



THE PERENNIAL CROWN PART 1: OPAL OF BHOPAN

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PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1–16: The Perennial Crown Part 1: Opal of Bhopan is a Pathfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Opal of Bhopan makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Flip-Mat: Forbidden Jungle*, *Pathfinder Flip-Tiles: Dungeon Starter Set*, and *Pathfinder Flip-Tiles: Dungeon Vaults Expansion*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and creature stat blocks from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides/>.



Metaplot

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GM SYNOPSIS

This adventure features a broad variety of encounters, including overland travel, waves of combat, a courtly dance, and dangerous hazards. The scenario ends on a cliffhanger. The story continues in *Pathfinder Society Scenario #1-17: The Perennial Crown Part 2: The Thorned Monarch*.

ADVENTURE BACKGROUND

In the depths of the Mwangi Expanse, four of the founding members of the Pathfinder Society came upon a mysterious gateway covered in locks and surrounded by keys—the Door of Seasons. As the Pathfinders tried each of the keys without success, a mocking voice told them that any of the keys could open the door if the right conditions were met; namely, that since the four discoverers had found the gate at the same time, it wouldn't open for any of the four until only one of them remained alive. The Pathfinders didn't succumb to the temptations of the mysterious voice and instead turned their back on the treasure, swearing a pact to ignore the door, leaving it to whichever of them happened to live the longest. This came to be known as the Open Road Pact—the foundation for the strong ethos of cooperation that has served as one of the Pathfinder Society's guiding principles. Unbeknown to the Pathfinders, however, the situation at the gateway was an elaborate ruse. The voice belonged to an ancient fey tyrant, Qxal, the Thorned Monarch. But though the words they spun about the keys and locks were nothing but manipulations, the prize beyond the door was very much real.

Long ago, Qxal established a demiplane of fey magic, making it their stronghold from which to terrorize the surrounding lands. They focused their wrath on the ancient empire of Bhopan, nearly destroying their civilization entirely, before being bested by a group of Bhopanese heroes who managed to wrest away the artifact Qxal had created to focus the power of their demiplane: the *Perennial Crown*. The loss of the crown deprived the Thorned Monarch of the ability to control much of their own power, leaving it bound within the realm beyond the Door of Seasons. What remained of the Bhopanese retreated to isolation on the last and furthest island they had occupied, where they locked the crown away. Now left unable to venture far from the Door of Seasons, the Thorned Monarch has been forced to use wanderers as pawns in their quest to recover the crown.

Had the Pathfinders turned on each other as Qxal had hoped, the fey would have drawn strength from their blood and taken control of the victor's mind for their own ends. But when the four Pathfinders refused the

WHERE ON GOLARION?

Pathfinder Society Scenario #1-16: The Perennial Crown Part 1: Opal of Bhopan takes place in Bhopan, a small island to the east of Nex off the shores of the continent of Garund. The peoples and civilizations of Bhopan are poorly understood by the inhabitants of both Avistan and Garund thanks to their isolation from the mainland. Bhopan is home to Bhopanese humans, each of whom possesses qualities resembling those of various kinds of fey, particularly those of gremlins, especially the canine pugwampis and batlike jinkins.



offer, the Monarch needed to improvise. They planted a whisper and a seed of their own power into the mind of the most weak-willed of the group, Selmus Foster. Qxal told Selmus that there was another way to reach the other side without killing his allies. All he had to do was recover a crown from the island of Bhopan and bring it back, and he could claim this grand discovery for himself. Selmus agreed. A few months later, he told the other members of the Open Road Pact that he had found a lead on Bhopan, then left for the island with his assistant, Adolphus, unknowingly carrying the seed with him to Bhopan, which took root the moment he set foot on the island.

The *Perennial Crown* was locked away in the royal vaults, but with the help of Adolphus and the revolutionary Bhopanese princess Ganjay, Selmus nearly reached his goal. However, alarms their group had set off on their approach brought forth numerous guards, and the group was caught. As an outsider caught in the most forbidden of places with a popular princess, Selmus was soon found guilty of kidnapping the princess to force her assistance and was executed for high crimes against Bhopan.

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While the Thorned Monarch's plan to have Selmius steal the crown ended there, their influence continued to grow on Bhopan. Centuries of subtle manipulation and cultural engineering by Qxal has transformed Bhopan into a place of fey wonders, where casual bloodshedding is a firmly established aspect of everyday life, each drop strengthening and slowly growing the Thorned Monarch's power.

In the last few months, the Pathfinder Society has learned of the existence of the Open Road Pact. The Society is now sending agents to learn more about the Pact's members, in hopes of discovering the mysterious gate that they were unable to open. One of these groups now heads to Bhopan to learn more about Selmius Foster's last adventure. Will these Pathfinder fulfill Qxal's schemes, or will they undo Selmius's mistakes?

ADVENTURE SUMMARY

The PCs arrive on Bhopan by ship, and after landing on a deserted beach, they begin bushwhacking into the dense jungle. During the grueling trek, the PCs navigate the jungle's threats and ultimately are attacked by fey in a relentless assault. Before the fey can overpower them, the PCs are saved by a Bhoponese patrol, whose commander requests that the PCs accompany them to see their king. King Webhekiz graciously invites the PCs to the Masquerade of Seasons festival, which culminates in the Grand Dance. He orders his advisor Lelzeshin to accompany the PCs as a chaperone and guide. In the privacy of the PCs' quarters, Lelzeshin attempts to convince them to break into the vault with him, ostensibly on the grounds that doing so is the best way for them to learn about what Selmius Foster sought on Bhopan, though he truly only wants the crown for himself. If they refuse his request, he attempts to break into the vault alone; otherwise, he acts as a guide during the festival.

Either way, the PCs have a bit of time to interact with the masquerade's wonders, including the dining habits, peculiar gambling, and the unearthly decadence of the palace. When the dance begins, everything becomes a riot of whirling dresses, lights, and magic as dancers fly through the labyrinthine halls and parks. The PCs need to learn the many steps to participate and use their mastery of the dance's magic to make their way toward the vault, infiltrating it via the orchid castle's stigma high above the ground. Even if the PCs planned not to enter the vault, Lelzeshin's break-in alerts the palace guards, who ask for the PCs' aid in bypassing the vault's wards. Either way, Lelzeshin turns on the PCs in an attempt to take the crown for himself. After the battle, quakes rock the vault, trapping the PCs inside. The adventure continues in *Pathfinder Society Scenario #1-17: The Perennial Crown Part 2: The Thorned Monarch*.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

At the docks of the bustling port of Quantum, semi-retired Pathfinder Khoumrock Blackthane drinks his mug of dark stout.

The dwarf mariner speaks in a booming voice, "As ye lot might've heard, we're currently lookin' into the trail o' the ole foundin' members o' the Pathfinder Society, Selmius Foster. He made loads o' discoveries before he vanished on an island in the Obari Ocean. We're pretty sure he died there, but we don't know the details. Other than some mention of him being killed by some 'dog-faced people,' whatever that means. Ambrus Valsin wants ye lot to travel to the jungle isle o' Bhopan and find out what ye' can about ole Selmius. There's supposed to be a city there, but weather's rough that time of the year, so there's a decent chance we'll have to drop ye lot off on the other side o' the isle. Ye all should prepare for a trek through the jungle. Anyways, yerr smart ones, so if ye can, try to not make a fuss with the locals while there, got me? There's a good chance Selmius didn't leave us with the best reputation there, so try to be discreet and tactful."

Khoumrock has no more useful information about Bhopan than he provides in the briefing above. If the PCs ask questions about Selmius Foster, he answers them briefly; he knows the information listed in the Success entry for the Recall Knowledge check on page 5. Any PC who is trained in Pathfinder Society Lore has at least heard of Selmius Foster and can confirm that he was a founding member of the Pathfinder Society who appeared frequently in the earliest volumes of the *Pathfinder Chronicles*. PCs who played *Pathfinder Society Scenario #1-11: The Flames of Rebellion* found a letter from Selmius's adventuring companion Kerinha Napsunar that refers to Selmius as a "pompous buffoon", who is "a scholar and by no means a diplomat," and expresses that, with regards to his journey to Bhopan, she "fears for his safety" more than she "holds out hope he will uncover anything." Though these letters were in part Kerinha venting her frustrations with Selmius, they also reflect her experience with Selmius's tendency to get in trouble when taking the lead in complex social situations.

Pathfinder Society Lore or Society (Recall Knowledge) or Diplomacy (Gather Information)

The PCs might know more information about Selmius Foster and the events surrounding this scenario. They learn the following information based on the results of a DC 20 Society check or DC 15 Pathfinder Society Lore check to Recall Knowledge. While in Quantum, they can instead

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ask around by attempting a DC 20 Diplomacy check to Gather Information. This takes 2 hours and represents finding knowledgeable Pathfinder agents in and around the Pathfinder lodge in Quantum, the Nexus House.

Critical Success Though Selmius Foster is best known for his successes as an explorer, these successes gradually inflated his ego. The more famous he became, the more fame and wealth he desired, and the less he cared about the consequences of his actions for the people around him—particularly people that he didn't expect to see again, such as the people from lands far away from his home in Absalom. He often relied on his trusted companion Adolphus to clean up after his social faux pas. Adolphus's entry on Foster's death was oddly brief for the methodical scholar—a fact that many have attributed to grief over the loss of his mentor. Adolphus's wife, Ganjay, was known for her keen intellect and noble bearing, and she had a striking, multicolored appearance, reminiscent of an opal. Ganjay confided in her friends that she was once the princess of a faraway land, but she was reluctant to speak more about her past.

Success Selmius is most famous for explorations in Vudra, which ultimately led to Vudra opening up its lucrative spice trade to merchants from Absalom. To reward the Pathfinder Society for Selmius's efforts, the city of Absalom donated an old manor to the Pathfinder Society, where the Society founded the Grand Lodge. The manor, now called the Water Palace, remains on the grounds of the Grand Lodge to this day. The last Pathfinder Chronicle to mention Selmius was written by his assistant, Adolphus, who said that he was killed by "dog-faced people" on Bhopan but didn't elaborate. After Selmius's death, Adolphus and his wife, Ganjay, founded a Pathfinder lodge in Quantum.

Critical Failure In addition to his skills as an explorer, Selmius Foster was expert negotiator whose silver tongue opened new doors for the Pathfinder Society. Given how badly Selmius failed, the people on Bhopan are most likely not interested in parleying with unwelcome visitors.

Voyage to Bhopan

Give the PCs an opportunity to slot their boons for the adventure, if they haven't already done so, and remind them that they each have 1 Hero Point available. The PCs also have a chance to slot boons for this scenario.

Unfortunately for the PCs, the voyage is as rough and stormy as Blackthane feared. They reach the island after several weeks of sailing over the Obari Ocean on Blackthane's ship, the *Unsinkable*. However, the turbulent seas prevent the ship from rounding the island to drop the PCs at their intended landing point on the far side, so Blackthane leaves the PCs on a beach to cross the island by land while he waits out the storm, explaining he'll meet the PCs on the far side once the weather clears.

If the PCs ask him to come with them, he refuses, saying that discretion and tact aren't his strong suits and that someone needs to make sure the ship stays safe.

TREK THROUGH THE JUNGLE

The coast of Bhopan is straight and somber and faces a mist-shrouded ocean. Reddish trails of earth are visible through the dark-green foliage of bushes and creepers that trail along the low cliffs. A chain of jutting, jagged rocks stands out from the waves like remnants of a wall breached by the sea, while inland, the vast, primeval jungles cast their shadows toward the eternally toiling waves.

On their way through the jungle, the PCs face three major obstacles: hungry insects, dangerous terrain, and toxic plants. Whenever the PCs encounter an obstacle, each PC must attempt one of the listed checks, with a DC of 18 (DC 20 in Subtier 5–6). PCs who critically succeed gain two successes toward bypassing the obstacle, PCs who succeed gain one success, and PCs who critically fail reduce the number of successes the group has earned by one.

The number of successes the PCs earn determines their result. If they earn a number of successes equal to than half the number of PCs (rounded up) or fewer, the PCs fail their attempt to bypass the obstacle, experiencing the failure effect listed in the obstacle before eventually slogging through. If they earn more successes, they don't experience any ill effects from the obstacle.

Starting in this encounter, numerous skill checks allow the PCs to use Bhopan Lore. It's unlikely that any PC has selected this skill directly, but PCs can roll these checks using abilities like the bard feat Bardic Lore.

Bloodsucking Mites

The red clay earth of Bhopan houses plenty of shallow pools, many of which contain swarms of practically invisible, biting mites.

Associated Skills: Craft (to improvise an insect repellant; requires Alchemical Crafting skill feat and alchemist's tools), Bhopan Lore, Nature or Survival (to avoid the pools), or Medicine (to treat the bites; requires healer's tools).

Failure: The PCs muscle through the terrain but are badly stung by thousands of tiny, voracious insects. Each PC takes 1d6+5 piercing damage (2d6+9 in Subtier 5–6). Additionally, each PC who failed their check to bypass this obstacle must attempt a DC 18 Fortitude save (DC 20 in Subtier 5–6), with a –2 penalty if they critically failed the check to bypass it. PCs who fail this save become drained 1.

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Obsidian Shards

Thousands of tiny shards of obsidian are lodged in the clay ground, covered by leaves and branches.

Associated Skills: Acrobatics or Athletics (to make use of trees, rocks, and vines to navigate past the field), or Survival or Thievery (to carefully clear a path through the field).

Failure: The shards slice into the PCs' feet. Each PC takes 1d6+5 slashing damage (2d6+9 in Subtier 5–6). Additionally, each PC who failed their check to bypass this obstacle must attempt a DC 18 Reflex save (DC 20 in Subtier 5–6), with a –2 penalty if they critically failed the check to bypass it. PCs who fail this save become clumsy 1 for the next 8 hours.

Shrapnel Tree

A patch of trees with multiple thorny protrusions in the bark holds fist-sized pumpkin-like fruit, which fall down and detonate.

Associated Skills: Acrobatics (to dive into cover), Bhopan Lore, Nature (to notice the presence of the shrapnel tree and give it a wide berth).

Failure: The fruit detonates, sending its high-velocity seeds like shrapnel through the air. The PCs manage to get past the detonating fruit, but not without cost—the seeds are both extremely sharp and poisonous. Each PC takes 1d6+5 piercing damage (2d6+9 in Tier 5–6). Additionally, each PC who failed their check to bypass this obstacle must attempt a DC 18 Fortitude save (DC 20 in Subtier 5–6), with a –2 penalty if they critically failed the check to bypass it. PCs who fail this save take 2d6 poison damage and become take enfeebled 1 for the next 8 hours.

Rewards: If the PCs make it through the jungle while bypassing at least two obstacles, they find the bones of an unfortunate Bhoponese citizen who was caught in a snare set by some of the jungle's dangerous fey. Among the remains is an adventurer's pack, six lesser antidotes, and one gp with the face of a man with long ears and a magnificent wig. The man whose face appears on the coin is none other than King Webhekiz, whom the PCs will meet later in the scenario (page 11). In Subtier 5–6, the satchel contains 30 gp. PCs who find this satchel earn 1 Treasure Bundle.

A. FEY AMBUSH SEVERE

It feels like ages since the journey began through the oppressive heat and humidity of this place. Worse yet, for a while now, whispers have carried along the wind—the barely perceptible rustlings of leaves and creepers, too often sounding almost like “intruders” or “leave.” Growls in

the distance, buzzing nearby, and the constantly darkening gloom of the dense canopy over the moist, red earth make this expedition seem more treacherous with every step. Suddenly, the noise stops and the jungle falls silent, save for the nearby babbling brook.

Give the PCs enough time to place their characters in the upper half of the map and speculate about the sudden silence for a moment before beginning combat. This encounter takes place in the same day as the PCs encounter the jungle hazards, before 8 hours have passed.

Creatures: This encounter is divided into two waves, each of which is a moderate encounter, without time to rest in between. The second wave arrives at the beginning of the third round. For simplicity, use the same initiative for both phases of this encounter. In the first phase, a guardian dryad and her snapping flytrap allies attack the PCs. In the second phase, a group of crocodile-headed bilokos strike.

Terrain: The map has the following features. The PCs' opponents don't use these features if left to their own devices, but clever PCs can be able to use them to gain a tactical advantage.

Log: The logs that cross the ravine can be used as bridges, though they are slippery and uneven. Crossing the logs requires a successful DC 16 Acrobatics check to Balance (DC 18 in Subtier 5–6).

Ravine: The ravine is 40 feet deep and 20 feet wide (60 feet deep in Subtier 5–6). A creature can Long Jump across with a successful DC 20 Athletics check. A creature that fail this check by 2 or less can attempt to Grab an Edge to avoid falling. Creatures that fall into the ravine take 10 bludgeoning damage as they land in the deep river below (20 bludgeoning damage in Subtier 5–6). The river flows slowly to the south (DC 15 Athletics to Swim) and the ravine's walls are craggy, with numerous small handholds and footholds (DC 20 Athletics to climb).

Trees: A typical tree is 30 feet tall (DC 15 Athletics to Climb). In Subtier 5–6, the trees lack lower branches, increasing the DC to 20.

Though this fight can be tough, it has a built-in safety net. After 5 rounds pass, or if less than 2-1/2 hours remain to complete the scenario, another group of fey musters in the woods, and a contingent of Bhoponese soldiers, the Bhoponese Greenwatch, intervenes. If the PCs are losing the fight or a PC is in danger of dying—most likely because they gain the dying condition after already spending their Hero Points—the Bhoponese Greenwatch intervenes sooner. Continue to the Bhoponese Greenwatch section on page 8.

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A. THE OUTER FOREST



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Subtier 3–4 (Wave 1)

DRYAD

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CREATURE 3

SNAPPING FLYTRAP

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CREATURE 3

Subtier 3–4 (Wave 2)

BILOKO WARRIORS (4)

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CREATURE 1

Subtier 5–6 (Wave 1)

DRYAD

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CREATURE 3

SNAPPING FLYTRAPS (3)

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CREATURE 3

Subtier 5–6 (Wave 2)

BILOKO WARRIORS (2)

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CREATURE 1

BILOKO VETERANS (2)

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CREATURE 4

Rewards: The PCs earn 1 Treasure Bundles for this encounter, so long as they defeat at least one of the fey before the Greenwatch arrive. They earn 1 additional Treasure Bundle if they defeat at least half of the fey before the Greenwatch arrives.

THE BHOPANESE GREENWATCH

The din of battle is harshly interrupted by a booming, gravelly voice. The voice speaks first in Mwangi, and then in Common. Read or paraphrase the following.

"By the authority vested in me by the sovereign, I hereby extend the hospitality of the Bhoponese kingdom to these strangers—I command thee to stand down!" With chattering, muttering, and growls, the fey assailants meld with the jungle's green. A patrol of twelve individuals, most of them with doglike faces, emerge from the foliage. Their beautifully enameled armors seem to consist in equal parts of living plant matter and metal, and the same holds true for their weaponry. Their leader, an armadillo-faced woman, performs a perfect curtsy and extends a hand in greeting, "Hail and well met! My name is Thadie Yabi Yulunga, but you

can call me Thadie, if you prefer. I'm a commander of the Bhoponese Greenwatch."

If the PCs defeated both waves in 5 rounds, the commander adds the following.

"You've shown yourself to be quite capable. Perhaps you didn't need our assistance to pass safely through these jungles. Nonetheless, it is best not for our noble guests and honored defenders to find themselves trapped in the grim tragedy of unwelcome battle."

If any PCs need rescue from the ravine, Thadie drops a rope and helps them back up. Regardless of the PCs' success, she asks the following.

"Please be so kind as to excuse my being so straightforward, but what might bring you to our realm?"

The PCs can attempt skill checks to discern more information about the situation before answering Thadie's question.

Nature (Recall Knowledge)

A PC who succeeds at a DC 20 Nature check to Recall Knowledge might be able to deduce additional information about the Bhoponese soldiers' fey-influenced appearances.

Success: The *Pathfinder Chronicles* entry referencing the Bhoponese as "dog-faced" is obviously only partially correct, and in fact somewhat ignorant; if anything, they seem to resemble various animals or fey, though a few do in fact have canine features. The faces of the soldiers in this patrol resemble the faces of pugwampi gremlins, a type of fey associated with accidents, cruel tricks, and misfortune.

Society (Recall Knowledge)

A PC who succeeds at a DC 18 Society check to Recall Knowledge (DC 20 in Subtier 5–6) might deduce additional information from the demeanor of the Bhoponese Greenwatch. Remember that this check should be rolled in secret. Regardless of the check result, if a PC responds in one of the ways outlined below, they earn the appropriate response.

Critical Success: The courtly demeanor warrants reciprocating with a curtsy or bow. PCs who do so gain a +2 circumstance bonus to Diplomacy checks to Make an Impression on Thadie.

Success: The behavior of the soldiers and the quality of their equipment are signs of their belonging to a highly sophisticated society. Behaving as befitting of a court might be a smart move.

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Failure: Shaking Thadie's hand and patting her on the back seems like a valid response.

Critical Failure: Acting brusque as a show of strength is required to restore the balance between the PCs and the soldiers. Baring teeth is a good way to show strength. PCs who do so offend Thadie and cannot attempt to Make an Impression on her.

Talking to Thadie

Thadie is cordial but slightly reserved. If the PCs ask Thadie about the body they found in the jungle or about the fey attacks in general, she deflects the question unless a PC succeeds at a DC 18 Diplomacy check to Make an Impression on her (DC 20 in Subtier 5–6). If they do, she mournfully states that the jungle is dangerous for lone travelers, as some of the more malicious fey, particularly bilokos, attack if they think they can avoid getting caught by Bhopan's patrols. She tells the PCs that the jungles have grown more dangerous over time; in her grandmother's day, the fey held more respect for their compacts with the ruler of Bhopan. Additionally, she and the other guards believe that the numbers of fey are growing, particularly the vicious ones. Though Thadie doesn't know it, the gradual increase in the fey threat represents the growing influence of the Thorned Monarch on Bhopan.

If the PCs mention the Pathfinder Society, particularly if they admit to being members of the organization, she briefly tenses. Regardless of what the PCs say, she asks them to accompany her and her patrol to the safety of Hoba Dukuza, stating that her sovereign will want to talk to the strangers as soon as possible. She formally asks the PCs from refraining from spellcasting or engaging in acts that might be considered hostile.

ARRIVAL IN HOBA DUKUZA

The jungle path broadens to allow a clear view of the mouth

of a river delta formed by titanic trees, with a small harbor situated among the massive roots. Rock and wood seamlessly blend with massive bulbs and flowers that sprout from the trees to form dwellings. Gigantic, cart-wide vines connect these flower and bulb buildings to small houses on massive floating leaves, perpetually held aloft by invisible winds, finally linking them to the earthen floor, where dwellings of mulch and rock jut from the red clay earth. In the distance, the center of this wondrous city is clearly visible—beyond the tree-formed delta, a pristine lake acts as the heart of the city of Hoba Dukuza, its waters slowly but steadily feeding the harbor. An island in the middle of the lake contains a majestic castle with four budding towers surrounded by meticulously groomed gardens.



ETERNAL BLOOM

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MALIGNANT CULTURAL ENGINEERING IN PRACTICE

The Thorned Monarch Qxal has spent centuries subtly influencing the people of Bhopan, manipulating their culture into including voluntary bloodshed into its social customs, which allows the entity to increase their influence over Bhopan. During this scenario, willingly spilling one's blood according to Bhopanese customs (combat does not count, save in some circumstances like formal duels) helps the PCs' social standing, but whenever PCs voluntarily engage in this practice, Qxal's power over them grows. A PC who spills their blood gains the Blood Offering boon on their Chronicle sheet. This boon will become relevant in *Pathfinder Society Scenario #1-17: The Perennial Crown Part 2: The Thorned Monarch*. No living person knows of this devious manipulation, and nobody considers the drop of blood on the ground to be sinister or uncommon. Don't feel the need to pressure the PCs into performing this action—allow them to do so only if they feel comfortable.

The access to these wondrous sights is a vine street flanked by tree towers, the way ahead guarded by heavily armored, individuals wearing crimson helmets and iron-shod boots and wielding massive scythes. Thadie greets the grim sentinels by saying, “Winter brings peace,” and pricks her thumb on a thorn of her armor, spilling a single drop of blood on the floor, to which the red-helmeted guards reply in unison, “And summer brings prosperity,” before similarly wetting the ground with drops of their blood and stepping aside to allow the party passage onto the vine streets of Hoba Dukuza.

Questioning Thadie

If the PCs are intrigued by the strange greeting, Thadie explains that Bhopanese see the seasons as part of the same eternal cycle, and such formalized greetings help reinforce that notion. She tells curious PCs that an appropriate statement about a season as a greeting warrants a response that uses the opposite season in a similar manner. For example, a greeting emphasizing spring is responded to by praising autumn.

If questioned regarding the spilling of a drop of blood, she responds that it's a sign of utmost mutual respect among her people, primarily used by military and nobility. If at any time during this scenario, a PC would like to spill a drop of their own blood as a sign of respect, it requires an Interact action and deals no damage to the PC. None of the Bhopanese pressure the PCs into doing so.

CROSSING THE PETAL BRIDGE

The bridge to the castle's island, made of meticulously interwoven vines covered with blooming flowers, are guarded by a whole regiment of Bhopanese soldiers. A gold-plated, avocado-like plant carriage awaits, drawn by four horse-sized cicadas that occasionally let out a burst of sound before being hushed by the carriage's driver. Thadie opens the carriage's door and states, “Winter brings wisdom.”

The inside of the carriage is luxurious, upholstered in what looks like a green pelt. An aardvark-faced man in courtly finery gestures to the seats. “Spring brings new beginnings.”

As soon as the PCs take their seats, they can feel that the “pelt” growing from the carriage is actually a mass of fungal tendrils that moves in soft waves over them. As the carriage begins moving, the man, Lelzeshin, introduces himself. He is genuinely excited about the PCs' arrival, and he hopes to establish a rapport with them.

“Don't be alarmed by the carriage's fur—it's actually cleaning you, removing the mud, blood, sweat—and, as you'll notice, it also provides some basic grooming and adds a fresh mango scent to your attire. Handy, don't you agree? Oh dear, I'm forgetting my manners over all the excitement of your arrival! It is just so very rare for us to have visitors from beyond the island's shores.”

“My name is Lelzeshin. I am one of the stewards of the Eternal Bloom and an advisor to His Majesty King Webhekiz, Fourth of His Name, Chosen Sovereign of Bhopan by the Grace of the Four Seasons.”

Nature (Recall Knowledge)

A PC who succeeds at a DC 18 Nature check to Recall Knowledge might deduce additional information about the strange vehicle.

Critical Success: The cicadas and plant carriage are capable of short-range flight, and the “fur” is probably akin to some sort of fungal digestive mat that can clean the insides of the carriage, not unlike the process clams use to make pearls. It shows a highly sophisticated understanding of the magical cultivation of organisms.

Success: The carriage is a living plant creature, with finery fused to the outside.

Critical Failure: The carriage is far from alive. In fact, it is undead creature covered in a veneer of common moss. The fur is the remnants of a recently slain beast, there to keep the carriage well fed so it doesn't eat its occupants.

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AN AUDIENCE WITH THE KING

The carriage comes to a halt on a massive dance floor after navigating the gardens of the Eternal Bloom's isle. Here, a crowned man with long, batlike ears dressed in royal finery oversees the preparation of a lavish festivity. He pulls out a fan to cool himself, sending powder drifting from his wig.

The bat-eared king asks the PCs who they are and what has brought them to Bhopan. If the PCs use the proper appellation that Lelzeshin used to refer to King Webhekiz, each PC who also spills their blood to complete the formal greeting gains a +2 circumstance bonus to their skill checks when interacting with the king. Remember to note down the Blood Offering boon for each PC who spills their blood. If none of the players remember the correct title, allow them to roll a DC 20 Society check to Recall Knowledge. A PC that succeeds at this check recalls the correct appellation of “Your Majesty King Webhekiz, Fourth of His Name, Chosen Sovereign of Bhopan by the Grace of the Four Seasons.” A PC that critically fails this check correctly remembers most of the title but misremembers one part as “Fifth of His Name.” This is a horrible faux pas, and if the PCs address the king as such, they take a –2 circumstance penalty to their skill checks to interact with the king.

A PC can deflect the king's inquiry into their reasons for traveling here politely with a DC 21 Deception check (DC 24 in Subtier 5–6). On a failure, the king reiterates his request, and the PCs can try again. On a critical failure, the king is offended. He scowls for a moment before composing himself with a tight smile, commenting that it was “unfair of us to expect outsiders to understand.”

If the PCs mention the Pathfinder Society or Selmus Foster, read or paraphrase the following.

The king's strange mien darkens briefly. “We indeed remember the Pathfinder Society and Selmus Foster. Not only did Selmus and his henchman Adolphus kidnap our Princess Ganjay, they also committed a crime most heinous and unspeakable, for which Mr. Foster summarily paid the highest price. That being said, we are a just ruler, and neither we, nor the enlightened kingdom of Bhopan, believe in holding people accountable for the actions of those that came before. We are cognizant of this news putting a strain on our relations, but it is our ardent hope that you trust in the justice of our actions.”

The king doesn't elaborate further. If the PCs didn't roll checks to Recall Knowledge at the scenario's beginning, have them roll them now. During the conversation, as long as no PC critically failed a Deception check, each PC who speaks to Webhekiz can attempt a DC 21 Diplomacy check to Make an Impression (DC 24 in Subtier 5–6). Decrease the DC of this check by 2 if the PCs succeeded at the check to avoid the topic of Foster and the Pathfinder Society.



WEBHEKIZ

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Once the PCs' conversation with the king is winding down, he extends an invitation to them.

"Tomorrow evening, Bhopan will be celebrating the annual Masquerade of Seasons, and you are hereby cordially invited by the grace of the Bhoponese people to participate in our most sacred custom. Steward Lelzeshin will be responsible for you while you are our guests. Kindly refrain from leaving his side when you are not in your chambers. We understand that you wouldn't want to be disarmed in such an unfamiliar place, so consider this a courtesy and an extension of our trust. Proper attire for the masquerade will be provided by our light-weavers. You are hereby dismissed."

With a wave of the king's bejeweled hand, Lelzeshin escorts the PCs out of the king's audience chamber to a massive suite, with a central lounging area surrounded by a small private bedroom and bathroom for each PC. He is eager to learn more of the PCs. He suggests that the PCs spend some time socializing in the garden before they retire for the night. If they accept his invitation, he escorts them to an impressive garden filled with Bhopan socialites. Here, each PC can attempt one DC 18 Diplomacy check to Gather Information about Selmius Foster before the garden empties (DC 20 in Subtier 5–6). The PCs can gain up to two pieces of information from the What Bhoponese Say About Selmius Foster section below. Most of the citizenry go to bed early in preparation for the grand celebration to come the following evening.

Rewards: If at least one PC succeeded at a Diplomacy check to Make an Impression on the king, the king has servants deliver a collection of Bhoponese desserts to the PCs' rooms that night. The desserts include spicy frozen treats and a cake covered in intricate sugar petals with a pronounced taste of fine alcohol. The desserts are decorated with silver accessories for the PCs to keep, which collectively make up 1 Treasure Bundle.

What People Say About Selmius Foster

When the PCs succeed at a skill check to learn information about Selmius Foster from the socialites in the garden, they learn pieces of the story as it is told in Bhopan. Factual inaccuracies are a result of both Princess Ganjay's deceptions and centuries-old propaganda to cover up the departure of a popular princess from her homeland. The Truth sections are provided for GM context.

- Selmius Foster was part of some sort of strange society called the Pathfinder Society from a faraway island called Absalom. The group travels all over the world in search of priceless national treasures to steal.

Truth: Selmius Foster was a famous Pathfinder, and the Pathfinder Society is based in Absalom. The characterization of the Society as a group of opportunistic plunderers is at odds with its general guiding ethos as a group of explorers and archeologists. While Pathfinders can certainly find great treasures and gain plenty of wealth, fame, and knowledge during their adventures, the Society strongly discourages its agents from engaging in actions that could discredit the organization's place on the international stage. The Society wouldn't endorse the theft of a national treasure.

- Selmius and his henchman Adolphus kidnapped Princess Ganjay to force her to help them break into the royal vault. Selmius was executed by means of a very large and acidic pitcher plant. Adolphus escaped consequences by playing upon the princess's sympathies to appear to be just another victim of Selmius.

Truth: Selmius, Adolphus, and Ganjay plotted to enter the vault together. When they were caught, Ganjay told the guards that Selmius kidnapped her and had used enchantment magic to force the innocent Adolphus to assist in his plots. Selmius was then executed by pitcher plant.

- Adolphus was a terrible man. He seduced Princess Ganjay to earn her trust so he could use her to access the vault, and then kidnapped her.

Truth: Adolphus and Ganjay's relationship was based upon a combination of practicality and mutual affection, and she left Bhopan with Adolphus of her own accord.

- Selmius Foster was able to enter the royal vault, which only people of royal blood should be able to enter. This must mean that Foster brought powerful dark magic with him, perhaps from the legendary enemy of their people: an evil fey called the Thorned Monarch, who nearly wiped out all of ancient Bhopan before the remaining survivors retreated to their current island home.

Truth: While Selmius was indeed influenced to come to Bhopan by the Thorned Monarch, he didn't have help from the Monarch's magic to enter. In fact, the royal vault was specifically designed to protect against the Thorned Monarch, with wards that blocked all from Bhopan or with connections to the Thorned Monarch other than the royal family. Foster was able to open the vault because, as an outsider, he lacked the strong connections to the Monarch that most Bhoponese people have.

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SPEAKING TO LELZESHIN

Once the PCs arrive in their suite and close the door, Lelzeshin speaks. Read or paraphrase the following.

Lelzeshin clears his throat. "Before we talk further, let me fulfill my duty to explain what awaits you. Tomorrow night is the annual Masquerade of Seasons. We will gather in the grand plazas of the Eternal Bloom and be merry; this, one of our most sacred customs, culminates in the opening of the Eternal Bloom's flowers to the sound of the Grand Dance, its pollen ensuring prosperity and peace for all of Bhopan. Know that His Majesty doesn't expect you to perform well in the dance, as it is in fact a somewhat complex affair for those not familiar with the proper steps. That being said, if you do rise to the occasion, you'll be able to dance and glide among the spires of Hoba Dukuza, and even right beneath the grand anther if you're particularly graceful!"

It's likely by this point that the PCs have given an obvious sign of their connection to the Pathfinder Society, either because they told the king, because one or more of them has a symbol of membership in the Pathfinder Society such as a *wayfinder*, or because they asked an NPC in the garden a question about Selmius Foster. Even if the PCs don't reveal this information, Lelzeshin strongly suspects that they are Pathfinders, because of a blood-based divination he conducted recently that revealed that outsiders would "come and follow in Selmius's footsteps", and he steers the conversation toward the Society. He muses about Selmius Foster and mentioning that Selmius's main goal on Bhopan was to find something within the royal vault and that these ambitions likely hold the secrets to Selmius's death. Lelzeshin at first won't talk about the details of the royal vault, but he's hoping the PCs will try to convince him to do so. If the PCs attempt to convince him, have any such PC roll a Diplomacy check to Make a Request. On any result but a natural 1, Lelzeshin continues his explanation. On a natural 1, Lelzeshin is annoyed with that PC, but another PC can try until they succeed. If they succeed, Lelzeshin tells them the following.

"The official story is that Princess Ganjay was kidnapped by Pathfinders, who forced her to lead them to the royal vault—for it is during an attempted theft from it that Selmius Foster was caught and summarily executed. The truth, as redacted accounts of the time and other records of the princess's personality would suggest, was rather different. The princess desperately wanted to liberate her people from the burden of cultural stagnation. When the group was caught, Selmius was accused both of kidnapping the princess and of breaking into the royal vault. The queen at the time had no interest in letting anyone know that the princess was an active participant in the

heist rather than a victim of cruel outsiders. The only proof, or any clues about what Foster was hoping to find, would lie in the vault, but that's not something anyone has been able to check. The vault, you see, requires at least four people to open. Doing so is lethal to Bhoponese people who are not of royal blood, but far less perilous for outsiders. The survival of Selmius Foster and Adolphus attests to that, particularly compared to the death that has come to every Bhoponese



LELZESHIN

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DANCING MISHAPS

If a PC critically fails a check during the masquerade, the volatile magics have adverse effects upon them. For each affected PC, roll a d6 and consult the table below to determine the result. These consequences last until the end of the scenario. They are the result of a curse effect with an effective level of 9, with no saving throw. Remember that during the dance, the PCs can spend an Edge Point to turn a critical failure into a success; if they do, they don't experience a mishap.

TABLE 1: DANCING MISHAPS

d6	Effect
1	Pig Trotter Feet: The PC's feet turn into trotters. This reduces the PC's Speed by 5 feet.
2	Chicken Wing Arm: One of the PC's arms turns into a chicken wing. The PC can't hold objects, use Interact actions, or Raise a Shield with the hand.
3	Squirrel Tail: The PC grows a fluffy squirrel tail and becomes like a squirrel, constantly fascinated by different things. The PC takes a -2 penalty to Will saves, Perception checks, and Perception DCs.
4	Mantis Shrimp Eyes: The sensory overload to the PCs' shrimp eyes requires the PC to succeed at a DC 5 flat check whenever they use a concentrate action, or the action is wasted.
5	Sloth Fur: The PC grows sloth fur. The PC is slowed 1 on the first round of combat.
6	Donkey Face: The PC sprouts a donkey face. The PC adds the concentrate trait to all spells with verbal components, sonic attacks, and actions that have the auditory trait, due to a compulsion to bray.

person who has attempted to bypass the vault's wards. I am a student of our histories, and while I had heard many negative things about Pathfinders in those official accounts, I've begun to doubt them. Meeting people like you makes me suspect these stories were told to further an isolationist stance and keep us from learning of the outside world. If you need help accessing the vault, I would be willing to help you. Indeed, it might be the only way for us to learn the truth and uncover our past. It might even reveal that Selmus was innocent of his crimes."

If the PCs are interested in accessing the vault, Lelzeshin explains that they can do so most easily by acting carefully but deliberately during the masquerade to proceed to the vault, using that distraction to slip in. He agrees to help them if necessary (and he does so if the PCs earn too much Awareness during the masquerade). Lelzeshin is insistent that the PCs not use violence against his fellow citizens, or they will lose his assistance.

Lelzeshin offers to answer any questions the PCs might have. The following are some likely questions and their answers.

Who is Princess Ganjay? "Ah, Princess Ganjay, the Opal of Bhopan—it is said she truly had the face of a naiad and that her magics were most formidable indeed! It is also said that she had some misgivings about the role of Bhopan in the world, namely about our rather isolationist stance. And she was willing to take bold risks to bring Bhopan into a brighter future."

How did Selmus Foster die? "A grisly matter, really, and not something to dwell on. I think a relatively sizeable acidic pitcher plant was involved, as per the custom for high crimes."

Isn't there a better way to find out what Selmus wanted on Bhopan than breaking into a vault? "I'm afraid not. The royal family has done well to obscure the truth of the past. It was only through my own extensive research, with access to numerous sources that are available only to the most trusted officials, that I was able to learn as much as I have. If more records of Foster's intentions existed, I would've found them."

How can you be so sure we won't get caught? "Unlike Princess Ganjay and her Pathfinder allies, you won't be traveling through the labyrinthine tunnels beneath the palace. Your route will take you right up to the vault's entrance, past every guard and the vast majority of the vault's defenses."

But Selmus, Adolphus, and Ganjay are three people, not four? "Very astute observation. The fourth member of that group was Princess Ganjay's familiar, Yubdaghar. As one who was of this isle but not of royal blood, he sadly perished in the process."

It is important to note that none of the statements Lelzeshin makes are lies—they reflect his beliefs and convictions. Lelzeshin is a patriot of Bhopan who pictures himself as a liberator—a destined hero of a people too long held captive by traditions. The only untruth of the situation is an omission—he makes no mention of the fact that he plans to use the PCs as scapegoats if necessary to shield himself from accusations of treason, in parallel to the way Ganjay used Pathfinders to escape consequences.

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The PCs have two choices: either they decide to use Lelzeshin's plan, or they don't. If they follow the plan, Lelzeshin is a valuable asset and can help the PCs navigate the masquerade and the vault's defenses. The cheerful steward secures the PCs' entrance into an exclusive restaurant, where they each have another chance to attempt one DC 18 Diplomacy check to Gather Information about Selmius Foster (DC 20 in Subtier 5–6). Each PC who succeeds at the check hears one of the pieces of information listed in What People Say About Selmius Foster on page 12.

If the PCs don't go along with Lelzeshin's plans, he is clearly disappointed. While it's very unlikely given what Lelzeshin told them about the royal family covering up Foster's innocence, PCs who reject Lelzeshin's plans might decide to report him to the guards. If they do, Lelzeshin easily avoids suspicion, passing off the PCs' attempted report as an odd type of humor when the guards call him in later to ask about this strange report.

THE MASQUERADE OF SEASONS

The Masquerade of Seasons begins with several games and activities, followed by the main event: the Grand Dance.

The PCs' objective during the Grand Dance depends upon their response to Lelzeshin. If they are planning to enter the vault with him, their aim is to reach the highest level of dance and slip away without drawing undue attention. This goal is referred to as Infiltrate in the Masquerade Rules section below. It uses the infiltration rules from the *Pathfinder Gamemastery Guide*, but all of the relevant rules are included in this scenario.

If the PCs are not planning to enter the vault with Lelzeshin, their reasons for participation could be more varied, from graciously accepting the hospitality of the king to building a rapport with attendees with the aim of ultimately finding out more information about Selmius Foster without Lelzeshin's help. Ultimately, it would be a grievous social blunder not to participate in the dance, and the PCs can earn rewards based upon how well they perform. These overarching goals are referred to as Impress in Masquerade Rules below.

Masquerade Rules

At the beginning of the masquerade, the PCs can participate in a variety of activities, which can grant them advantages later in the celebration. Once the Grand Dance itself begins, the attendees are drawn into a spectacular ritual of movement and song. Though the ritual's magic compels the Bhopenese attendees to continue dancing, the PCs can move about freely.

The dance is divided into two phases. During each phase of the dance, go around the table up to three times, giving each player a turn to roll one check against an obstacle of their choice. Successful checks earn Dance Points. Once the PCs have earned the number Dance Points in the obstacle's entry, the group has completely overcome that obstacle, and no more checks can be attempted against it.

Anytime a PC critically fails a check during the masquerade, they experience a dancing mishap, as described in the sidebar on page 14.

Awareness Point (Infiltration Only): Awareness Points track how out-of-place the PCs seem. The PCs gain Awareness Points for failed checks.

Complication: A complication is a challenge that could only cause trouble for the PCs. This dance has only one complication, which occurs at the beginning of the dance's second phase.

Dance Point: The PCs can earn Dance Points by succeeding at checks to defeat obstacles. Once the PCs earn 3 Dance Points for an obstacle, they overcome the obstacle entirely. Each of the Dance Point entries in the Obstacles' statistics says "(group)". This just means that the PCs are working together to overcome the obstacle.

Edge Point: The PCs can earn Edge Points with their successes in masquerade activities (page 16). Edge Points turn blunders into successes, as the masquerade's magic bolsters the PCs. When a PC fails or critically fails a check to overcome an obstacle or complication, they can spend 1 Edge Point to succeed instead. Edge Points belong to the PCs as a whole: any PC can use an Edge Point, no matter who earned it.

Obstacle: An obstacle is a challenge that the PCs face during the dance that provides them with an opportunity to excel. The DC of all checks to overcome obstacles is 18 (DC 20 in Subtier 5–6).

INFILTRATE

During infiltration, the results of the PCs' checks to defeat obstacles are as follows.

Critical Success The PCs gain 2 Dance Points.

Success The PCs gain 1 Dance Point.

Failure The PCs accrue 1 Awareness Point.

Critical Failure The PCs accrue 2 Awareness Points.

If the PCs defeat two obstacles (or three obstacles, for a table of five or more players), they successfully end the phase. They can also end the phase early if they draw too much negative attention. If the PCs' Awareness Point total reaches 6 during phase 1, or 12 during phase 2, the phase immediately ends. For tables of five or more players, increase these thresholds to 9 and 18 Awareness Points,

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respectively. In this case, Lelzeshin intervenes, creating a distraction to draw attention away from the PCs. If the PCs receive this intervention, they earn reduced rewards at the end of the dance (page 18). Players cannot choose to skip their turns; when a PC has a turn, they must roll a check against one of the remaining obstacles.

IMPRESS

When trying to impress the Bhopenese, the results of the PCs' checks to defeat obstacles are as follows.

Critical Success The PCs gain 2 Dance Points.

Success The PCs gain 1 Dance Point.

Failure No effect.

Critically Failure The PCs lose 1 Dance Point.

The PCs can continue attempting checks against obstacles until each PC has rolled three times or until the group has successfully bypassed every obstacle. At that point, the phase ends. A player can decide to have their PC skip a turn, though doing so is rarely a good idea, as a skipped turn has the same effect as a failed check. The number of Dance Points the PCs earn determines their rewards at the end of the dance (page 18).

Masquerade Activities

Before the Grand Dance begins, the PCs can engage in a variety of activities as they explore the mazelike parks and halls of the Eternal Bloom. Each PC can participate in one of the following activities. A PC who sheds their blood, either to participate in the plant barbecue or caterpillar art activities or as a result of failing the Reflex save to win the snapping turtle lottery, gains the Blood Offering boon on their Chronicle sheet. A PC who critically fails a check gains an animalistic feature from the dance's magic, per the Dancing Mishaps sidebar on page 14. Unless otherwise stated, the DC of all checks and saving throws is 18 (20 in Subtier 5–6).

PLANT BARBECUE

The PCs happen upon a table containing meats and plants on kebab sticks next to some barrel-sized pitcher plants. The plants open only if a drop of blood is spilled on their lid. If a PC don't wish to spill their own blood, they can convince an attendee to shed blood on their behalf with a Diplomacy or Society check. The kebabs are dipped into the delicious-smelling acid in the plants, which marinates them in seconds as a kind of ceviche. A PC who cooks their barbecue to perfection with a Crafting check, a DC 16 Cooking Lore check (DC 18 in Subtier 5–6), or a DC 20 Perception check (DC 22 in Subtier 5–6) earns 1 Edge Point.

SNAPPING TURTLE LOTTERY

A nasty-looking snapping turtle is inside a small, circular pen. The pen sports several holes, through which assembled individuals put their hands while inhaling strange fumes that briefly cloud their vision. At the sound of a bell, all participants attempt to pull their hands out, with the turtle biting the hand of the slowest person, dealing 1d6+4 piercing damage (2d6+8 in Subtier 5–6). A PC who succeeds at a Reflex save wins their round of the snapping turtle lottery, earning 1 Edge Point.

CATERPILLAR ART

Multihued, tame caterpillars await next to a fenced-off area that flashes with sparks and swirls of fire. The PCs can participate in the caterpillar art by feeding the caterpillars with their blood. If a PC don't wish to spill their own blood, they can convince a Bhopenese person to shed blood on their behalf with a Diplomacy or Society check. The celebrant then walks into the cordoned-off area and tickles the caterpillars, which, depending on the tickling movements and the blood type and ancestry of the blood donor, emit multicolored sparks and goutts of flame from their mandibles, somewhat reminiscent of fireworks. A PC who succeeds at a Crafting or Thievery check nimbly produces beautiful patterns in the air, earning 1 Edge Point.

Phase 1: A Rousing Waltz

With the whistling of ghostly white buds resounding in the air like an ephemeral glockenspiel, the Bhopenese gather in the grand plaza of the dance, under the aegis of the bloom of the gigantic orchid castle. A bat-faced man, clad in the finery of a majordomo that would make the Taldan courts blush with envy, claps his hands firmly four times, and fey musicians appear, ranging from satyrs with their pipes to dryads playing various string instruments made of their own hair, all accompanying the song of sirens congregating in the lake. All fey are dressed in elaborate courtly attire, and the massive stigma of the orchid-castle opens to the sound of the primordial symphony, sending clouds of shimmering pollen in grand, visible arcs of pure magic through the cheering celebrants. With the first notes, the music's magic begins sweeping away the assembled, masked dancers at a tempestuous velocity, transforming the entire dance floor into a swirl of garments and giggling laughter, as the dance's magic slowly begins raising every dancer into the air. The magical swirls of pollen quickly create different levels of the dance, as the Bhopenese dancers waltz through the air at heights ranging from safe to staggering.

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CONVERSE (IMPRESS ONLY)

OBSTACLE

Dance Points 3 (group); **Overcome** Bhopan Lore, Deception, or Diplomacy

As entrancing as the dance is, it's no simple matter to strike up a conversation with a dancer beyond pleasantries. A PC who succeeds against this obstacle can also ask a Bhoponese person a question. If they ask about Selmius, a dancer relays a piece of information about the famous Pathfinder from the What People Say About Selmius Foster section on page 12.

DARING LEAP

OBSTACLE

Dance Points 3 (group); **Overcome** Athletics or Performance

As the floor moves with the music, it creates a series of treacherous gaps. Musically inclined PCs can plan their jump for a moment when the platforms are close together, and those with athletic prowess can simply clear the gap.

MOVING PLATFORMS

OBSTACLE

Dance Points 3 (group); **Overcome** Perception or Survival

While the platforms are generally rising, they sometimes dip lower. Their speed and patterns seem random at first glance, but close examination reveals the method behind their movement and allows a dancer to keep their bearings.

PERPLEXING MAGIC

OBSTACLE

Dance Points 3 (group); **Overcome** Arcana or Nature

The ritual blends elements of primal and arcane magic. Closely examining the ritual reveals ways to benefit from its magic to follow along with the dance without experiencing any compulsion to continue dancing until the ritual ends.

RELENTLESS BEAT

OBSTACLE

Dance Points 3 (group); **Overcome** Acrobatics or Performance

When the music speeds up, only those who keep up with the flow of the dance can move with the crowds.

WATCHFUL GUARDS (INFILTRATE ONLY)

OBSTACLE

Dance Points 3 (group); **Overcome** Deception or Stealth

A few guards have carefully avoided the dance floor so they can keep a watchful eye over the festivities. Charting a course past them requires sneaking past or creating a distraction.

Phase 2: Ascent to the Sky

Once the PCs have managed to complete the first dance sequence, read or paraphrase the following.

The potent magic of the dance transforms everything into a whirl of color, a cascade of garments and phosphorescent bursts of pollen, of masked revelers sweeping through the air on currents of flashing energy and laughter. The floor is far below, obscured by decadent dresses and swirling colors. The music changes, announcing the beginning of a new dance sequence.

Phase 2 begins with a complication, as each PC is placed in a situation where they must observe Bhopan's complex etiquette. After resolving this complication, phase 2 continues in the same manner as phase 1, with the obstacles presented below.

COMPLEX ETIQUETTE

COMPLICATION

Trigger Phase 2 begins

Overcome Each PC must attempt a DC 13 Bhopan Lore or DC 16 Society check (DC 15 Bhopan Lore or DC 18 Society check in Subtier 5–6), with the following effects.

Success The PC correctly follows Bhopan's traditions, avoiding any consequences.

Failure The PC makes a minor error. If the PCs are trying to infiltrate, the PCs gain 1 Awareness Point. If they are trying to impress the Bhoponese, the PCs lose 1 Dance Point.

Critical Failure The PC makes a faux pas. If the PCs are trying to infiltrate, the PCs gain 2 Awareness Points. If they are trying to Impress the Bhoponese, the PCs lose 2 Dance Points.

CONVERSE (IMPRESS ONLY)

OBSTACLE

Dance Points 3 (group); **Overcome** Bhopan Lore, Deception, or Diplomacy

As entranced as the Bhoponese dancers are, it's no simple matter to strike up a conversation with a dancer that goes beyond pleasantries. A PC who succeeds against this obstacle can also ask a Bhoponese person a question. If they ask about Selmius Foster, a dancer relays a piece of information about the famous Pathfinder from the What People Say About Selmius Foster section on page 12.

INJURED DANCERS

OBSTACLE

Dance Points 3 (group); **Overcome** Athletics or Medicine

A slight error in the ritual has dangerous consequences, as the movements of a group of dancers slip out of sync with the movement of the floor. Nearby dancers are too caught up in the dance's magic to assist, so they attempt to move around the injured people, causing the floor to become chaotic and crowded. Each of the injured people gains an animalistic feature, as per the Dancing Mishaps sidebar.

PERPLEXING MAGIC

OBSTACLE

Dance Points 3 (group); **Overcome** Arcana or Nature

The ritual blends elements of primal and arcane magic. Closely examining the ritual reveals ways to benefit from its magic to follow along with the dance without experiencing any compulsion to continue dancing until the ritual ends.

RELENTLESS BEAT

OBSTACLE

Dance Points 3 (group); **Overcome** Acrobatics or Performance

When the music speeds up, only those who keep up with the flow of the dance can move with the crowds.

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SPINNING FLOURISH

OBSTACLE

Dance Points 3 (group); **Overcome** Bhopan Lore, Performance, or Society

Dancers are gathered in a line that snakes around the platforms. As they reach the center of the room, each performs a whirling spin.

WATCHFUL GUARDS (INFILTRATE ONLY)

OBSTACLE

Dance Points 3 (group); **Overcome** Deception or Stealth

A few guards have carefully avoided the dance floor so that they can keep a watchful eye over the festivities. Charting a course past them requires sneaking past their notice or creating a distraction.

Rewards: The rewards the PCs earn from the dance are based upon their objective during the dance. PCs who are infiltrating the vault receive a reward from Lelzeshin immediately prior to entering the vault. The PCs receive no reward if he helped them during both phases. If he helped them during one of the phases, they receive six lesser juggernaut mutagens and six lesser quicksilver mutagens (moderate juggernaut and quicksilver mutagens in Subtier 5–6); the PCs earn 2 Treasure Bundles. If the PCs didn't need his assistance, he also gives them a *sneaky key* (three *sneaky keys* in Subtier 5–6), and the PCs earn 3 Treasure Bundles.

PCs who are impressing the attendees instead receive a gift from King Webhekiz, who delights in their active participation in the event. If the PCs earned a number of Dance Points at least twice the number of PCs, he gives the PCs an alabaster mask decorated with elaborate inlays with seasonal motifs. The mask is worth 35 gp. In Subtier 5–6, this mask is instead a *persona mask* with the same decorations. If the PCs earned at least a number of Dance Points equal to four times the number of PCs, he gives the PCs a *persona mask*. In Subtier 5–6, he also gives the PCs a pair of *healer's gloves*. As typical for *healer's gloves*, these white gloves never show signs of blood, making them favored accessories among Bhoponese high society.

Development: Infiltrating PCs progress enter the vault immediately after the dance; proceed to area **B**. PCs with other objectives have a few minutes to mingle about the area and socialize. Each PC can attempt one DC 18 Diplomacy or Society check (DC 20 in Subtier 5–6) to ask a Bhoponese person about Selmius Foster at this time before the crowd disperses and the giddy but exhausted celebrants retire to their rooms (see What People Say About Selmius Foster on page 12 for information about what the people say). Soon after, four shrill alarms echoes throughout the palace, one after another. Guards race to find the PCs and escort them to

King Webhekiz. The king gravely explains the situation. Each of those alarms represented someone's lifeblood being shed, and the place where the deaths happened is the royal vault. Attempting to enter the vault without the permission of the king is a high crime, and it is known to be lethal to all but members of the royal family and outsiders to Bhopan. He's already accounted for his relatives, and now that he's determined the PCs are not responsible—he's baffled as to what is going on. He orders the guards to escort the PCs to the royal vaults, waiting just outside. He then instructs the PCs to enter the vaults, figure out what is going on within, and capture anyone they find. Now that the dance is over, the path Lelzeshin took into the vault closed. While the route to the vault through tunnels underneath the palace would normally be too deadly to traverse, King Webhekiz deactivates all of the palace's magical defenses along the route to the vault. With the guards' guidance, reaching the vault takes 10 minutes.

B. THE CROWN'S VAULT LOW

The organic structure of the Eternal Bloom descends into a constructed stone chamber, lit diffusely from magical light set in the ceiling fifteen feet above. The chamber has four massive alcoves, as well as a ceremonial staircase in the east that ends in an imposing black metal door.

The floor of each of the alcoves is a mosaic that wraps around an L-shaped stone wall segment. The outer walls of each alcove are shrouded in fog. For a more detailed description of this room, refer to **Appendixes 1 and 2**; the appearance of the alcoves is a clue that can assist the PCs during the encounter.

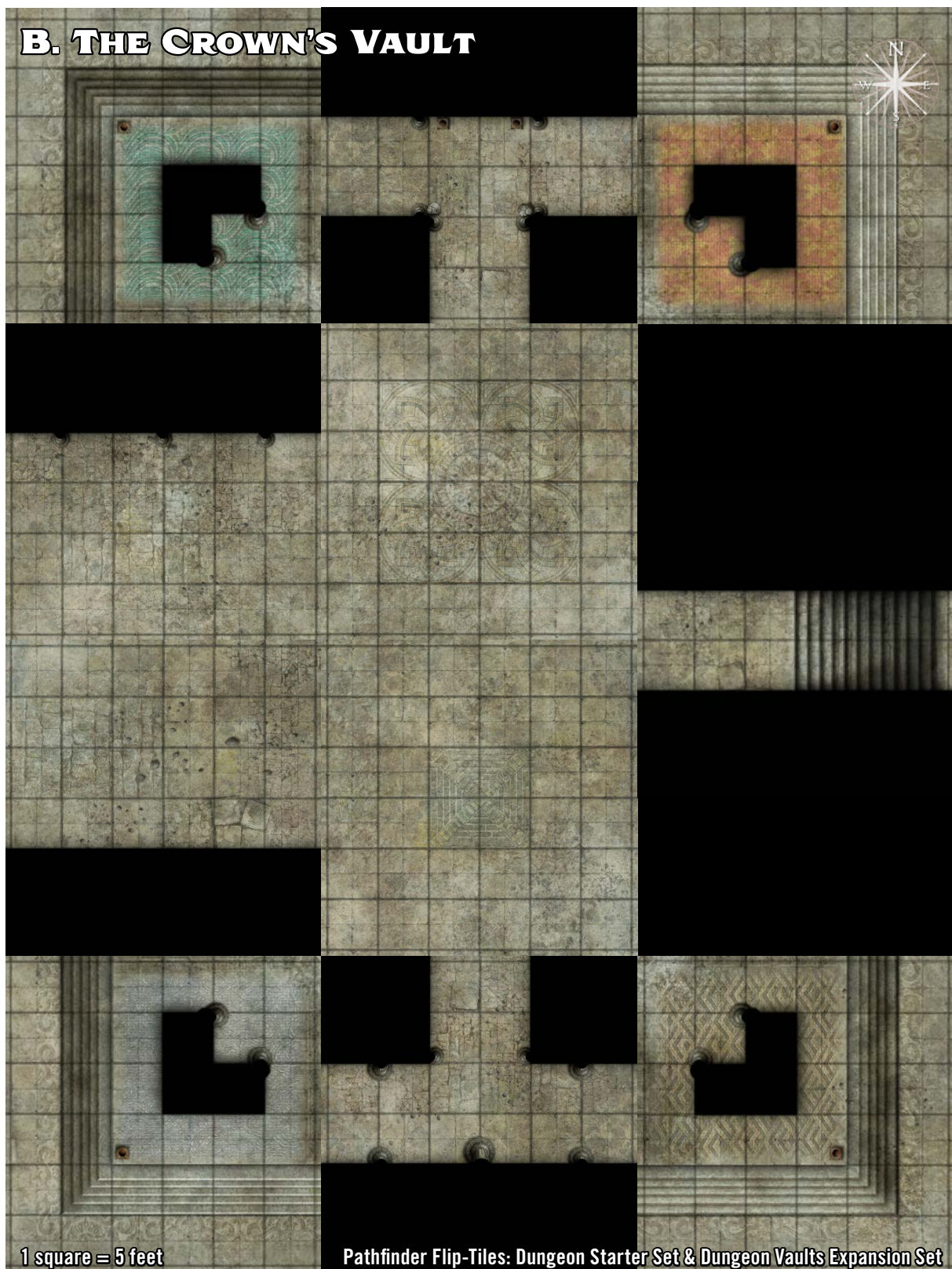
This room's map uses *Pathfinder Flip-Tiles: Dungeon Starter Set* and *Pathfinder Flip-Tiles: Dungeon Vaults Expansion Set*. For a key to the positions and orientation of each tile, refer to page 38.

Hazard: The alcoves contain a deadly trap tied to the four seasons.

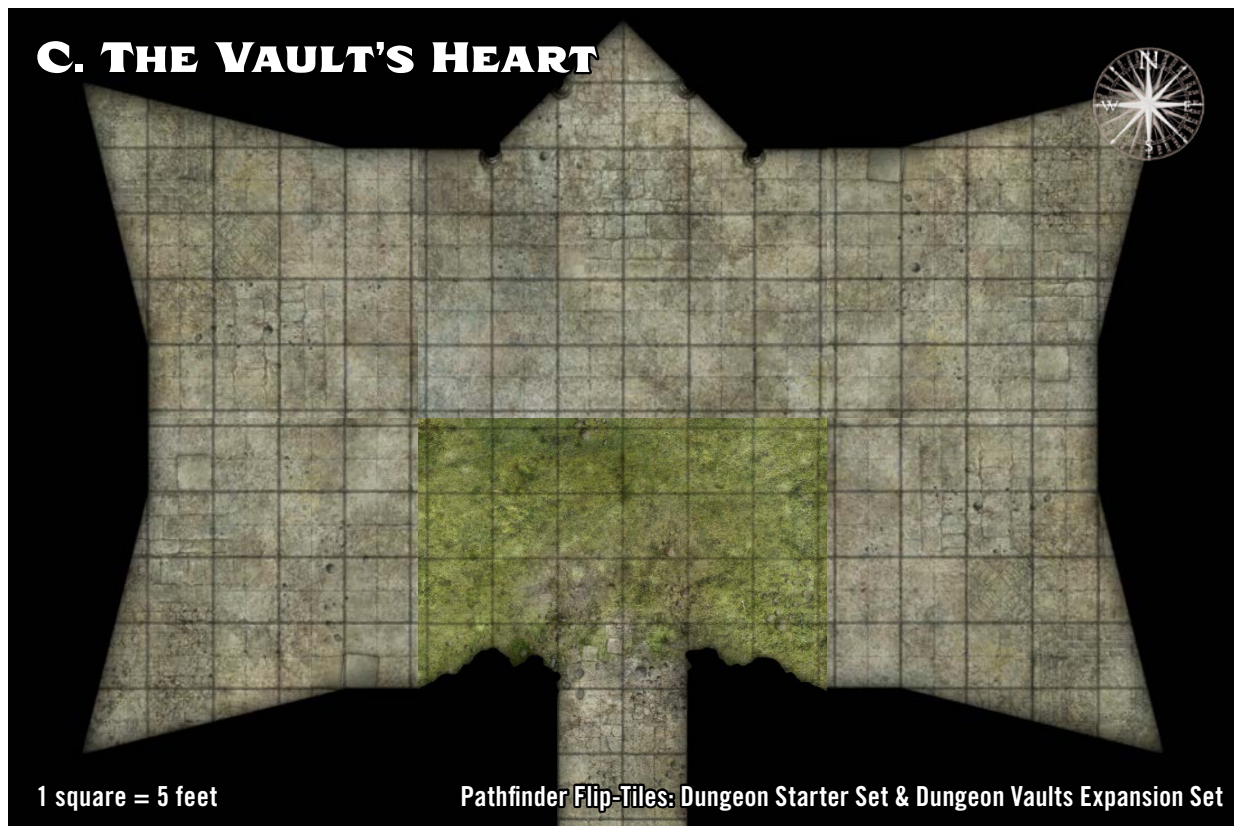
Rewards: For opening the way to the vault without requiring help from an NPC, the PCs earn 1 Treasure Bundle.

Development: Once the PCs turn the four keys, the vault door swings open, revealing a heavy portcullis, which retreats into the ceiling to reveal yet more doors. All in all, seven massive vault doors in row open in the span of seconds. The PCs can now descend the stairs into the vault's heart, though they can remain here to treat their injuries. If present, Lelzeshin doesn't linger. He instead descends into the vault ahead to await for the PCs to follow.

The Perennial Crown Part 1: Opal of Bhopan



The Perennial Crown Part 1: Opal of Bhopan



C. The Vault's Heart

Severe

Beyond the seven vault doors, a breathtaking sight awaits—a sheer endless array of riches and gold, all surrounding a pedestal, atop which a wooden circlet rests. The circlet sprouts flowers and leaves that flourish, wither, and die in an endless cycle.

The impression of endless treasure is an illusion. While the vault contains impressive riches, a closer look reveals that the vault walls are magically mirrored, creating an array of refractions that extend toward endlessly reflected infinities in all directions. The crown is the *Perennial Crown*.

This room's map uses *Pathfinder Flip-Tiles: Dungeon Starter Set* and *Pathfinder Flip-Tiles: Dungeon Vaults Expansion Set*. For a key to the positions and orientation of each tile, refer to page 39.

If Lelzeshin accompanies the PCs to the vault, read or paraphrase the following.

Lelzeshin speaks with a hint of sadness, "Believe me, I am very sorry. I wish there was another way. But I need to lead my people into a new age. You see, I will thwart you thieves and coincidentally discover the truth of the vault. I will usher in a new age for Bhopan. Rest assured, your sacrifice will not be in vain."

If the PCs came here at the request of King Webhekiz, read or paraphrase the following.

Lelzeshin growls, "The blood of my fellow Bhoponese is on your hands, outsiders. Your refusal forced my hand—forced my fellow citizens to give their lives for Bhopan's future—but at least your corpses will make for convenient scapegoats. Once the dust settles, which story will the king believe—the one where the Pathfinders who just arrived in Bhopan were once again responsible for treason, or the one where his trusted steward caught on to the Pathfinder's wily schemes and put his own life at risk to stop their treachery? You'll be the villains in the legend of my heroism—of Bhopan's rebirth!"

Any attempts the PCs make to analyze the crown's magic automatically fail; it's an intelligent artifact and learning of its abilities is beyond the capacities of characters of their level. The crown doesn't react to the PCs' presence in any way during this scenario.

Creatures: Lelzeshin attacks the PCs here, along with one or more duplicates of himself that emerge from the walls. He plans to take the crown out of the vault after defeating the PCs, all the while claiming that he barely managed to seize it from the treacherous Pathfinders. By bringing the crown out of the vault after the battle, he expects that he can use it to convince the king that the

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treasures in the vault should be used for Bhopan's glory and that there's no harm in taking them out of their old protections. Unfortunately, Lelzeshin's belief that taking the crown out of the vault is a safe course of action is entirely false, and his determination toward breaking into the vault has been subtly stoked by the Thorned Monarch—facts that will become clear to the PCs in this scenario's sequel.

Subtier 3–4

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Subtier 5–6

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Rewards: Defeating Lelzeshin earns the PCs 2 Treasure Bundles.

CONCLUSION

As Lelzeshin falls, quakes start to wrack the vault. They shatter the mirrored walls, opening to tunnels beyond. The ceiling collapses, blocking off the doors that the PCs traveled through to enter the vault. At the same time, any dance mishaps the PCs are experiencing immediately end (from the sidebar on page 14). The adventure continues in *Pathfinder Society Scenario #1–17: The Perennial Crown Part 2: The Thorned Monarch*.

Reporting Notes

If the PCs allied with Lelzeshin, check box A. If the PCs didn't ally with Lelzeshin, check box B. If the PCs attempted to turn Lelzeshin in to the authorities, check box C. If half or more of the PCs earned the Blood Offering boon, check box D.

Primary Objective

The PCs fulfill their primary objective if they defeat Lelzeshin. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

The PCs fulfill their primary objective if they achieve any three of the following six objectives.

- Successfully bypass at least two of the obstacles in the jungle.
- Defeat both waves of fey in area A before the Bhoponese Greenwatch arrives.
- Successfully Make an Impression on the king of Bhopan.
- When infiltrating during the dance, accrue fewer than 9 Awareness Points (or 14 Awareness Points for tables of five or more PCs).
- When using the dance to impress the Bhoponese, earn an amount of Dance Points three times the number of PCs or higher.
- Make it through the masquerade with fewer than half of the PCs experiencing a dance mishap.

Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

The Perennial Crown Part 1: Opal of Bhopan

APPENDIX 1: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variation described in the text. Some encounters require adding creatures or making other adjustments to scale for different party sizes. The appendixes for these encounters have the alternative creatures marked “(0)” to indicate that they shouldn’t be added to the encounter unless summoned or otherwise specified. These additional creatures are not listed with the abbreviated stat blocks in each encounter in the main body of the scenario, as the base encounters are designed for four players. Follow the instructions in the Scaling Encounter sidebars to adjust the encounter appropriately. If your group has between 16 and 18 Challenge Points and has four PCs, use Appendix 2 for your encounters instead.

Encounter A, Wave 1 (Subtier 3-4)

A dryad and her snapping flytrap ally are the first to respond to the PCs’ arrival. The dryad begins combat by loudly denouncing the PCs as intruders upon sacred ground, for which the only fitting punishment is death. She has no interest in conversing with the PCs and doesn’t share her name with them. She casts spells to impede the PCs’ movement to make it easier for her slow-moving companion to attack. The flytrap fights to the death. If reduced to 15 Hit Points or fewer, the dryad uses Tree Meld to hide inside of a tree, at which point she doesn’t bother the PCs further. Expelling her from the tree with significant physical damage requires the PCs to deal a total of 40 damage to the tree. The tree has an AC of 10 and Hardness 5.

DRYAD

CREATURE 3

CN MEDIUM FEY NYMPH PLANT

Perception +10; low-light vision

Languages Common, Elven, Sylvan; *speaks with plants*

Skills Acrobatics +9, Athletics +5, Crafting +7 (+9 woodworking), Diplomacy +9, Nature +13, Stealth +9, Survival +12

Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +3, **Cha** +4

Nature Empathy The dryad can use Diplomacy to Make an Impression on and make very simple Requests of animals and plants.

AC 19; **Fort** +6, **Ref** +11, **Will** +10

HP 55; **Weaknesses** cold iron 5, fire 5

Tree Dependent A dryad is mystically bonded to a single great tree and must remain within 300 feet of it. If she moves beyond that range, she becomes sickened 1 and is unable to recover. She must attempt a DC 18 Fortitude save every hour or increase the sickened value by 1 (to a maximum

SCALING ENCOUNTER A, WAVE 1

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

10-11 Challenge Points: Apply the elite adjustment to the dryad.

12-13 Challenge Points: Add one snapping flytrap to the encounter.

14-15 Challenge Points: Apply the elite adjustment to the dryad, and add one snapping flytrap to the encounter.

16-18 Challenge Points (5+ PCs): Add two snapping flytraps to the encounter.

of sickened 4). After 24 hours, she becomes drained 1, with this value increasing by 1 every additional 24 hours. A dryad can perform a 24-hour ritual to bond herself to a new tree.

Speed 25 feet

Melee ♦ branch +12 (finesse, magical), **Damage** 1d12+2 bludgeoning

Primal Innate Spells DC 21, attack +11; **5th** *tree stride* (×2); **4th** *charm* (×3), *suggestion*; **3rd** *sleep*; **2nd** *entangle* (at will), *tree shape* (at will); **Cantrips** (2nd) *tanglefoot*; **Constant** (4th) *speaks with plants*

Tree Meld ♦♦ (primal, transmutation) The dryad touches a tree of enough volume to contain her and merges into it for as long as she wishes. She can Cast a Spell while inside as long as the spell doesn’t require a line of effect outside the tree. She can hear, but not see, what’s going on outside the tree. She can Dismiss this effect.

Significant physical damage dealt to the tree expels the dryad from the tree and deals 3d6 damage to her. *Passwall* expels the dryad without dealing damage.

If a dryad uses this ability on her bonded tree, she instead enters an extradimensional living space within the tree; Tree Meld gains the extradimensional trait. A dryad can bring up to two other creatures with her when entering her home within her bonded tree. The dryad can still be expelled from this space as above.

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SNAPPING FLYTRAP

CREATURE 3

N **LARGE** **MINDLESS** **PLANT**

Perception +7; tremorsense (imprecise) 30 feet

Skills Athletics +11, Stealth +10 (+13 in undergrowth)

Str +2, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -2

AC 18; **Fort** +12, **Ref** +8, **Will** +7

HP 50; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5

Quick Capture ➤ **Trigger** A creature hits or touches the flytrap.

Effect The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee ➤ leaf +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab

Focused Assault ➤➤ The flytrap attacks a single target with both its leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.

Hungry Flurry ➤➤ The flytrap makes two leaf Strikes at a -2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.

Swallow Whole ➤ (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5

ELITE DRYAD (0)

CREATURE 4

CN **MEDIUM** **FEY** **NYMPH** **PLANT**

Perception +12; low-light vision

Languages Common, Elven, Sylvan; *speak with plants*

Skills Acrobatics +11, Athletics +7, Crafting +9 (+9 woodworking), Diplomacy +11, Nature +15, Stealth +11, Survival +14

Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +3, **Cha** +4

Nature Empathy The dryad can use Diplomacy to Make an Impression on and make very simple Requests of animals and plants.

AC 21; **Fort** +8, **Ref** +13, **Will** +12

HP 70; **Weaknesses** cold iron 5, fire 5

Tree Dependent A dryad is mystically bonded to a single great tree and must remain within 300 feet of it. If she moves beyond that range, she becomes sickened 1 and is unable to recover. She must attempt a DC 18 Fortitude save every hour or increase the sickened value by 1 (to a maximum of sickened 4). After 24 hours, she becomes drained 1, with this value increasing by 1 every additional 24 hours. A dryad can perform a 24-hour ritual to bond herself to a new tree.

Speed 25 feet

Melee ➤ branch +14 (finesse, magical), **Damage** 1d12+4 bludgeoning

Primal Innate Spells DC 23, attack +13; **5th** *tree stride* (×2); **4th** *charm* (×3), *suggestion*; **3rd** *sleep*; **2nd** *entangle* (at will), *tree shape* (at will); **Cantrips** (2nd) *tanglefoot*; **Constant** (4th) *speak with plants*

Tree Meld ➤ (primal, transmutation) The dryad touches a tree of enough volume to contain her and merges into it for as long as she wishes. She can Cast a Spell while inside as long as the spell doesn't require a line of effect outside the tree. She can hear, but not see, what's going on outside the tree. She can Dismiss this effect.

Significant physical damage dealt to the tree expels the dryad from the tree and deals 3d6 damage to her. *Passwall* expels the dryad without dealing damage.

If a dryad uses this ability on her bonded tree, she instead enters an extradimensional living space within the tree; Tree Meld gains the extradimensional trait. A dryad can bring up to two other creatures with her when entering her home within her bonded tree. The dryad can still be expelled from this space as above.

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Encounter A, Wave 2 (Subtier 3–4)

Drawn by the sounds of combat, a group of malicious bilokos rushes in from the southwest corner of the map. They prefer to attack in melee with their jaws, but they throw their spears if they have trouble reaching the PCs. If present, a biloko veteran uses its shortbow when forced to attack at range. A PC who succeeds at a DC 16 Recall Knowledge check to identify them learns that bilokos feed on the flesh of humanoids, most often by unhinging their vast, crocodile-like jaws and devouring the humanoids whole, much as a snake would eat its prey. A PC who critically succeeds at this check also knows that almost all sightings of this fey that the Pathfinder Society is aware of have been in the jungles of the Mwangi Expanse. The statistics for bilokos come from *Pathfinder Adventure Path #146: Cult of Cinders*.

BILOKO WARRIORS (4)

CREATURE 1

NE **SMALL** **FEY**
Pathfinder Adventure Path #146: Cult of Cinders 82
Perception +7; low-light vision, scent (imprecise) 30 feet
Languages Mwangi, Sylvan
Skills Athletics +7, Crafting +7, Nature +5, Stealth +6, Survival +6
Str +3, **Dex** +2, **Con** -1, **Int** +0, **Wis** +2, **Cha** +1
Items spear (4), wooden shield (Hardness 3, 12 HP, BT 6)
AC 16 (18 with shield raised); **Fort** +4, **Ref** +7, **Will** +7
HP 19
Shield Block
Speed 20 feet
Melee jaws +8, **Damage** 1d8+3 piercing
Melee spear +8, **Damage** 1d6+3 piercing
Ranged spear +7 (thrown 20 feet), **Damage** 1d6+3 piercing
Primal Innate Spells DC 17; **1st** *charm*
Inspired Feast (emotion, mental) If a biloko feasts on a human corpse for 1 minute or more, they gain a +1 status bonus to attack rolls and a +2 status bonus to damage rolls for 1 hour.

SCALING ENCOUNTER A, WAVE 2

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

10–11 Challenge Points: Add one biloko warrior to the encounter.

12–13 Challenge Points: Add two biloko warriors to the encounter.

14–15 Challenge Points: Replace one of the biloko warriors with a biloko veteran.

16–18 Challenge Points (5+ PCs): Add one biloko veteran to the encounter.

BILOKO VETERAN (0)

CREATURE 4

NE **SMALL** **FEY**
Pathfinder Adventure Path #146: Cult of Cinders 82
Perception +11; low-light vision, scent (imprecise) 30 feet
Languages Mwangi, Sylvan
Skills Athletics +10, Crafting +10, Intimidation +12, Nature +9, Stealth +13, Survival +11
Str +4, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +2
Items longspear, shortbow (20 arrows)
AC 21; **Fort** +8, **Ref** +13, **Will** +11
HP 58 each
Attack of Opportunity
Speed 20 feet
Melee jaws +14, **Damage** 2d8+5 piercing
Melee longspear +14 (reach 10 feet), **Damage** 1d8+5 piercing
Ranged shortbow +14 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing
Primal Innate Spells DC 21; **1st** *charm*
Inspired Feast (emotion, mental) As biloko warrior.
Swipe The veteran makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within their melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the veteran's multiple attack penalty.

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Encounter B (Subtier 3–4)

Each of the alcoves sports a different mosaic on its floor that depicts a scene that is iconic of one of the four seasons. The mosaics wrap around L-shaped walls. In the inner corner of each L-shaped wall, there is a keyhole. If Lelzeshin doesn't accompany the PCs, the body of a Bhopenese person is slumped against the wall of each of the alcoves, just beneath the keyhole. The walls of each alcove are shrouded in fog. The first PC to approach within 10 feet of the foggy walls of an alcove is pulled in to a landscape that is emblematic of that season: fields of flowers for spring, a hot day at a pristine beach for summer, a forest whose trees show off the full colors of autumn, or a frigid field of snow for winter. After what feels like a long time (but is in fact only 1 round), the PC emerges from the interior corner of the alcove they just left with a key in hand, facing toward the keyhole in the inner corner of the L-shaped wall.

Each of the four alcoves generates a key in the same way, with the following exceptions.

- A PC who is currently holding a key cannot be pulled into another landscape.
- If a PC who is already holding a key picks up a second key (likely by taking it from another PC), the first key they picked up vanishes. The alcove it came from can now pull in a PC again.

While the PCs might at first think that they need to put each key into the keyhole in the alcove it came from, this solution is incorrect. Each key must be placed in the keyhole in the alcove representing the opposite season. Attempting to put a key into a keyhole takes an Interact action. A PC who attempts to place a key in a keyhole other than the one corresponding to the opposite season realizes that the key doesn't fit. When a PC places a key in the correct keyhole, the key snaps into place and cannot be removed. Turning a key in the correct keyhole takes an Interact action and produces an audible click. The fog on the walls of the alcove where the key originated disappears for 1 round, revealing a landscape appropriate for that alcove's season. For example, turning the winter key in the spring alcove causes the fog to disappear from the winter alcove. Meanwhile, the fog in the alcoves that have not had the key that originated from them turned during that round swirls and shift faster. If all four keys are placed in the correct keyholes and turned on the same round, a powerful wave of primal magic washes over the room, originating from the alcoves. The wave feels slightly unpleasant for PCs with strong connections to fey, such as sorcerers with the fey bloodline and gnomes. Despite standing far away from the alcoves, Lelzeshin grimaces in pain as the wave washes over him. When the wave passes, the black metal door leading farther into the vault opens.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

13+ Challenge Points: Increase the hazard's Stealth bonus and the DCs of checks to Disable it by 2. Increase the DC of the Fortitude save to resist its effects by 1. Increase the damage the trap deals on a failed save by 2, and on a successful save by 1 (the trap still has no effect on a critical success).

The locations of each seasonal alcove and the appearance of their mosaics is as follows.

Autumn Alcove (Northeast): This orange and red mosaic depicts a bat-faced Bhopenese woman, bent and grizzled with age. She is surrounded by colorful leaves.

Winter Alcove (Northwest): This mosaic is blue with traces of red. It depicts a blue-tinted wasteland with a stain of red, from which a thorny growth rises.

Summer Alcove (Southeast): This white, gold, and yellow mosaic depicts massive plant-ships sailing a sea of light.

Spring Alcove (Southwest): This mosaic depicts a young girl running from trees in the distance. While it features many colors, the predominant color in the mosaic is green.

Hazard: The alcoves are warded with a trap that leverages magic tied to the seasons against intruders.

SEASON'S TOLL

HAZARD 4

COMPLEX MAGICAL TRAP

Stealth +12 (expert)

Description Arcs of primal energy emerge from the L-shaped stone wall at the center of each alcove.

Disable Crafting or Thievery DC 25 (expert) to rig up a dummy or other object to distract one of the trap's sensors (one action), Nature DC 23 (trained) to temporarily befuddle one of the sensors with knowledge of primal magic (one action). Alternatively, inserting the correct key into an alcove's keyhole disables that alcove's sensor.

Season's Toll (primal, evocation) **Trigger** A creature enters one of the four alcoves; **Effect** The trap rolls initiative.

Routine (4 actions) The trap loses one action per magical sensor disabled. On its initiative, the trap uses each of its actions to target one creature adjacent to or within an alcove with a negative effect that corresponds to the season opposite the one depicted on the alcove's murals (DC 24 Fortitude to resist). For the purposes of this trap, creatures who are within an alcove's landscape count are within that alcove. The trap can target only one creature per alcove per round.

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Spring Alcove (death) The decay of late autumn takes hold of the target.

Critical Success The trap has no effect.

Success The target takes 2d6 negative damage.

Failure The target takes 4d6 negative damage.

Critical Failure The target takes 4d6 negative damage and 1d6 persistent negative damage. Effects that use positive energy, such as the *heal* spell, automatically end this persistent damage.

Summer Alcove (cold) Winter's bitter chill descends on the target.

Critical Success The trap has no effect.

Success The target takes 2d6 cold damage.

Failure The target takes 4d6 cold damage.

Critical Failure The target takes 4d6 cold damage and is enfeebled 1 for 1 hour.

Autumn Alcove (poison) Poisonous springtime pollen sprays at the target.

Critical Success The trap has no effect.

Success The target takes 2d6 poison damage.

Failure The target takes 4d6 poison damage.

Critical Failure The target takes 4d6 poison damage and is drained 1.

Winter Alcove (fire) Heat greater than the hottest summer afternoon engulfs the target.

Critical Success The trap has no effect.

Success The target takes 2d6 fire damage.

Failure The target takes 4d6 fire damage.

Critical Failure The target takes 4d6 fire damage and is dazzled for 1 hour.

Reset The trap is powered by the Eternal Bloom. It resets after 5 minutes, at which time the doors to the vault slam shut once again.

Hints

If the PCs cannot figure out this room's puzzle, an NPC can assist them. Note that receiving help from an NPC costs the PCs this room's Treasure Bundle, so don't offer this assistance unless the players need it.

If Lelzeshin Accompanies the PCs: Lelzeshin is familiar with the trap and the means of opening the door from a previous year in which he snuck into this chamber. He spends his turns thinking carefully about what help to give the PCs, all the while acting as if he were analyzing the situation for the first time. However, bear in mind that Lelzeshin's only priority is to have the PCs survive until the vault is open. He plans on eliminating the PCs in combat, so he has a vested interest in letting the trap weaken them first. However, he also doesn't want to risk that the PCs get too afraid of or frustrated with the situation and abandon the attempt to break in.

If Lelzeshin Doesn't Accompany the PCs: Lelzeshin is not available as a source of hints. If your players become stuck or frustrated with the trap and the vault opening mechanism, a terrified Bhopenese soldier named Hanzuli eventually becomes concerned that the PCs cannot the situation that raised the alarm on her own, so she enters the room and provides hints based on what she deduces from the situation.

The Perennial Crown Part 1: Opal of Bhopan

Encounter C (Subtier 3–4)

The ceiling of this chamber is 10 feet high. Its walls are covered with magical mirrors from floor to ceiling.

Creatures: The treacherous steward *Lelzeshin* attacks the PCs. He uses *mirror feint* to attempt to *Feint* a target before closing to *melee* to attack with his *bloodletting kukri*. He uses *mirror target* together with *produce flame* to attack PCs at a distance, particularly relishing the chance to hit injured PCs who have retreated from *melee* with him. On the first round of combat, one of *Lelzeshin*'s many reflections emerges from a mirrored wall and begins attacking the PCs. This mirrored *Lelzeshin* is made of magically reinforced glass but otherwise looks like a replica of *Lelzeshin*. When scaling the encounter, more mirrored *Lelzeshins* also emerge from the walls. *Lelzeshin* is unwilling to concede to the PCs; he fights to the death. The mirrored *Lelzeshins* fight until destroyed. When *Lelzeshin* is defeated, any remaining mirrored *Lelzeshins* are instantly destroyed, collapsing into piles of shimmering dust.

LELZESHIN

CREATURE 5

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Mwangi, Sylvan

Skills Acrobatics +13, Athletics +9, Bhopan Lore +11, Deception +14, Diplomacy +12, Legal Lore +11, Nature +10, Society +11, Stealth +13

Str +2, **Dex** +4, **Con** +2, **Int** +2, **Wis** -1, **Cha** +3

Items *bloodletting kukri*, fine clothing, leather armor

AC 22; **Fort** +10, **Ref** +14, **Will** +9

HP 70

Mirror Reversal (illusion, mental, occult, teleportation) ↻

Trigger An attack from an attacker he can see would be a critical success against *Lelzeshin*; **Effect** *Lelzeshin* teleports to one of the mirrored walls, emerging adjacent to it. Meanwhile, a duplicate briefly remains, seemingly frozen in place for a second, before detonating as the critical hit connects with it. Each creature adjacent to his original location takes 4d6 slashing damage (basic Reflex DC 22), and these adjacent squares becomes difficult terrain; **Frequency** *Lelzeshin* can use this reaction once per day.

Nimble Dodge ↻ **Trigger** *Lelzeshin* is targeted by a *melee* or *ranged* attack by an attacker he can see; **Effect** *Lelzeshin* gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ♦ *bloodletting kukri* +13 (agile, finesse, trip), **Damage** 2d6+2 slashing

Primal Spontaneous Spells DC 22, attack +12; **Cantrips** (3rd) *produce flame*, *tanglefoot*

Mirror Feint (visual) *Lelzeshin* takes advantage of the

SCALING ENCOUNTER C

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

10–11 Challenge Points: Add one mirrored *Lelzeshin* to the encounter.

12–13 Challenge Points: Add two mirrored *Lelzeshins* to the encounter.

14–15 Challenge Points: Add three mirrored *Lelzeshins* to the encounter.

16–18 Challenge Points (5+ PCs): Add four mirrored *Lelzeshins* to the encounter.

numerous mirrors in the room to befuddle his opponents, making his movements harder to track. If he succeeds at a *Deception* check to *Feint* against a target who can see him, the target is flat-footed against *melee* attacks that he makes against them until the end of his next turn.

Mirror Target *Lelzeshin* can use the room's mirrors to send his *produce flame* projectiles in unexpected directions. When attacking with *produce flame*, instead of firing it directly at a foe, he can fire the projectile at the nearest mirrored wall and have it emerge out of the mirrored wall closest to his target. The distance between the mirrors doesn't count against the spell's range, only the distance the ball of fire travels when it is not inside a mirror.

Sneak Attack *Lelzeshin* deals 2d6 extra precision damage to flat-footed creatures.

MIRRORED LELZESHIN

CREATURE 2

UNIQUE N MEDIUM CONSTRUCT

Perception +5

Languages none

Skills Acrobatics +9, Athletics +6, Stealth +9

Str +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** -1, **Cha** +0

Items fine clothing, *kukri*, leather armor

AC 18; **Fort** +6, **Ref** +11, **Will** +5

HP 20; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Nimble Dodge ↻ **Trigger** *Mirror Lelzeshin* is targeted by a *melee* or *ranged* attack by an attacker he can see; **Effect** *Mirror Lelzeshin* gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ♦♦ *kukri* +9 (agile, finesse, trip), **Damage** 1d6+2 slashing

Sneak Attack *Mirrored Lelzeshin* deals an 1d6 extra precision damage to flat-footed creatures.

The Perennial Crown Part 1: Opal of Bhopan

APPENDIX 2: SUBTIER 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variation described in the text. Some encounters require adding creatures or making other adjustments to scale for different party sizes. Follow the instructions in the Scaling Encounter sidebars to adjust the encounter appropriately. If your group has between 16 and 18 Challenge Points and has five or more PCs, refer to Appendix 1 for your encounters.

Encounter A, Wave 1 (Subtier 5-6)

A dryad and her snapping flytrap allies are the first to respond to the PCs' arrival. The dryad begins combat by loudly denouncing the PCs as intruders upon sacred ground, for which the only fitting punishment is death. She has no interest in conversing with the PCs and doesn't share her name with them. She casts spells to impede the PCs' movement to make it easier for her slow-moving companions to attack. The flytraps fight to the death. If reduced to 15 Hit Points or fewer, the dryad uses Tree Meld to hide inside of a tree, at which point she does not bother the PCs further. Expelling her from the tree with significant physical damage requires the PCs to deal a total of 60 damage to the tree. The tree has an AC of 10 and Hardness 5.

DRYAD

CREATURE 3

CN MEDIUM FEY NYMPH PLANT

Perception +10; low-light vision

Languages Common, Elven, Sylvan; *speaks with plants*

Skills Acrobatics +9, Athletics +5, Crafting +7 (+9 woodworking), Diplomacy +9, Nature +13, Stealth +9, Survival +12

Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +3, **Cha** +4

Nature Empathy The dryad can use Diplomacy to Make an Impression on and make very simple Requests of animals and plants.

AC 19; **Fort** +6, **Ref** +11, **Will** +10

HP 55; **Weaknesses** cold iron 5, fire 5

Tree Dependent A dryad is mystically bonded to a single great tree and must remain within 300 feet of it. If she moves beyond that range, she becomes sickened 1 and is unable to recover. She must attempt a DC 18 Fortitude save every hour or increase the sickened value by 1 (to a maximum of sickened 4). After 24 hours, she becomes drained 1, with this value increasing by 1 every additional 24 hours. A dryad can perform a 24-hour ritual to bond herself to a new tree.

Speed 25 feet

Melee ♦ branch +12 (finesse, magical), **Damage** 1d12+2 bludgeoning

SCALING ENCOUNTER A, WAVE 1

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

19-22 Challenge Points: Add one snapping flytrap.

23-27 Challenge Points: Add two snapping flytraps.

28-32 Challenge Points: Add two snapping flytraps and one dryad.

33+ Challenge Points: Add three snapping flytraps and one dryad.

Primal Innate Spells DC 21, attack +11; **5th** *tree stride* (×2); **4th** *charm* (×3), *suggestion*; **3rd** *sleep*; **2nd** *entangle* (at will), *tree shape* (at will); **Cantrips** (2nd) *tanglefoot*; **Constant** (4th) *speaks with plants*

Tree Meld ♦♦ (primal, transmutation) The dryad touches a tree of enough volume to contain her and merges into it for as long as she wishes. She can Cast a Spell while inside as long as the spell doesn't require a line of effect outside the tree. She can hear, but not see, what's going on outside the tree. She can Dismiss this effect.

Significant physical damage dealt to the tree expels the dryad from the tree and deals 3d6 damage to her. *Passwall* expels the dryad without dealing damage.

If a dryad uses this ability on her bonded tree, she instead enters an extradimensional living space within the tree; Tree Meld gains the extradimensional trait. A dryad can bring up to two other creatures with her when entering her home within her bonded tree. The dryad can still be expelled from this space as above.

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SNAPPING FLYTRAPS (3)

CREATURE 3

N **LARGE** **MINDLESS** **PLANT**

Perception +7; tremorsense (imprecise) 30 feet

Skills Athletics +11, Stealth +10 (+13 in undergrowth)

Str +2, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -2

AC 18; **Fort** +12, **Ref** +8, **Will** +7

HP 50 each; **Immunities** mental; **Weaknesses** fire 5;
Resistances acid 5

Quick Capture ➤ **Trigger** A creature hits or touches the flytrap.

Effect The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee ➤ leaf +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab

Focused Assault ➤➤ The flytrap attacks a single target with both its leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.

Hungry Flurry ➤➤ The flytrap makes two leaf Strikes at a -2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.

Swallow Whole ➤ (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5

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Encounter A, Wave 2 (Subtier 5–6)

Drawn by the sounds of combat, a group of malicious bilokos rushes in from the southwest corner of the map. The biloko warriors prefer to attack in melee with their jaws, but they throw their spears if they have trouble reaching the PCs. They prefer to attack in melee with their jaws, but they throw their spears if they have trouble reaching the PCs. If present, a biloko veteran uses its shortbow when forced to attack at range. A PC who succeeds at a DC 16 Recall Knowledge check to identify them learns that bilokos feed on the flesh of humanoids, most often by unhinging their vast, crocodile-like jaws and devouring the humanoids whole, much as a snake would eat its prey. A PC who critically succeeds at this check also knows that almost all sightings of this fey that the Pathfinder Society is aware of have been in the jungles of the Mwangi Expanse. The statistics for bilokos come from *Pathfinder Adventure Path #146: Cult of Cinders*.

BILOKO WARRIORS (2)

CREATURE 1

NE SMALL FEY

Pathfinder Adventure Path #146: Cult of Cinders 82

Perception +7; low-light vision, scent (imprecise) 30 feet

Languages Mwangi, Sylvan

Skills Athletics +7, Crafting +7, Nature +5, Stealth +6, Survival +6

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

Items spears (4), wooden shield (Hardness 3, 12 HP, BT 6)

AC 16 (18 with shield raised); **Fort** +4, **Ref** +7, **Will** +7

HP 19

Shield Block ↻

Speed 20 feet

Melee ♦ jaws +8, **Damage** 1d8+3 piercing

Melee ♦ spear +8, **Damage** 1d6+3 piercing

Ranged ♦ spear +7 (thrown 20 feet), **Damage** 1d6+3 piercing

Primal Innate Spells DC 17; **1st** *charm*

Inspired Feast (emotion, mental) If a biloko feasts on a human corpse for 1 minute or more, they gain a +1 status bonus to attack rolls and a +2 status bonus to damage rolls for 1 hour.

SCALING ENCOUNTER A, WAVE 2

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

19–22 Challenge Points: Replace one of the biloko warriors with a biloko veteran.

23–27 Challenge Points: Replace both of the biloko warriors with biloko veterans.

28–32 Challenge Points: Add two biloko veterans to the encounter.

33+ Challenge Points: Remove one biloko warrior from the encounter and add three biloko veterans.

BILOKO VETERANS (2)

CREATURE 4

NE SMALL FEY

Pathfinder Adventure Path #146: Cult of Cinders 82

Perception +11; low-light vision, scent (imprecise) 30 feet

Languages Mwangi, Sylvan

Skills Athletics +10, Crafting +10, Intimidation +12, Nature +9, Stealth +13, Survival +11

Str +4, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +2

Items longspear, shortbow (20 arrows)

AC 21; **Fort** +8, **Ref** +13, **Will** +11

HP 58 each

Attack of Opportunity ↻

Speed 20 feet

Melee ♦ jaws +14, **Damage** 2d8+5 piercing

Melee ♦ longspear +14 (reach 10 feet), **Damage** 1d8+5 piercing

Ranged ♦ shortbow +14 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

Primal Innate Spells DC 21; **1st** *charm*

Inspired Feast (emotion, mental) As biloko warrior.

Swipe ♦♦ The veteran makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within their melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the veteran's multiple attack penalty.

The Perennial Crown Part 1: Opal of Bhopan

Encounter B (Subtier 5–6)

Each of the alcoves sports a different mosaic on its floor that depicts a scene that is iconic of one of the four seasons. The mosaics wrap around L-shaped walls. In the inner corner of each L-shaped wall, there is a keyhole. If Lelzeshin doesn't accompany the PCs, the body of a Bhopenese person is slumped against the wall of each of the alcoves, just beneath the keyhole. The walls of each alcove are shrouded in fog. The first PC to approach within 10 feet of the foggy walls of an alcove is pulled in to a landscape that is emblematic of that season: fields of flowers for spring, a hot day at a pristine beach for summer, a forest whose trees show off the full colors of autumn, or a frigid field of snow for winter. After what feels like a long time (but is in fact only 1 round), the PC emerges from the interior corner of the alcove they just left with a key in hand, facing toward the keyhole in the inner corner of the L-shaped wall.

Each of the four alcoves generates a key in the same way, with the following exceptions.

- A PC who is currently holding a key cannot be pulled into another landscape.
- If a PC who is already holding a key picks up a second key (likely by taking it from another PC), the first key they picked up vanishes. The alcove it came from can now pull in a PC again.

While the PCs might at first think that they need to put each key into the keyhole in the alcove it came from, this solution is incorrect. Each key must be placed in the keyhole in the alcove representing the opposite season. Attempting to put a key into a keyhole takes an Interact action. A PC who attempts to place a key in a keyhole other than the one corresponding to the opposite season realizes that the key doesn't fit. When a PC places a key in the correct keyhole, the key snaps into place and cannot be removed. Turning a key in the correct keyhole takes an Interact action and produces an audible click. The fog on the walls of the alcove where the key originated disappears for 1 round, revealing a landscape appropriate for that alcove's season. For example, turning the winter key in the spring alcove causes the fog to disappear from the winter alcove. Meanwhile, the fog in the alcoves that have not had the key that originated from them turned during that round swirls and shifts faster. If all four keys are placed in the correct keyholes and turned on the same round, a powerful wave of primal magic washes over the room, originating from the alcoves. The wave feels slightly unpleasant for PCs with strong connections to fey, such as sorcerers with the fey bloodline and gnomes. Despite standing far away from the alcoves, Lelzeshin grimaces in pain as the wave washes over him. When the wave passes, the black metal door leading farther into the vault opens.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

25+ Challenge Points: Increase the hazard's Stealth bonus and the DCs of checks to Disable it by 2. Increase the DC of the Fortitude save to resist its effects by 1. Increase the damage the trap deals on a failed save by 2, and on a successful save by 1 (the trap still has no effect on a critical success).

The locations of each seasonal alcove and the appearance of their mosaics is as follows.

Autumn Alcove (Northeast): This orange and red mosaic depicts a bat-faced Bhopenese woman, bent and grizzled with age. She is surrounded by colorful leaves.

Winter Alcove (Northwest): This mosaic is blue with traces of red. It depicts a blue-tinted wasteland with a stain of red, from which a thorny growth rises.

Summer Alcove (Southeast): This white, gold, and yellow mosaic depicts massive plant ships sailing a sea of light.

Spring Alcove (Southwest): This mosaic depicts a young girl running from trees in the distance. While it features many colors, the predominant color in the mosaic is green.

Hazard: The alcoves are warded with a trap that leverages magic tied to the seasons against intruders.

SEASON'S TOLL

HAZARD 6

COMPLEX MAGICAL TRAP

Stealth +15 (expert)

Description Arcs of primal energy emerge from the L-shaped stone wall at the center of each alcove.

Disable Crafting or Thievery DC 28 (expert) to rig up a dummy or other object to distract one of the trap's sensors, Nature DC 26 (trained) to temporarily befuddle one of the sensors with knowledge of primal magic. Alternatively, inserting the correct key into an alcove's keyhole disables that alcove's sensor.

Season's Toll (primal, evocation) **Trigger** A creature enters one of the four alcoves; **Effect** The trap rolls initiative.

Routine (4 actions) The trap loses one action per magical sensor disabled. On its initiative, the trap uses each of its actions to target one creature adjacent to or within an alcove with a negative effect that corresponds to the season opposite the one depicted on the alcove's murals (DC 27 Fortitude to resist). For the purposes of this trap, creatures who are within an alcove's landscape count are within that alcove. The trap can target only one creature per alcove per round.

The Perennial Crown Part 1: Opal of Bhopan

Spring Alcove (death) The decay of late autumn takes hold of the target.

Critical Success The trap has no effect.

Success The target takes 2d6+2 negative damage.

Failure The target takes 4d6+4 negative damage.

Critical Failure The target takes 4d6+4 negative damage and 1d6 persistent negative damage. Effects that use positive energy, such as the *heal* spell, automatically end this persistent damage.

Summer Alcove (cold) Winter's bitter chill descends on the target.

Critical Success The trap has no effect.

Success The target takes 2d6+2 cold damage.

Failure The target takes 4d6+4 cold damage.

Critical Failure The target takes 4d6+4 cold damage and is enfeebled 1 for 1 hour.

Autumn Alcove (poison) Poisonous springtime pollen sprays at the target.

Critical Success The trap has no effect.

Success The target takes 2d6+2 poison damage.

Failure The target takes 4d6+4 poison damage.

Critical Failure The target takes 4d6+4 poison damage and is drained 1.

Winter Alcove (fire) Heat greater than the hottest summer afternoon engulfs the target.

Critical Success The trap has no effect.

Success The target takes 2d6+2 fire damage.

Failure The target takes 4d6+4 fire damage.

Critical Failure: The target takes 4d6+4 fire damage and is dazzled for 1 hour.

Reset The trap is powered by the Eternal Bloom, and disabled magical sensors automatically reset every 5 minutes.

Hints

If the PCs cannot figure out this room's puzzle, an NPC can assist them. Note that receiving help from an NPC costs the PCs this room's Treasure Bundle, so don't offer this assistance unless the players need it.

If Lelzeshin Accompanies the PCs: Lelzeshin is familiar with the trap and the means of opening the door from a previous year in which he snuck into this chamber. He spends his turns thinking carefully about what help to give the PCs, all the while acting as if he were analyzing the situation for the first time. However, bear in mind that Lelzeshin's only priority is to have the PCs survive until the vault is open. He plans on eliminating the PCs in combat, so he has a vested interest in letting the trap weaken them first. However, he also doesn't want to risk that the PCs get too afraid of or frustrated with the situation and abandon the attempt to break in.

If Lelzeshin Doesn't Accompany the PCs: Lelzeshin is not available as a source of hints. If your players become stuck or frustrated with the trap and the vault opening mechanism, a terrified Bhopenese soldier named Hanzuli eventually becomes concerned that the PCs cannot the situation that raised the alarm on her own, so she enters the room and provides hints based on what she deduces from the situation.

The Perennial Crown Part 1: Opal of Bhopan

Encounter C (Subtier 5–6)

The ceiling of this chamber is 10 feet high. Its walls are covered with magical mirrors from floor to ceiling.

Creatures: The treacherous steward *Lelzeshin* attacks the PCs. He uses *mirror feint* to attempt to *Feint* a target before closing to *melee* to attack with his *bloodletting kukri*. He uses *mirror target* together with *produce flame* to attack PCs at a distance, particularly relishing the chance to hit injured PCs who have retreated from *melee* with him. On the first round of combat, one of *Lelzeshin*'s many reflections emerges from a mirrored wall and begins attacking the PCs. This mirrored *Lelzeshin* is made of magically reinforced glass, but otherwise looks like a replica of *Lelzeshin*. When scaling the encounter, more mirrored *Lelzeshins* also emerge from the walls. *Lelzeshin* is unwilling to concede to the PCs; he fights to the death. The mirrored *Lelzeshins* fight until destroyed. When *Lelzeshin* is defeated, any remaining mirrored *Lelzeshins* are instantly destroyed, collapsing into piles of shattered mirror fragments.

LELZESHIN

CREATURE 7

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +15

Languages Common, Mwangi, Sylvan

Skills Acrobatics +16, Athletics +11, Bhopan Lore +13, Deception +18, Diplomacy +16, Legal Lore +13, Nature +12, Society +13, Stealth +16

Str +2, **Dex** +4, **Con** +2, **Int** +2, **Wis** –1, **Cha** +4

Items *bloodletting kukri*, high-fashion fine clothing, leather armor

AC 25; **Fort** +12, **Ref** +18, **Will** +12

HP 110

Evasion When *Lelzeshin* rolls a success on a Reflex save, he gets a critical success instead.

Mirror Reversal (illusion, mental, occult, teleportation) ➤

Trigger An attack from an attacker he can see would be a critical success against *Lelzeshin*; **Effect** *Lelzeshin* teleports to one of the mirrored walls, emerging adjacent to it. Meanwhile, a duplicate briefly remains, seemingly frozen in place for a second, before detonating as the critical hit connects with it. Each creature adjacent to his original location takes 6d6 slashing damage (basic Reflex DC 25), and these adjacent squares becomes difficult terrain; **Frequency** *Lelzeshin* can use this reaction once per day.

Nimble Dodge ➤ **Trigger** *Lelzeshin* is targeted by a *melee* or *ranged* attack by an attacker he can see; **Effect** *Lelzeshin* gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ➤ *bloodletting kukri* +16 (agile, finesse, trip), **Damage** 2d6+6 slashing

Primal Spontaneous Spells DC 25, attack +16; **Cantrips** (4th) *produce flame*, *tanglefoot*

SCALING ENCOUNTER C

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

19–22 Challenge Points: Add one mirrored *Lelzeshin* to the encounter.

23–27 Challenge Points: Add two mirrored *Lelzeshins* to the encounter.

28–32 Challenge Points: Add three mirrored *Lelzeshins* to the encounter.

33+ Challenge Points: Add four mirrored *Lelzeshins* to the encounter.

Mirror Feint (visual) *Lelzeshin* takes advantage of the numerous mirrors in the room to befuddle his opponents, making his movements harder to track. If he succeeds at a Deception check to *Feint* against a target who can see him, the target is flat-footed against all attacks that he makes against them until the end of his next turn.

Mirror Target *Lelzeshin* can use the room's mirrors to send his *produce flame* projectiles in unexpected directions. When attacking with *produce flame*, instead of firing it directly at a foe, he can fire the projectile at the nearest mirrored wall and have it emerge out of the mirrored wall closest to his target. The distance between the mirrors doesn't count against the spell's range, only the distance the ball of fire travels when it is not inside a mirror.

Sneak Attack *Lelzeshin* deals 2d6 extra precision damage to flat-footed creatures.

MIRRORED LELZESHIN

CREATURE 4

UNIQUE N MEDIUM CONSTRUCT

Perception +8

Languages None

Skills Acrobatics +11, Athletics +8, Stealth +11

Str +2, **Dex** +4, **Con** +2, **Int** –4, **Wis** –1, **Cha** +0

Items fine clothing, *kukri*, leather armor

AC 21; **Fort** +8, **Ref** +14, **Will** +8

HP 44; **Hardness** 4; **Immune** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Nimble Dodge ➤ **Trigger** *Mirror Lelzeshin* is targeted by a *melee* or *ranged* attack by an attacker he can see; **Effect** *Mirror Lelzeshin* gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ➤ *kukri* +14 (agile, finesse, trip), **Damage** 1d6+4 slashing

Sneak Attack *Mirrored Lelzeshin* deals 2d6 extra precision damage to flat-footed creatures.

The Perennial Crown Part 1: Opal of Bhopan

APPENDIX 3: ART AND HANDOUT



BILOKO

The Perennial Crown Part 1: Opal of Bhopan



ORCHID CASTLE

The Perennial Crown Part 1: Opal of Bhopan



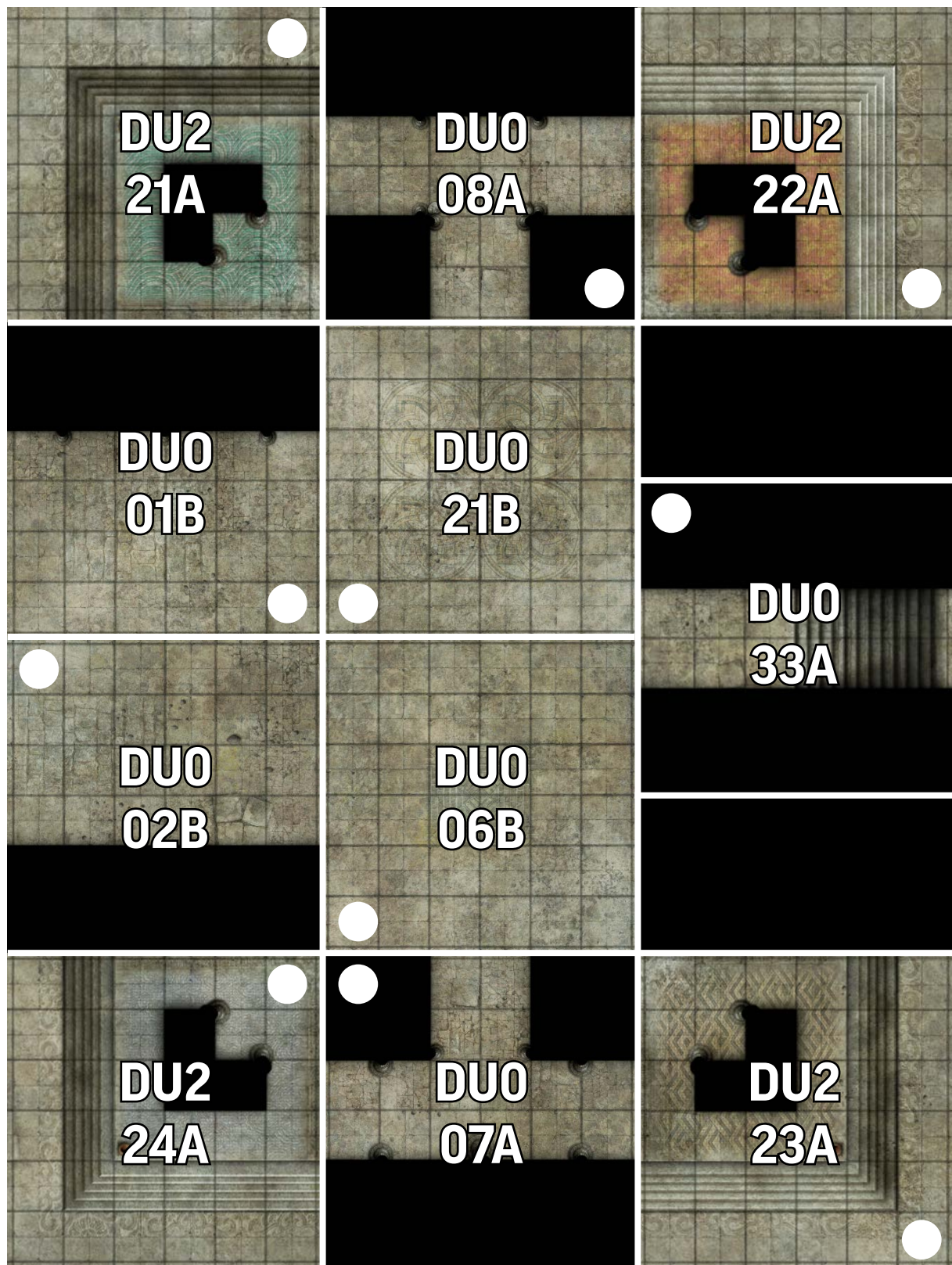
WEBHEKIZ

The Perennial Crown Part 1: Opal of Bhopan

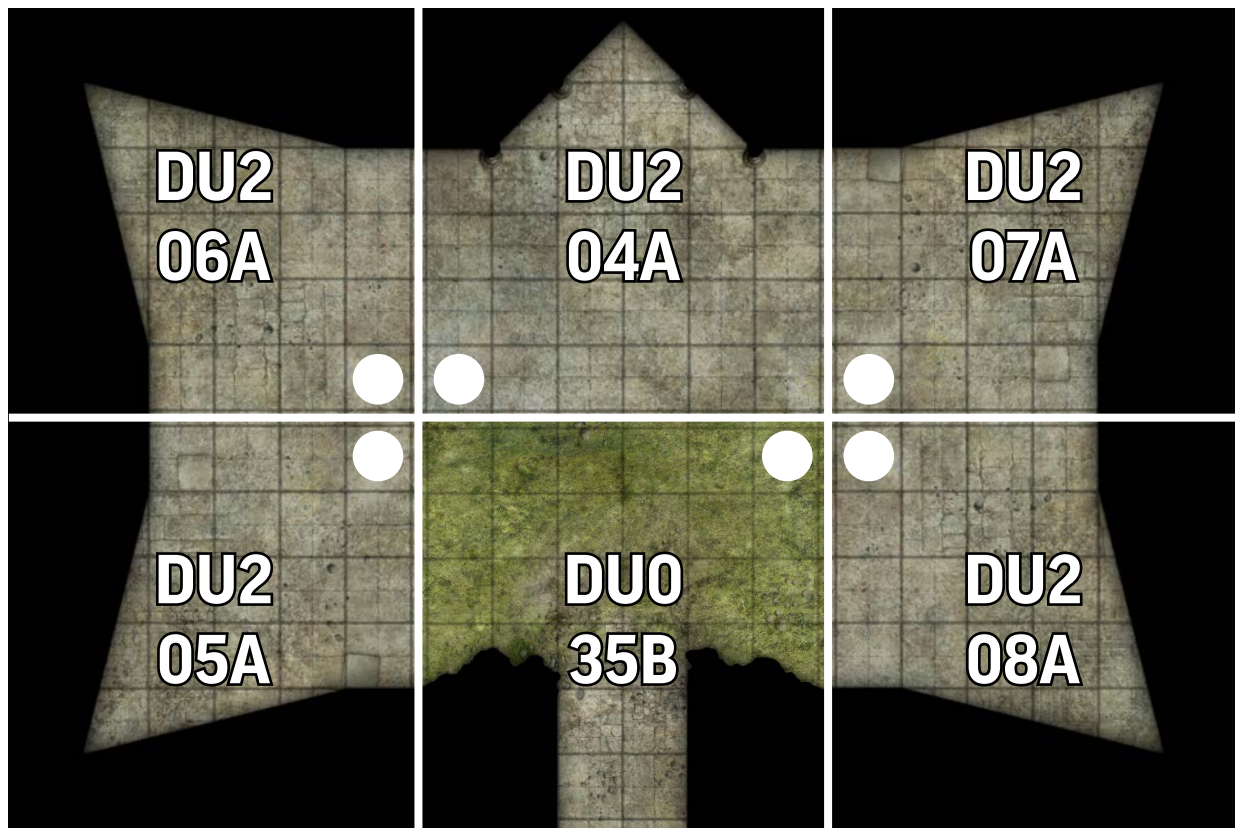


LELZESHIN

The Perennial Crown Part 1: Opal of Bhopan



The Perennial Crown Part 1: Opal of Bhopan



The Perennial Crown Part 1: Opal of Bhopan

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

Chronicle Sheet

If the PCs defeat Lelzeshin, they secure his *bloodletting kukri*. PCs who ritually shed blood while in Bhopan, such as in greeting to King Webhekiz or bled during any of masquerade activities, gain the Blood Offering boon.

TREASURE BUNDLES:

- ☐ Trek through the Jungle, page 6: 1 Treasure Bundle
- ☐ ☐ Area A, page 8: 2 Treasure Bundles
- ☐ An Audience with the King, page 12: 1 Treasure Bundle
- ☐ ☐ ☐ The Masquerade of Seasons, page 18: 3 Treasure Bundles
- ☐ Area B, page 18: 1 Treasure Bundle
- ☐ ☐ Area C, page 21: 2 Treasure Bundles



Event Reporting Form

Date _____ Event Code: _____
Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Fame Earned:		

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
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Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
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Faction:		
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Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
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		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
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The Perennial Crown Part 1: Opal of Bhopan

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Pathfinder Society Scenario #1-16: The Perennial Crown Part 1: Opal of Bhopan

Character Chronicle #

Herolab Code

A2D6

A.K.A.

- 2

Player Name

Character Name

Organized Play #

Character #

Faction

Reputation

Faction

Reputation

Faction

Reputation

Adventure Summary

On the trail of the legends of the famous early Pathfinder Selmius Foster, you traveled to the place he died—the isolated island of Bhopan. After surviving an onslaught from the island's fey, you found a magically advanced society whose people have deep connections to the fey. The king of Bhopan invited you to participate in a grand masquerade. The royal steward, Lelzeshin, gave you a chance what Foster sought by entering the royal vaults. After speaking to him, you (☐ worked with him to break into the vaults / ☐ refused his suggestion, and instead wound up accompanying guards to the vault's defense after Lelzehin broke in on his own.) Ultimately, you battled Lelzehin over control of a primal artifact, the *Perennial Crown*. As soon as the artifact was in your hands, the vault collapsed, trapping you inside. The story continues in *Pathfinder Society Scenario #1-17: The Perennial Crown Part 2: The Thorned Monarch*.

Boons

Blood Offering (Slotless): Bhoponese culture has numerous traditions that involve bloodletting as a sign of respect or a show of bravery. You participated in at least one of these traditions. This boon will have an effect in future scenarios.

Items

Purchases

bloodletting kukri^U (240 gp, level 6)
sneaky key (22 gp, level 5)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Notes

Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #