

# PATHFINDER SOCIETY

YEAR OF THE SERPENT



## TO JUDGE A SOUL PART 1: THE LOST LEGACY

By Scott Sharplin



# TO JUDGE A SOUL PART 1: THE LOST LEGACY

## Pathfinder Society Scenario #7–06

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*Pathfinder Society Scenario #7–06: To Judge a Soul Part 1: The Lost Legacy* is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3–7, Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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# TO JUDGE A SOUL PART 1: THE LOST LEGACY

BY SCOTT SHARPLIN



For millennia, the samsarans of Tian Xia have shepherded the continent's humanoid races away from anarchy and suffering and toward harmony, using their long lifespans and multiple incarnations to act with honor and wisdom. Over many lifetimes, a samsaran soul evolves toward karmic balance, ultimately transcending to its afterlife in the Great Beyond. Evil samsarans are rare—samsarans' innate understanding of karma reminds them that their future incarnations will pay the consequences for their present sins. Yet one odious and cunning samsaran may have found a way to escape karma and selfishly enact her own wicked schemes.

Over the decades, samsaran Venture-Captain Bakten's noble deeds have become legend. Three incarnations ago, however, Bakten was the evil mesmerist Jujanil, whose power and ambition could have devastated Tian Xia. Instead, Jujanil patiently researched forbidden paths to undeath, hoping to forestall her own reincarnation. Realizing that she could only preserve a fragment of her soul in this fashion, Jujanil took precautions to conceal herself from future incarnations who would seek to destroy her. She erased all records of her life, and even cast *repress memory* (*Pathfinder RPG Occult Adventures* 184) upon herself, hoping that none of her evil intentions would reach the minds of her reincarnations. Yet with her memories fogged, she lost control of her necromantic ritual, and it consumed most of her body. Instead of a lich, she became a bodiless penanggalan.

About 250 years later, Bakten's soul is nearing enlightenment, but the dark fragment Jujanil remains in hibernation within a dimensional pocket. The enthralled elven conjurer Mata Ryuu created the dimensional pocket for the mesmerist's protection, placing it upon a ley line that contains potent relics from Bakten's other lives to eclipse it from Bakten's psychic sight. While Ryuu sends daemons to procure flesh for Jujanil's new body, the penanggalan waits impatiently for Bakten to pass away, leaving her free to terrorize Tian Xia at last.

Despite Jujanil's precautions, Bakten knows about his "veiled self" through use of his medium abilities and the

## WHERE ON GOLARION?

*The Lost Legacy* begins in New Oppara, the capital of Amanandar. Amanandar is a nation in central Tian Xia. After their mission briefing in New Oppara, the PCs visit two bordering countries, Jinin and Wanshou. Further details about these locations can be found in *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available at bookstores and game stores everywhere, or online at [paizo.com](http://paizo.com).



study of relics connected to his past lives, and he suspects that Jujanil's machinations hinge upon his departure from the Material Plane—an event that, unfortunately, Bakten cannot delay much longer. Bakten arrogantly believes that he alone can stop his nemesis. To delay his journey to the afterlife, the old samsaran makes a desperate bid to reset his karmic balance, using the PCs as unwitting pawns. Bakten hopes to reincarnate a final time after undermining the good deeds he accomplished in past lives so he can face and destroy Jujanil for good.

## SUMMARY

The PCs receive a rare summons to meet Venture-Captain Bakten in Amanandar. Upon arrival, they foil an assassination attempt against the enfeebled samsaran. Bakten recognizes the ninjas who attacked him—they have watched him from afar for two lifetimes—but



## GM RESOURCES

This adventure makes use of the following Pathfinder RPG products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). You can find these rules in the Pathfinder Reference Document online at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the Bestiary volumes and the *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

he wonders why they seek his death now, at the end of his final incarnation. Suspecting a connection with his “veiled self,” Bakten instructs the PCs to help by investigating two relics that can teach him more about his mysterious past life. Bakten binds himself to the PCs through a *candle of conveyance* (see the sidebar on page 9) so that he can study the relics they observe as if he were present.

The PCs can choose the order of their missions. In one mission, the PCs travel to Ayajinbo, the elven capital of Jinin. Mentioning Bakten's name grants the PCs an audience with Daimyo Haraka Kasashige, an elven lord whose great-grandfather, Haraka Sorin, died alongside Malash the Magnanimous, one of Bakten's legendary incarnations. The PCs must access Sorin's skull inside the family shrine. Whether they succeed through diplomacy, guile, or even force, their actions ignite a centuries-old feud between the elven clans whom Malash once helped to unite.

The other mission sends the PCs after a bamboo cradle that once held Malikeen Heartsong, Bakten's most recent incarnation. Born paralyzed, Malikeen achieved miracles for the village of Dallo. Today, the peasants worship Malikeen as a goddess, and have placed her cradle in a stupa atop the dam whose construction Malikeen oversaw. When the PCs arrive, the overzealous peasants hail them as angels, begging them to repel a gang of daemons that are raiding the village in search of flesh. Whether in the ensuing battle or in the course of

retrieving the cradle, the PCs inadvertently weaken the dam, placing several of the villagers in jeopardy.

As soon as the PCs expose the second relic to the *candle of conveyance*, Bakten and Jujanil encounter each other in a psychic duel. The candle winks out when Bakten dies, an event the PCs confirm when they return to Amanandar. However, the candle magically relights itself as Bakten is reincarnated. Although they may not realize it, the PCs have succeeded in granting Bakten extra time to confront his nemesis.

## GETTING STARTED

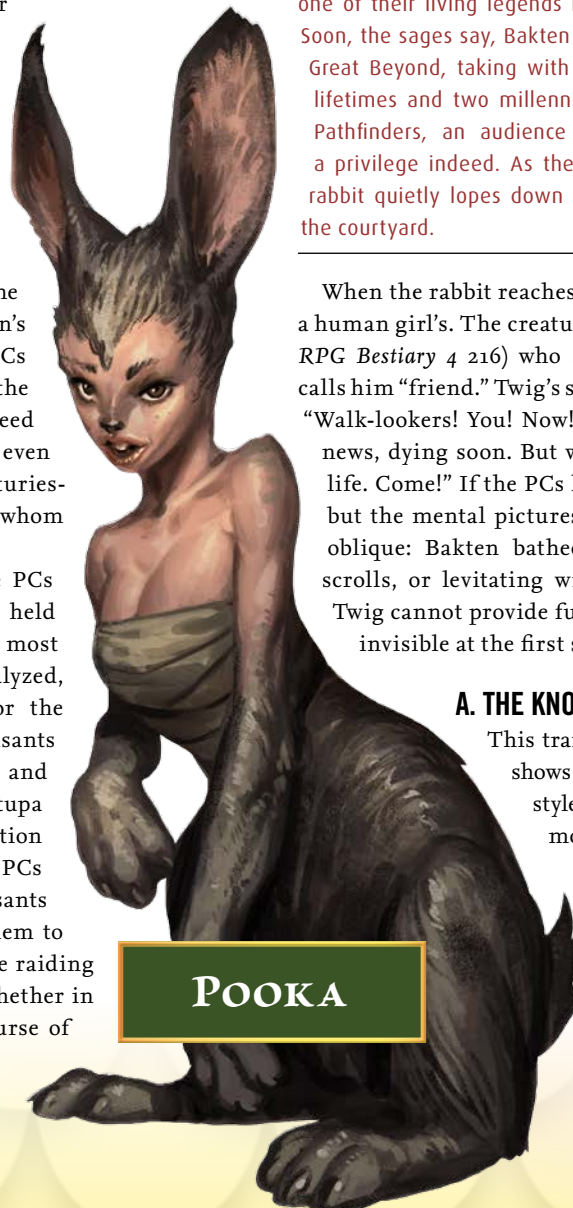
When the players are ready to begin the adventure, give them **Player Handout #1** and then read or paraphrase the following.

A flurry of cherry blossoms paints the air above the Sanctuary of the Unbound Knot. A chill wind brings the last gasps of winter down from the Zi Ha Mountains, which legends claim to be the cradle of samsaran civilization. Now, in New Oppara, one of their living legends lies dying within his sanctuary. Soon, the sages say, Bakten Shengrah is to transcend to the Great Beyond, taking with him all the wisdom of twelve lifetimes and two millennia of lore beheld firsthand. For Pathfinders, an audience with the reclusive Bakten is a privilege indeed. As the gust of wind subsides, a gray rabbit quietly lopes down the sanctuary steps and across the courtyard.

When the rabbit reaches the PCs, its face elongates to a human girl's. The creature is Twig, a pooka (*Pathfinder RPG Bestiary 4* 216) who serves Bakten, although she calls him “friend.” Twig's speech is choppy and illogical: “Walk-lookers! You! Now! Come! Bakten, friend, good news, dying soon. But woe! Worry and fear. A veiled life. Come!” If the PCs hesitate, Twig tries telepathy, but the mental pictures she transmits are similarly oblique: Bakten bathed in light, or studying old scrolls, or levitating with his face half in shadow. Twig cannot provide further answers, and she turns invisible at the first sign of combat.

### A. THE KNOT OF PRIDE (CR 6 OR CR 9)

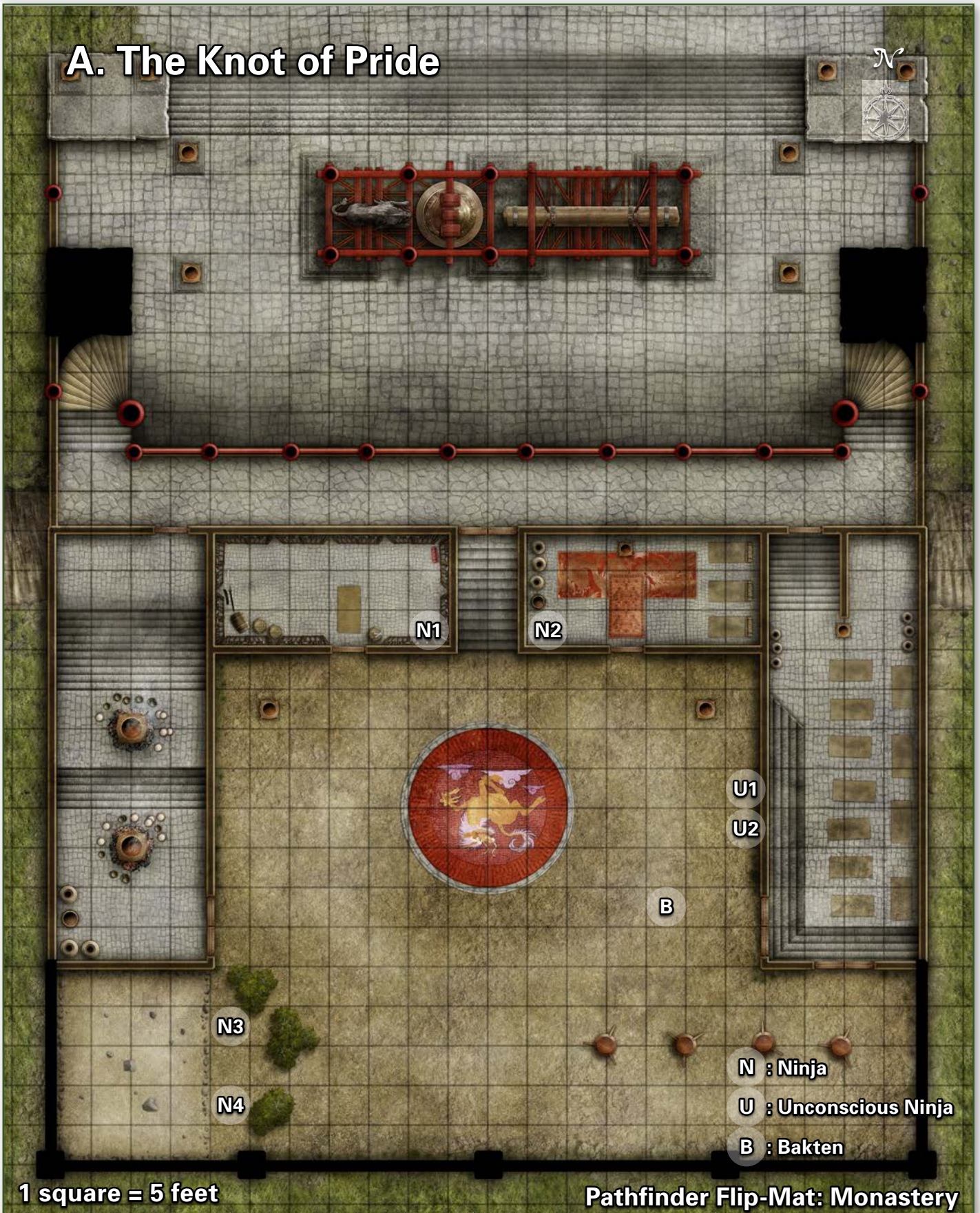
This tranquil sanctuary's architecture shows a strong influence of Minkaian styles. A prominent, gently curved, moss-covered roof soars over 30 feet into the sky above the single-story building. At the front of the sanctuary, wide stone steps ascend to the outer courtyard, which features a pristine



**POOKA**



# A. The Knot of Pride



1 square = 5 feet

Pathfinder Flip-Mat: Monastery

- N : Ninja
- U : Unconscious Ninja
- B : Bakten



**SCALING AREA A**

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

**Both Subtiers:** Remove one of the ninjas who is hiding in the bushes.

copper bell decorated with intricate knotwork and several pieces of statuary. A pair of staircases on the east and west of the courtyard leads to the interior of the sanctuary, which is modestly furnished and does not contain any particular items of value or interest. When the PCs pass through the double doors out of the monastery and in the inner courtyard, read or paraphrase the following.

The earthen floor of this tranquil courtyard is perfectly flat and clear of debris. A 20-foot-diameter circle occupies the center of the courtyard, filled with a sand painting depicting intricate, endless knotwork. To the southeast, four fir trees grow in an orderly row, and to the southwest, a small rock garden peeks out from behind a layer of tall bushes.

**Creatures:** Centuries ago, elven noble Ishigo Shiori concealed her daughters' existence from the world and raised the six children in secret so that they would serve her clan without question. One of the daughters' regular assignments is spying on **Bakten Shengrah** (N male venerable samsaran medium<sup>OA</sup> 12), since Shiori suspects the samsaran has a hold upon her former lover, Mata Ryuu (in fact, it is Jujanil who has enthralled Ryuu). Having heard that Bakten is in his final incarnation, Shiori sent her daughters, now known as the Pale Silence ninjas, to hasten his departure. One of the ninjas carries a long, knotted string of white hair, a signal sent by Ishigo Shiori instructing them to kill Bakten. In the higher subtier, this ninja also carries *lenses of detection* (*Pathfinder RPG Ultimate Equipment* 226).

When the PCs enter the courtyard, the ninjas are lying in wait, as they typically would if they were merely spying upon Bakten. Two crouch on the roof near the stairs leading into the sanctuary, two hide in the rock garden behind

the bushes, and a final two crouch behind a decoration near the roof's pinnacle. Bakten has noticed the ninjas, and he hasn't bothered to deal with them, but the PCs' arrival changes the situation. He'd prefer if his request to the PCs remained secret. As the PCs enter the courtyard, a surprise round begins. A PC who succeeds at a DC 22 Perception check notices the ninjas hiding near the roof's pinnacle, and a PC who succeeds at a DC 26 Perception check (DC 29 in Subtier 6–7) also notices the other four ninjas.

Unless the PCs act on the surprise round, act faster than Bakten's initiative count of 10 and dramatically alter the situation, Bakten initiates combat. He casts *mass daze* on two ninjas who are hiding near the roof's pinnacle (This 3rd-level medium spell appears on page 216 of *Pathfinder RPG Ultimate Magic*, but its purpose in this encounter is purely cinematic). These two ninjas are the youngest of the Pale Silence ninjas, and the least well trained. They lose their grip and tumble down the rooftop, falling unconscious at –1 hit point as they hit the ground (their Constitution scores are both 10). If they are not dazed, the ninjas maintain their positions and wait for an opportunity to strike. On the first regular round, once the youngest ninjas are dazed, Bakten casts *levitate* on himself, and floats placidly 20 feet above the courtyard, just above the reach of the ninjas' naginatas. Bakten can sustain 8 shuriken thrown at him before he falls unconscious—most shuriken aimed at him will hit, and he is particularly frail. After the ninjas throw 4 shuriken at him, he casts *mirror image*. This spell allows him to sustain 6 additional shuriken throws. For the purposes of this encounter, Bakten fails any Fortitude or Reflex saves and succeeds at any Will saves. His bonus on concentration checks is +17.

**Subtier 3–4 (CR 6)**

**THE PALE SILENCE (4) CR 2**

Elf ninja 3 (*Pathfinder RPG Ultimate Combat* 13)

LN Medium humanoid (elf)

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

Perception +8

**DEFENSE**

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

**hp** 20 each (3d8+3)

**Fort** +1, **Ref** +6, **Will** +1;

+2 vs. enchantments

**Immune** sleep

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk naginata<sup>UC</sup> +5 (1d8+3/×4)

**Ranged** shuriken +5 (1d2+2)



**THE PALE SILENCE**

**Special Attacks** sneak attack +2d6

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### TACTICS

**Before Combat** Two ninjas perch on the roof beside the main staircase into the courtyard, hiding behind the roof's upturned corners. The other two hide behind the bushes on the southeast portion of the courtyard.

**During Combat** The ninjas on the roof near the staircase throw shurikens at flat-footed PCs. Once the PCs are all aware of their presence, they jump off the roof and attack with their naginatas, maneuvering into a flanking position. The edge of the roof is 8 feet off the ground, so the ninjas do not risk injury from the fall. The ninjas in the bushes each spend the first round throwing a shuriken at Bakten. They continue to throw shuriken at Bakten until the PCs engage them in combat.

**Morale** Pale Silence ninjas fight to the death. If captured, they reveal neither the identity of their mother nor the reason for their assignment.

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### STATISTICS

**Str** 15, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 13

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Martial Weapon Proficiency (naginata<sup>UC</sup>), Stealth Synergy<sup>UC</sup>

**Skills** Acrobatics +8, Climb +7, Disguise +8, Escape Artist +8, Perception +8, Sleight of Hand +8, Stealth +8, Swim +7;

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

**Languages** Common, Elven

**SQ** elven magic, ki pool (2 points), ninja trick (fast stealth), no trace +1, poison use

**Combat Gear** *potion of cure light wounds*; **Other Gear** +1 lamellar (leather) armor<sup>UC</sup>, +1 limning<sup>UE</sup> shuriken, mwk naginata<sup>UC</sup>, shuriken (10), backpack, 6 gp

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### SPECIAL ABILITIES

**Fast Stealth (Ex)** This ability allows a ninja to move at full speed using the Stealth skill without penalty.

## Subtier 6–7 (CR 9)

### THE PALE SILENCE (4)

**CR 5**

Elf ninja 6 (*Pathfinder RPG Ultimate Combat* 13)

LN Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +11

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### DEFENSE

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

**hp** 42 each (6d8+12)

**Fort** +3, **Ref** +9, **Will** +3; +2 vs. enchantments

**Defensive Abilities** uncanny dodge; **Immune** sleep

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### OFFENSE

**Speed** 30 ft.

**Melee** mwk naginata<sup>UC</sup> +9 (1d8+4/x4)

**Ranged** shuriken +7 (1d2+3)

**Special Attacks** sneak attack +3d6

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### TACTICS

**Before Combat** Two ninjas perch on the roof beside the main staircase into the courtyard, hiding behind the roof's upturned corners. The other two hide behind the bushes on the southeast portion of the courtyard. If they hear the PCs approach, they all consume their *potions of blur*.

**During Combat** The ninjas on the roof near the staircase throw shurikens at flat-footed PCs, using their pressure points ninja trick to deal Dexterity damage. Once the PCs are all aware of their presence, they jump off the roof and attack with their naginatas, maneuvering into a flanking position. The edge of the roof is 8 feet off the ground, so the ninjas do not risk injury from the fall. The ninjas in the bushes spend their first round throwing a shuriken at Bakten. They continue to throw shuriken at Bakten until the PCs engage them in combat.

**Morale** Pale Silence ninjas fight to the death. If captured, they reveal neither the identity of their mistress nor the reason for their assignment.

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### STATISTICS

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

**Base Atk** +4; **CMB** +7; **CMD** 20

**Feats** Martial Weapon Proficiency (naginata), Stealth Synergy<sup>UC</sup>, Toughness, Weapon Focus (naginata)

**Skills** Acrobatics +11, Climb +11, Disguise +12, Escape Artist +11, Perception +11, Sleight of Hand +11, Stealth +11, Swim +11;

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

**Languages** Common, Elven

**SQ** elven magic, ki pool (4 points), light steps, ninja tricks (fast stealth, pressure points, weapon training), no trace +2, poison use

**Combat Gear** *potion of blur*, *potion of cure moderate wounds*, smokestick; **Other Gear** +1 lamellar (leather) armor<sup>UC</sup>, +1 limning<sup>UE</sup> shuriken, +1 lesser designating<sup>UE</sup> shuriken, mwk naginata<sup>UC</sup>, shuriken (10), *cloak of resistance* +1, backpack, 11 gp

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### SPECIAL ABILITIES

**Fast Stealth (Ex)** This ability allows a ninja to move at full speed using the Stealth skill without penalty.

**Pressure Points (Su)** A ninja with this trick can strike at an opponent's vital pressure points, causing weakness and intense pain. Whenever the ninja deals sneak attack damage, she also deals 1 point of Strength or Dexterity damage, decided by the ninja. Unlike normal ability damage, this damage can be healed by a DC 15 Heal check. Each successful check heals 1 point of damage caused by this trick. A ninja with this trick receives a +10 insight bonus on this Heal check.

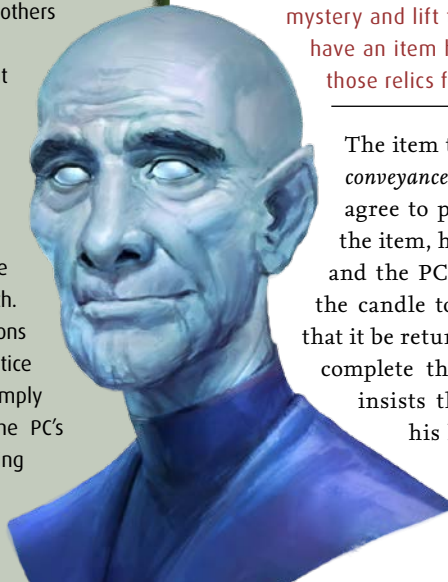
**Development:** The ninjas all bear a family resemblance. A PC who succeeds at a DC 25 Knowledge (nobility) check identifies them as members of Clan Ishigo. The only other clue to their identities is a tattoo all the sisters

## PRIDE BEFORE THE FALL

This scenario and its sequel, *Pathfinder Society Scenario #7-08: Karma Regained*, chart Bakten's inner journey toward humility. When the PCs meet him, Bakten is an enlightened soul; however, he still possesses character flaws, especially arrogance. Having spent this incarnation communing with his own past lives, Bakten sees the world through the lens of his own epic biography, dismissing others as insignificant or unrefined.

Although Bakten doesn't know much about his "veiled life" yet, he believes she poses a threat to Tian Xia that he alone can avert. In his conviction to extend his own existence on the Material Plane, he thinks of others (including the PCs) as pawns. He is capable of evolving past this shortcoming, though he may need the PCs to set him on the right path.

GMs should be sensitive to PCs' reactions when interacting with Bakten. If you notice anyone is aware of the NPC's hubris, or simply find him arrogant, have Bakten notice the PC's reaction. If he suspects any PC of judging him, he calls them on it, then dismisses the charge haughtily: "Pride is not a sin for living legends. My deeds speak for themselves." If any PCs engage him on the topic of his hubris, make a note on those PCs' Chronicle Sheets so that Bakten's reincarnation may thank them in *Karma Regained*, having learned humility from their words and actions.



**BAKTEN**

bear between their shoulder blades: a tree with knives for branches. The PCs may learn the significance of this tattoo at the Ishigo family shrine (area B4).

Once the PCs defeat the ninjas, Bakten descends to greet them, seemingly indifferent to the attack upon his life. At 250 years old, Bakten is an emaciated, hairless man with translucent blue-white skin. His legs have withered from years of meditation. Despite his frailty, Bakten is a forceful personality and a keen judge of character, and he sizes up the PCs almost instantly. Only his servant Twig seems capable of ruffling his feathers. For tips on making Bakten a memorable NPC, consult the "Pride Before the Fall" sidebar.

Before explaining why he summoned the PCs, he hands them a timeline (**Player Handout #2**) cataloging his deeds and defects over the past 2,000 years, calling it "a single soul's journey whose history puts your Pathfinder Chronicles to shame." Once the PCs notice the blank entry, Bakten says the following.

"My veiled life; my only failing. For decades, I have communed with my own past lives, in preparation for my passage to the Great Beyond, for only a soul in perfect balance with karma may transcend. Yet this shadow incarnation is silent, and it vexes me. I wonder now, did these assassins know of some slight of which I, myself, am ignorant? Friends—indulge an old man's curiosity. If you can travel to the loci of my lives before and after, then two relics there may point toward the mystery and lift the veil. I am too frail to travel, but I have an item here that may allow you to show me those relics from afar."

The item that Bakten mentions is a *candle of conveyance* (see sidebar on page 9). If the PCs agree to participate in the ritual to activate the item, he spends an hour binding himself and the PCs to the candle. He then entrusts the candle to the PCs, but extracts a promise that it be returned to the sanctuary once the PCs complete their assignments. In addition, he insists that the PCs keep the timeline of his life with them, in case they forget important details. Before or after the ritual, he can answer questions about their quests.

**Who were those assassins, and why didn't you drive them off before we arrived?** "They have watched me from afar for two lifetimes. Several times, I chased them away, but they always came back eventually, and hid better. Never until now have they sought my life. If you learn more of their motives on your quest, I would be keen to hear of it."

**What are the relics, and where are they located?** "One is the skull of an elven daimyo, Haraka Sorin. He died alongside Malash, he who was reborn as my veiled self. The skull now rests in the Haraka family shrine, in the Court of the Ancestral Sky in Ayajinbo. The other is a cradle that once held Malikeen, my most recent incarnation. It is on display in the village of Dallo, in western Wanshou."

**What do we do with them?** "You need not retrieve the items. Merely hold the candle close and call my name. If you have found the true relic, the flame will turn blue to show that I have examined it psychometrically."

**How can you tell you're near death/transcendence?** "A samsaran is reborn many times over, until their karma finds complete balance. I have spent this lifetime communing with my past lives, and am assured my soul is near enlightenment."

**What if more assassins come for you?** "The City Watch in New Oppara owes me much. They can ensure my safety until you return."



**What's in it for us?** "When I die, the Lantern Lodge will inherit my biographies. Should you help me, I will allow you to examine them first."

Although none of Bakten's statements are outright lies, he does withhold some details from the PCs. He already knows the identity of his "veiled life," and he knows that Jujanil still exists in a fragmented form, although her location is occluded from him. Bakten does not mention his scheme to have the PCs unbalance his karma by disrupting local affairs in Ayajinbo and Dallo. He uses his Bluff skill to gloss over his omissions. A PC must succeed at a DC 25 Sense Motive check (DC 29 in Subtier 6–7) to discern that Bakten is deliberately withholding information. If the PCs confront him, he snaps, "Action and intent comprise the scales of karma. Prove yourselves through action, and my full intent will become clear."

**Rewards:** If the PCs did not defeat the ninjas, reduce each PC's gold earned by the following amount.

*Subtier 3–4:* Reduce each PC's gold earned by 587 gp.

*Out of Subtier:* Reduce each PC's gold earned by 910 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 1,234 gp.

## B. THE KNOT OF HONOR

The PCs can decide which of Bakten's errands to complete first. The mission to Ayajinbo requires the PCs to cross into Jinin and travel approximately 300 miles through dense forest. This journey takes about 16 days on foot. Fortunately, Jinin is a peaceful land, and the journey proceeds without incident. When the PCs arrive in the silver-spun city of Ayajinbo, streamers and flags proclaim that a major festival is in progress. PCs can use Diplomacy to gather information about the event.

**15+:** Three noble families—the Haraka, Ishigo, and Mata—use a cavern called the Court of the Ancestral Sky to honor their ancestors as part of the Festival of the Fortunate Moon. The clans gather at dusk in the underground grotto, then exchange tales of honor until the moon shines down through a hole in the ceiling, striking a mirror and granting good luck to any who behold it.

**20+:** The Court of the Ancestral Sky also houses the family crypts, although outsiders are not ordinarily granted access.

**25+:** The clans fought for centuries until 6748 IC (4248 AR), when Malash the Magnanimous united them to repel a threat from the Darklands. Malash died during the conflict, as did Sorin, the great-grandfather of the current daimyo, Haraka Kasashige.

The main areas of the court are described below, followed by several sections that explain the normal proceedings during the Festival of the Fortunate Moon. Events in the Court of the Ancestral Sky are designed to reward roleplaying and skill checks, not combat—consult the Alternative Solutions sidebar on page 14 for other options.

## CANDLE OF CONVEYANCE

The *candle of conveyance* is a new magic item created for this scenario. Its statistics are presented below.

CANDLE OF CONVEYANCE		PRICE 27,000 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate divination		

This bone-white candle has the power to transmit occult information across great distances. To form the necessary bond, a group of between two and four creatures must participate in a 1-hour occult ritual that culminates with lighting the candle. Once alight, the candle functions as a *continual flame* that can only be extinguished if one or more bound creatures dies or departs the plane, or if all the participants mentally agree to end the effect. It also acts as a *status* spell between bound creatures.

As long as one of the linked creatures carries the candle, others may perceive general impressions of their surroundings through the candle. Once per day, each linked creature may perform one of the following occult skill unlocks through the candle: prognostication (pyromancy only), psychometry, or read aura (*Pathfinder RPG: Occult Adventures* 194). These checks can occur over any distance, and any person or object within 10 feet of the candle can be the subject of the skill. The candle's flame glows blue when a creature is using one of these skill unlocks. The candle otherwise does not transmit detailed sensory information, nor does it provide any means of communicating with other participants over long distances.

A *candle of conveyance* is sensitive to the presence of ley lines and exhibits a white halo when brought within 100 feet of one. While the candle exhibits this halo, a creature performing occult skill unlocks through the candle gains information more quickly—the prognostication and read aura skill unlocks take only 1 minute, and the psychometry skill unlock takes 1 round per piece of information gained.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
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**Construction Requirements** Craft Wondrous Item, Psychic Sensitivity or ability to cast psychic spells, *continual flame*, *status*, *telepathic bond*; **Cost** 13,500 gp

## B1. The Ancestral Sky

The PCs arrive at a silver pagoda to behold a procession of elven nobles descending a gilded stone ramp into a cave. Four guards at the entrance demand the PCs' business; the name Bakten has no currency with the guards, but if the PCs mention Malash, two guards escort them below for an audience with Daimyo Haraka Kasashige (see the Warm Welcome section on page 12). If the PCs forget Malash's name, they can refer back to **Player Handout #2**.

**LEY LINES**

Ley lines are the conduits that carry magical energy throughout and far beyond Golarion. Both of the relics that the PCs seek in this adventure lie upon a ley line. As the PCs approach each of the relics—specifically, in areas B and C—they might detect the ley line’s presence. The *candle of conveyance* glows, displaying a white halo that becomes brighter the closer it gets to the line itself. A PC who succeeds at a DC 20 Knowledge (arcana) check surmises the reason for this effect. Alternatively, a PC who casts *detect magic* and succeeds at a DC 19 Spellcraft check identifies the proximity of the ley line, and can see the line itself if it is within the spell’s range. If the PCs detect the ley line, they can attempt to tap into it. Tapping into the ley line requires a 2-hour ritual, which must be conducted on the most potent regions of line itself (in area B3, or anywhere along or under the dam in Dallo). A PC who succeeds at a DC 24 Spellcraft check to correctly perform this ritual gains a +1 bonus to her effective caster level, and receives the Ley Line Scholar boon on her Chronicle Sheet. For more information on ley lines that is beyond the scope of this adventure, see page 232 of *Pathfinder RPG Occult Adventures*.

This sprawling, high-roofed grotto is a masterpiece of inversion. Exotic trees growing from the ceiling surround a gravity-defying lagoon. The floor is gently concave and painted the indigo color of moonlit skies. A few feet above the floor, lambent spheres evoke stars, while conjured clouds drift by on unfelt winds. A cave mouth fifty feet above joins a ramp, which spirals down the cave’s perimeter, connecting midway to a huge stone door. An enormous, mithral-plated mirror is affixed to the floor’s center.

The elves of Jinin built this astonishing grotto to honor the skies of their ancient homeland on the far side of the planet. Twice a year, when the heavens align, the three clans gather at the Court of the Ancestral Sky to observe the moon’s reflection; the PCs happen to arrive on one of these fortuitous nights, though moonrise is still several hours away.

The stone door partway down the ramp leads to family crypts (area B2). The “stars” function as permanent *dancing lights*, illuminating the grotto with dim light.

**Creatures:** Elven nobles, guards, and servants crowd the chamber—altogether, at least 80 NPCs are present. The event descriptions below should guide PCs toward the most significant NPCs. Unnamed NPCs tend to react along the same lines as their clan leaders, though they lack the same inside information.

**B2. Family Crypt Entrance (CR 6 or CR 9)**

Midway down the ramp in area B1, a flight of steps leads up to a stone door. The map depicts a portion of the ramp, which ranges between 10 and 20 feet wide. Beyond the door, a cluster of crypts features shrines dedicated to the three elven clans. The door is unlocked, but at least one guard is posted outside at all times.

**Creatures:** One guard remains outside throughout the evening, barring entry to anyone without permission from the clan leaders. In Subtier 6–7, two guards watch over the entrance to the shrines, and two attentive young members of the nobility are nearby.

To sneak past the guard without notice, a PC must succeed at a DC 20 Stealth check. In Subtier 6–7, sneaking past both guards and the scions requires the PC to succeed at DC 24 Stealth check. The distance between this entryway and the entrances to each of the family shrines (areas B3, B4, and B5) is 60 feet.

**Subtier 3–4 (CR 6)**

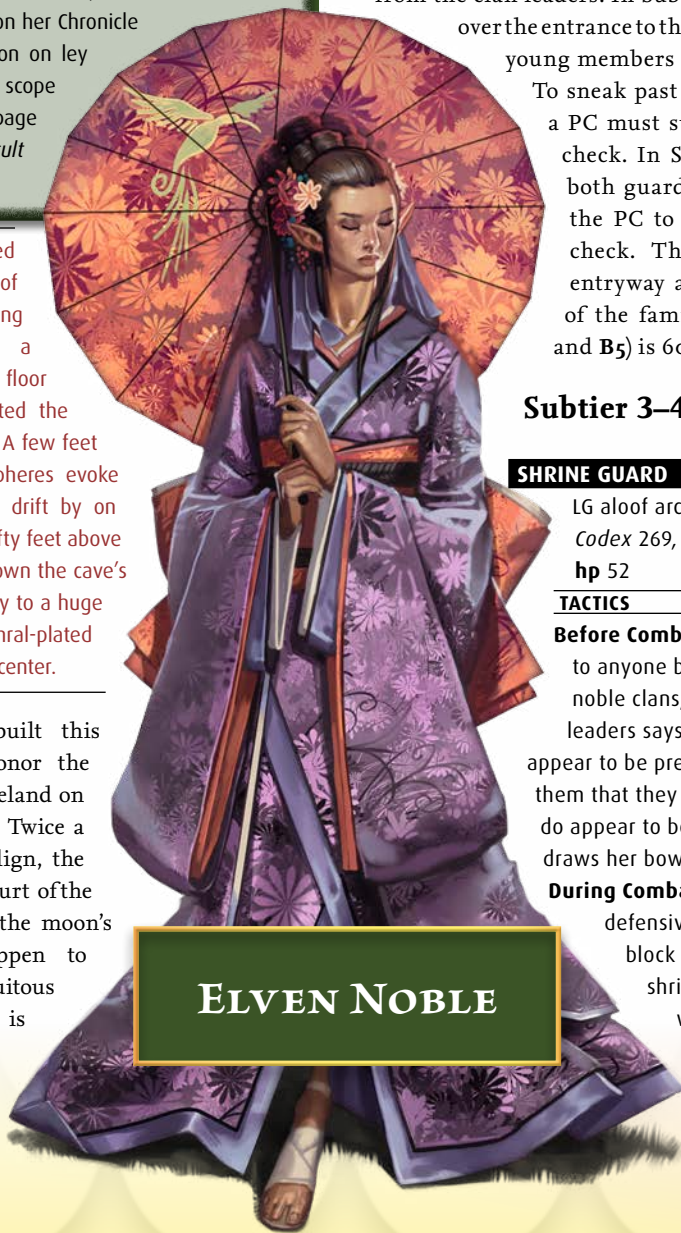
**SHRINE GUARD CR 6**

LG aloof archer (*Pathfinder RPG NPC Codex 269*, see page 23)  
hp 52

**TACTICS**

**Before Combat** The guard forbids entry to anyone besides members of the noble clans, unless one of the clan leaders says otherwise. If the PCs do not appear to be preparing to attack, she warns them that they must withdraw. If the PCs do appear to be preparing to attack, she draws her bow.

**During Combat** The guard fights defensively while attempting to block the door to the family shrines. She prefers to fight with her bow, but she would rather use her curve



**ELVEN NOBLE**



## B2. Family Shrine Entrance



blade than provoke multiple attacks of opportunity while she's surrounded.

**Morale** The guard fights to the death to defend the honor of her masters.

### STATISTICS

**Gear** +1 composite longbow (+2 Str) with 40 arrows, elven curve blade, mwk full plate

### Subtier 6–7 (CR 9)

#### SHRINE GUARDS (2)

CR 6

LG aloof archers (*Pathfinder RPG NPC Codex* 269, see page 23)  
hp 52 each

### TACTICS

**Before Combat** The guards forbid entry to anyone besides members of the noble clans, unless one of the clan leaders says otherwise.

**During Combat** The guards fight defensively while attempting to block the door to the family shrines.

**Morale** The guards fight to the death to defend the honor of their masters.

### STATISTICS

**Gear** +1 composite longbow (+2 Str) with 40 arrows, elven curve blade, mwk full plate

#### MINOR SCIONS (2)

CR 4

LN officers (*Pathfinder RPG NPC Codex* 252, see page 23)  
hp 36 each

**Ranged** +1 composite longbow +5 (1d8+3/x3)

### TACTICS

**Before Combat** Distant cousins of one of the noble families, the scions eagerly interfere with any disagreement, taking the guards' side.

**During Combat** Seeking honor for their clan, the scions swing their warhammers at the strongest-looking foe.

**Morale** The scions dread shame and fight to the death.

### STATISTICS

**Gear** mwk breastplate, +1 composite longbow (+2 Str) with 20 arrows, mwk warhammer, courtier's outfit

## B3. Haraka Shrine

This part of the shrine complex is lit with *continual flame* torches, and has a normal light level. The PCs can tap

### SCALING AREA B2

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

**Subtier 3–4:** The shrine guard's armor is ceremonial, and sacrifices defense for adornment. Reduce the guard's AC by 2. Additionally, her bow does not allow her to apply her Strength bonus to damage rolls. Reduce her damage with the bow by 2.

**Subtier 6–7:** Remove one minor scion from the encounter.

into the ley line that passes through this room (see the Ley Lines sidebar on page 10).

This chamber contains the crypts of several dozen deceased elven nobles, including Daimyo Haraka Sorin, whose skull the PCs need to examine using the *candle of conveyance*. The crypts are dug into the stone walls and covered with inset metal screens, allowing visitors to view the revered remains. However, seismic shifting has caused the skull of Haraka to roll out of sight, so to complete their mission, the PCs must detach the screen, which requires a DC 16 Strength check.

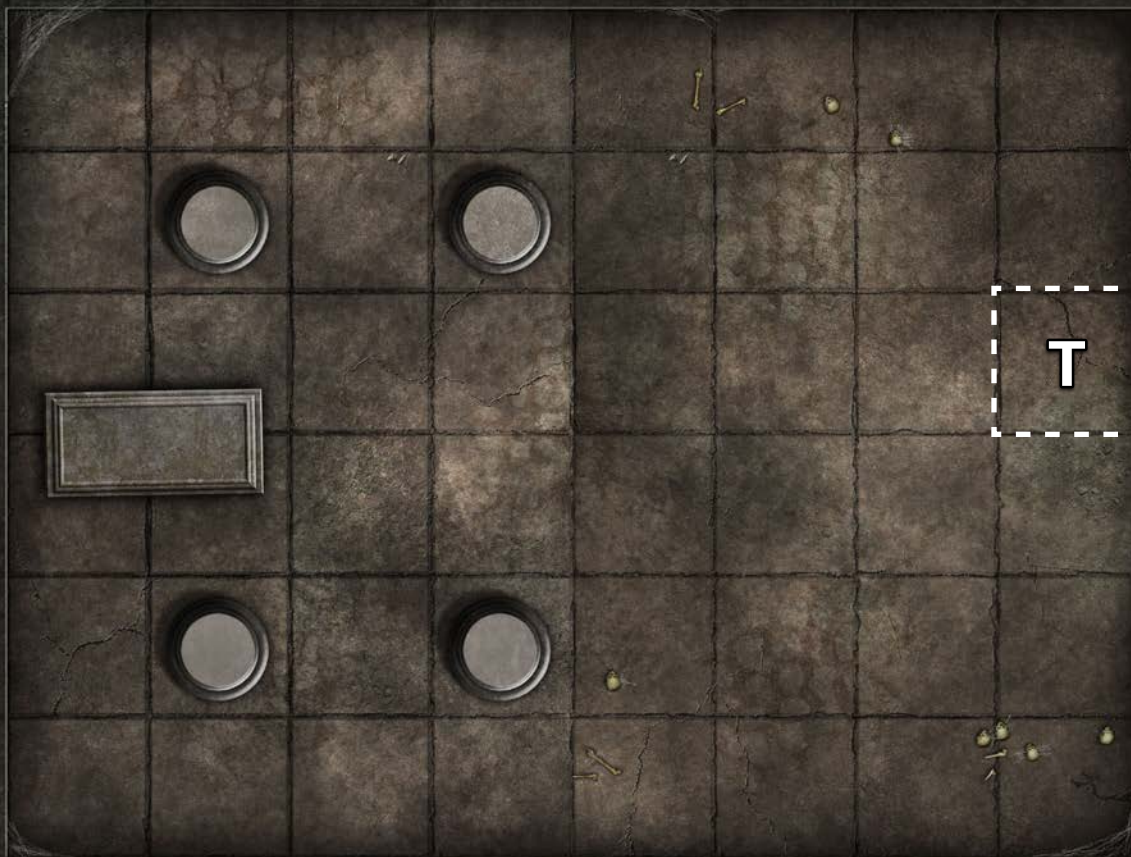
**Trap:** A permanent *alarm* spell with an audible alarm setting protects the entrance to the crypt. Setting off the *alarm* alerts the watch posted in area B2. Daimyo Kasashige knows the password to bypass the spell.

**Treasure:** A simple stick in the crypt has been infused with psychic energy from the elven skull. It now functions as a *wand of mindlink* (*Pathfinder RPG Occult Adventures* 177) with 15 charges remaining. In Subtier 6–7, another stick in the crypt now functions as a *wand of thaumaturgic circle* (*Pathfinder RPG Occult Adventures* 189) with 5 charges remaining.

**Development:** Once the PCs access the crypt, they can hold the *candle of conveyance* next to Sorin's skull. After they move the candle next to the skull, in 1d4 rounds the candle glows blue, indicating that Bakten has finished his remote examination.

If the PCs have already examined the cradle at Dallo, then their examination of Sorin's skull triggers a reaction from Bakten, visible through the *candle of conveyance*. See Concluding the Adventure on page 20 for more information.

## B3. Haraka Shrine



T : Alarm Trap

Pathfinder Map Pack: Crypts

1 square = 5 feet

### B4. Ishigo Family Shrine

This shrine is lit with *continual flame* torches, which provide normal light. The chamber contains the remains of the Ishigo clan, including Ishigo Katsu, Shiori's late husband. A central monument bears an epitaph, written in Elven, to Shiori's six daughters, all of whom died in infancy, according to the text on the monument. PCs who succeed at a DC 20 Perception check observe that the monument's base is carved to resemble a bladed tree, just like the ones tattooed upon the Pale Silence ninjas (area A).

### B5. Mata Family Shrine

This shrine is unlit, but ambient light from the other shrines gives it a dim level of light. This chamber contains the crypts of the Mata clan.

**Treasure:** With a successful DC 20 Perception check (DC 25 in Subtier 6–7), PCs find a loose stone concealing a scroll of *contact other plane*, which Mata Ryuu hides

here as an emergency means of contacting Jujanil, his mistress, in her demiplane.

**Development:** If the PCs trigger Lord Mata Ryuu's first response (see the Court Intrigue section on page 13), he uses this scroll to ask Jujanil for advice.

## THE FESTIVAL

Once the guards bring the PCs to meet Daimyo Kasashige, they see that the festival is well under way.

### WARM WELCOME

Read the following when the PCs meet Daimyo Kasashige.

The hypnotic music of a mithral flute draws the guests toward the central mirror. An imperious elf, clad in the ceremonial armor of a daimyo, greets each family by name: "To the sagacious Mata, the perseverant Ishigo, and my own brethren, the decisive Haraka—welcome to the Festival of the Fortunate Moon. Tonight, the full moon will travel from sky to sky, and



those who meet its pallid eye will earn the luck of dragons. Till moonrise, tales of honor shall remind us of our noble ancestry." Then, as an afterthought, he adds, "And perhaps these bold outlanders have a tale or two to share?"

With this greeting, Daimyo **Haraka Kasashige** (LG elf middle-aged samurai 14) offers the PCs a public opportunity to request access to Sorin's skull. At the mention of Bakten, Kasashige praises Malash effusively, after which the clan leaders escort the PCs to the Haraka shrine (area **B3**). Since the skull of Sorin is not visible from the crypt's screen, the PCs cannot complete their mission without opening the crypt. If the PCs ask Kasashige to open his father's crypt, he hesitates, saying: "This is a tangled knot of honor. When he was Malash, Bakten gave our families strength. Yet, even for his sake, can a son permit the desecration of his ancestor's grave?" He decides the clan leaders should ponder this conundrum, and then vote during moonrise. He escorts the PCs back to area **B1** and invites them to enjoy the celebration till then.

**Development:** The PCs have three hours before moonrise to persuade the clan leaders, including Kasashige himself, to grant them access to Sorin's skull.

## FESTIVAL OF THE FORTUNATE MOON

The celebrations leading up to moonrise last for three hours. The PCs can drop in and out periodically throughout the duration.

Thick clouds pervade the cave, creating small clear pockets where the nobles congregate, regaling one another with legends of heroic deeds, then eagerly debating the finer points of honor that each tale brings to light.

This ongoing event allows PCs to earn acclaim by contributing to the elves' entertainment. Successes can also improve their chances of persuading the clan leaders to vote in their favor. GMs should let the PCs' own ideas and strengths steer the activities, but here are some suggestions and guidelines. The skill check DCs should be 15 in Subtier 3–4 and 20 in Subtier 6–7 unless stated otherwise.

**Debating Honor:** Following someone else's storytelling, any PC may attempt a Bluff, Knowledge (nobility), or Profession (barrister) check to debate a point of honor. The first PC to succeed obtains a +2 bonus on subsequent Sense Motive checks against the elves of Ayajinbo.

**Non-Violent Entertainment:** The elves are curious about the PCs' abilities, and welcome any non-violent diversions to pass the time. The first PC to succeed at a Perform check or to cast a spell with an impressive visual effect of at least 2nd level (or at least 3rd level at the higher Subtier) obtains a +2 bonus on subsequent Bluff checks against the elves of Ayajinbo.

**Telling Tales:** Any PC may attempt a Knowledge (history), Knowledge (nobility), or Perform (oratory) check to impress the nobles with a tale of honor. The first PC to succeed obtains a +2 bonus on subsequent Diplomacy checks against the elves of Ayajinbo.

**Violent Entertainment:** The elves enjoy watching reenactments of their own past glories. They eagerly tell tales of their people's victories to any PC who shows interest in their history. A PC who succeeds at a DC 20 Knowledge (history) check knows already knows one of these stories. If the PCs plausibly stage one of the elves' historical victories—for instance, the defeat of the rat kings of Digu-Dashu—they obtain a +2 bonus on subsequent Intimidate checks against the elves of Ayajinbo.

**Development:** The clan leaders observe the PCs' activities, and approach them afterward if they are impressed. Alternatively, the PCs can seek them out at any point in the evening to petition them for access to Sorin's crypt. The Court Intrigue section below provides details about each of the clan leaders.

## Court Intrigue

To access Sorin's skull, the PCs must receive approval from at least two of the three clan leaders. Below are details about each NPC, along with information and responses that PCs can obtain using a particular skill check. The DCs for all skill checks listed below are 15 in Subtier 3–4, or 20 in Subtier 6–7.

**Daimyo Haraka Kasashige:** Polite but indecisive, Kasashige is forever cowed by the weight of his ancestor's legacy. The daimyo has spent decades engaged in spiritual introspection about the meeting between his great-grandfather and Malash, and feels as connected to the event as if he had witnessed it himself. He obsessively glances up toward his family's shrine before answering queries.

**First Check:** With a successful Diplomacy check, PCs coax Kasashige to reflect aloud on his ancestor's legacy. Throughout his lifetime, he has watched the clan alliance gradually erode, but he feels powerless to stop it.

**Second Check:** PCs can use Diplomacy or Bluff to bolster Kasashige's confidence, whereupon he agrees to vote in their favor, although he says that he will still abide by the results of a majority vote.

**Lady Ishigo Shiori** (LN female venerable elf ninja 10): This lachrymose lady wears mourning white, including a broad conical hat that conceals her hair. She speaks lovingly, though somewhat vaguely, about her late husband. If PCs ask other guests about Shiori, they learn that she lost six infant daughters, and that a yeti in the Zi Ha Mountains killed her husband.

**First Check:** A successful Sense Motive check reveals that Shiori's affectionate words are not for her husband. At this point, Shiori asks why Bakten wants access to

## ALTERNATIVE SOLUTIONS

The Court of the Ancestral Sky is intended as a role-playing encounter, but some parties might prefer tactics that favor other strengths. Below are some GM strategies for parties that suggest alternative means to access Sorin's skull.

**Magic:** In Haraka Kasashige's eyes, even minor spells such as *mage hand* constitute a violation of his father's crypt, so magical attempts to access the skull need to be combined with stealth.

**Stealth:** PCs might be able to sneak past the watch at area **B2**, although the noise of the alarm (area **B3**) likely reveals their presence. If Kasashige learns that the PCs have accessed the shrines without permission, he exiles the PCs from Ayajinbo.

**Violence:** Attacking the entire court would be inadvisable, but canny PCs could take advantage of a distraction, such as the fight before moonrise, to dispatch the watch at area **B2** without drawing attention from the entire court. If the PCs attack the watch without the cover of a distraction, an overwhelming force arrives 1 minute after the beginning of hostilities. Unless the PCs somehow manage to escape, they are thrown in prison. PCs who spend 5 Prestige Points to be freed from prison can continue on to Dallo or head back to New Oppara.

GMs should not punish parties for unconventional solutions. For example, parties may have their own plans for creating distractions. However, once the festival attendees discover the PCs' actions, conflict ignites between the clans. If the PCs do not hear about this outcome right away, inform them as a part of the conclusion of this scenario.

Sorin's skull. If the PCs tell the truth, Shiori realizes that Bakten knows nothing of his "veiled life." She becomes distressed, alluding to "a grave mistake." In her haste to excuse herself, she loses her hat, revealing a head of densely knotted white hair.

**Second Check:** If the PCs approach her again, they may use Bluff or Intimidate to get the truth: Shiori once loved Mata Ryuu, and vowed to kill the woman who stole his heart (she once observed him having a liaison with a female samsaran "with hair like a black shroud"). Upon learning that Bakten was near enlightenment, she sought to make good on her vow by killing the reincarnation of Ryuu's lover. She agrees to help the PCs gain access to the skull if they promise to keep her secrets.

**Lord Mata Ryuu** (LG male venerable elf conjurer 6 [9 in Subtier 6–7]): A toothless, rambling elf reeking of sour wine, Ryuu's senile demeanor is the result of repeated *mindwipe* (*Pathfinder RPG Occult Adventures* 178) spells cast upon him by his psychic mistress, Jujanil. Whenever the PCs approach him, he shrieks, "Welcome, outsiders!" as if he has forgotten who they are. His claw-like fingernails

rasp against the PCs' skin as he clasps their hands in greeting (this allows him to collect skin samples, to use as a *scrying* focus in this scenario's sequel, *Pathfinder Society Scenario #7-08: Karma Regained*).

**First Check:** A successful Sense Motive check reveals that Ryuu is under psychic control. Additionally, a successful Bluff or Intimidate check scares Ryuu enough that he hastens to area **B5** to contact Jujanil for advice. The PCs notice him slip into the shrines, but the guards (see area **B2**) won't let them follow, so they must use means such as stealth or divinatory magic to observe him casting *contact other plane* (see area **B5** for more details).

**Second Check:** If the PCs confront Ryuu about his mental subjugation, or mention the female samsaran from Shiori's accounts, Ryuu panics and uses *teleport* to leave the court. Kasashige nominates a proxy for Ryuu's vote—a niece named Mata Mieko—whereupon the PCs can make a successful Diplomacy, Bluff, or Intimidate check to persuade Miekeo to vote in their favor.

## MOONRISE

Once the PCs have finished interacting with the clan leaders, read or paraphrase the following.

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A mellifluous wind abruptly clears the grotto of all clouds. The elves place themselves around the mirror in the floor, whose surface is reflected in turn within the pool suspended magically overhead.

---

A ceremony as ancient as the elves of Jinin, the Fortunate Moon occurs when the full moon strikes the mirror through the cave mouth, then reflects into the pool on the ceiling. The reflection appears twice a year for three minutes only; during that time, anyone standing within 10 feet of the mirror supposedly receives good luck (in fact, there is no magical benefit).

This year, Daimyo Kasashige calls for a vote from the clan leaders just before moonrise. The outcome depends on the PCs' actions during the festival.

**0–1 Votes:** If the party failed to earn more than one of the three nobles, their request is denied. The elves then face the mirror and begin droning a lengthy song. Their absorption in the ritual grants the PCs a short window of time in which to find another way into the crypt (see the Alternative Solutions sidebar on this page).

**2 Votes:** The PCs' request is approved, but the naysayer is disgruntled, and uses the occasion to reopen old grudges between the clans. Use the character traits and secrets in the Court Intrigue section to give the clan leaders ammunition; for example, Shiori or Ryuu could call Kasashige spineless, while Kasashige might reveal that he knows about Shiori's sentimental attachment to Ryuu. As the clan leaders bicker, the scions echo their insults, and the room grows ugly.



**3 Votes:** All three leaders (or their proxies) vote yes. Kasashige promises positive relations between the elves of Jinin and the Pathfinder Society, and goes on to praise the PCs as “the hands of Malash,” come to reforge the bonds between clans. Unfortunately, this provokes discontent among the younger scions, who are suspicious of meddling outsiders.

Provided the PCs earned at least two votes, Kasashige assures them that he will open his father’s tomb immediately after moonrise. However, the enmity between the clans boils over first. The scions continue hurling abuse, shoving each other away from the mirror, and each family claims that the others are unworthy of their ancestors’ blessings. Finally, one reckless elf jostles Kasashige and he falls, shattering the mirror before it can reflect the moonlight.

Reacting to this disgraceful act, Kasashige declares the clans’ alliance severed. As he leads the PCs to area **B3** to open Sorin’s crypt, he laments that “Bakten would weep to see his greatest deed undone.”

**Treasure:** As the PCs prepare to leave the court, two upstart scions approach them. They seek to reward the party for their fragmenting influence upon the clans. They offer the PCs a *+1 mithral nine-ring broadsword* (*Pathfinder RPG Ultimate Combat* 131), plus a suit of *elven chain* at the higher subtier, and they promise to remain supporters of the Pathfinder Society after they have “washed away the old blood in Ayajinbo.” If the PCs attacked the crypt guards, the scions do not approach them, and they do not receive these items.

**Rewards:** If the PCs did not examine Sorin’s skull, or if they were arrested (see the Violence section of the Alternative Solutions sidebar on page 14), reduce each PC’s gold earned by the following amount.

*Subtier 3–4:* Reduce each PC’s gold earned by 447 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 749 gp.

*Subtier 6–7:* Reduce each PC’s gold earned by 1,051 gp.

## C. THE KNOT OF FAITH

The PCs’ other assignment takes them to a farming community called Dallo in the western panhandle of Wanshou, about 80 miles from New Oppara. Wanshou is a cursed and superstitious land, although the influence of the nation’s kraken tyrant, Zhanagorr, is mercifully distant in this region. It was in Dallo that Jujanil’s soul reincarnated, manifesting as a paralyzed and anguished girl named Malikeen. According to local legend, the child wept for a hundred days, creating a flood that threatened to destroy the townsfolk’s rice paddies. But then the child brightened and spoke with ageless wisdom, overseeing the construction of a dam that persists to this day. Yet when the PCs come to Dallo, they find a community torn apart from both external and internal forces.

Significant locations near Dallo are described below, followed by four events, most of which are triggered based on the PCs’ actions. The Talons of Midnight encounter on page 18 can occur in a location of the PCs’ choosing, but the adventure assumes the PCs will choose the dam (area **C1**) because of its magical benefits. If the PCs choose to fight the daemons within the village, consider using Pathfinder Flip-Mat Classics: Village Square or another map that depicts a cluster of modest buildings.

### C1. The Dam at Dallo

An earthen dam nearly 80 feet wide interrupts a river in its decline from the Zi Ha Mountains. A reservoir forms to the west. To the east, cliffs overlook the dam’s shallow runoff, which feeds a field of rice paddies before curving south. A clay dome, topped with a 20-foot spire, crowns the dam’s platform. Roads lead north into the mountains and south into the village of Dallo.

Dallo’s peasants built this dam nearly 250 years ago to fertilize their rice paddies. The peasants try to keep the dam well maintained, but PCs who succeed at a DC 18 Knowledge (engineering) check observe worrisome degradation in its structure. Spells such as *mending* or *make whole* can repair some of the surface damage, but there is no way to judge how deep the cracks go.

**Hazard:** The western wall of the dam drops 10 feet into deep water, while the eastern side drops 40 feet into 8 feet of water. A creature that falls off the western side of the dam into the water does not take damage, but a creature that falls off the eastern side takes 3d6 points of lethal damage and 1d6 points of nonlethal damage.

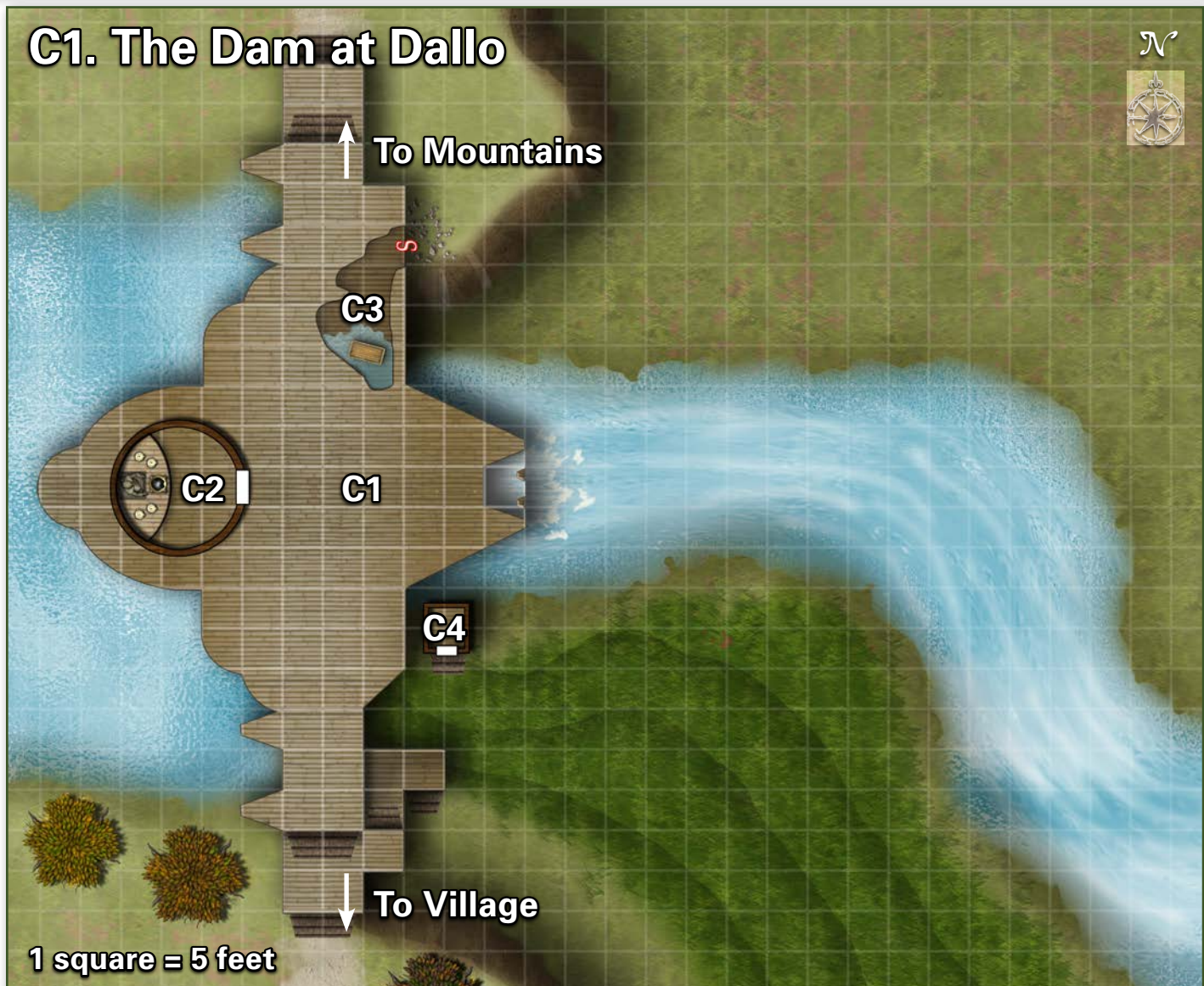
### C2. The Stupa

This tranquil temple features a humble altar bearing a clay statue of a child surrounded by candles, offerings, and relics. Faded murals cover the walls and ceiling.

Only candles light the windowless stupa, bathing it in dim light.

**Hazard:** Although this temple is dedicated to Malikeen—a mortal samsaran—the tireless devotion of the locals has infused it with a holy aura. Any good-aligned creatures standing beside or within the stupa feel a sense of serenity. A PC who succeeds at a DC 15 Knowledge (religion) check recognizes that the holy aura functions as a *hallow* spell, with the additional benefit of suppressing the damage reduction of evil outsiders. This effect extends beyond the walls of the stupa onto the surface of the dam, to a radius of 20 feet from the altar.

**Treasure:** While the relics have no practical value, they hold significance in Bakten’s search for Jujanil.



First, a tattered scroll, written in Minkaian, contains the proverbs of Malikeen Heartsong. PCs who succeed at a DC 15 Linguistics check (DC 20 in the higher subtier) decipher enough to determine that Malikeen appeared mysteriously near the village of Dallo, paralyzed from the neck down, a condition she ascribed to “the evisceration of the life before.” Second, PCs who inspect the murals and succeed at a DC 15 Perception check (DC 20 at the higher subtier) observe a series of samsaran figures representing Bakten’s former incarnations. The figure between Malash and Malikeen is a female silhouette shrouded in black hair with red, piercing eyes.

Finally, beneath the statue rests a bamboo bassinet shaped like a wheelbarrow. The villagers claim this is the cradle of Malikeen, but it is a fake, although a successful DC 25 Appraise check is required to spot the forgery. Years ago, a villager named Arkar replaced the true cradle in order to subvert the faith of his zealous neighbors. See

the Breach of Faith event on page 20 for more information about Arkar’s plot.

**Development:** Since the cradle is a fake, exposing it to the *candle of conveyance* does not cause the flame to turn blue. However, the *candle* does exhibit a halo, since the dam is on the same ley line as the Haraka shrine (see the Ley Lines sidebar on page 20). The PCs can attempt to tap into the ley line here if they wish.

### C3. The True Cradle

When Arkar stole the cradle from area C2, he dug a cave beneath the dam to conceal it. Rocks conceal the entrance at the base of the dam. A PC who succeeds at a DC 20 Perception check spots the entrance. Though little more than a crawlspace, the cave’s existence has profoundly weakened the dam’s structure over the years. Now, the dark chamber is waterlogged and the cradle is lodged in mud and sand.



**Treasure:** A protective talisman hangs from the cradle. Over time, the talisman has absorbed some of the cradle's psychic significance and has become magical. It now functions as a *lesser talisman of freedom* (*Pathfinder RPG Occult Adventures* 263). In Subtier 6–7, it instead functions as a *greater talisman of freedom*.

**Development:** The PCs can use the *candle of conveyance* without moving the cradle. When the PCs finally expose the *candle of conveyance* to the authentic cradle, it flares blue for 1d4 rounds to indicate that Bakten is studying the relic psychometrically. If the PCs have already visited Ayajinbo and studied the relic there, then this activation triggers an additional effect. See *Concluding the Adventure* on page 20 for details.

Any attempt to dislodge the cradle causes a sand boil to erupt in the floor. The dam begins to breach, releasing gouts of water into the valley below and flooding the chamber completely within 1d4 minutes. See the *Flood* section on page 20 for the full consequences of causing the breach.

**Rewards:** If the PCs do not find the true cradle, reduce each PC's gold earned by the following amount.

*Subtier 3–4:* Reduce each PC's gold earned by 75 gp.

*Out-of-Subtier:* Reduce each PC's gold earned by 412 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 750 gp.

## C4. The Work Hut

In the lee of the dam, an old bamboo shack squats upon four rotting stilts, its grass roof nearly blending with the tall rice paddies.

**Creatures:** Two ailing elderly men (LG male old human commoners 2) who work the paddies have chosen to live in this hut instead of returning to the village each day. Walking up the steep hill to the village has become difficult and painful for them, but they both insist upon continuing to work so long as the troubles in Dallo continue. If statistics for these two become necessary, use the stats for the Pig Farmer (*Pathfinder NPC Codex* 256), with their movement speed adjusted to 10 feet.

**Development:** See the *Flood* section on page 20 for potential developments that threaten the two elders.

## VILLAGE OF DALLO

As the PCs approach the village of Dallo, read or paraphrase the following.

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Haunted eyes peer out from the doorways of ramshackle bamboo huts. Dallo's squalor is apparent, but as its denizens trickle out to gather in the grubby village square, another source of anguish starts to suggest itself in the wounds borne by numerous villagers. Many in the throng wear bandages across their chests, and some are missing hands or feet.

---

Once the PCs enter the village of Dallo, they are approached by a crowd of villagers, including Yuzana and Arkar, who are described below.

## REPELLING THE DAEMON THREAT

About 140 villagers live in Dallo. They speak Minkaian as their primary language, and only two locals speak rudimentary Common. One of these locals is **Yuzana** (NG female middle-aged human commoner 3/adept 2), a zealous follower of Malikeen Heartsong, the beatified version of Bakten's former incarnation, and the other is **Arkar** (N male human commoner 1/expert 1), a skeptic who claims Malikeen was no goddess. The remaining villagers take their cues from these two, and when the PCs first arrive, the village is split equally in their support. Many of the villagers who follow Yuzana's lead have tattoos depicting a stylized basket or cradle—they are symbols of faith in Malikeen.

The tone of the PCs' arrival determines the village's initial attitude. If they approach with weapons drawn, or if any of the PCs have visibly monstrous characteristics, then the villagers defer to Arkar and are unfriendly toward the newcomers. If the PCs appear respectful and unthreatening, the villagers are friendly, and if the PCs mention Malikeen, or if any PC is samsaran, then Yuzana declares the PCs "angels," and the villagers' attitudes shift to helpful.

Once the villagers have been made at least friendly, they agree to escort the PCs to view the cradle of Malikeen. While the PCs explore areas C1 and C2, Yuzana and Arkar fight over the religious implications of the PCs' arrival, but ultimately agree to beg their help to defeat "the talons of envy," which are brutish magical creatures that descend from the mountains at night.

If the PCs agree to help, the villagers offer advice but not combat support. Yuzana answers the PCs' questions. Arkar takes their questions as proof that the PCs are not angels but merely mercenaries seeking to exploit the village.

**What do these creatures look like?** "Dark always. Hard to see. Horns and talons. Not of this world."

**Where do they come from?** "The north road at midnight, from the mountains. Cross the dam, then village. They make you slow, then they make you still, then they take your parts. You feel their talons but you cannot scream."

**Why do you think they come?** "Talons of envy. Heartsong gave us dam, make our fields grow, make us strong. They envy our fortune. They test our faith."

**What do your tattoos mean?** "Symbols of Heartsong. They protect us. Without them, we would all be dead."

**Treasure:** If the PCs agree to drive away the monsters, the villagers promise to reward the PCs with much of the village's meager wealth once the monsters are gone.

They offer the PCs a silver statuette of a yeti cradling a child. Through proximity to the cradle, the statuette has temporarily gained the ability to protect its bearer against the dangers of mountainous environments. Once activated, the figurine provides the effects of the *endure elements* spell against cold only, and allows the bearer to treat their altitude as one category lower—that is, to treat a high peak as a low peak, and a low peak as a low pass altitude zone (*Pathfinder RPG Core Rulebook* 430). All of the PCs earn the Blessing of Malikeen boon on their Chronicle Sheets, which provides more information about the function of this statuette. If the PCs improve Yuzana’s attitude to helpful, she grants this reward in advance, because she trusts that they would never betray Dallo.

**Rewards:** If the PCs do not receive the yeti statuette, reduce each PC’s gold earned by 100 gp.

### TALONS OF MIDNIGHT (CR 7 OR CR 10)

This event occurs shortly before midnight on the night following the PCs’ arrival. In anticipation of the creatures’ arrival, the PCs may set up an ambush anywhere along the mountain road or in the village. If the PCs seem uncertain, Yuzana points out that the stupa has a holy aura that may assist the PCs (see Hazards in area C2 above).

**Creatures:** The “talons of envy” that Yuzana mentioned are daemons, which Mata Ryuu routinely dispatches from Jujanil’s mountaintop hideaway to collect flesh and organs so the penanggalen can grow a new body. They approach the location of the PC’s choice from the north. Since the village of Dallo has never had defenders capable of putting up a significant fight, they are not expecting opposition.

During the combat, the villagers hide inside their homes (including the two men who live in area C4). If the PCs instruct the villagers to hide elsewhere, most of them follow the PCs’ instructions. The two men from area C4 are reluctant to make the painful journey back to the village, but the PCs can convince them to do so with a successful DC 15 Diplomacy check (DC 19 in Subtier 6–7). This DC lowers by 5 if the PCs propose a method that would not require the pair to walk, such as carrying them or lending them a horse for the journey. The villagers are more than willing to carry the elders if the PCs suggest the idea.

However, Yuzana and Arkar both sneak out separately to watch the battle. If any PC sustains damage or visibly succumbs to a harmful spell, Yuzana realizes they are not angels, and her sorely taxed faith is shattered. In her despair, she runs into area C2 and begins to vandalize the temple, cursing Malikeen for having deceived her all these years. She arrives at the dam at initiative count 10 on the third round after she begins running. She may run through the combat itself, though she avoids provoking attacks of opportunity. The ceustodaemons do not bother to spend their melee attacks on her as long as they can attack PCs instead, but they treat her as a PC for the purposes of aiming their breath weapons (see the Tactics section of their statistics below).

The first time Yuzana is caught in the area of a breath weapon, she is badly injured. The second time, she falls unconscious. If she is hit again, she dies. Use the following values if tracking her exact number of hit points becomes necessary, such as if the PCs cast healing spells on her. She has 22 hit points, and her Constitution score is 12. She takes 15 points of damage from each breath weapon.

If combat occurs on the dam, keep track of the damage the dam takes from splash weapons, area-of-effect spells, and breath weapons. It takes half damage from all energy effects. If the dam sustains more than 50 hit points worth of damage, it breaches, flooding the valley to the east and triggering the Flood event on page 20.

### Subtier 3–4 (CR 7)

#### LESSER CEUSTODAEMONS (2) CR 5

NE Medium outsider (daemon, evil, extraplanar) (*Pathfinder RPG Bestiary* 2 65, 293)

## CEUSTODAEEMON



**Init** +1; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +15

### DEFENSE

**AC** 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

**hp** 52 each (8d10+6)

**Fort** +7, **Ref** +5, **Will** +8

**DR** 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

### OFFENSE

**Speed** 30 ft.

**Melee** bite +10 (1d8+2), 2 claws +10 (1d4+2)

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

**Special Attacks** breath weapon (30-ft. cone; 6d6 cold damage; Reflex DC 15 for half; usable once every 1d4 rounds)

**Spell-Like Abilities** (CL 8th; concentration +10)  
 Constant—*detect good*, *detect magic*, *see invisibility*  
 At will—*dimension door*  
 3/day—*dispel magic*, *fly*  
 1/day—*hold monster* (DC 17), *slow* (DC 15)

### STATISTICS

**Str** 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 14, **Cha** 15

**Base Atk** +8; **CMB** +10; **CMD** 23

**Feats** Alertness, Blind-Fight, Power Attack, Step Up

**Skills** Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +14, Survival +9

**Languages** Abyssal, Infernal; telepathy 100 ft.

**SQ** drawn to service

### TACTICS

**Before Combat** The ceustodaemons cast *fly*.

**During Combat** The ceustodaemons cast *slow*, then *hold monster*, as they hope that they can harvest flesh without resistance from their victims. Afterward, they alternate between using their breath weapons and their melee attacks. They focus their melee attacks on the most dangerous PCs, and aim their breath weapons to hit as many PCs as possible.

**Morale** Luring the ceustodaemons into the stupa's holy aura suppresses their DR, which demoralizes them and makes them use *dimension door* to retreat to the edge of the dam. However, their wrath gets the better of them, and they return within 1d4 rounds.

### SPECIAL ABILITIES

**Drawn to Service (Su)** When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a –5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a –5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

## SCALING THE TALONS OF MIDNIGHT

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

**Subtier 3–4:** The cradle's proximity sickens the ceustodaemons. This adjustment applies even if the encounter takes place away from the dam—the size of the sickening aura has prevented the daemons from locating the cradle. In addition, they both expended their *slow* spell-like ability earlier in the day.

**Subtier 6–7:** Remove one ceustodaemon from the encounter.

## Subtier 6–7 (CR 10)

### GREATER CEUSTODAEMONS (3)

**CR 7**

NE Large outsider (daemon, evil, extraplanar) (*Pathfinder RPG Bestiary 2* 65, 293)

**Init** +1; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +17

### DEFENSE

**AC** 24, touch 12, flat-footed 23 (+3 Dex, +12 natural, –1 size)

**hp** 84 each (8d10+40)

**Fort** +11, **Ref** +5, **Will** +10

**DR** 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

### OFFENSE

**Speed** 30 ft.

**Melee** bite +13 (2d6+6), 2 claws +13 (1d6+6)

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

**Special Attacks** breath weapon (30-ft. cone; 6d6 electricity damage; Reflex DC 19 for half; usable once every 1d4 rounds)

**Spell-Like Abilities** (CL 8th; concentration +12)  
 Constant—*detect good*, *detect magic*, *see invisibility*  
 At will—*dimension door*  
 3/day—*dispel magic*, *fly*  
 1/day—*hold monster* (DC 19), *slow* (DC 17)

### STATISTICS

**Str** 22, **Dex** 17, **Con** 20, **Int** 15, **Wis** 18, **Cha** 19

**Base Atk** +8; **CMB** +15; **CMD** 28

**Feats** Alertness, Blind-Fight, Power Attack, Step Up

**Skills** Bluff +15, Intimidate +13, Knowledge (planes) +11, Perception +17, Sense Motive +17, Stealth +10, Survival +11

**Languages** Abyssal, Infernal; telepathy 100 ft.

**SQ** drawn to service

### TACTICS

**Before Combat** The ceustodaemons cast *fly*.

**During Combat** The ceustodaemons cast *slow*, then *hold monster*, hoping they can harvest flesh without resistance. They focus their melee attacks on the most dangerous PCs, and aim their breath weapons to hit as many PCs as possible.

**Morale** Luring the ceustodaemons into the stupa's holy aura suppresses their DR, which demoralizes them and makes them use *dimension door* to retreat to the edge of the dam. However, their wrath gets the better of them, and they return within 1d4 rounds.

**SPECIAL ABILITIES**

**Drawn to Service (Su)** When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a -5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a -5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

**Treasure:** Each ceustodaemon carries a jar of vinegar for transporting body parts. The jars are made from ivory embossed with gold, and are worth 250 gp each.

**Development:** If the dam breaches during the fight, proceed to the Flood event. Otherwise, proceed to the Breach of Faith event.

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

*Subtier 3–4:* Reduce each PC's gold earned by 41 gp.

*Out of Subtier:* Reduce each PC's gold earned by 51 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 62 gp.

## BREACH OF FAITH

After the PCs defeat the daemons, Arkar approaches to apologize for his earlier accusations. He also confesses that several years ago, he replaced the authentic cradle with a duplicate, aiming to prove to Yukaza that the relics of Malikeen hold no actual power. He offers to show the PCs where the true cradle is hidden (see area C3).

**Development:** Even if Yukaza's faith was not broken during the combat with the daemons, news of Arkar's trick devastates her. If the PCs leave the cradle undisturbed in area C3, Arkar retrieves it himself, hoping to make amends to Yukaza. In this case, it is Arkar who triggers the sand boil and the dam breach.

If combat triggered a dam breach, Arkar leads the PCs to the cradle, full of fear that it may have been lost in the flood; in this case, the cradle sank partially into the sandy floor of area C3 and did not wash away.

Whether the dam is breached as a result of spell damage during combat, or the sand boil, or both, the damage it sustains is pervasive and irreparable. The people in areas C1 and C2 are not in immediate danger, but see the Flood section below for the full effects upon area C4. Moreover, the long-term effects on the local rice paddies will be severe and serious for the village and will likely reverberate long beyond this scenario.

## FLOOD (CR 5 OR CR 8)

This event begins as soon as the dam is breached.

**Creatures:** The PCs hear two thin voices calling for help in Minkaian. The cries come from the two elders in area C4. When the swift current strikes the hut's rotting stilts, they crack, causing the hut to start drifting downstream at a rate of 40 feet per round. After 2d6 rounds of drifting, the hut becomes waterlogged and sinks, at which point the rice pickers begin to drown.

The elders cannot swim, so they must rely on the PCs to rescue them. Swimming through the rough water while carrying another person is more difficult than swimming through it alone; a PC carrying an elder must succeed at a DC 18 Strength or Swim check each round to avoid being carried away (DC 23 in Subtier 6–7). A PC may only carry one NPC at a time while swimming.

If the elders are not in the work hut, most likely because the PCs convinced them to return to the village before their fight against the daemons, then no one is caught in the flood.

**Hazard:** Although the breach is not torrential, the increased flow of water still poses a danger to anyone on the ground east of the cliffs. Swimming in the water without being swept away requires a PC to succeed at a DC 15 Strength or Swim. On a failed check, the character takes 1d3 points of nonlethal damage (see the rules for fast-moving water on page 445 of the *Pathfinder RPG Core Rulebook*).

**Treasure:** If the PCs rescue both elders from the flood, they reward the PCs with a family heirloom. PCs who succeed at a DC 20 Appraise check determine that this bronze medallion dates to the Lung Wa dynasty and is worth 600 gp (or 1,200 gp in Subtier 6–7). The elders also present the PCs with this reward if the PCs convinced them to move out of harm's way before the flood.

**Rewards:** If the PCs do not rescue the elders, reduce each PC's gold earned by the following amount.

*Subtier 3–4:* Reduce each PC's gold earned by 50 gp.

*Out of Subtier:* Reduce each PC's gold earned by 75 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 100 gp.

## CONCLUDING THE ADVENTURE

As soon as the PCs bring the candle of conveyance close to the second relic, they complete their mission for Bakten. However, this action also has an unexpected consequence.

When the PCs introduce the candle to the second relic (either the skull or the cradle), read or paraphrase the following text.

The flame burns blue, but moments later it begins to flare and sputter madly, coruscating through the spectrum until it settles on blood red. Within the frantic candle, images appear: first, a



jagged black pagoda, then the image of a blue-skinned woman, her hair like a black shroud. Her jaws distend and erupt with fangs. Bakten's face appears, his eyes wide with pain and terror. He falls from view and the candle's flame winks out.

These effects are the result of Bakten's unexpected psychic contact with Jujanil. The two foes engage in a brief psychic duel, ending with Bakten's death. The PCs have no way of learning this information in this scenario. However, a PC who succeeds at a DC 18 Spellcraft or Knowledge (arcana) check recognizes that a hostile entity invaded the candle's psychic bond.

Before they can investigate further, the party may need to see the resolution of either the clan feud in Ayajinbo or the dam breach at Dallo. Afterward, they are obliged to return to Amanandar to return the candle to Bakten. Upon arriving at Bakten's sanctuary, they find his pooka servant aggrieved. Twig acts as a telepathic eyewitness, showing the PCs the following mental images: Bakten meditating, Bakten horror stricken, and Bakten's body evaporating.

Tears streak the pooka's tiny face as she says, "Bakten so gone. But gone-gone? Great Beyond. Show candle, yes?" Twig is asking if she can examine the *candle of conveyance*, hoping to determine if Bakten has truly passed to the Outer Planes. If the PCs bring out the magic item, they receive a shock: the extinguished candle re-ignites itself, burning with a small, pale flame. Twig's sorrow turns to

joy: "Walk-lookers! Hope burns! New Bakten means new answers soon!"

The PCs' search for Bakten's reincarnated self and their confrontation with Jujanil are described in *Pathfinder Society Scenario #7-08: To Judge a Soul, Part 2: Karma Regained*.

If the PCs received the yeti statuette in area C, they all receive the Blessing of Malikeen Boon on their Chronicle Sheets. PCs who activated the ley line receive the Ley Line Scholar boon on their Chronicle Sheets.

### PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary success conditions for this scenario if they expose both of the relics to the *candle of conveyance*.

### SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary success conditions if they successfully complete three or more of the following five tasks: discover that Mata Ryuu is under psychic control, deduce that Ishigo Shiori is the mother of the Pale Silence ninjas, obtain unanimous votes from the elven clans, keep Yuzana from falling unconscious during the battle against the ceustodaemons, and save both elders from the dam breach.

PLAYER HANDOUT #1: BAKTEN'S INVITATION

*Honorable Pathfinders,*

*Action and intent comprise the scales of karma. Join me in my final place of study, the Sanctuary of the Unbound Knot in New Oppara, to ascertain how past intent and future action may collude to raise the veil of ignorance. The lore and wisdom of two thousand years shall stand as your reward.*

*Venture-Captain Bakten Shengrah*

PLAYER HANDOUT #2: TIMELINE

*Being a chronology of the incarnations of the samsaran Bakten Shengrah.*

**4981–5221 IC:** Calysses of Bachuan, Pirate on Embaral Ocean

**5221–5470 IC:** Marakutis of Zi Ha, Yixing royal assassin

**5470–5725 IC:** Elris of Tianjing, Missionary of Irori

**5725–5972 IC:** Krenek of Dtang Ma, Sentinel of Ramparassad

- Defeated underworld dragon near Mt. Pho-Yim

**5972–6222 IC:** Qith of Zi Ha, Alchemist for Satsuna Kuga

- Destroyed undead rituals

**6222–6421 IC:** Rianon of Minkai,

- Explored Crown of the World
- Cured yeti blight

**6421–6633 IC:** Ilgafor of Zi Ha, Warlord of Hongal

- Defended Maiaji

**6633–6750 IC:** Malash of Hongal, Peacemaker

- Emissary for Imperial Lung Wa
- Evacuation of Jyito populace during oni invasion
- United elf clans of Jinin against rat kings of Diguu-Dashu

**6750–6963 IC:**

**6963–6961 IC:** Malikeen of Wanshou, Savior of Dallo

- Constructed dam
- Defeated hag coven
- Cured plague

**6961–present (7215 IC):** Bakten of Kamikobu, Venture-Captain

- Led peasant army against bandit lords of Amanandar
- Joined Lantern Lodge
- Enlightenment approaches



## APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

### **ALOOF ARCHER** **CR 6**

*Pathfinder RPG NPC Codex 269*

CN Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +10

#### **DEFENSE**

**AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

**hp** 52 (8d10+8)

**Fort** +6, **Ref** +4, **Will** +2; +2 vs. enchantments

**Immune** sleep

#### **OFFENSE**

**Speed** 20 ft.

**Melee** elven curve blade +10/+5 (1d10+3/18-20)

**Ranged** +1 composite longbow +12/+7 (1d8+3/×3)

#### **STATISTICS**

**Str** 14, **Dex** 14, **Con** 10, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +8; **CMB** +10; **CMD** 22

**Feats** Deadly Aim, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow)

**Skills** Perception +10, Stealth +5

**Languages** Common, Elven

**SQ** elven magic, weapon familiarity

**Combat Gear** *elixir of hiding*, *potion of cure moderate wounds*, *potion of divine favor*; **Other Gear** masterwork full plate, +1 composite longbow (+2 Str) with 40 arrows, +1 flaming arrows (6), elven curve blade, 72 gp

### **OFFICER** **CR 4**

*Pathfinder RPG NPC Codex 252*

Elf aristocrat 6

N Medium humanoid (elf)

**Init** +0; **Senses** low-light vision; Perception +8

#### **DEFENSE**

**AC** 16, touch 10, flat-footed 16 (+6 armor)

**hp** 36 (6d8+9)

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

**Immune** sleep

#### **OFFENSE**

**Speed** 20 ft.

**Melee** mwk greatsword +8 (2d6+3/19-20) or mwk warhammer +7 (1d8+2/×3)

**Ranged** mwk composite longbow +5 (1d8+2/×3)

#### **STATISTICS**

**Str** 14, **Dex** 10, **Con** 10, **Int** 11, **Wis** 10, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 16

**Feats** Iron Will, Toughness, Weapon Focus (greatsword)

**Skills** Diplomacy +9, Intimidate +5, Knowledge (nobility) +5, Perception +8, Profession (soldier) +9, Ride +6, Sense Motive +5

**Languages** Common, Elven

**SQ** elven magic, weapon familiarity

**Combat Gear** *potions of cure light wounds* (3), *potion of cure moderate wounds*; **Other Gear** masterwork breastplate, masterwork composite longbow (+2 Str) with 20 arrows, masterwork greatsword, masterwork warhammer, courtier's outfit, bit and bridle, light horse (combat trained), military saddle, saddlebags, studded leather barding, 1,121 gp

## Pathfinder Society Scenario #7-06: To Judge a Soul Part 1: The Lost Legacy

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<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"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
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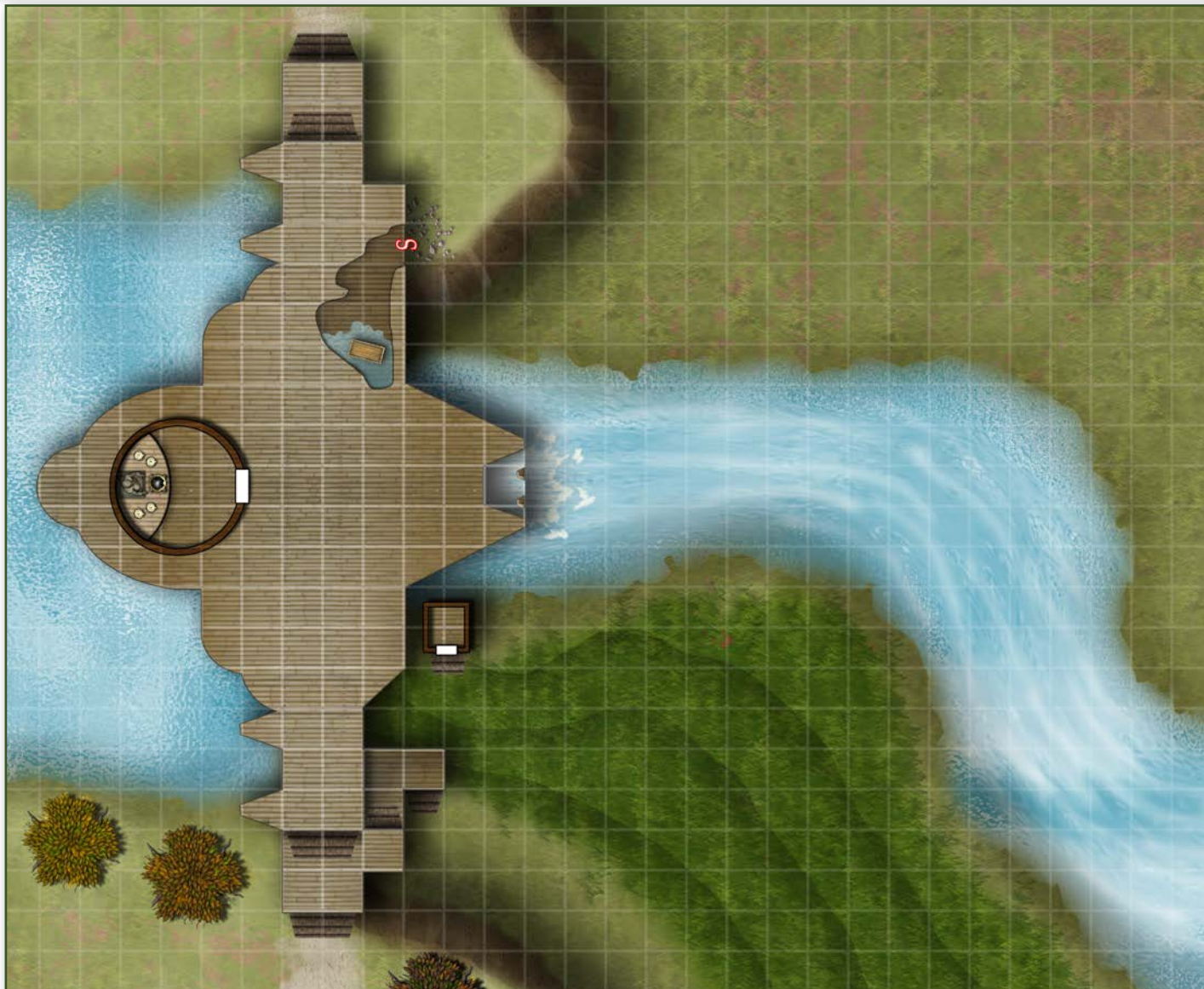
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**Pathfinder Society Scenario #7-06: To Judge a Soul Part 1: The Lost Legacy** © 2015, Paizo Inc.; Author: Scott Sharplin







# Pathfinder Society Scenario #7-06: To Judge a Soul Part 1: The Lost Legacy

Character Chronicle #

Core Campaign

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

**This Chronicle sheet grants access to the following:**

**Blessing of Malikeen:** You gained a statuette of a yeti cradling a child that has absorbed psychic energy from Malikeen Heartsong, which you can discharge to protect yourself from the dangers of high mountains. You may activate the figurine as a standard action to gain the effects of the *endure elements* spell against cold only, and to treat your altitude zone as one category lower—that is, to treat a high peak zone as a low peak zone, and a low peak zone as a low pass altitude zone (*Pathfinder RPG Core Rulebook* 430). The benefits of this boon last until the end of the scenario. When you use this boon, cross it off your Chronicle Sheet. If *Pathfinder Society Scenario #7-08: Karma Regained* is the next scenario you play with this character, you may activate this boon during that scenario without crossing it off your Chronicle Sheet.

**Ley Line Scholar:** You attuned yourself to the ley line passing through the relics of Bakten's former lives. This line travels through Amanandar, Jinin, Wanshou, and Zi Ha. Whenever you are within the borders of any of these countries, you gain a +1 bonus to your effective caster level for all spells and spell-like abilities.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	650	1,300
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,149	2,299
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,649	3,297
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

Starting XP
+ <small>GM's Initials</small>
XP Gained (GM ONLY)
=
Final XP Total

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

Starting GP
+ <small>GM's Initials</small>
GP Gained (GM ONLY)
+ <small>GM's Initials</small>
Day Job (GM ONLY)
-
Gold Spent
=
Total

**All Subtiers**

- +1 lamellar (leather) armor (1,210 gp, *Pathfinder RPG Ultimate Combat* 129)
- +1 limning shuriken (166 gp each, limit 4; *Pathfinder RPG Ultimate Equipment* 145)
- +1 mithral nine-ring broadsword (4,015 gp, *Ultimate Combat* 131)
- lesser talisman of freedom (900 gp, *Pathfinder RPG Occult Adventures* 263)
- masterwork naginata (335 gp, *Ultimate Combat* 131)
- scroll of contact other plane (1,125 gp)
- wand of mindlink (15 charges; 225 gp, limit 1; *Occult Adventures* 177)

**Subtier 6-7**

- +1 lesser designating shuriken (366 gp each, limit 4; *Pathfinder RPG Ultimate Equipment* 140)
- +1 naginata (2,335 gp, *Pathfinder RPG Ultimate Combat* 131)
- cloak of resistance +1 (1,000 gp)
- elven chain (5,150 gp)
- greater talisman of freedom (9,000 gp, *Pathfinder RPG Occult Adventures* 263)
- potion of blur (300 gp)
- potion of cure moderate wounds (300 gp)
- wand of thaumaturgic circle (5 charges; 2,100 gp, limit 1; *Occult Adventures* 189)

**For GM Only**

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