaries still do later manage to push the qliphoth back, but this leaves the entire region in a much weakened state.

Faction Notes: If the Twenty-Four Masks were fit enough to transport any captured deserters, those deserters stand trial at the North Winds Watch shortly after their return to the fort. The standard punishment for desertion to the forces of evil is execution, but Silver Crusade PCs may argue for mercy and an opportunity at redemption. To sway the commander's decision, a PC must succeed at a DC 24 Diplomacy check in Subtier 5–6 (DC 28 in Subtier 8–9). If the PCs managed to restore the celestial wards (and thereby reverse the deserters' mutations), they receive a +4 bonus on this Diplomacy check. If the PC's argument references the tenets one or more good-aligned deities, they gain a +2 bonus on this check. If the PC's argument mentions Zepha or other celestial beings who have lent their support to the PCs, they also gain a +2 bonus. These bonuses stack.

REPORTING NOTES

If the PCs defeated the Shepherd of Apotheosis, check box A. If the PCs failed to defeat the Shepherd, instead check box B. If the PCs restored the shrine, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs defeated the Shepherd of Apotheosis, they earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

If the PCs restored the ancient celestial wards and shrine, and thereby hastened Kaimuko Wood's healing, they earn 1 additional Prestige Point.

FACTION NOTES

If the PCs gained at least one aasimar aid token and successfully petitioned for leniency for the captured deserters, Silver Crusade PCs earn the Champion of Mercy boon. If they gained at least one aasimar aid token and restored the shrine and either failed or did not attempt to petition for leniency, they instead earn the Unwavering Sword of Justice boon.

HANDOUT 1: Letter from Venture-Captain Amara Li

Honored Pathfinders and treasured colleagues,

I received an urgent request from an old friend of our Society, the samurai Shiyo Takarak of the Way of the Kirin. To my surprise, she has been working with another, more recently acquired friend of the Society: an archon of Heaven named Zepha. The two, it seems, have been pursuing leads discovered by one of our Society's previous expeditions into the Kimu Mountains. Clearly impressed with their previous interactions with our colleagues, the two have asked for skilled Pathfinders to lead an expedition into Tianjing to follow the trail of evidence further.

This is an excellent opportunity to strengthen our ties with both the Way of the Kirin and the archon. It also provides an opportunity to explore some of Tianjing and perhaps some of its ancient celestial-inspired architecture, arts, and philosophies. Zepha and Shiyo are in Kwanlai's capital, Hisuikarasu, planning the expedition. Meet them there in the private room of the Gilded Lotus Teahouse.

With Regards,

Venture-Captain Amara Li



APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

QLIPPOTH, SHOGGTI

This pale creature has four suckered arms that end in pincers. A gnashing maw gapes in its head between two staring eyes.

SHOGGTI QLIPPOTH	CR 7
<i>Pathfinder RPG Bestiary</i> 2 225	
CE Large outsider (chaotic, evil, extraplanar, qlippoth)	
Init +7; Senses darkvision 60 ft.; Perception +18	
DEFENSE	
AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)	
hp 80 (7d10+42)	
Fort +11, Ref +5, Will +9	
Defensive Abilities uncanny dodge; DR 10/cold iron or lawful;	
Immune cold, poison, mind-affecting effects; Resist acid 10, electricity 10, fire 10	
OFFENSE	
Speed 30 ft.	
Melee bite +12 (1d8+6), 4 tentacles +8 (1d4+3 plus grab)	
Space 10 ft.; Reach 10 ft.	
Special Attacks braincloud, horrific appearance (DC 15), constrict (1d4+6)	
Spell-Like Abilities (CL 7th; concentration +9)	
Constant— <i>tongues</i>	
At will— <i>command</i> (DC 13)	
3/day— <i>charm person</i> (DC 13), <i>protection from law</i>	
1/day— <i>charm monster</i> (DC 16), <i>dimension door</i>	
STATISTICS	
Str 22, Dex 16, Con 23, Int 12, Wis 19, Cha 15	
Base Atk +7; CMB +14 (+18 grapple); CMD 27 (31 vs. trip)	
Feats Combat Reflexes, Improved Initiative, Skill Focus (Use Magic Device), Weapon Focus (tentacles)	
Skills Escape Artist +13, Intimidate +16, Knowledge (planes) +11, Perception +18, Sense Motive +14, Stealth +9, Use Magic Device +19; Racial Modifiers +4 Intimidate, +4 Perception, +4 Use Magic Device	
Languages Abyssal; telepathy 100 ft.	

SPECIAL ABILITIES

Braincloud (Su) Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them.

Horrific Appearance (Su) Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).

TIGER

This powerful feline predator moves with a deadly grace, its reddish-orange fur slashed with black stripes.

TIGER	CR 4
<i>Pathfinder RPG Bestiary</i> 265	
N Large animal	
Init +6; Senses low-light vision, scent; Perception +8	
DEFENSE	
AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)	
hp 45 (6d8+18)	
Fort +8, Ref +7, Will +3	
OFFENSE	
Speed 40 ft.	
Melee 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)	
Space 10 ft.; Reach 5 ft.	
Special Attacks pounce, rake (2 claws +10, 1d8+6)	
STATISTICS	
Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6	
Base Atk +4; CMB +11 (+15 grapple); CMD 23 (27 vs. trip)	
Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)	
Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)	

CLASH IN KAIMUKO WOOD

Pathfinder Society Scenario #9-19: Clash in Kaimuko Wood

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Concordance |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character #

Prestige Points

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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

Prestige Points

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

Prestige Points

Character Name

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

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Pathfinder Society Scenario #9-19: Clash in Kaimuko Wood

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Adaptable Blades:** You have earned the enduring respect of the Twenty-Four Masks. As a sign of camaraderie, they have introduced you to a skilled bladesmith. When you would purchase a specific magic weapon in the fighter's light blades or heavy blades weapon group, you may check the box before the boon to replace the weapon with a different weapon in the same group. To determine the price, use the difference in price between the standard base weapon and the new base weapon. For example, a *short sword of venom*, based off a *dagger of venom*, would cost 8,310 gp.

To perform this substitution, the weapon's total price must be less than 25,000 gp, and it cannot be a unique weapon from another Chronicle sheet.

Champion of Mercy (Silver Crusade faction): When you faced once-righteous foes that had fallen to darkness at the hands of an ancient and manipulative evil, you spared their lives and advocated for mercy on their behalf. As a standard action, you can cross off this boon to remove the fatigued, shaken, or sickened condition from a target you touch, as if using the paladin's mercy ability. If you have the mercy ability, you may instead cross off this boon to apply any mercy that you qualify for but did not select to one of your uses of lay on hands.

Unwavering Sword of Justice (Silver Crusade): When you faced once-righteous foes that abandoned their duty to guard against an ancient evil and embraced that evil instead, you brought them back to face justice for their crimes. You may cross this boon off your Chronicle sheet as a swift action to use smite evil as a paladin of half your character level with 16 Charisma. If you already have the ability to smite evil, you may cross this boon off your Chronicle sheet as a part of using smite evil to treat your paladin level as 4 levels higher for that smite.

Subtier 5-6

+1 mirrored light steel shield (4,159 gp; *Pathfinder RPG Ultimate Equipment* 120)
+1 tatami-do (2,150 gp; *Ultimate Equipment* 9)
+1 wakizashi (2,335 gp; *Ultimate Equipment* 20)
mwk katana (350 gp; *Ultimate Equipment* 20)
mwk kikko armor (400 gp; *Ultimate Equipment* 9)
potion of invisibility (CL 5th; 500 gp, limit 1)
scroll of communal resist energy (CL 11; 825 gp; *Pathfinder RPG Ultimate Combat* 242)
scroll of dispel magic (CL 11th; 825 gp)
staff of blessed relief (7,200 gp; *Ultimate Equipment* 195)
wand of deeper darkness (13 charges; 2,925 gp, limit 1)

Subtier 8-9

+1 mirrored light steel shield (4,159 gp; *Pathfinder RPG Ultimate Equipment* 120)
+1 tatami-do (2,150 gp; *Ultimate Equipment* 9)
aegis of recovery (1,500 gp; *Ultimate Equipment* 254)
belt of giant strength (4,000 gp)
cassock of the clergy (4,600 gp; *Ultimate Equipment* 214)
gloom wakizashi (wakizashi with the properties of a *gloom blade*; 8,835 gp; *Ultimate Equipment* 20, 144)
lesser enlarge metamagic rod (3,000 gp)
mwk katana (350 gp; *Ultimate Equipment* 20)
mwk kikko armor (400 gp; *Ultimate Equipment* 9)
potion of invisibility (CL 5th; 500 gp, limit 1)
scroll of communal resist energy (CL 11th; 825 gp; *Pathfinder RPG Ultimate Combat* 242)
scroll of communal stoneskin (CL 11th; 1,350 gp; *Ultimate Combat* 245)
scroll of dispel magic (CL 11th; 825 gp)
staff of blessed relief (7,200 gp; *Ultimate Equipment* 195)
wand of bear's endurance (20 charges; 1,800 gp, limit 1)
wand of deeper darkness (13 charges; 2,925 gp, limit 1)
wand of dimension door (11 charges; 4,620 gp, limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,258	2,515
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	2,001	4,002
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	8-9	2,744	5,488
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	Starting XP		
EXPERIENCE	GM's Initials		
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige	Initial Fame	
	GM's Initials		
	Prestige Gained (GM ONLY)		
FAME	Prestige Spent		
	Current Prestige	Final Fame	
	Starting GP		
GOLD	GM's Initials		
	GP Gained (GM ONLY)		
	Day Job (GM ONLY)		
GOLD	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #