

PATHFINDER SOCIETY®

YEAR OF THE SERPENT



TO JUDGE A SOUL, PART 2: KARMA RECLAIMED

By Larry Wilhelm



TO JUDGE A SOUL, PART 2: KARMA RECLAIMED

Pathfinder Society Scenario #7–08

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TO JUDGE A SOUL, PART 2: KARMA RECLAIMED

BY LARRY WILHELM



Unlike most humanoids on Golarion, samsarans live a cyclical existence, reincarnating over and over for millennia until their souls achieve enlightenment before finally transcending to the afterlife. Keenly aware of their own karmic balance, most samsarans act righteously throughout their lives. Rarely, one strays from the path of harmony, seeking to extend her material existence for selfish and sinister motives.

When the samsaran Malash died almost 4 centuries ago, the god Fumeiyoshi, Lord of Envy, tainted his soul. In her next incarnation, as the mesmerist Jujanil, she turned to necromancy to escape the cycle of karma, perhaps influenced by the taint on her soul. She erased nearly every record of her existence and even modified her own mind to prevent memories of her undead existence from passing through to her next incarnation, for fear that future incarnations would seek her destruction. Ironically, Jujanil's own precautions nearly destroyed her. Though she sought to become a lich, her scrambled memories prevented her from correctly completing the ritual. The unbalanced energies consumed most of her body, and she instead arose as a bodiless penanggalan, with only a fraction of her original power. With the help of her journals and an enthralled follower—the elven wizard Lord Mata Ryuu—Jujanil pieced together a sense of self and fragmentary knowledge of her past. Together, Jujanil and Ryuu performed a second ritual to create a hidden demiplane, accessible only from the top of Jujanil's secluded tower, where the mesmerist could sequester herself from external threats. Since then, Jujanil has bided her time inside the demiplane, dispatching minions to fetch her blood, to assemble new bodies for her to wear, and to inform her when the samsaran who shares her soul achieves enlightenment at last. Only then will she be free to wreak Fumeiyoshi's will without interference.

Fatefully, Jujanil's most recent incarnation, Bakten Shengrah, discovered Jujanil's existence mere weeks before he was due to transcend the cycle of reincarnation. Bakten manipulated a group of Pathfinders to undo some of his former achievements, hoping to upset his karma just enough to reincarnate once more and have a

WHERE ON GOLARION?

To Judge a Soul Part 2: Karma Reclaimed begins in New Oppara in the nation of Amanandar, on the continent of Tian Xia. During the scenario, PCs travel to the Wild Peaks of southern Zi Ha. To learn more about these locations, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available at bookstores and game stores everywhere and online at paizo.com.



chance to defeat Jujanil. In his arrogance, he believed that only he could destroy his undead incarnation. Yet as the Pathfinders acted, Jujanil noticed Bakten's interference and murdered Bakten in a psychic duel. Fortunately, because of the Pathfinders' actions, Bakten received the reprieve he needed and reincarnated as a child named Sharaheen. Now, as Jujanil grows strong enough to exert her influence upon Golarion, the enlightened child seeks help in reaching the mountaintop tower where her darkest self resides and confronting the horrors within.

SUMMARY

The PCs start this adventure in the Sanctuary of the Unbound Knot, a humble monastery in the city of New Oppara, several weeks after the conclusion of *Pathfinder Society Scenario #7-06: To Judge a Soul, Part 1: The Lost Legacy*. In the previous adventure, the PCs performed tasks for the

GM RESOURCES

This adventure uses the following Pathfinder RPG products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Occult Adventures (OA)*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Magic (UM)*. You can find these rules in the Pathfinder Reference Document online at paizo.com/prd, and the relevant rules from the Bestiary volumes and the *GameMastery Guide* are reprinted at the back of the adventure for the GM's convenience.

samsaran Venture-Captain Bakten that required them to maintain a link to Bakten via a magical candle. After the PCs completed the tasks, the candle's flame winked out, indicating that Bakten's life had ended. Mysteriously, the candle's flame reignited shortly thereafter.

The adventure begins as the PCs seek to understand how Bakten's would have reincarnated, when he'd been sure he was about to ascend. They receive clues about Jujanil from Lady Ishigo Shiori that direct them to a pagoda known as the Black Grave Tower. As the PCs climb the Zi Ha Mountains, a group of yetis watch the pagoda for signs of extraplanar activity. In response to the PC's incursion, the pagoda's caretaker Lord Mata Ryuu possesses one of the yetis.

After the PCs complete the encounter with the possessed yeti, the rest of the yeti tribe approach the PCs, carrying a samsaran child named Sharaheen. The girl remembers any PCs used to play through *The Lost Legacy* from her former life as Bakten—if none of the PCs played that scenario, she recognizes that they are Pathfinders, members of the group that assisted Bakten before. Regardless, she begs the PCs to accompany her into the pagoda to confront the mesmerist Jujanil. As the PCs explore the pagoda, they encounter headless carrion golems, failed attempts to provide Jujanil a proper body. If time permits, the golems attack.

As the PCs ascend the tower, they encounter Lord Ryuu. They may seek a way to free Ryuu from Jujanil's clutches, saving the honor of the Jinin elves and enabling a long-deferred reunion between Ryuu and Shiori. Beyond Ryuu's laboratory lies a trapped portal to Jujanil's extradimensional throne room. Here, the PCs face the penanggalen and her mind-controlled bodyguards, while receiving supernatural aid from Sharaheen's past lives.

GETTING STARTED

Before starting the adventure, ask the players if they have played *To Judge a Soul, Part 1* with this character, and ask all players to attempt a Perception check. Make a note of which PCs who played *To Judge a Soul, Part 1* fail a DC

15 Perception check (DC 19 in Subtier 6–7)—Mata Ryuu managed to take a piece of clothing or another possession from these PCs during *To Judge a Soul, Part 1*, which imposes a penalty on them against one of Ryuu's spells later in the scenario (see area A).

Read or paraphrase the following text to get the adventure underway.

Recently, Venture-Captain Bakten Shengrah of Amanandar sent a group of Pathfinders to track down relics of his past. As a samsaran, Bakten had reincarnated many times, and he was nearing the end of his final incarnation before traveling to the afterlife. He sought out remnants of two of his heroic past lives, in an attempt to learn more about the secretive life he led between them—his life as a woman named Jujanil. The Pathfinders carried a ritual candle to the relics, allowing the ailing venture-captain to inspect them from afar. Soon after they had completed their mission, the candle's flame extinguished itself, signaling that Bakten had suddenly died.

Since the death of Venture-Captain Bakten Shengrah, New Oppara has been in mourning. The heavens echo the city's grief, bestowing shrouds of inky storm clouds on the city, rolling down from the Zi Ha Mountains to the north. On orders from the Lantern Lodge, all local Pathfinders have cloistered themselves within the samsaran guru's sanctuary, combing his libraries for clues that might explain the strange resuscitation of Bakten's candle of conveyance, for none of the sages of Amanandar can explain how the candle still burns when Bakten's soul has departed.

As the black clouds hurl blizzards from above, an unlikely source of aid appears at the sanctuary's gates: an elderly elven noblewoman stumbles in, frostbitten and half-delirious. "I came to atone," she cries, "Bakten was once Malash—a hero. But what was Malash next? That evil woman! I loathed her so. I thought she stole my love's heart, and blamed her next life, Bakten, too! But if he knew nothing of his own veiled life?" Her ancient hands clutch a weather-beaten scroll case, as if it were a lifeline. "Tell me he is not dead, please!" She begs, "If Bakten is fallen, I fear the shrouded one may rise and doom us all!"

PCs who played *To Judge a Soul, Part 1: The Lost Legacy* recognize **Lady Ishigo Shiori** (LN female venerable elf ninja 10) from their time in Jinin, and they may have deduced during that scenario that she dispatched a squad of ninjas to assassinate Bakten. Remorseful and ashamed, she answers the PCs' questions honestly.

Who are you? "I am Lady Ishigo Shiori, of the elven nation Jinin."

Atone for what? "When I learned that Bakten was nearing the end of his cycle of reincarnation, I sought to fulfill an old oath—to kill the woman who stole my one true love. I arranged for some assassins to visit Bakten, as

I believed he was once that same woman. But the truth is more horrible.”

Who was your true love?/Who stole your love’s heart?

“Lord Mata Ryuu and I were devoted to one another. But one day I saw him dallying with a samsaran woman whose hair was a black shroud. He swiftly rejected me, and he was never the same man after that.”

Why do you think this woman was Malash and Bakten?

“Samsarans are rare in Jinin, and in my centuries I have known truly only one despite its many shells.”

What do you mean by “veiled life” and “shrouded one”?

“Jujanil, the evil creature who stole my love’s heart. I was certain that she was one of Bakten’s past lives, a being of the same soul, but now I am not so sure. I made a terrible mistake, and now we may be doomed.”

Why do you think we’re doomed? “After you Pathfinders visited Jinin, I realized if Bakten himself recalled nothing of the shrouded one, then perhaps she was a separate soul entirely. I sent one of my daughters to ransack Ryuu’s chambers. I had to know what creature had ensnared him centuries ago. She brought me this scroll.”

Trembling, Shiori proffers a letter from Jujanil to Mata Ryuu (see the **Player Handout** on page 22). If the PCs are confused, Shiori volunteers her own interpretation: “What if this ‘other soul’ she speaks of is Malash—and Bakten? What if Jujanil were somehow separated from her other incarnations and is waiting, now, for Bakten’s soul to leave, before she can arise?” At this point, provide the PCs an opportunity to attempt Knowledge checks based upon details in the letter.

Knowledge (geography or history)

Based on the results of a Knowledge (geography) or Knowledge (history) check, the PCs might know more about the Black Grave Tower. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

15+: The Black Grave Tower is a secluded pagoda of black basalt high atop the Wild Peaks of Zi Ha. Locals shun the tower, believing it to be haunted.

20+: When the pagoda was built, a pilgrimage of crimson-clad priests traveled the lone mountain pass to christen the tower in the name of the Lord of Envy, the god Fumeiyoshi.

25+: The funds for the pagoda’s construction came from the Mata house in Jinin, although a raven-haired samsaran supposedly oversaw its completion.

Knowledge (religion)

Based on the results of a Knowledge (religion) check, the PCs might know more about Fumeiyoshi. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

10+: Fumeiyoshi, Lord of Envy, is one of the 20 prominent deities of Tian Xia. He was once known as the God of Night. However, he grew jealous of his brother Tsukiyo’s love for the goddess Shizuru. This envy led him to fratricide, and he became the patron of dishonor, envy, graves, and undead.

15+: Fumeiyoshi often manifests to his worshipers as a nearly skeletal crimson humanoid with three eyes, jagged tusks, and twisted claws. His unholy symbol is a red demonic face, and his sacred animal is a wolf, sometimes shown devouring a freshly killed hare, the sacred animal of his brother Tsukiyo. His favored weapon is the naginata.

20+: Envious of the living, Fumeiyoshi grants eternal unlife to his most devoted servants.

25+: Fumeiyoshi loathes samsarans, as their souls evade his clutches through reincarnation. An undead samsaran would be a favored follower of the dark god.

If the PCs share their discoveries with Lady Shiori, she urges them to launch an immediate expedition to the Black Grave Tower, citing the reference to “storms” in Jujanil’s letter as proof that the malevolent samsaran is preparing to emerge from hibernation. She begs the PCs to help, not only for her own sake, but also for the sake of Lord Ryuu, her estranged lover, who she now believes is magically enthralled by Jujanil. Finally, she suggests that the PCs might be able to learn more about Bakten’s fate by seeking out Jujanil, since they appear to be connected.

If the PCs agree, Shiori calls in favors to procure equipment that might aid the PCs. Within a few hours, she provides each PC with a cold weather outfit, and she suggests that they procure protection from the elements for any familiars or animal companions. She also hands them a map of the nearby mountains showing the most direct route to the tower. A PC who succeeds at a DC 15 Knowledge (arcana) check recognizes that the tower is located at the intersection of two ley lines. While the PCs do not have an opportunity to tap in to the ley lines during the adventure, a PC with the Ley Line Scholar boon from *The Lost Legacy* gains the listed benefit of +1 caster level during this scenario. Jujanil and Mata Ryuu used the power of the ley lines to perform the ritual that created the mesmerist’s demiplane lair. For more information on ley lines, see page 232 of *Pathfinder RPG Occult Adventures*.

Lady Shiori also gifts the PCs a single bone-white arrow, an *arrow of slaying* (undead). With this offering she states, “No such creature hails from the realm of the living. With this arrow’s purity, may you fell the beast that has vexed me for so long. Do this for me and help free my love from this monster’s thrall.”

If the PCs wish to purchase additional equipment, they can do so in the city of New Oppara before departing into the mountains.

A. THE PINNACLE OF THE WILD PEAKS

The arduous journey into the Wild Peaks in southern Zi Ha takes approximately 10 days on foot. In the lowlands, PCs can obtain directions from yak herders, but no amount of persuasion convinces the locals to accompany them to the accursed Black Grave Tower. The only trail leads through a 3-mile-long pass surrounded by steep cliffs. The high altitude, combined with punishing cold, fierce winds, and constant snowfall, make this region exceedingly hostile to travelers. Starting on the third day of the PC's journey, Mata Ryuu attempts to scry upon each of the PCs used to play through *The Lost Legacy*, at a rate of one PC per day. Each PC who succeeds at a DC 16 Will save (DC 19 in the higher subtier) resists the effects of the *scrying*. PCs who failed the Perception check at the beginning of the adventure take a -4 penalty on this saving throw.

UP THE MOUNTAIN

The environmental conditions throughout areas **A** and **B** have the potential to impose significant penalties on the PCs. The following information should help GMs prepare for and simplify the effects. Any familiars or animal companions that the PCs bring into the mountains are also subject to the effects below.

High Pass Altitude Zone: Area **A** lies more than 5,000 feet above sea level, where the air is thin. Treat the PCs' exposure to high altitudes prior to arriving at area **A1** as a 4-hour trek. When the PCs arrive at area **A1**, have each PC attempt a DC 19 Fortitude save. PCs who fail their saving throws are fatigued for the scenario's duration. Note that sleeping does not remove this condition, although some magic, such as a paladin's mercy or a *potion of lesser restoration*, can remove the fatigue for 1 hour. The additional time it takes PCs to overcome the obstacles between areas **A1** and **B6** can vary; however, unless they rest, assume the PCs reach area **B6** within 1 hour. Thus, before the PCs enter the portal, they must succeed at one additional DC 20 Fortitude save or become fatigued. See page 430 of the *Pathfinder Core Rulebook* for more information about altitude fatigue.

Strong Winds: Areas **A1**, **A2**, and **A3** are subject to strong winds that extinguish nonmagical flames and impose a -2 penalty on ranged attack rolls and Perception checks. See page 439 of the *Core Rulebook* for more information about wind effects.

Severe Cold: Areas **A** and **B** are below 0° F. Assuming the PCs are wearing cold weather outfits, have them attempt Fortitude saves at the same times as they save against altitude fatigue, and against the same DCs (see above). Any characters who fail take 1d6 points of nonlethal damage and become fatigued. If any PCs or companions are not wearing cold weather outfits, consult page 442

of the *Core Rulebook* for more information. The PCs can use Survival to gain bonuses on their saving throws (*Core Rulebook* 107), or can negate the effects of the cold entirely with spells such as *endure elements*.

Whiteout: Finally, areas **A1**, **A2**, and **A3** contain whiteout conditions blocking vision beyond 5 feet, as per fog (*Rulebook* 439). Creatures move at half speed and take a -4 penalty on Dexterity checks and Dexterity-based skill checks as well as vision-based Perception checks. Creatures native to cold environments or with the cold subtype take only half these check penalties, but still move at half speed. Creatures with snow vision are unaffected by whiteout conditions. These rules were originally presented on page 66 of *Pathfinder Adventure Path #51: The Hungry Storm*.

Blessings of Malikeen: Any PC who has earned the Blessings of Malikeen boon from *To Judge a Soul, Part 1: The Lost Legacy* has significant advantages against the hostile terrain. Such PCs own a small statuette of a yeti cradling a child that they can activate as a standard action. Once activated, the statuette causes the PC to automatically succeed on all saving throws against the effects of altitude and severe cold for the rest of the scenario. Additionally, such PCs see clearly through the whiteout and take no penalties on Perception checks from the snow. These PCs still incur the whiteout's normal penalties on Dexterity checks, on Dexterity-based skill checks, and to their movement speeds.

A1. Southern Escarpment

A crude wooden sign juts from the ice at the foot of a natural stair formation. Beyond, the mountain's ridge drops away suddenly.

The sign bears a warning in Aklo: "Turn back, for the world as you know it ends here." A PC who succeeds at a DC 14 Survival check (DC 18 in Subtier 6-7) notices three sets of large humanoid footprints leading towards area **A2**. These prints belong to a yeti scouting party who met with misfortune in area **A3**.

A2. The Frozen Tears

A sudden drop signals the end of one range and the beginning of another. Far below, the cracking squawk of shifting ice answers the thunder in the sky above. A rope bridge extends across the gap, flapping like a flag in the relentless winds. The far end is shrouded in spirals of snow.

This rope bridge crosses a river 30 feet below. Teardrop-shaped floes of ice normally drift downstream, although a recent avalanche deposited a huge pile of packed snow directly beneath the bridge (treat this area as a

SCALING ENCOUNTER A3

To accommodate a group of four PCs, give Glacial Rose the *sickened* condition in both subtiers.

yielding surface). Apart from this snow-jammed area, the river is 10 feet deep, and any PC who enters its waters takes 1d6 points of cold damage for every round she remains submerged (a successful DC 20 Fortitude save halves this damage).

Hazard: The strong winds in this area make crossing the bridge an ordeal. Anyone who moves more than 5 feet per round must succeed at a DC 12 Reflex save (DC 16 for Subtier 6–7) or fall into the snow 30 feet below, taking 2d6 points of damage. Spellcasters attempting to cast spells on the bridge must first succeed at a concentration check with a DC of 15 + the level of the spell because of the bridge’s violent motion.

Alternatively, PCs can descend the chasm’s southern ridge with a successful DC 15 Climb check, and then cross the river via the recent dump of snow. Climbing the chasm’s north ridge requires an additional successful DC 15 Climb check.

Development: When the first PC is halfway across the bridge, the yeti in area A3 charges from his hideout, grabs the bridge, and shakes it furiously. Anyone on the bridge at this point must succeed at an opposed Strength check or be shaken off. If the PCs circumvent the bridge, the yeti simply attacks when they reach area A3.

A3. Northern Escarpment (CR 6 or CR 9)

Crimson carnage stains the snow atop the northern escarpment. Ten frost-covered corpses lie decapitated and half-buried near a collapsed tree protruding from a nearby snow bank.

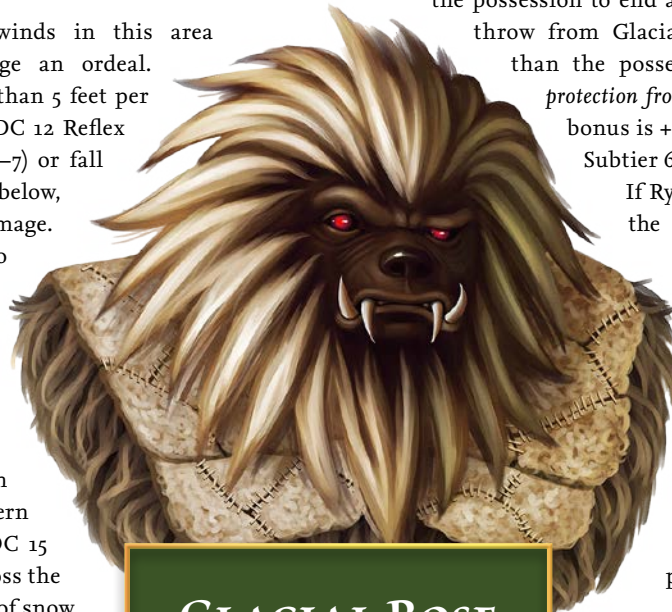
Here, the yeti scouts who Sharaheen dispatched encountered Jujanil’s headless carrion golems (see area B2), leading to a gruesome battle. Although the yetis managed to destroy eight golems, Ryou used a *possession* spell (*Occult Adventures* 180) to gain control of the yetis’ leader, Glacial Rose, who slaughtered his two cousins. PCs who succeed at a DC 12 Survival check (DC 16 in the higher Subtier) find the tracks of the sole surviving

scout, the yeti Glacial Rose, leading up to the pagoda and returning to return to this area—although by the time the PCs find these tracks, they have likely faced Glacial Rose already.

Hazard: Treat the marked areas on the map of area A3 as icy terrain (*Core Rulebook* 442).

Creatures: Lord Mata Ryou has returned to the field of carnage in Glacial Rose’s body to search for signs of other yetis. For the purposes of any effects that would cause the possession to end and would require a saving throw from Glacial Rose specifically rather than the possessed whole—for example, *protection from evil*—the yeti’s Will save bonus is +7 for Subtier 3–4 and +9 for Subtier 6–7.

If Ryou successfully scried upon the PCs during their journey to the base of the tower, he uses his knowledge of the PCs to prepare better for their arrival—switch out any of his prepared spells of your choice for other spells of the same level in one of his that he knows. Ryou’s spellbook appears in his statistics on pages 14 and 15.



GLACIAL ROSE

Subtier 3–4 (CR 6)

GLACIAL ROSE (POSSESSED) CR 6

Male possessed yeti barbarian 2 (*Pathfinder RPG Bestiary* 287)
LN Large monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., scent, snow vision;

Perception +8

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 64 (8 HD; 6d10+2d12+18)

Fort +4, **Ref** +3, **Will** +7

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 claws +7 (1d6+4 plus 1d6 cold)

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

Special Attacks frightful gaze, rend (2 claws, 1d6+6 plus 1d6 cold), spellcasting

Arcane School Spell-Like Abilities (CL 6th; concentration +11)
8/day—acid dart (1d6+3 acid)

Conjurer Spells Prepared (CL 6th; concentration +11)

3rd—*lightning bolt* (DC 18), *slow* (DC 18), *stinking cloud* (DC 19), *vampiric touch*

2nd—*acid arrow* (2), *bear's endurance*, *false life*, *web* (DC 18)

1st—*grease*, *mage armor*, *magic missile* (2), *obscuring mist*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *resistance*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat Ryou used a *scroll of possession*^{0A} earlier in the day to possess Glacial Rose.

During Combat Ryou casts *slow*, then rampages Glacial Rose into melee to expose the PCs to the yeti's frightful gaze. If unable to physically reach his foes, Ryou slings his offensive spells. He does not cast his defensive spells.

Morale Ryou has no regard for the possessed yeti's life and fights until his host body is either freed or destroyed. If the PCs free Glacial Rose from the *possession* spell, the yeti surrenders immediately.

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 20, **Wis** 15, **Cha** 11

Base Atk +3; **CMB** +13; **CMD** 24

Feats Alertness, Combat Casting, Scribe Scroll, Spell Focus (conjuration), Still Spell, Toughness

Skills Bluff +6, Diplomacy +6, Heal +5, Knowledge (arcana) +14, Knowledge (geography) +9, Knowledge (planes) +9, Linguistics +9, Perception +10, Sense Motive +10, Spellcraft +14 (+16 to identify magic item properties); **Racial**

Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Draconic, Elven, Gnoll, Goblin, Sylvan, Tien

SQ cold, fast movement

Gear spell component pouch

SPECIAL ABILITIES

Cold (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Frightful Gaze (Su) Creatures within 30 feet that meet a yeti's gaze must succeed at a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based. While Ryou is possessing Glacial Rose, he cannot use an attack action to actively gaze at a creature within 30 feet (which a creature with a gaze attack could normally do).

Snow Vision (Ex) Glacial Rose can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

Spellcasting (Su) Ryou retains access to all of his spells while he is possessing Glacial Rose. These spells are included in the stat block above.

Subtier 6–7 (CR 9)

GLACIAL ROSE (POSSESSED)

CR 9

Male possessed yeti barbarian 5 (*Pathfinder RPG Bestiary* 287)

LN Large monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 103 (11 HD; 6d10+5d12+38)

Fort +8, **Ref** +6, **Will** +9

Defensive Abilities improved uncanny dodge, trap sense +1; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 claws +8 (1d6+4 plus 1d6 cold)

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

Special Attacks frightful gaze, rend (2 claws, 1d6+6 plus 1d6 cold), spellcasting

Arcane School Spell-Like Abilities (CL 9th; concentration +14)

At will—dimensional steps (270 feet/day)

8/day—acid dart (1d6+4 acid)

Conjurer Spells Prepared (CL 9th; concentration +15)

5th—*acidic spray*^{UM} (DC 22), *possession*^{0A} (DC 21), *wall of stone*

4th—*dimension door*, *greater false life*^{UM}, *black tentacles*, *stoneskin*

3rd—*dispel magic*, *fly*, *slow* (DC 19), *stinking cloud* (DC 20), *vampiric touch*

2nd—*acid arrow* (3), *bear's endurance*, *pyrotechnics* (DC 18), *web* (2, DC 19)

1st—*grease* (2), *mage armor*, *magic missile* (2), *obscuring mist*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 16), *detect magic*, *resistance*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat Ryou used his *possession* spell earlier in the day to possess Glacial Rose.

During Combat Ryou casts *slow*, then rampages Glacial Rose into melee to expose the PCs to the yeti's frightful gaze. If unable to physically reach his foes, Ryou slings his offensive spells. He does not cast his defensive spells.

Morale Ryou has no regard for the possessed yeti's life and fights until his host body is either freed or destroyed. If the PCs free Glacial Rose from the *possession* spell, the yeti surrenders immediately.

STATISTICS

Str 19, **Dex** 12, **Con** 16, **Int** 20, **Wis** 16, **Cha** 11

Base Atk +4; **CMB** +16; **CMD** 27

Feats Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Scribe Scroll, Spell Focus (conjuration), Still Spell, Toughness

Skills Bluff +9, Diplomacy +9, Fly +12, Heal +5, Knowledge (arcana) +18, Knowledge (geography) +10, Knowledge

PRIDE AFTER THE FALL

When the PCs met Bakten in *To Judge a Soul, Part 1: The Lost Legacy*, they may have confronted him about his arrogance. Now that they have met Bakten in a new, more enlightened form, they have the opportunity to see how their insight into his character flaws helped shape his journey.

Check the Chronicle sheets of any PCs who played *The Lost Legacy* for a note about that PC's interactions with Bakten. Sharaheen singles out any PCs who spoke to Bakten about his pride during *To Judge a Soul, Part 1*. She begs their forgiveness, admitting that, whereas in her last life, she believed that she alone was capable of ending the threat that Jujanil poses, she now acknowledges how much she needs the PCs' help to defeat her shadow soul once and for all.

(planes) +13, Linguistics +10, Perception +13, Sense Motive +13, Spellcraft +17 (+19 to identify magic item properties);

Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Draconic, Elven, Gnoll, Goblin, Sylvan, Tien

SQ cold, fast movement

Gear spell component pouch

SPECIAL ABILITIES

See Glacial Rose's special abilities in Subtier 3–4.

Development: After the PCs either free or defeat Glacial Rose, they hear a roaring echo from the west, as five yetis approach menacingly around a nearby mountain. As they yetis draw close, the PCs notice a thin, blue-skinned humanoid sitting atop the shoulders of the lead yeti. This samsaran girl is **Sharaheen**, the reincarnation of Bakten, and although she appears to be 4 or 5, she is only a few weeks old. She wears fur-lined rags, and bears a statuette of a yeti that protects her from the cold, similar to the one PCs with the Blessings of Malikeen boon from *The Lost Legacy* possess. She speaks in Aklo, telling the yetis to halt, then addresses the PCs in Common: "One of me knows you. You are they who swayed karma to grant me this breath. Well met, friends, in the shadow of my darkest self."

Although Sharaheen retains none of the abilities of her former life, she remembers enough to answer the following questions.

Who are you? "Sharaheen, once called Bakten. I thought to end my karmic cycle as that self, but I saw the need to persevere. Had I died as Bakten, my dark self would have risen."

Why are you here? "You gave me life anew. Though you knew it not, your actions in Ayajinbo and Dallo were calculated to unbalance Bakten's karma. He wished his grandest deeds undone, so that I could live to keep Jujanil from entering this world."

Why are you speaking as if we have met before? If none of the PCs were used to play through *To Judge a Soul, Part 1*, the PCs may be confused by Sharaheen's familiarity. She replies to such questions as follows, "We may not have yet met face to face, for few have yet seen my present self. You follow in the footsteps of Pathfinders before you, in continuation of their task, and so I thank you for your assistance."

Why didn't Bakten unbalance his own karma? "Intention and action must be balanced. It was his intention to become myself, but your actions made it so. And yet, he and I regret the needful deception, and the pain it may have caused."

Who is your darkest self/Jujanil? "Our veiled life, our darkest self. She sought to break from the cycle of souls, to become undead and all-powerful. She is a fragment now, a cursed shard. She bides her time in a pocket dimension, awaiting my departure from this plane. So great was her stealth, it took me two lifetimes to find her. I am now too weak to confront her myself. I beseech you to help me end her misbegotten days."

What's with the yetis? "Old friends of an old self. I, who was Rianon, once cured the yetis of a fearsome blight. Days past, they found me on the mountainside, and brought me here—but no further, dreading the same fate as their fallen kin."

Can you help us? "Certainly, I must accompany you, but this form is frail. My power is in memory. Bear me to the pocket plane where my dark self's soul resides and my past shall strive to aid you."

While the yetis go no further, Sharaheen leaps to the ground and insists on accompanying the PCs. If the PCs balk at bringing a child into harm's way, Sharaheen reminds them that by her memories and experiences she is effectively over 2,000 years old, and insists that she can help the PCs considerably "when the veils of the past are lifted." Sharaheen's past lives come fully into play at area C₁; in the meantime, she grants all PCs a +4 bonus on all Knowledge checks.

Treasure: Each of the eight carrion golems wears a crimson, demon-faced disk on an iron chain. These disk acts as unholy symbols of Fumeiyoshi for the purpose of bypassing the doors in area B₁.

B. BLACK GRAVE TOWER

A jagged tower stretches 50 feet into the sky before disappearing into the thick storm clouds and blinding snow flurries. Treat the outer walls of the pagoda as 5-foot-thick hewn stone (hardness 8; hp 540, break DC 25). Besides the doors at area B₁, there are no entry points.

The temperature within the tower is cold, and the air has a sour taste. Unless otherwise noted, the ceiling heights within the pagoda reach 15 feet and the pagoda is shrouded in darkness.

B1. The Doors of Envy

Twin iron doors stretch ten feet up the jagged pagoda’s side. The doors are painted with a hideous crimson visage ringed by two sets of spiraling script. No handles, rungs, or keyholes are visible, only a small, dark depression that serves as the snarling facade’s mouth.

The iron doors are 2 inches thick (hardness 10; hp 60, break DC 28), and emit an aura of moderate conjuration. The spiraling script is in Tien, and reads: “Give me gold, for I am want. Make it shine so I can flaunt. Place it in my hungry maw, so as to show my master awe. Do this as it pleases me, and I’ll unbar the door for thee.” A PC who achieved at least a 15 on the Knowledge (religion) check regarding Fumeiyoshi at the beginning of the scenario identifies the three-eyed crimson faced creature emblazoned on the door’s surface as that god’s unholy symbol. The PCs can attempt this Knowledge check again with Sharaheen’s bonus. The PCs can open the doors by breaking them, by easing them open with a successful Disable Device check (with a DC of 25 in the lower subtier, or 30 in the higher subtier), or by placing an offering worth at least 10 gp inside the door’s mouth. Any offering placed inside the mouth is immediately transported to area C1. Brandishing a holy symbol of Fumeiyoshi also prompts the doors to open.

Development: If the PCs provide tribute or brandish an unholy symbol of Fumeiyoshi, the iron doors swing inwards. Destroying or disabling the doors transmits a mental alarm (as per the *alarm* spell) to Ryuu at area B5. Ryuu and the carrion golems openly wear Fumeiyoshi’s holy symbol and thus bypass this effect.

B2. Receiving Hall (CR 6 or CR 9)

Broad steps descend into a large hall. Between two smoking braziers looms a red-veined marble statue of a humanoid with three eyes and jagged tusks, its twisted claws clutching a naginata. Beyond, two sets of stairs flank a tapestry depicting a titanic struggle between the same fiendish menace and a jade-clad warrior. Along the pagoda’s eastern arc, several burlap sacks slump haphazardly, while near the western curve squats a hefty, straw-lined cage.

The twin braziers cast the hall in dim light. The statue represents the god Fumeiyoshi, while the tapestry depicts

OPTIONAL ENCOUNTER

The combat encounter in area B2 is optional. If fewer than 2 hours remain to complete the scenario, the carrion golems continue working and ignore the PCs, even if attacked.

his defeat of Tsukiyo, Prince of the Moon. A PC who succeeds at a DC 15 Knowledge (religion) check recognizes the depiction of Tsukiyo. The details in the tapestry hint at the bypass mechanism to avoid the trap at area B6. In the first panel, Fumeiyoshi is shown sundering a piece of his brother’s jade armor. Then, the Lord of Envy gloats over his fallen brother with the shard of jade held high, while in the final panel, Fumeiyoshi thrusts the shard into an arcane circle where it crumbles to dust, activating a nearby portal in a graveyard. PCs who succeed at a DC 17 Perception check (DC 21 in Subtier 6–7) notice that the torn piece of jade in the second panel resembles a hare; this alludes to the hare figurine at area B6.

Each burlap sack is filled with 30 pounds of rice. The cage is unlocked. A PC who succeeds at a DC 20 Perception check finds a hidden switch allowing anyone locked within to open the door from the inside. This mechanism allows Ryuu to exit the cage after possessing prisoners.

Creatures: Headless automatons—failed attempts to create Jujanil a new body—haul the burlap sacks stacked behind the tapestry to area B3, then dump their contents into the apparatus there. The golems ignore the PCs unless they are attacked or the PCs attempt to ascend the stairs to area B4. These carrion golems carry filth fever, as is typical for carrion golems. See page 12 for instructions on how to scale this encounter for groups of four PCs.

Subtier 3–4 (CR 6)

HEADLESS CARRION GOLEMS (2) CR 4

Variant carrion golems (*Pathfinder RPG Bestiary 2* 136, see page 23)

hp 42 each

SPECIAL ABILITIES

Headless Sight (Su): Although the carrion golems lack their heads, they can still perceive as if they had them.

Spray of Gore (Su): When a carrion golem is destroyed, its innards explode in a hot spray from the gap where its head should rest. Anyone within a 30-foot cone takes 3d6 points of fire damage (Reflex DC 14 half). This ability replaces the Plague Carrier ability.



**FUMEIYOSHI'S
SYMBOL**

SCALING ENCOUNTER B2

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

Subtier 3–4: Remove the carrion golems' rain of gore special ability, and reduce each golem's starting hit point total to 30.

Subtier 6–7: Remove two carrion golems from the encounter.

Subtier 6–7 (CR 9)

HEADLESS CARRION GOLEMS (6) CR 4

Variant carrion golems (*Pathfinder RPG Bestiary 2* 136, see page 23)

hp 42 each

SPECIAL ABILITIES

See the special abilities of the carrion golems in Subtier 3–4.

Treasure: With a successful DC 15 Perception check, a PC identifies the statue's naginata as real and only painted to resemble marble. A PC who succeeds at a DC 25 Appraise check or who uses spells such as *detect magic* recognizes that the naginata is a powerful magic item—in Subtier 3–4 it is a +2 *naginata*, and in Subtier 6–7 it is a +2 *vicious naginata* (*Pathfinder RPG Ultimate Combat* 131). The triptych tapestry is worth 100 gp.

Rewards: If the PCs fail to recognize the naginata's value and the PCs do not claim the weapon, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 216 gp.

Out of Subtier: Reduce each PC's gold earned by 416 gp.

Subtier 6–7: Reduce each PC's gold earned by 616 gp.

B3. Fermentation Device

A gigantic cylinder nearly fills this alcove and emits the rancid smell of fermented rice. A large pipe ascends from the machinery, carrying the pungent fluid away from the distillation apparatus before disappearing into the stone tiles above.

PCs can identify this machine's purpose (creating rice vinegar) with a successful DC 15 Craft (alchemy) or Profession (cook) check, or any other Craft or Profession check that the GM deems relevant. Any PC who questions the abundance of vinegar in the tower may attempt a DC 15 Knowledge (arcana or religion) check. If they succeed, they recall tales of certain undead creatures that need to soak themselves in vinegar after gorging themselves on blood. Any PC whose result exceeds the DC of this check by 5 or more recalls that creature in question is a penanggalen. Succeeding at this skill check by 5 or more also counts as

succeeding at the skill check DC to identify a penanggalen for the purposes of gaining additional useful information.

Creatures: If the PCs have yet to battle the carrion golems in area B2, they can be found here transporting the rice-filled sacks into the fermentation device. See area B2 for their statistics and actions.

B4. Creation Chambers

Pipes snake across the floor, feeding a series of fluid-filled vats before connecting to six metallic sarcophagi—three on each side of the chamber. In the chamber's center, a large glass vat rises past a second story balcony. To the south, anchored to the wall are three similar, ten-foot-tall vats. Two sets of stairs curl up the southern arc and provide access to the balcony that looms fifteen feet above.

The vats contain rice vinegar, an essential reagent for preserving Jujanil's new, necrotic bodies assembled from the flesh of multiple victims (and for soaking her organs). The three containers to the east contain stitched-together tissue from a mixture of human and fiendish flesh. PCs used to play through *The Lost Legacy* recognize a familiar tattoo of a stylized cradle that identifies these misshapen corpses as people from the village of Dallo. Furthermore, a PC who succeeds at a DC 15 Knowledge (planes) check recognizes that the fiendish flesh belonged to ceustodaemons.

Development: If Ryuu is aware of the PCs, he launches an attack from atop the balcony (see area B5) 1 round after the PCs enter.

Treasure: Forgotten in the central western sarcophagus is an archaic tome on embalming creatures for later reanimation. This macabre text, entitled *Death's Gentle Caress*, is worth 400 gp and provides anyone who references it for 1d4 rounds a +4 circumstance bonus on Knowledge (religion) checks to identify undead. Inside the book are several scrolls: a *scroll of animate dead* (5 HD), a *scroll of cure moderate wounds*, a *scroll of dispel magic*, and a *scroll of undead anatomy I* (*Pathfinder RPG Ultimate Magic* 244). In Subtier 6–7, the book contains the following scrolls instead: a *scroll of animate dead* (CL 9, 10 HD), two *scrolls of cure serious wounds*, a *scroll of dispel magic* (CL 9), and a *scroll of undead anatomy II* (*Ultimate Magic* 244).

Rewards: If the PCs don't discover *Death's Gentle Caress*, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 185 gp.

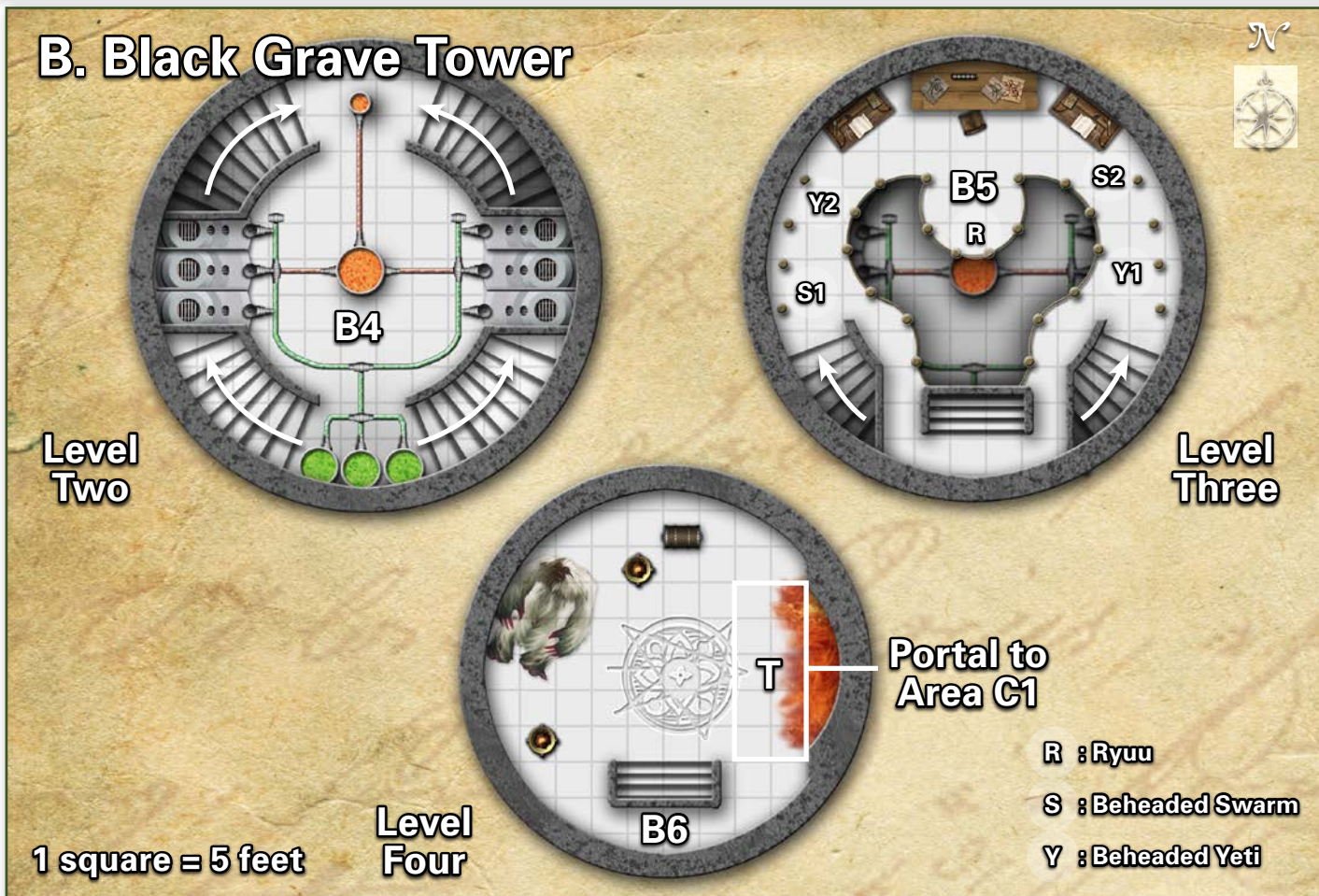
Out of Subtier: Reduce each PC's gold earned by 263 gp.

Subtier 6–7: Reduce each PC's gold earned by 341 gp.

B5. Laboratory (CR 6 or CR 9)

A balustrade rings a balcony where a vast, circular vat rises from the chamber below. Nestled against the northern curve of

B. Black Grave Tower



this chamber sit three workbenches crammed with glassware. Along the east and west walls, large spikes with upraised points are affixed to the floor, four to the east and four to the west. A single set of stairs at the chamber’s southern end rises to another chamber above.

A lantern on one workbench is lit, illuminating the area in dim light. The benches contain the ingredients needed to make vinegar. Nearby, a dog-eared book delineates a process for preserving organs. Subsequent notes catalogue dozens of failed attempts, with many entries describing the host’s violent rejection of the offered vessel.

Creatures: If Ryu is still unaware of the PCs, he is poring over his notes at the central workbench. However, his sentinels (beheaded resting upon the spikes) yammer a warning if they detect anyone approaching. Otherwise, he watches area **B4** from the balcony, launching his spells while sending his beheaded into melee. Though his memory and sense of self have degraded from his long enthrallment to Jujanil, Ryu is a canny combatant. His familiar, a toad named Poncinus, hides in his pocket.

If Ryu cast spells while possessing Glacial Rose, remember that unless he has had time to rest, his spell arsenal is still reduced when he encounters the PCs here.

SCALING ENCOUNTER B5

To accommodate a party of four PCs, make the following adjustments.

Subtier 3–4: Ryu cast *bear’s endurance* and *shield* earlier in the day before he killed the yeti scouts, and no longer has them available to cast before or during his encounter with the PCs.

Subtier 6–7: Ryu cast *bear’s endurance* earlier in the day before he killed the yeti scouts, and no longer has it available to cast before or during his encounter with the PCs. Remove one beheaded swarm and one beheaded yeti from the encounter.

Additionally, if Ryu successfully scried upon the PCs during their journey to Black Grave Tower, he uses his knowledge of the PCs to prepare better for their arrival—switch out any of his prepared spells of your choice for other spells of the same level that he knows.

PCs sympathetic to Lady Shiori may seek to defeat Ryu without killing him. After centuries of domination, the mesmerist Jujanil no longer requires magic to control Ryu; instead, she has molded Ryu into her

puppet through fear and guile. Any PCs who remind him of his past love for Shiori or his duty to his family potentially causes Ryyu to become befuddled in combat. If such a PC succeeds at a DC 17 Diplomacy, Intimidate, or Perform check as a standard action to remind Ryyu of his past, Ryyu is affected by a *lesser confusion* spell (Will negates, DC = 10 + PC's Hit Dice + PC's Charisma modifier). The DC of the skill check increases to 21 in Subtier 6–7. If the PCs successfully befuddle Ryyu three times, he snaps free from Jujanil's control for 24 hours.

Subtier 3–4 (CR 6)

MATA RYUU CR 5

Male venerable elf conjurer 6

LN Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 18 (+4 armor, +4 shield)

hp 49 (6d6+26)

Fort +2, **Ref** +2, **Will** +7; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4–3/19–20)

Arcane School Spell-Like Abilities (CL 6th; concentration +11)
8/day—acid dart (1d6+3 acid)

Conjurer Spells Prepared (CL 6th; concentration +11)
3rd—*lightning bolt* (DC 18), *slow* (DC 18), *stinking cloud* (DC 19),
vampiric touch
2nd—*acid arrow* (2), *bear's endurance*, *false life*, *web* (DC 18)
1st—*grease*, *mage armor*, *magic missile* (2), *obscuring mist*, *shield*
0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *resistance*
Opposition Schools Enchantment, Illusion

TACTICS

Before Combat If Ryyu has time to prepare, he casts the following spells: *bear's endurance*, *false life*, *mage armor*, and *shield*.

During Combat Ryyu prefers to fight from range. If possible, he casts *grease* and *web* on the staircases, hoping to slow the PCs' ascent. He casts *lightning bolt* as they climb, followed by a barrage of *acid arrows* and *magic missiles*. If he successfully scried upon the PCs during their journey to the Black Grave Tower, he may have prepared a different selection of spells from his spellbook.

Morale While Jujanil maintains her mental grasp on Ryyu's psyche, the venerable wizard fights relentlessly. If the PCs temporarily snap Ryyu out of his controlled state (see Creatures above), he surrenders.

Base Statistics Without the benefit of *bear's endurance*, *false life*, *mage armor*, and *shield*, Ryyu has the following statistics:
AC 10 (touch 10, flat-footed 10); **hp** 26; **Fort** +1; **Con** 6.

STATISTICS

Str 4, **Dex** 10, **Con** 10, **Int** 20, **Wis** 15, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** 10

Feats Alertness, Combat Casting, Scribe Scroll, Spell Focus (conjunction), Still Spell, Toughness

Skills Bluff +6, Diplomacy +6, Heal +5, Knowledge (arcana) +14, Knowledge (geography) +9, Knowledge (planes) +9, Linguistics +9, Perception +10, Sense Motive +10, Spellcraft +14 (+16 to identify magic item properties);

Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Draconic, Elven, Gnoll, Goblin, Sylvan, Tien

SQ arcane bond (arcane familiar, toad named Poncinus), elven magic, summoner's charm (3 rounds)

Combat Gear *lesser talisman of freedom*^{0A}, *potion of cure moderate wounds*; **Other Gear** dagger, *boots of the winterlands*, iron unholy symbol of Fumeiyoshi, spell component pouch, spellbook (contains all prepared spells plus the following spells, listed by level: 1st level—*alarm*, *expeditious retreat*, *mount*, *unseen servant*; 2nd level—*resist energy*, see *invisibility*, *spider climb*; 3rd level—*daylight*, *dispel magic*, *wind wall*), 20 gp

BEHEADED SWARM CR 1/2

Beheaded (*Pathfinder RPG Bestiary* 4 17)

NE Tiny undead (swarm)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +3

Defensive Abilities swarm traits; **Immune** undead traits

Weaknesses vulnerable to area effects

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (1d6)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11)

TACTICS

During Combat The beheaded swarm targets opposing spellcasters, using its distraction and swarm abilities to harass them.

Morale The beheaded fight until destroyed.

STATISTICS

Str 11, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

Base Atk +1; **CMB** —; **CMD** —

Skills Fly +14

BEHEADED YETI CR 2

Variant beheaded (*Pathfinder RPG Bestiary* 4 17)

NE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 16 (3d8+3)

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

Immune fire, undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee slam +5 (1d3+3 plus numbing cold)

Ranged belching +4 touch (1d6 cold)

Special Attacks numbing cold (1d6 cold, DC 12)

TACTICS

During Combat The beheaded yeti unleashes its belch attack at the PCs closest to Ryuu.

Morale The beheaded fight until destroyed.

STATISTICS

Str 15, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 14 (can't be tripped)

Skills Fly +11

SPECIAL ABILITIES

Numbing Cold (Su) When a beheaded yeti deals cold damage to a creature, that creature must succeed at a DC 12 Fortitude save or be staggered for 1 round.

Subtier 6–7 (CR 9)

MATA RYUU

CR 8

Male venerable elf conjurer 9

LN Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +16

DEFENSE

AC 21, touch 14, flat-footed 21 (+4 armor, +3 natural, +4 shield)

hp 75 (9d6+41)

Fort +6, **Ref** +6, **Will** +10; +2 vs. enchantments

DR 10/adamantine (90 points); **Immune** sleep

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4–3/19–20)

Arcane School Spell-Like Abilities (CL 9th; concentration +14)

At will—dimensional steps (270 feet/day)

8/day—acid dart (1d6+4 acid)

Conjurer Spells Prepared (CL 9th; concentration +15)

5th—*acidic spray*^{UM} (DC 22), *possession*^{DA} (DC 21), *wall of stone*

4th—*black tentacles*, *dimension door*, *greater false life*^{UM}, *stoneskin*

3rd—*dispel magic*, *fly*, *slow* (DC 19), *stinking cloud* (DC 20), *vampiric touch*

2nd—*acid arrow* (3), *bear's endurance*, *pyrotechnics* (DC 18), *web* (2, DC 19)

1st—*grease* (2), *mage armor*, *magic missile* (2), *obscuring mist*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 16), *detect magic*, *resistance*

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat If Ryuu has time to prepare, he casts the following spells: *bear's endurance*, *greater false life*, *mage armor*, and *shield*. Ryuu also drinks his *potion of barkskin*.

During Combat Ryuu prefers to fight from range. He uses *black tentacles* or *wall of stone* to slow the PCs' ascent to him and attempts to force them into a line so he can better target them with *acidic spray*. If he successfully scried upon the PCs during their journey to the Black Grave Tower, he may have prepared a different selection of spells from his spellbook.

Morale While Jujanil maintains her mental grasp on Ryuu's psyche, the wizard fights relentlessly. If the PCs snap Ryuu out of his controlled state (see Creatures above), he surrenders.

Base Statistics Without the benefit of *barkskin*, *bear's endurance*, *greater false life*, *mage armor*, *shield*, and *stoneskin*, Ryuu has the following statistics: **AC** 10 (touch 10, flat-footed 10); **DR** none; **hp** 37; **Fort** +3; **Con** 6.

STATISTICS

Str 4, **Dex** 10, **Con** 10, **Int** 22, **Wis** 16, **Cha** 11

Base Atk +4; **CMB** +1; **CMD** 11

Feats Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Scribe Scroll, Spell Focus (conjuration), Still Spell, Toughness

Skills Bluff +9, Diplomacy +9, Fly +12, Heal +5, Knowledge (arcana) +18, Knowledge (geography) +10, Knowledge (planes) +13, Linguistics +10, Perception +13, Sense Motive +13, Spellcraft +17 (+19 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties **Languages** Celestial, Common, Draconic, Elven, Gnoll, Goblin, Sylvan, Tien

SQ arcane bond (arcane familiar, toad named Poncinus), elven magic, summoner's charm (4 rounds)

Combat Gear *lesser talisman of freedom*^{DA}, *potion of barkskin* (CL 6th), *scroll of break enchantment*; **Other Gear** dagger, *boots of the winterlands*, *cloak of resistance* +1, *headband of vast intelligence* +2 (Fly), iron unholy symbol of Fumeyoshi, spell component pouch, spellbook (contains all prepared spells plus the following spells, listed by level: 1st level—*alarm*, *expeditious retreat*, *mount*, *unseen servant*; 2nd level—*resist energy*, *see invisibility*, *spider climb*; 3rd level—*daylight*, *lightning bolt*, *wind wall*; 4th level—*fear*, *lesser globe of invulnerability*; 5th level—*dismissal*, *waves of fatigue*), diamond dust (worth 250 gp), 45 gp

BEHEADED SWARMS (2)

CR 1/2

hp 4 each (see page 14)

TACTICS

Use the tactics for the beheaded swarm in Subtier 3–4.

BEHEADED YETIS (2)

CR 2

hp 16 each (see page 14)

TACTICS

Use the tactics for the beheaded yeti in Subtier 3–4.

SCALING ENCOUNTER B6

Make the following adjustments to the trap in area B6 to accommodate a group of 4 PCs.

Subtier 3–4: Reduce the attack bonus of the naginata to +10.

Subtier 6–7: Reduce the attack bonus of the naginatas to +15.

Development: If the PCs temporarily free Lord Ryou from Jujanil’s control, the elf’s memory remains shaky, but he is genuinely remorseful for his actions, and his befuddled demeanor fades quickly.

Alternately, knocking Ryou out through nonlethal damage temporarily keeps the conjurer under control. In any case, his mind can’t be permanently liberated unless the PCs slay Jujanil (see area C1).

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

Subtier 3–4: Reduce each PC’s gold earned by 312 gp.

Out of Subtier: Reduce each PC’s gold earned by 566 gp.

Subtier 6–7: Reduce each PC’s gold earned by 820 gp.

B6. Portal to Jujanil (CR 5 or CR 8)

Twin braziers disperse the scent of jasmine oil throughout this bedchamber. A yeti pelt is draped over a futon near an arcane circle carved into the floor. North of the circle, a teak box overflows with jade figurines. A hollow in the eastern wall is bordered with a marble carving of wolves stalking a hare amid grave markers. Words are carved in a spiraling script around the hollow.

The arcane circle radiates a moderate conjuration aura, and a PC who succeeds at a DC 15 Perception check detects crushed jade dust within its grooves. A PC who succeeds at a DC 12 Knowledge (arcana), Knowledge (planes), or Use Magic Device check (DC 16 in the higher subtier) recognizes that the arcane circle can be used to produce a portal, and can create the portal with a 1-minute ritual. A PC who succeeds at this skill check by 5 or more recognizes an inherent danger before she begins the ritual: whoever performs the ritual will be instantaneously pulled through the portal (and into area C). If no PC is capable of activating the portal, Sharaheen guides one of the PCs through the ritual after spending 10 minutes studying the circle intently. She does not succeed on the skill check by 5 or more.

The words surrounding the hollow say the following in Tien: “Only by destroying my brother could I walk safely into the grave, and emerge before the undead who worship me.” This phrase is a clue both about the presence of the trap that descends upon the room once a PC activates the portal (see Trap below), and a means to disarm the trap.

The teak box contains 18 jade figurines depicting the following animals: eagle, fox, butterfly, horse, raven, ox, dog, crow, jackal, rat, snake, whippoorwill, crane, songbird, carp, monkey, tiger, and ram. A PC who succeeds at a DC 15 Knowledge (religion) check identifies these as the sacred animals of 18 of the 20 major deities of Tian Xia. Two animals are missing: the wolf of Fumeiyoshi and the hare of Tsukiyo. These missing figurines are hidden within the carving surrounding the portal. A successful DC 15 Appraise or Perception check (DC 20 in Subtier 6–7) reveals that the hare and the alpha wolf in the carving are actually jade figurines. A PC who states she is inspecting the hare and wolf figures in the carving automatically succeeds at this check.

If a PC shatters the hare figurine within the arcane circle while praising Fumeiyoshi, the trap is deactivated for 24 hours. A commanding voice booms from all directions in that PC’s native tongue, “Welcome to the grave, disciple.” For the rest of the scenario, that PC gains a +2 profane bonus on saving throws against death effects, disease, and paralysis. However, the PC receives only half of the typical healing from positive energy effects, and she is automatically sickened for 1 round whenever she is healed by positive energy. In addition, she gains a +2 profane bonus on attack rolls and damage rolls against her allies, and gains 1d8 temporary hit points whenever she deals damage to an ally. Regardless of whether or not the PC praised the dark god, an exact replica of the hare figurine reappears within the marble carving 1 round after it is shattered, allowing the PCs to continue to try the rite until they perform it successfully. If the PCs remove the hare figurine from the pagoda, it crumbles to worthless dust. Shattering the statue while praising Fumeiyoshi is not an evil act.

Trap: The ritual circle is trapped, to deter more than one person from accessing Jujanil’s portal at the same time. Unless the PCs deactivate the trap, a swirling mass of naginatas descends as soon as the PC who activated the portal arrives in area C. The trap affects anyone standing in the marked squares or anyone who passes through them for any reason, such as to reach the portal. The PCs can bypass the trap if they notice it using Disable Device, or disable it for 24 hours with by performing a short ceremony in honor of Fumeiyoshi’s fratricide, as detailed above.

Subtier 3–4 (CR 5)

SLICING NAGINATA TRAP CR 5

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

EFFECTS

Trigger activate the arcane circle; **Duration** 3 rounds; **Reset** manual; **Bypass** shattering the hare figurine upon the magic circle deactivates the trap for 24 hours

Effect Atk +15 melee (naginata; 1d8+6/×4); multiple targets (all targets in a 10-by-25-foot area)

Subtier 6–7 (CR 8)

WHIRLING NAGINATAS TRAP CR 8

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger activate the arcane circle; **Duration** 3 rounds; **Reset** manual; **Bypass** shattering the hare figurine upon the magic circle deactivates the trap for 24 hours

Effect Atk +20 melee (2 naginatas; 1d8+6/×4); multiple targets (all targets in a 10-by-25-foot area)

Development: If the PCs deactivate or disable the trap, they can move to pass through the portal on the same round that the ritual activates without impediment. If they trigger the trap, they must either wait 3 rounds for the trap to finish activating, or pass through the wall of whirling naginatas to reach their ally. See the Creatures section of area C for details on Jujanil’s reaction to any PCs who pass through the portal. For ease of play, run each PC’s actions in area B6 on the round that the portal activates, but do not run this round in area C—PCs who pass through the portal cannot take any more actions on that round, and the inhabitants of area C take no combat actions on that round.

The PCs may attempt to prevent Sharaheen from following them to area C. Sharaheen is loath to stay behind in area B6, and is more than willing to brave the trap. She thanks the PCs for their “concern for the well-being of their elders,” but insists that she must fulfill her duty and purpose for reincarnation. If the trap is active, the PCs can convince her not to walk into the naginatas, although in that case she passes through the portal to area C as soon as the trap’s activation ends (after 3 rounds).

Treasure: The braziers contain incense worth 100 gp. The yeti rug is worth 300 gp, and the set of 18 jade figures is worth 180 gp. Finally, the jade wolf in the carving is actually a *lesser talisman of warrior’s courage*—in Subtier 6–7, it is instead a *greater talisman of warrior’s courage* (*Occult Adventures* 263).

Rewards: If the PCs do not bypass or activate the trap, reduce each PC’s gold earned by the following amount.

Subtier 3–4: Reduce each PC’s gold earned by 100 gp.

Out of Subtier: Reduce each PC’s gold earned by 269 gp.

Subtier 6–7: Reduce each PC’s gold earned by 438 gp.

C. JUJANIL’S REALM

A veneer of regality struggles to mask the decaying features of this once-opulent court. A fraying carpet leads from the chamber’s arched entrance to a raised marble dais featuring two worn leather chairs. Flanking the dais, a pair of marble statues each depict an imperious samsaran woman. Porcelain jars and ornate boxes adorn alcoves in the north and south walls. In the eastern portion of the room, hundreds of small mirrors are

SHARAHEEN’S ENLIGHTENMENT

When Sharaheen enters Jujanil’s realm, she begins to glow. After the first round, her halo changes area C’s light level to bright, triggering Jujanil’s light sensitivity for as long as Sharaheen remains conscious. Once combat begins, Sharaheen draws from her many past lives to aid the PCs, speaking in ancient voices to encourage the PCs and condemn Jujanil. Each round, at initiative rank 0, Sharaheen cycles through the following abilities.

Round One: Rianon of Minkai grants Sharaheen the ability to channel positive energy as if she were a 12th-level cleric. Treat her as a cleric with the Selective Channeling feat for the purposes of this ability. If a PC performed the rite of Fumeiyoshi in area B6, that PC is sickened regardless of whether Sharaheen channels to harm or heal, as the samsaran does not think to exclude the PC.

Round Two: Malikeen of Wanshou grants Sharaheen the protective ward ability from the abjuration wizard school. Treat Sharaheen as a 12th-level abjurer for the purpose of this ability.

Round Three: Malash of Hongal grants Sharaheen the paladin’s aura of courage and aura of resolve. Treat Sharaheen as if she were a 12th-level paladin for the purpose of this ability.

Round Four: Bakten grants Sharaheen the medium’s spirit ability to make an inspiring call (as a standard action) via a marshal spirit, as if she used a shared seance that day (*Pathfinder Occult Adventures* 31, 36). Treat Sharaheen as a 12th-level medium for the purpose of this ability.

Round Five: No other past lives come through. Sharaheen falls unconscious from her exertions.

Apart from the effects described above, Sharaheen can’t affect Jujanil directly. Similarly, Jujanil can’t harm her other self directly, although her monk servants can.

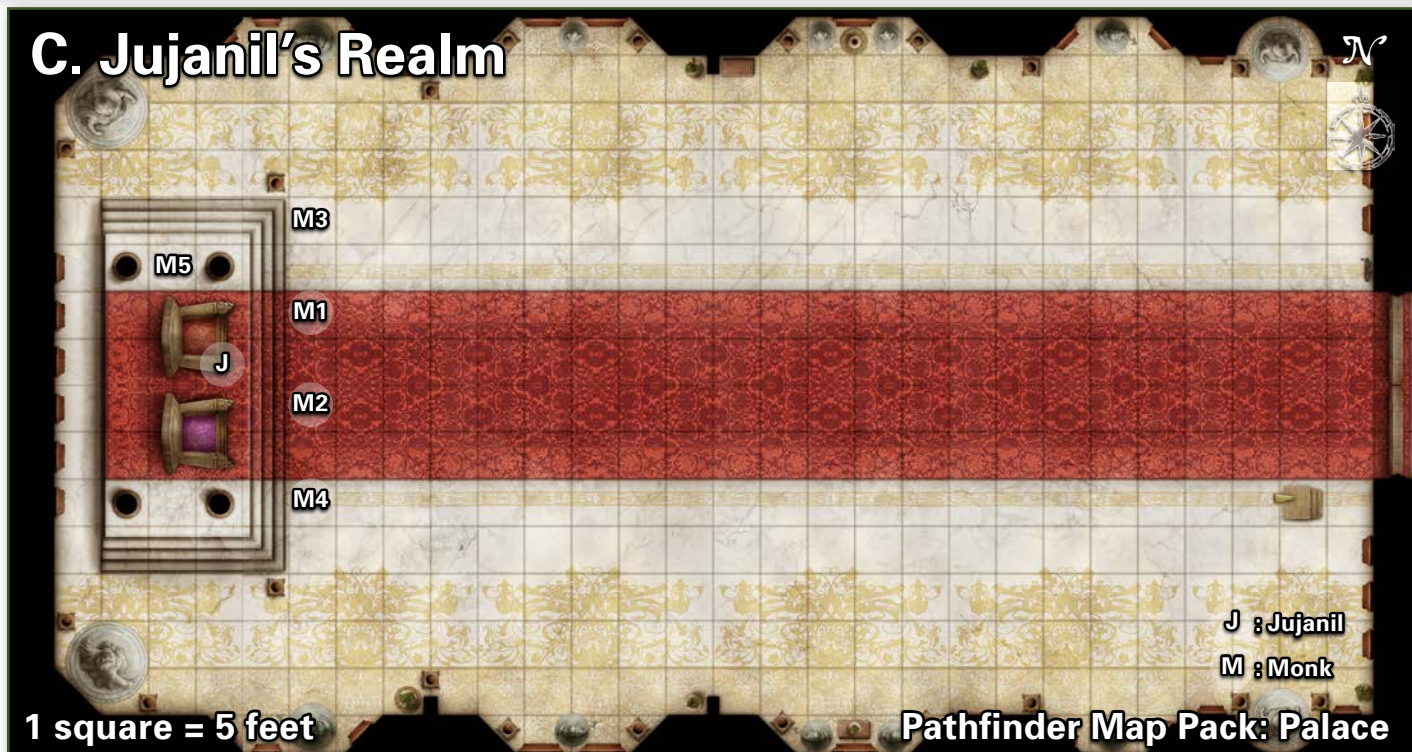
carefully arrayed in a circle on the wall. Together, the mirrors reveal a raging snowstorm.

Once the PCs enter the portal at area B6, they find themselves standing on the eastern end of a hall, within 10 feet of a marble archway identical to the one they entered. Anyone who enters the portal is transported back to area B6.

Jujanil’s extradimensional lair is an enclosed, dimly lit stone hall with 30-foot ceilings. The entire realm is encased within a colossal grave marker hidden in the Negative Energy Plane.

The room’s furnishings are all finely crafted, but over the preceding 2 centuries, they have degraded badly. The ring of mirrors functions as a *scrying* device. Ryuu used this ring to scry on the PCs who were used to play through *To*

C. Jujanil's Realm



1 square = 5 feet

Pathfinder Map Pack: Palace

Judge a Soul, Part 1 each day during their approach to the tower (see area A). This device is part of Jujanil's demiplane and can't be removed.

Creatures: What appears to be a beautiful samsaran woman in a flowing silk robe stands before the northern chair, attended by monks. Jujanil welcomes the PCs warmly, then rises into the air and sheds her robe, revealing that her body is but a floating head trailing a mass of slick viscera—she is a penanggalen. Jujanil laughs and says, “So kind of you to bring me a new wardrobe.” Jujanil behaves differently depending on how many PCs enter her chamber the first round; see her Tactics section for more information.

Jujanil's enthralled monks are poorly equipped. Their statistics include adjustments for their reduced gear. An abbreviated stat block with Sharaheen's potentially relevant statistics is provided below. This encounter's CR takes into account Sharaheen's assistance; for information on how to scale this encounter for four PCs, see page 19.

Both Subtiers

SHARAHEEN CR 5

Female unique advanced samsaran (*Pathfinder RPG Advanced Race Guide* 198)

DEFENSE

AC 18, touch 18, flat-footed 15 (+3 Dexterity, +4 sacred, +1 size)
hp 42 (7d8+14)

Fort +3, **Ref** +3, **Will** +10; +2 vs. death effects, negative energy effects, negative levels

TACTICS

See the Sharaheen's Enlightenment sidebar on page 17.

STATISTICS

Str 6 **Dex** 16 **Con** 12 **Int** 16 **Wis** 21 **Cha** 16
SQ lifebound

Subtier 3–4 (CR 7)

INITIATES (4) CR 1

hp 13 each (*Pathfinder RPG GameMastery Guide* 274, see page 23)

Melee shortspear +3 (1d6+2)

Ranged light crossbow +3 (1d8/19–20) or shortspear +3 (1d6+2)

Gear Replace the masterwork light crossbow and masterwork shortspear with non-masterwork versions.

TACTICS

Before Combat Jujanil implants the mesmeric mirror trick in the monk labeled **M1** on the map.

During Combat The monks flank Sharaheen, targeting the child with their flurry attacks.

Morale While Jujanil lives, these monks fight to the death. When the penanggalen is destroyed, their minds clear and they surrender.

JUJANIL CR 6

Samsaran penanggalen mesmerist 6 (*Pathfinder RPG Advanced Race Guide* 198, *Pathfinder RPG Bestiary* 3 216, *Pathfinder RPG Occult Adventures* 38)

LE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 60 (6d8+30); fast healing 5
Fort +6, **Ref** +9, **Will** +13; +2 vs. death effects, negative energy effects, negative levels, +4 bonus vs. channeled energy
Defensive Abilities channel resistance +4; **DR** 5/silver and slashing; **Immune** undead traits; **Resist** cold 10, fire 10
Weaknesses light sensitivity, penanggalan weaknesses

OFFENSE

Speed fly 60 ft. (good)
Melee bite +8 (1d6+4 plus disease), slam +8 (1d4+4 plus grab and wither)

Special Attacks blood drain (1d4 Constitution), bold stare (disorientation), create spawn, disease (filth fever, DC 17), hypnotic stare (-2), manifold tricks (2 tricks), mental potency (+1), mesmerist tricks 7/day (astounding avoidance, meek facade [DC 17], mesmeric mirror, shadow splinter [7 damage, DC 17]), painful stare (+3 or +2d6)

Spell-Like Abilities (CL 6th; concentration +11)
 1/day—*comprehend languages*, *deathwatch*, *stabilize*

Mesmerist Spells Known (CL 6th; concentration +10)
 2nd (4/day)—*suggestion* (DC 17), *glitterdust* (DC 16), *hold person* (DC 17), *oneiric horror*^{OA} (DC 16)
 1st (5/day)—*grease*, *mental block*^{OA} (DC 15), *murderous command*^{UM} (DC 16), *obscuring mist*
 0 (at will)—*bleed* (DC 14), *detect magic*, *ghost sound* (DC 14), *mage hand*, *read magic*, *touch of fatigue* (DC 15)

TACTICS

Before Combat Jujanil implanted the shadow splinter trick in herself before combat.

During Combat If only one PC arrives in area C on the round the portal activates, Jujanil casts *suggestion* on the PC, encouraging the lone PC to flee back through the portal (she anticipates that the fleeing PC will run into the trap). If two PCs arrive that round, she casts *murderous command* on the PC who is first to arrive. If at least three PCs arrive, Jujanil opens combat by focusing her hypnotic stare on her most heavily armored opponent while simultaneously targeting that foe with *hold person*. On subsequent rounds, she switches her hypnotic stare to new targets as she wades into melee, triggering her painful stare ability.



JUJANIL

SCALING ENCOUNTER C

To accommodate a group of four PCs, make the following adjustments to the encounter.

Subtier 3-4: Remove two initiates from the encounter. The proximity of Sharaheen and her other incarnations unsettles Jujanil, imposing the sickened condition upon her.

Subtier 6-7: Remove two battle monks from the encounter. The proximity of Sharaheen and her other incarnations unsettles Jujanil, imposing the sickened condition upon her.

If the PCs surround her or attack from range, Jujanil casts *obscuring mist* and relocates. Because of her current circumstances, Jujanil cannot use her create spawn special attack or her separate special quality.

Morale Jujanil fights until destroyed.

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** 12, **Wis** 18, **Cha** 19

Base Atk +4; **CMB** +8; **CMD** 22

Feats Combat Casting, Eschew Materials, Spell Focus (enchantment)

Skills Acrobatics +7, Bluff +21, Diplomacy +12, Disguise +10, Fly +16, Intimidate +15, Knowledge (arcana) +13, Knowledge (planes) +6, Knowledge (religion) +7, Perception +21, Sense Motive +21, Stealth +18;

Racial Modifiers +10 Bluff, +8 Fly, +2 Intimidate, +8 Knowledge (arcana), +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Samsaran, Tien

SQ consummate liar +3, lifebound, separate, shards of the past (Intimidate, Bluff), touch treatment 7/day (moderate)

Combat Gear *potion of inflict moderate wounds*

SPECIAL ABILITIES

Blood Drain (Su) Jujanil's blood drain special attack deals 1d4 points of Constitution damage to a foe she is grappling at the end of her turn.

Penanggalan Weaknesses Jujanil is staggered when exposed to bright light.

Wither (Su) Jujanil's entrails drip with foul bile that blisters and weakens living flesh. Any creature that is damaged by her slam attack must succeed at a DC 17 Fortitude save or take 1d4 points of Dexterity damage and 1d4 points of Charisma damage.

Subtier 6–7 (CR 10)

BATTLE MONKS (5) CR 4

hp 32 each (*Pathfinder RPG GameMastery Guide* 275, see page 23)
AC 18, touch 17, flat-footed 16 (+2 Dex, +1 dodge, +1 monk, +4 Wis)

Fort +5, **Ref** +6, **Will** +8; +2 vs. enchantment

Gear Remove the *bracers of protection* +1 and the *cloak of resistance* +1 from the monk's listed gear.

TACTICS

Use the tactics for the initiates in Subtier 3–4, except that both the monk labeled **M1** and the monk labeled **M2** benefit from the mesmeric mirror trick.

JUJANIL CR 9

Samsaran penanggalen mesmerist 9 (*Pathfinder RPG Advanced Race Guide* 198, *Pathfinder RPG Bestiary* 3 216, *Pathfinder RPG Occult Adventures* 38)

LE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 22, touch 15, flat-footed 17 (+1 deflection, +4 Dex, +1 dodge, +6 natural)

hp 98 (9d8+54); fast healing 5

Fort +8, **Ref** +10, **Will** +15; +2 vs. death effects, negative energy effects, negative levels, +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 5/silver and slashing; **Immune** undead traits; **Resist** cold 10, fire 10

Weaknesses light sensitivity, penanggalen weaknesses

OFFENSE

Speed fly 60 ft. (good)

Melee bite +10 (1d6+4 plus disease), slam +10 (1d4+4 plus grab and wither)

Special Attacks blood drain (1d4 Constitution), bold stare (disorientation, timidity), create spawn, disease (filth fever, DC 19), hypnotic stare (–3), manifold tricks (3 tricks), mental potency (+1), mesmerist tricks 9/day (astounding avoidance, gift of will, meek facade [DC 19], mesmeric mirror, shadow splinter [8 damage, DC 19]), painful stare (+4 or +3d6)

Spell-Like Abilities (CL 9th; concentration +14)
 1/day—*comprehend languages*, *deathwatch*, *stabilize*

Mesmerist Spells Known (CL 9th; concentration +14)
 3rd (4/day)—*bestow curse* (DC 18), *confusion* (DC 19), *crushing despair* (DC 19), *dispel magic*
 2nd (5/day)—*suggestion* (DC 18), *glitterdust* (DC 17), *hold person* (DC 18), *oneiric horror*^{OA} (DC 17)
 1st (7/day)—*demand offering*^{OA}, *grease*, *mental block*^{OA} (DC 16), *murderous command*^{MM} (DC 17), *obscuring mist*
 0 (at will)—*bleed* (DC 15), *detect magic*, *ghost sound* (DC 15), *mage hand*, *read magic*, *touch of fatigue* (DC 15)

TACTICS

Before Combat Jujanil implanted the shadow splinter trick in herself before combat.

During Combat If only one PC arrives in area **C** on the round the portal activates, Jujanil casts *suggestion* on the PC, encouraging the lone PC to flee back through the portal (she anticipates that the fleeing PC will walk right in to the naginata trap). If two PCs arrive, she casts *murderous command* on the PC who was first to arrive. If at least three PCs arrive, Jujanil opens combat by focusing her hypnotic stare on her most heavily armored opponent while simultaneously targeting that foe with *confusion*. Subsequently, she targets new opponents with her hypnotic stare while attacking in melee, triggering her painful stare ability. If the PCs surround her or attack from range, Jujanil casts *obscuring mist* followed by *crushing despair*. Because of her current circumstances, Jujanil cannot use her create spawn special attack or her separate special quality.

Morale Jujanil fights until destroyed.

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** 14, **Wis** 18, **Cha** 20

Base Atk +6; **CMB** +10; **CMD** 25

Feats Combat Casting, Demoralizing Stare^{OA}, Dodge, Eschew Materials, Spell Focus (enchantment)

Skills Acrobatics +7, Bluff +22, Diplomacy +13, Disguise +11, Fly +16, Intimidate +19, Knowledge (arcana) +13, Knowledge (planes) +6, Knowledge (religion) +13, Perception +24, Sense Motive +24, Stealth +24; **Racial Modifiers** +10 Bluff, +8 Fly, +2 Intimidate, +8 Knowledge (arcana), +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Samsaran, Tien

SQ consummate liar +4, lifebound, separate, shards of the past (Intimidate, Bluff), touch treatment 9/day (moderate)

Combat Gear *potion of blur*, *potion of inflict moderate wounds*

SPECIAL ABILITIES

Blood Drain (Su) Jujanil's blood drain special attack deals 1d4 points of Constitution damage to a foe she is grappling at the end of her turn.

Penanggalen Weaknesses Jujanil is staggered when exposed to bright light.

Wither (Su) Jujanil's entrails drip with foul bile that blisters and weakens living flesh. Any creature that is damaged by her slam attack must succeed at a DC 19 Fortitude save or take 1d4 points of Dexterity damage and 1d4 points of Charisma damage.

Development: When the PCs defeat Jujanil, a foul black miasma erupts from her mouth. The spirits of Sharaheen's many former lives manifest, coalesce around the inky stain, and ultimately absorb it into their brilliance. Then the bright cloud surges into Sharaheen's mouth and the enlightened child becomes conscious and fully healed. One round later, the chamber slowly begins to crumble. While this presents no immediate danger to the PCs, it should prompt them to return back through the portal to area **B6**. Any conscious monks attempt to flee through

the portal as well. After the PCs have departed the room and taken any bodies or prisoners from the room that they wish to remove, the remaining contents of area C dump themselves haphazardly onto the floor of B6, including the bodies of anyone the PCs left behind.

Treasure: In total, the jars contain 70 gp worth of coins from throughout Tian Xia—remnants of the offerings that guests have provided to the iron door in B1 over the years—as well as any items that the PCs offered to the door in B1.

The ornate boxes are filled with relics of Jujanil's past lives. Several of these items are infused with psychic significance; the PCs can attune themselves to these items to make them more powerful. Such items are each marked with an asterisk (*) in the list below. The Rewards section of this encounter does not include the full value of these enhanced items, but their costs and the benefits of becoming attuned to these items are listed on the Chronicle sheet for this scenario.

Calysses of Bachuan (Pirate): Darkwood ship's figurehead depicting a kraken.

Marakutis of Zi Ha (Royal Assassin): Masterwork dagger inlaid with jade.

Elris of Tianjing (Missionary of Irori): Specialized strand of prayer beads*, one of which functions as a bead of blessing.

Krenek of Dtang Ma (Dragonslayer): +1 earth breaker* made from the head of an adult underworld dragon.

Qith of Zi Ha (Undead-Hunting Alchemist): Confluence of the Five Elements*, Qith's personal formula book.

Rianon of Minkai (Plague Healer): Fine set of robes and gloves lined with snow leopard fur.

Ilgafor of Zi Ha (General): Red silk battle standard embroidered with golden wings.

Malash of Hongal (Peacemaker): Scroll of illuminated prayers to Shelyn wrapped around a wand of holy shield (5 charges, *Ultimate Magic* 233).

The largest and most intricately ornamented box is inlaid with black onyx, and contains dozens of journals. The earliest volumes, written in precise and methodical script, detail Jujanil's plans to erase records of her existence. They speak dispassionately about "obtaining necessary sacrifices for my ascension to lichdom," and describe how she planned to harness the combined power of relics of her past lives and a convergence of ley lines to fuel her apotheosis. The volume directly below those is covered in dried blood and pieces of viscera. The text below it is scrawled in large and messy letters, like a child's first attempt at writing, and filled with profanities, confused rambling, and the often-repeated question "Where are my hands?" A second pile of volumes details Jujanil's process

of making sense of what happened to her when she awoke from her failed ritual. They include her bafflement that Ryuuk stayed by her side after she lost her body and much of her mind, and her awe at the power she must have once had to enthrall him so thoroughly. The penanggalen's words express a kind of twisted affection that she developed for the elf over the last 3 centuries. In the last few entries, Jujanil fearfully mentions a group of Pathfinders working with her latest incarnation, Bakten, and later smugly describes invading his mind and killing him from within in a psychic duel.

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

Subtier 3–4: Reduce each PC's gold earned by 449 gp.

Out of Subtier: Reduce each PC's gold earned by 734 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,019 gp.

CONCLUSION

With Jujanil's destruction, the PCs stem a rising tide of evil in Tian Xia. As they descend from the pinnacle, they see the storm clouds parting, and hear the triumphant hooting of yetis from the nearby peaks. Sharaheen accompanies the PCs to Amanandar, vowing to help them organize Bakten's biographies for delivery to the Lantern Lodge. She apologizes again for Bakten's manipulations, and reassures them that she intends to spend this lifetime repairing the damage in Ayajinbo and Dallo. Finally, she bequeaths Bakten's former home, the Sanctuary of the Unbound Knot, to the Pathfinder Society, recommending that they consider it as a potential site for a future Pathfinder Lodge.

If the PCs defeat Jujanil, they each receive the Spirits of the Past boon on their Chronicle Sheets.

PRIMARY SUCCESS CONDITION

The PCs fulfill their primary success condition if they destroy Jujanil.

SECONDARY SUCCESS CONDITION

The PCs fulfill their secondary success condition if they successfully complete three or more of the following five tasks: free Glacial Rose from the *possession* spell, discover that Jujanil is a penanggalen prior to confronting her, decipher the tome *Death's Gentle Caress*, relieve Ryuuk from his psychic control prior to Jujanil's defeat, and bypass the trap in area B6.

PLAYER HANDOUT: LETTER TO RYUU

My Precious Ryuu,

Construction of the Black Grave Tower nears completion. Just as you have promised me a throne from which to while away the centuries, so has the Lord of Envy promised life and might eternal, once my other soul's cycle has concluded. Two lifetimes is hardly an eternity. Let the storms rage across Tian Xia, to herald an eon of night.

Your Love and Sovereign,
Tujanil

APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

BATTLE MONK CR 4

Pathfinder RPG GameMastery Guide 275

Human monk 5

LN Medium humanoid

Init +2; **Senses** Perception +12

DEFENSE

AC 19, touch 18, flat-footed 16 (+1 armor, +2 Dex, +1 dodge, +1 monk, +4 Wis)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +9; +2 vs. enchantment

Defensive Abilities evasion; Immune disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +5 (1d8+1) or
unarmed strike flurry of blows +5/+5 (1d8+1) or
kama +5 (1d6+1) or
kama flurry of blows +5/+5 (1d6+1)

Ranged mwk light crossbow +6 (1d8/19–20)

Special Attacks flurry of blows, stunning fist (5/day, DC 16, fatigued)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 22

Feats Blind-Fight, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Weapon Finesse

Skills Acrobatics +10 (+19 jump), Climb +7, Escape Artist +7, Perception +12, Sense Motive +12, Stealth +10

Languages Common

SQ fast movement, high jump, ki pool (6 points, magic), maneuver training, slow fall 20 ft., high jump

Combat Gear alchemist's fire, smokesticks (2); **Other Gear** kama, mwk light crossbow with 10 bolts, *bracers of armor* +1, *cloak of resistance* +1

CARRION GOLEM CR 4

Pathfinder RPG Bestiary 2 136

N Medium construct

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision; Perception +0

Aura foul stench (DC 12, 1 round)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +2, **Will** +1

DR 5/bludgeoning or slashing; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d8+3 plus disease)

Special Attacks plague carrier

STATISTICS

Str 17, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +7; **CMD** 18

SPECIAL ABILITIES

Foul Stench (Ex) This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

Immune to Magic (Ex) A carrion golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- *Gentle repose* causes a carrion golem to become stiff and helpless for 1d4 rounds if it fails a Will save against the spell.
- *Animate dead* causes the various parts of the golem's body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).
- Any magical attack that deals cold or fire damage slows a carrion golem (as per the *slow* spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage hastens a carrion golem (as per the *haste* spell) for 2d6 rounds.

Plague Carrier (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus.

Filth Fever: Slam—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

INITIATE CR 1

Pathfinder RPG GameMastery Guide 274

Human monk 2

LN Medium humanoid

Init +2; **Senses** Perception +7

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 Wis)

hp 13 (2d8+4)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d6+2) or
unarmed strike flurry of blows +2/+2 (1d6+2) or
mwk shortspear +4 (1d6+2)

Ranged mwk light crossbow +4 (1d8/19–20) or
mwk shortspear +4 (1d6+2)

Special Attacks flurry of blows, stunning fist (2/day, DC 13)

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 18

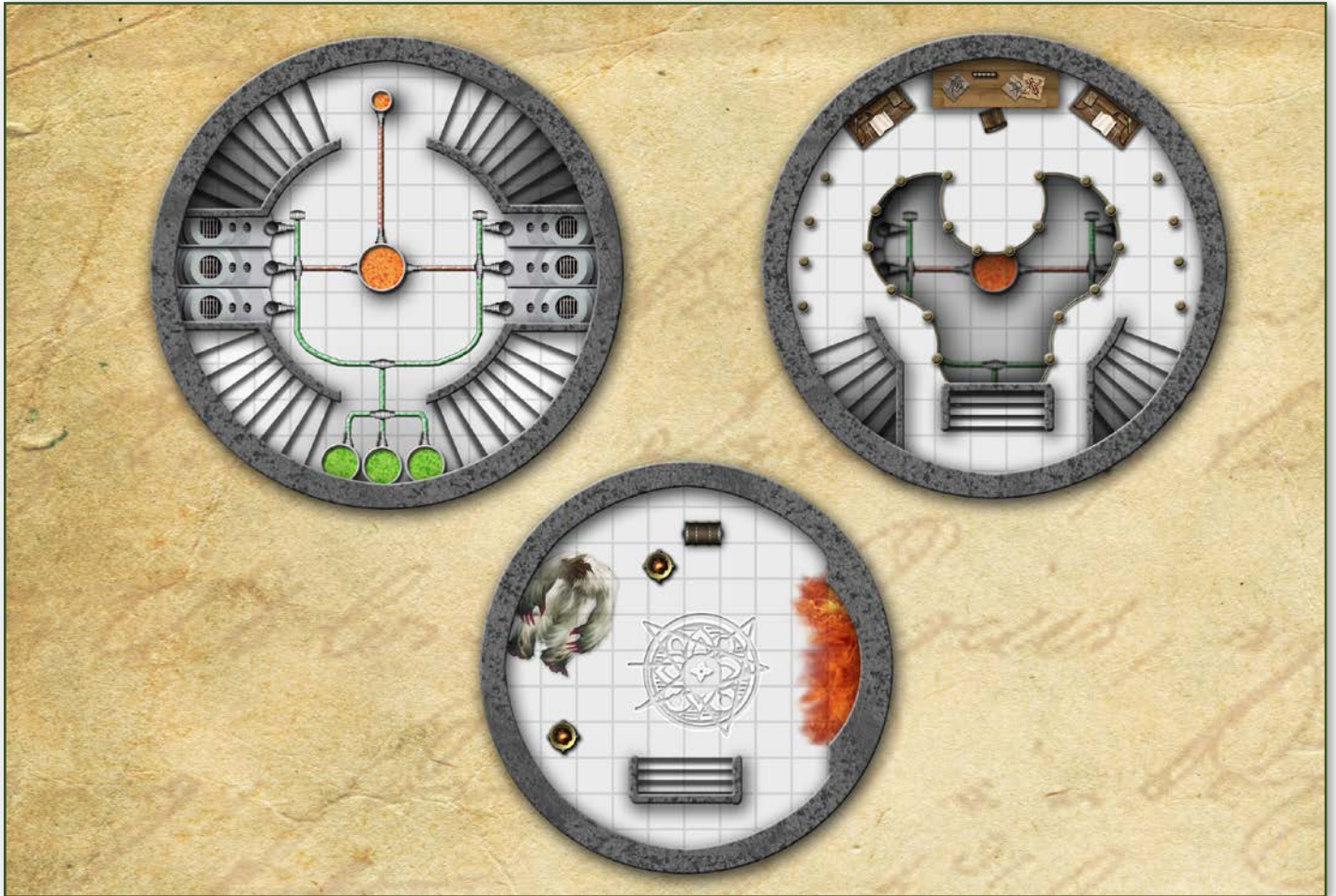
Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Stand Still, Stunning Fist

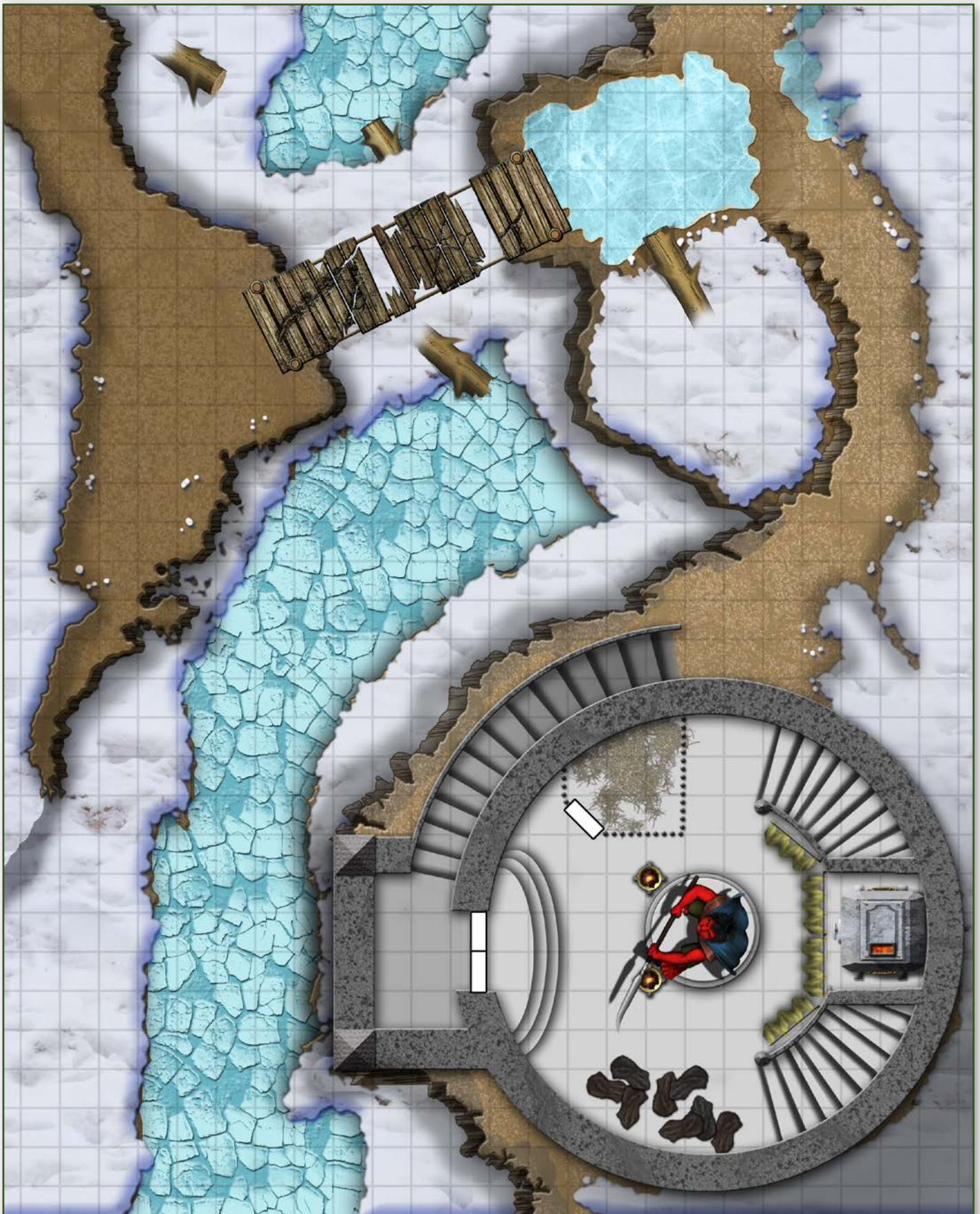
PATHFINDER SOCIETY SCENARIO

Skills Acrobatics +7, Climb +6, Escape Artist +7, Perception +7,
Sense Motive +7, Stealth +6

Languages Common

Combat Gear *oil of magic fang* +1, *potion of cure light wounds*,
alchemist's fire (2); **Other Gear** mwk light crossbow with 10
bolts, mwk shortspear, 3 gp





Pathfinder Society Scenario #7-08: To Judge a Soul Part 2: Karma Reclaimed

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ _____
Prestige Points

Character Name _____

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

Character # _____ _____
Prestige Points

Character Name _____

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

Character # _____ _____
Prestige Points

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Prestige Points

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 Scarab Sages Silver Crusade Sovereign Court

Character # _____ _____
Prestige Points

Character Name _____

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

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Pathfinder Society Scenario #7–08: To Judge a Soul, Part 2: Karma Reclaimed

Character Chronicle #

Core Campaign

	A.K.A.			
Player Name		Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Spirits of the Past: You can channel the spirit of one of Sharaheen's past lives. If you do not have medium class levels, you can cross this boon of the Chronicle sheet to use the medium's shared seance ability for a legend of your choice. If you are a medium, you form a particularly strong connection with one of the samsaran's legendary incarnations. Record the name of one of the six medium legends. You can always choose to channel this spirit, regardless of your location. Additionally, you can check the box next to the legend's name to increase your spirit bonus with that legend by 1 for 24 hours. **Legend Selected:** _____

CONFLUENCE OF THE FIVE ELEMENTS (LEVEL 10 ALCHEMIST)

The leather cover of this formula book depicts a wheel with five spokes, one for each of the five elements—fire, earth, metal, water, and wood. Its four corners are trimmed with silver brackets, each containing a tiny vial of holy water.

Value 3,940 GP

FORMULA

4th—death ward, fire shield

3rd—cure serious wounds, remove curse, undead anatomy I^{UM}

2nd—bear's endurance, darkvision, false life, ghostly disguise^{UM}, lesser restoration

1st—anticipate peril^{UM}, comprehend languages, cure light wounds, detect secret doors, detect undead, identify, shield, true strike

PREPARATION RITUAL

Ray of Sunlight (Su) Each day you prepare extracts from this book, you can apply the blinding bomb discovery (*Pathfinder RPG Ultimate Magic* 15) to one of your bombs. If you already have the blinding bomb discovery, you can instead apply the sunlight bomb discovery (*Ultimate Magic* 17).

All Subtiers

+2 naginata (8,335 gp; *Pathfinder RPG Ultimate Combat* 131)

boots of the winterlands (2,500 gp)

Confluence of the Five Elements (3,940 gp or 2065 gp and 5 PP)

Death's Gentle Caress (400 gp; You can spend 10 minutes reviewing this necromantic tome to receive a +2 circumstance bonus on Knowledge (religion) checks to identify undead or to detect haunts for 24 hours)

lesser talisman of freedom (900 gp; *Pathfinder RPG Occult Adventures* 263)

lesser talisman of warrior's courage (450 gp; *Occult Adventures* 263)

prayer beads of balance (6,600 gp, or 3,600 gp and 8 PP; this strand of prayer beads includes a bead of blessing and a bead of ki focus. The wearer can activate the bead of ki focus 1/day as a standard action to regain 2 points of ki, up to his ki pool's maximum. Anyone with a ki pool can activate these beads. (Slot none; Aura moderate conjuration; CL 7th)

scroll of animate dead (5 HD; 825 gp, limit 1)

scroll of dispel magic (750 gp)

scroll of undead anatomy I (700 gp; *Ultimate Magic* 244)

underworld earth breaker (20,335 gp, or 10,210 gp and 27 PP; this +1 flaming burst earth breaker made from an underworld dragon's head ignores hardness less than 5, and its bearer can use the Dazzling Display feat 1/day)

wand of holy shield (5 charges; 600 gp, limit 1; *Ultimate Magic* 223)

Subtier 6–7

+2 vicious naginata (18,335 gp; *Ultimate Combat* 131)

cloak of resistance +1 (1,000 gp)

greater talisman of warrior's courage (4,500 gp; *Occult Adventures* 263)

headband of vast intelligence (Fly) (4,000 gp)

potion of barkskin (CL 6; 600 gp)

potion of blur (300 gp)

scroll of animate dead (CL 9; 10 HD; 1,125 gp, limit 1)

scroll of cure serious wounds (375 gp)

scroll of dispel magic (CL 9; 675 gp, limit 1)

scroll of undead anatomy II (1,125 gp; *Ultimate Magic* 244)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3–4	631	1,262
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,124	2,248
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6–7	1,617	3,234
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

Initial Prestige	Initial Fame
+	GM's Initials
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Current Prestige	Final Fame

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Gold Spent
=
Total

MAX GOLD

EXPERIENCE

FAME

GOLD

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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