

Pathfinder Society Scenario #3-13



The Quest for Perfection, Part III:
**DEFENDERS OF
NESTING SWALLOW**

By Sean McGowan



THE QUEST FOR PERFECTION, PART III: DEFENDERS OF NESTING SWALLOW

PATHFINDER SOCIETY SCENARIO #3–13

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This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Combat*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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THE QUEST FOR PERFECTION, PART III: DEFENDERS OF NESTING SWALLOW

BY SEAN MCGOWAN

In the nation of Shokuro's heartland resides the tiny farming village of Nesting Swallow. The idyllic hamlet has remained largely unchanged for the hundred years following Imperial Lung Wa's collapse, even as Shokuro itself grew and transformed. Now, however, it stands in peril of annihilation, its people in danger of murder and starvation. But an unusual convergence of events brings Nesting Swallow hope; the legacy of one of the village's founding families draws the outside world's attention for the first time in ages, and the arrival of outsider agents in Nesting Swallow coincides with the village's hour of need. If doom approaches from one direction, perhaps salvation comes from the other.

Independent Shokuro is but a fledgling nation. Threats to its existence lie throughout the area, and the nation's leader, the Sun Shogun Shokuro Toriaka, is forced to keep all his strength mounted on Shokuro's borders. That he has fought off numerous invasions is worthy of praise, but with the brunt of the Sun Shogun's warriors focused on exterior threats, his people have become more vulnerable to internal conflicts. The fields and wooded hills of Shokuro's interior lack the security of more cosmopolitan areas; when bandits gather to prey on commoners, villagers have little choice but submission. Resistance against banditry has caused more than one village to disappear off the map completely. So it is in the village of Nesting Swallow, whose people remain too fearful to fend off their attackers.

Recently, a gang of tengu bandits known as the Thundering Eclipse has grown fat on the pickings of the farming folk in the area surrounding Nesting Swallow. The gang is led by the self-proclaimed warlord Kwankhonu, who sees himself in a much grander light than that of a simple criminal. In the wake of Lung Wa's collapse, he dreamed of forming a new nation, one in which the human inhabitants would become the serfs of tengu overlords. A visionary lacking an army, he never attracted more than a few dozen to his cause. By the time even that many assembled, Shokuro had been claimed by its current ruler, and Kwankhonu's dreams crumbled to ash. He and his followers instead turned to banditry, deeming themselves vigilantes robbing

WHERE ON GOLARION?

Defenders of Nesting Swallow takes place in the Successor State of Shokuro in the distant lands of Tian Xia. Formerly a province of Imperial Lung Wa, in the wake of that empire's collapse Shokuro has been conquered by the armies of an exiled samurai from Minkai, who rules kindly but firmly. More information about Shokuro and the other nations of Tian Xia is available in *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available at local hobby stores and online at paizo.com.



those who took their rightful land. They are the heroes of their own stories; that they prey on weak commoners who have lived here for generations rather than the armies of the newly arrived lord does not perturb their grandiose delusion. Their success to date leads them to be ever bolder and greedier. They now make a regular circuit of a number of villages with each harvesting season, claiming the lion's share of the crop and leaving the farmers next to nothing to subsist on through the months to come.

Nesting Swallow is one of the communities suffering predation by the Thundering Eclipse. Already half-starved by seasons of theft, they approach the coming harvest with dread for the inevitable bandit raid that will ensue. Some hoped that the bandits would overlook this harvest, but such hopes were dashed away when sentries spotted tengu scouts near the village. With the harvest

THE QUEST FOR PERFECTION SERIES

Defenders of Nesting Swallow is the final chapter in the three-part Quest for Perfection adventure arc, set in the western region of the massive continent of Tian Xia. All three parts are designed for Tier 1–5 and are intended to be played in order. As such, this scenario assumes the PCs have played through both the first part, *The Edge of Heaven*, as well as the second part, *On Hostile Waters*. For those PCs who did not play *On Hostile Waters*, assume they met the others while walking from the shore of the Sea of Eels through Shokuro and decided to join them on their journey to locate Je Tsun.

surely comes another raid, and the people of Nesting Swallow will not be able to make it through winter on what little the tengus leave behind them. What neither the tengus nor the villagers know is that Nesting Swallow holds a secret that may prove its salvation.

Among the founding families of the village is a bloodline that begins far from Shokuro, originating in the mountains known as the Wall of Heaven. A secluded monastery dedicated to Irori once stood within the mountains, before events brought it down and scattered its disciples far and wide. The last master of the place, Li Yao, travelled to the farmlands of Shokuro, and was one of the early inhabitants of the land where Nesting Swallow eventually took form. Content with this newfound life, he considered his role in history all but finished, except for what he had left behind. Back in the ruins of the monastery was an Iroran relic, the *Braid of a Hundred Masters*. Li Yao had left it with Jiang Dan, a skilled but arrogant student who had challenged his master's right to possess the braid. The master knew the braid would not activate for his disciple, and left it with his defeated student to ponder upon, never to see the relic again.

That which is lost can be found, however, and the *Braid of a Hundred Masters* is once more in hands that would use it. Agents of the Pathfinder Society reclaimed the relic, only to discover that the braid's powers have long remained dormant. The Pathfinders learned from the now-petrified Jiang Dan that only the master of the monastery would know how to reactivate the braid's magic. After much time and effort, Venture-Captain Amara Li discovered the location of the master's last known descendent, a woman living in Shokuro by the name of Je Tsun. Amara Li dispatched a team of Pathfinders, braid in hand, to glean what information they could from Je Tsun in Nesting Swallow. Though they do not know it, this group of intrepid adventurers may also be the last hope for the helpless village.

SUMMARY

The PCs arrive in the vicinity of Nesting Swallow after the events of the first two installments of *The Quest for Perfection* story arc. Their goal is to find Li Yao's descendant and reactivate the *Braid of a Hundred Masters*, which they retrieved in *The Edge of Heaven* and transported across the Tuunma River in *On Hostile Waters*. Though it may sound as though their lengthy journey is finally at an end, complications arise soon after the adventurers reach the farmlands surrounding Nesting Swallow. On the road, they come across a fleeing family waylaid by a group of Thundering Eclipse outriders. Once the tengus are dealt with, the grateful farmers thank the PCs and beg further aid, offering to escort them to the village for more information. Once there, the party meets with the village council, including among their number the last living descendant of Li Yao. Je Tsun and the council describe Nesting Swallow's plight to the PCs, and beg the party to lend their strength to the village's defense. After the bandit menace is dealt with, Je Tsun promises to help reactivate the *Braid of a Hundred Masters* for the PCs.

Once the PCs agree to help the village, they have about a week to organize the defense of Nesting Swallow. They are not expected to defeat the bandits alone; instead, they are given command of the villagers and spend the days before the battle organizing this peaceful village into a well-defended fort. During this time, the players engage in resource management and a defensive strategy, in addition to choosing the PCs' own actions in overseeing battle preparations. Every step completed during this time increases the village's ability to survive the coming assault.

Finally, the bandits attack. The PCs are put in charge of defending one of the town's key barricades, and must battle several waves of mounted tengu raiders. After this initial assault dies down and the tengus regroup, the PCs may encounter a vicious, trained owlbear, sent by the bandits to attack the town and weaken its defenses. At last, the leader of the bandits, Kwankhonu, rides his axe beak mount in a final assault on the village, specifically targeting the PCs as the architects of his failure.

GETTING STARTED

Before beginning the session, make sure all the players are up to speed on the story so far. The adventure assumes all PCs have played through both preceding chapters of the *Quest for Perfection* story arc and are familiar with the situation. Any players who have yet to play either of the previous parts need only know that they are in Shokuro, a nation controlled by benevolent samurai, and that they must locate Je Tsun in the village of Nesting Swallow in order to reactivate the dormant powers of an Iroran relic they possess, the *Braid of a Hundred Masters*.

Read or paraphrase the following to get the adventure underway.

Tedium has become a constant companion in the countryside of Shokuro. The roads have dwindled in size and maintenance as the days have passed; what was a wide, stone-paved highway near the river towns has become a narrow, winding track of dust, sometimes fading entirely into the surrounding terrain. Travelers along it have likewise grown scarce as the days drone on. Still, the journey's end lies no more than half a day's travel away, in the village of Nesting Swallow, a hamlet so small it could easily vanish into a crease on a map. No more than a few more miles through these sparsely wooded hills and valleys rests the last known home of Master Li Yao, and here, with luck, his descendant still lives. In this speck of farmland may be found one who can, by right of blood, bring forth the forgotten power of the Braid of a Hundred Masters.

Nesting Swallow is located deep in the heartlands of Shokuro, a few weeks' travel from the end of the PCs river journey in *On Hostile Waters*. This last leg of the trip takes them through mostly civilized country, and passes without significant event. Over the past week, the towns have grown smaller and further apart, as the interior of Shokuro is for the most part extremely rural.

ACT 1: FIRST SIGNS OF TROUBLE

The PCs have nearly reached Nesting Swallow, and have begun to encounter some of the farms on the outskirts of the village. Though these farming developments seem unremarkable enough at first, an eerie silence permeates the countryside, and it soon becomes clear that not all is right in this region around Nesting Swallow.

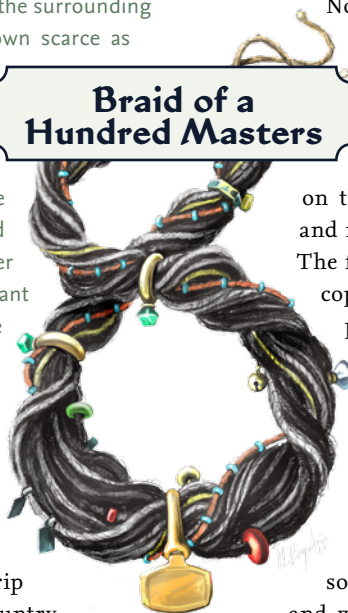
Around noon on the last day of their trip, the PCs' trail takes them over a small hillock, where they are privy to a startling sight in the sprawling valley below, revealing to them that not all is right in this simple farming community.

The Last Road (CR 3 or CR 6)

Cresting a rise, the trail winds its way up a small hillock that overlooks a large valley beyond. Not far from the hill, a dead mule and overturned cart lie in the middle of the road, two cloaked figures rummaging through the spilled contents of the cart while making disapproving cawing noises to a pair of

similarly dressed riders on horseback. Two other horses stand on the side of the road, presumably mounts for the two on foot. The mounted figures loom over a half-dozen shabbily dressed peasants. One of the riders urges his horse forward and makes a threatening slash at the face of a man trying to shield several children behind him.

Braid of a Hundred Masters



Not all residents of Nesting Swallow are willing to brave the upcoming bandit raid. This family of five was attempting to simply flee the village with their belongings and lives; unfortunately, a bandit scouting party spotted them on the road and thought to have some sport and make a profit they wouldn't need to share. The family has next to no money, and what few coppers they possess only incite the bandits to perform more acts of violence.

Creatures: As the PCs look on unnoticed, the rider menacing the family croaks at the father in a harsh, biting dialect of Tien: "You want to run? Leave early? We won't stop you. But it costs! Gold, silver, where is it?"

Left to their own devices, the tengus soon grow bored, cut down the entire family, and wantonly search the bodies for money. In their current frame of mind, the bandits are particularly hostile and likely to see the party as a potentially better source of income than farmers should the PCs step forward and announce their presence.

Subtier 1–2 (CR 3)

TENGU BANDITS (4)	CR 1/2
Tengu fighter 1	
NE Medium humanoid (tengu)	
Init +3; Senses low-light vision; Perception +5	
DEFENSE	
AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)	
hp 10 each (1d10)	
Fort +2, Ref +3, Will +2	
OFFENSE	
Speed 30 ft.	
Melee wakizashi* +3 (1d6+2/18–20), bite –2 (1d3+1)	
Ranged shortbow +4 (1d6/x3)	
TACTICS	

Before Combat The tengus are amusing themselves by tormenting the family and are not particularly alert; as a result, they take a –4 on any Perception checks to notice the PCs.

During Combat The mounted tengu use ride-by attacks as much as possible, charging and moving out of retaliation

The Last Road

1 square = 5 feet

T = Tengu Bandit

M = Mounted Tengu

H = Horse

F = Farmer

PCs Begin Here

Cart

T

T

M

H

H

F F
F F
F

M



GameMastery Flip-Mat: Woodlands

range. Once their companions on foot engage in melee, the riders close as well and attempt to flank.

Morale If two of the tengus fall, the rest attempt to flee.

STATISTICS

Str 14, **Dex** 17, **Con** 11, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16

Feats Mounted Combat, Ride-By Attack

Skills Intimidate +3, Linguistics +4, Perception +5, Ride +5, Stealth +3

Languages Minkaian, Tengu, Tien

SQ gifted linguist, swordtrained

Gear leather lamellar*, shortbow with 20 arrows, wakizashi*, light horse (combat trained), riding saddle

SPECIAL ABILITIES

Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Swordtrained (Ex) Tengus are trained from birth in swordplay, and as a result are automatically proficient with swordlike weapons (including bastard swords, daggers, elven curve

blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

* See *Ultimate Combat*.

Subtier 4–5 (CR 6)

TENGU BANDITS (4)

CR 2

Tengu fighter 2/rogue 1

NE Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 19 each (3 HD; 2d10+1d8)

Fort +3, **Ref** +5, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk wakizashi +5 (1d6+2/18–20), bite –1 (1d3+1)

Ranged shortbow +5 (1d6/x3)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The tengus are amusing themselves by tormenting the family and are not particularly alert; as a result, they take a –4 on any Perception checks to notice the PCs.

During Combat The mounted tengus use ride-by attacks as much as possible, charging and moving out of retaliation range. Once their companions on foot engage in melee, the riders close as well and attempt to flank.

Morale The tengus use their *potions of cure light wounds* if brought to fewer than 10 hit points. If two of the tengus are killed, the rest attempt to flee.

STATISTICS

Str 14, **Dex** 17, **Con** 11, **Int** 10, **Wis** 14, **Cha** 8

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

Feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge

Skills Acrobatics +6, Bluff +5, Intimidate +5, Linguistics +4, Perception +10, Ride +7, Stealth +3

Languages Minkaian, Tengu, Tien

SQ trapfinding +1, gifted linguist, swordtrained

Combat Gear *potion of cure light wounds*; **Other Gear** leather lamellar*, shortbow with 20 arrows, masterwork wakizashi*, light horse (combat trained), military saddle, 44 gp

SPECIAL ABILITIES

Gifted Linguist (Ex) See Subtier 1–2.

Swordtrained (Ex) See Subtier 1–2.

* See *Ultimate Combat*.

Development: If the PCs do not announce their presence before the fight, they can participate in a surprise round against the raiders. If the all four tengus are killed, they are unable to report back to Kwankhonu about the arrival of potential reinforcements for Nesting Swallow. If this happens, add an additional Defense Point to the PCs' total in Act 2.

The harassed family consists of an old man, his daughter, her husband, and their two children. Once the tengus are dealt with, the old man steps forward and thanks the PCs; he speaks both Tien and Common. Introducing himself as Xien Wun Lao, he answers any questions about the tengu bandits and his family; he can relay basic information from the adventure background regarding the bandit threat. He is ashamed at his own cowardice in convincing his family to flee, and sees now that flight is not an option; even if their mule were not dead, they risk being attacked by more bandits as they travel. With their chance meeting with the PCs, Wun Lao sees redemption of sorts; indeed, their presence here may be ordained by the gods. Simply from the direction they travel, he surmises the party may intend to pass through Nesting Swallow; if he learns that the village is, in fact,

their destination, he claps his hands and rejoices. Even if their destination and quest do not come up, he still pleads with them to come to Nesting Swallow with his family and meet with the village council.

Nesting Swallow is 10 miles down the road; the family points the way if the party chooses to go ahead on their own, and Wun Lao assures the PCs that he and his family will be fine on their return trip to the village. However the party decides to travel onward, the rest of the trip is uneventful.

Rewards: If the PCs defeat the tengu raiders here, reward each subtier thusly:

Subtier 1–2:

Give each PC 81 gp.

Subtier 4–5:

Give each PC 231 gp.

A Meeting with the Master

Regardless of how the PCs go about getting to the village, they arrive a little bit before sunset. After some time on the road, they can detect the scent of cooking fires in the distance. As the PCs mount the final hill on their journey to Nesting Swallow, read or paraphrase the following.

From atop one final hill, the object of your quest comes into view. From this height, the village of Nesting Swallow is laid out almost like a map. The small town consists of little more than a few dozen huts encircling an open common area. Rolling hills surround the village to the north and west, while the east is bordered by a light forest. South of the village, the brush has been cleared, and a long string of paddy fields stretches out into the distance, webbed with irrigation ditches branching off from a stream that separates the village from the farmlands.

NESTING SWALLOW

LN village

Corruption +0; **Crime** –1; **Economy** –1; **Law** –1; **Lore** –1;

Society +2

Qualities insular, rumormongering citizens

Danger +0; **Disadvantages** impoverished

DEMOGRAPHICS

Government council

Population 84 (79 humans, 3 half-elves, 1 kitsune)

Notable NPCs

Councilor Huan Je Tsun (LN female human expert 2)

Councilor Xien Wun Lao (LG male human commoner 3)

Blacksmith Naya Kokouseke (NG male human expert 3)

MARKETPLACE

Base Value 250 gp; **Purchase Limit** 1,250 gp; **Spellcasting** 3rd

Minor Items 1d4; **Medium Items** 1d2; **Major Items** —

If accompanying the Xien family back to town, the PCs are met by curious stares and whispers. They are escorted back to the Xien family hut (area 3 on the village map), and invited to relax while Wun Lao arranges a meeting with the council. The Xien family offers the PCs what food they have, mostly rice and millet.

If the PCs arrive at the village unaccompanied, the villagers, already paranoid, assume the worst and keep their distance. A handful of braver villagers pick up scythes and other farming implements and try to bar the PCs' entry to the village; a DC 15 Diplomacy check is enough to convince them there is no danger, and results in a meeting with the council as above.

After a short while, the PCs are escorted across the village common and into another building (area 4 on the map). As the PCs are being led to Je Tsun's home, read or paraphrase the following.

This hut differs from every other one in the village only in size, easily twice as large as most of the other dwellings. Otherwise, it is identical, being another slightly elevated circle of bamboo and wicker walls

surrounding a packed earthen floor. The interior has some rooms partitioned off the main one, and the collection of furniture and possessions indicates that this is another family home when not in use for official purposes. Against one wall stands a simple shrine with a collection of clay tiles hung from it, each bearing a different name. The lowest hanging tiles look quite new, a few months old, maybe. The highest and oldest tile on the shrine, however, bears the name "Li Yao."

The center of the room is cleared, and an assortment of cushions has been laid out in a semicircle. A dozen or so old men and women sit on the cushions, Xien Wun Lao among them. A woman standing in front of the shrine finishes a prayer and turns to join the seated elders; she is clearly the youngest among them, not even middle-aged, in spite of a face beset by worry and a hard life. Her youth is attested by the fact that she is greatly pregnant; six or more months along. After settling down into an empty place among the council, she motions to several empty seats opposite her.

In practical terms, this is an informal group that very rarely has cause to meet, usually only convening on infrequent occasions when a crime is committed or grievances between families arise. The council is composed of the elder members of every family in the village. Usually only six or so bother to sit in the committee, but given the dire and unusual circumstances facing Nesting Swallow lately, all the families in town are represented today.



Je Tsun

The pregnant woman is Je Tsun. Normally one of her age would not be a council member, but some personal misfortunes, including an illness that swept through the village last spring and claimed both her parents, have left her both the effective matriarch of her family and the sole living descendant of Master Li Yao. Since his lineage is held in high regard for both his family's history in the village and their reputation for wisdom, Je Tsun was accorded a place of honor among the village elders. Once the party has settled in, she speaks for the council, welcoming the PCs to Nesting Swallow. If the PCs haven't already told her or Xien Wun Lao, she asks what manner of business brings them to these parts of Shokuro. When she finds out that they are looking for the last living descendent of Li Yao, she quietly smiles and speaks to them.

"With that in mind, permit me to introduce myself. I am Je Tsun, and the last of Li Yao's descendants." She rubs a hand across her swollen belly as she says this and smiles slightly. "At least for now.

So, perhaps you look upon me and see the end of a quest. I look upon you, and I see hope. Hope for my village, my family, and our future. You have become familiar with the troubles facing us?"

Any backstory for the village and the bandits the PCs have not yet discovered can be related here; likewise, the PCs may relate the specifics of their quest to the council. Je Tsun answers any questions they may have with complete honesty; she is forthright to the point of bluntness, and is not embarrassed to make clear the villagers' desperation and need. Once the party is fully caught up, she speaks again.

"Whether you are here in answer to the prayers of our people or simply here at this time by happenstance is beside the point; you are here. And it is within your power to help us. I tell you now, we have little to offer as incentive. This is a poor village even when not beset by misfortunes, and this year has been less fortunate than most. If you can save us from these tengus, we can offer you food, shelter, and whatever other aid we may give you. But as for a reward, the only thing I can offer is that which you came here for in the first place. Defeat our enemies, and I will bring this relic of my ancestor's to life for you. I am sorry we do not have more to offer than hospitality, but our need remains: will you help us?"

While Je Tsun is telling the truth regarding the village's poverty, if the party holds out for a more monetary reward and succeeds at a DC 20 Diplomacy or Intimidate check, the council offers the party a total of 50 gp upon the bandit's defeat. This is not offered lightly; it comes from the private savings of every family in town, and will impact the prosperity of the village for years to come, but if the choice is between further poverty and destruction, the council picks the lesser of two evils. Answers to other common questions the PCs may have are given below.

Why do you need us? Can't the government defend its own people? "Perhaps some aid would be sent our way, but the provincial magistrate resides several weeks from here. By the time we could get word to him and receive a response, we would already be destroyed."

How long until the bandits attack? "In past seasons, they always arrive soon after a harvest. After all, there is no point in milking a cow before she calves. The barley crop is ripe; we need to bring it in this week or lose it. Soon after, the crows will descend upon us."

Wouldn't it be easier to give them what they want? "We have told ourselves that same thing every harvest for years now. We give them all we have and make do on their leavings. And we do it again, and again. Every soul in Nesting Swallow knows what it is like to go to sleep hungry. Sooner or later, we will be starved off the map. It may very well be this harvest. The simple fact of the matter is, if we continue to appease, eventually we will be no more."

What assets does Nesting Swallow have to aid in its defense? "We are not warriors, but we will fight. Every able-bodied farmer will stand beside you. We have few true weapons but our farm tools: sickles, pitchforks, and simple spears of sharpened bamboo. If you take charge of our defense, we will be your army. Additionally, we have been preparing defenses for the village; barricades, pits, anything to disable their riders. We will confer with you in detail on this later."

What about the *Braid of a Hundred Masters*? If we agree to help you, will you activate it for us now? "No. I mean no offense. This is not a matter of not trusting you to do your part; it simply is not expedient. Every hand, mine included, is needed to finish the harvest and our defenses. Activating the braid will take time; time I do not have until after this crisis is past. If it were something that would aid in our defense, then yes, but all the stories passed down through my family that speak of the braid describe it as a relic of great wisdom and contemplation. Not something that would help us in battle."

How will you activate the braid? "All the family tales that have ever been told of it say that it would take a full day and night of meditation before the shrine of my

ancestors. It will be a fairly simple matter, but certainly not a quick one."

Once the PCs finish asking questions and agree to defend the village, they are offered the use of the Xien family hut for themselves (the Xien family has graciously offered to stay with their neighbors for the time being) to rest and draw up plans. In addition, the council provides them with the small supply of healing potions they have. In Subtier 1–2, this is four *potions of cure light wounds*. In Subtier 4–5, this is four *potions of cure moderate wounds*.

Mission Notes: Sczarni faction PCs can complete their mission by convincing the council to pay the party for their aid, as noted above. Doing so earns Sczarni faction PCs 1 Prestige Point.

Rewards: Once the PCs have agreed to aid Nesting Swallow, reward each subtier thusly:

Subtier 1–2:

Give each PC 16 gp.

Subtier 4–5:

Give each PC 100 gp.

ACT 2: MANY CALCULATIONS

The PCs are now in charge of Nesting Swallow's defenses. How prepared the village is for the coming fight is up to them. There are 8 days before the bandits arrive in force, though the PCs do not have any way of knowing that without taking appropriate measures (see below). What they can do now is use every resource available to increase the likelihood of victory when battle does come.

Eight Days

This portion of the adventure is a matter of resource management; each day, the PCs choose how best to use the workforce they have at their disposal. There are 50 able-bodied villagers, men and women, available to the PCs daily (all of the other villagers are too young, old, or infirm to be of any use). Several possible preparations are given below; each requires a specific number of villagers and amount of time devoted to it to be completed. In most cases, increasing the number of villagers assigned to a task completes it quicker; this is also noted in the entries below. The PCs themselves can supervise or oversee specific preparations; doing so adds their own abilities to the workers' and results in a stronger defense, the specific effects detailed in the entries below. (Some preparations require no PC involvement to take place at all.)

At the start of this section, give the players a general list of the preparations below. Every day until the bandits arrive, have the players decide as a group how to assign the

NESTING SWALLOW

While the village map is mainly intended to run the battles in Act 3, and there is little exploration to be done, it is likely that during the week the PCs spend here they will wish to know more about Nesting Swallow's layout. The following is a simple key for the village map on page 11.

1. Village Common: This open area is mostly packed dirt and scrub grass. It serves as a gathering area for the villagers. In the center is a 20-foot-deep well that provides fresher water than the nearby creek.
2. Villager Homes: These simple bamboo huts are the dwellings of the majority of the village, each being the home of between four to eight villagers. They are slightly more crowded than normal at this time; a number of people live outside the village proper, and many have recently relocated here for the duration of the bandit crisis.
3. The Xien Home: This is likely the first house the PCs set foot in; it's a simple, one-room affair, with several partitioned-off sleeping areas as well as a loft the children sleep in. This will also be the PCs' home while they stay in Nesting Swallow, the Xien family relocating to stay with neighbors while the PCs help the village.
4. Je Tsun's Home: This is the largest and oldest dwelling in the village; once the home of Master Li Yao, it has passed down through his family. Je Tsun lives here now with her late husband's kin. Council meetings are usually held here, either inside or on the front porch.
5. Smithy: The village blacksmith works and dwells here with his family. Not a skilled weaponsmith, he mostly repairs farm tools and shoes horses.
6. Barricades: The entire town is encircled by a simple bamboo wall about 6 feet high. The three locations marked with letters stand across the roads leading out of town, and play a crucial part in the village's defense. These are more fully detailed in Act 3.
7. Swallow's Creek: South of the town are acres of fields where most of the village labors daily. The creek is used for crop irrigation. It also provides a natural barrier, which can be exploited as described in Act 2.

villagers. Summarize the minimum number of villagers needed to complete a task, as well as if that task can be expedited through a larger workforce. Then have each PC declare what they do that day; some preparations merely require PCs' presence to go quicker, others require the PC to make a skill check for that day. (A PC may take 10 on this check, but not 20.)

Each completed defense earns the village Defense Points. Defense Points are explained in Act 3. While many of the defenses are assumed to be completed whether or not the PCs allocate villagers to them, focusing on specific

defenses represents a more successful implementation of that defense. For example, if the PCs don't give basic weapon training to the villagers, they still help man the barricades and stave off bandits, but lack of training makes them less effective and no Defense Points are earned this way.

Bringing In the Harvest

Harvesting crops is the top priority for the villagers, even above establishing defenses. Without food stored, they face starvation regardless of whether or not the bandits are fought off. This is an activity that can be performed mostly by the noncombatant villagers; even so, some able-bodied farmers are needed as well. Until the harvest is finished, the PCs only have 30 villagers at their disposal daily. The PCs can choose to speed the harvest up both by assigning more villagers to the fields or by lending a hand themselves.

Time Requirements: Without additional manpower devoted to it, the harvest takes 6 days to finish. Regardless of how many NPCs or PCs work the fields, harvesting takes a minimum of 1 day.

NPC Requirements: Each day requires the participation of 20 able-bodied villagers. Every additional 10 villagers doing a day's work reduces the total number of days before the harvest is completed by 1.

PC Requirements: Harvesting can take place without the PCs' involvement, but they can speed it up significantly. One harvesting PC counts as 5 farmers. A PC who makes a DC 15 Profession (farming) or Knowledge (nature) check does the work of 10 farmers in a day.

Defense Points: No Defense Points are earned by performing this activity, though swift harvesting allows for better allocation of manpower after it is finished.

Archery Training

Ranged weapons more effective than simple slings are a rarity in Nesting Swallow, but a handful of villagers own crossbows for hunting purposes; while they have never had to shoot at a target better armored than an antelope or hare, they can be drilled into effective support archers with effort.

Time Requirements: See below.

NPC Requirement: Only 10 villagers are potential archers. These are kept as a unit; while other villagers can be shuffled around to perform different jobs from day to day, a note should be made of whether these 10 are being used for archery training or for another purpose on any given day. If they have been assigned elsewhere, no other villagers can fill in for this activity on that day.

PC Requirement: Archery training requires the tutelage of a PC with a base attack bonus of +1 or higher who is proficient with light crossbows.



Defense Points: Each day spent training earns $\frac{1}{2}$ of a Defense Point, up to a maximum of 2 points over 4 days. Beyond these days, a PC can earn additional Defense Points from archery training by spending an additional day with the archers crafting ammunition. The PC makes a single DC 15 Craft (bows) check at the end of the day; success indicates that the archers took their fletching lessons well and successfully produced enough bolts to earn the village an additional 1 Defense Point.

Combat Training

While unskilled combatants, the villagers can be given basic training, allowing them to maintain the barricades as a unit. Their weapons are limited to adapted farm implements and makeshift bamboo spears, but they are all willing to take up what arms they can and assist the PCs in the defense of their home.

Time Requirements: Training a unit takes 1 day.

NPC Requirements: Up to 40 villagers are available for melee training, in 10-person units. (The remaining 10 are archers; see Archery Training on page 10.)

PC Requirements: Training cannot take place without a PC dedicating a day to it. Whoever does the training must have a base attack bonus of at least +1. A single PC

can train a unit of 10 villagers per day. Multiple units can be trained in a day, but this requires multiple PCs instructing them.

Defense Points: Each trained unit earns $\frac{1}{2}$ of a Defense Point. PCs doing the training, however, can be ruthless drill instructors and play on the villagers' fears; succeeding at a DC 15 Intimidate check while training the villagers makes the lessons sink in faster, earning 1 Defense Point for that unit (this bonus can only be earned once per unit). These unskilled combatants can only learn so much in a short time, however, so no unit benefits from more than 2 days' training. Thus, the maximum number of Defense Points available through combat training is between 4 and 8.

Constructing the Barricades

Controlling possible attack routes is key to not being overwhelmed. Constructing barricades from wood and bamboo aids in this endeavor. Incorporating the landscape and the existing structures of the village into this barricade allows the defenders to contain attackers to several choke points. Construction was already underway before the party arrived in Nesting Swallow; by continuing to assign workers to it or overseeing

construction, the PCs can assist in making it sturdier and more effective.

Time Requirements: A group of 30 villagers takes 6 days to complete the barricade.

NPC Requirements: Every additional 10 villagers assigned to this task reduces the days to completion by 2. Likewise, fewer villagers assigned increases the time by 2 days for every 10 villagers fewer than 30 working on it.

PC Requirements: PCs are not required to directly work on this defense, but doing so speeds construction. A DC 15 Knowledge (engineering) or Profession (woodcutter) check allows 10 villagers to be assigned elsewhere for that day with the same amount of work still being done on the barricade. (Only 10 workers per day may be reassigned in this fashion.) Additionally, if a PC oversees construction each day of work, she may make a single DC 15 Craft (traps) or Disable Device check when the barricade is completed. Success at this check represents traps incorporated into the barricade, such as digging concealed pits or sharpened timbers designed to impale attackers.

Defense Points: The barricade's completion earns 2 Defense Points. If a PC designs traps into the barricade, an additional 1 Defense Point is awarded, plus an extra 1 Defense Point for every 5 points by which the PCs beat the Craft (traps) DC.

Flooding the Fields

This can only take place after the harvest is completed. The crop fields are low-lying and designed to be irrigated by the stream. With work, they can be turned into a virtual moat by adjusting the flow of water, causing them to flood. This limits the routes the bandits can attack from, giving significant tactical advantage to the defenders.

Time Requirements: Flooding takes a full 2 days of work to accomplish.

NPC Requirements: In order to flood the fields, 20 villagers are required. Increasing this number does not reduce the time requirement; damming the stream and flooding the ditches is work where only so many hands are of use at one time.

PC Requirements: This activity can take place without PC supervision, but a PC devoting a day to the project can make a DC 15 Knowledge (engineering) check to cut construction time to a single day.

Defense Points: Flooding the fields before the bandits attack earns the village 2 Defense Points.

Posting Scouts

The villagers are, obviously, already alert for horsemen in the hills, but assigning villagers and PCs to keep a closer eye on the wilderness can help give an estimate of how

much longer until the raid comes. Even without specific allocation of villagers, each day make a DC 25 Perception check for Nesting Swallow; the village is considered to have a base +4 Perception modifier for this.

NPC Requirements: Villagers can be assigned as lookouts; for every 5 villagers keeping watch in a day, the village gets a +1 bonus on its Perception check. Also, a cumulative +1 bonus is added for each day previous that any villagers were assigned as scouts.

PC Requirements: PCs are not required to participate in scouting and can simply have villagers report back to them. A PC with a high bonus on Perception checks can choose to spend a day scouting, using their Perception bonus in place of the village's base +4, while still adding bonuses to the check for extra villagers and cumulative days.

Defense Points: The first time a successful DC 25 Perception check is made, inform the players the number of days remaining until the bandits come, plus or minus 1d3 days (roll 1d6; results of 1–3 are subtracted from the estimated number of days, while results of 4–6 count as 1–3 again, but are added to the estimation instead). The second day a successful check is made, revise the estimate to be simply 1 day off in either direction. The third successful check results in the exact number of days remaining. If three successful checks are made, the villagers are more alert the morning of the attack, earning 4 Defense Points.

Mission Notes: Andoran faction PCs complete their mission if the party earns 20 or more total Defense Points, doing an exemplary job of teaching these common people how to stand up for themselves.

Chelixa faction PCs complete their mission by earning at least 4 Defense Points through combat training, either individually or assisting another instructor using the aid another action on Intimidate checks.

Osirion faction PCs complete their mission by installing, either themselves or through use of Aid Another, at least 2 Defense Points' worth of traps in the barricade.

Qadira faction PCs complete their mission if they spend a day harvesting and succeed at a DC 20 Appraise check, making notes for potential trade.

Taldor faction PCs complete their mission by implementing efficient scouting. If Taldor faction PCs ensure that the scouts of Nesting Swallow succeed at three Perception checks before the bandits come on the ninth day, they earn 1 Prestige Point.

Grand Lodge faction PCs can complete their mission at any point in Act 2 by spending a day speaking with Je Tsun and learning more about her family history. This can be accomplished with either a DC 17 Knowledge (history) or Diplomacy check. Doing so costs the PC a day of activity during Act 2 and earns her 1 Prestige Point.

ACT 3: THE SWALLOW AND THE CROW

On the PCs' ninth day in Nesting Swallow, the bandits of the Thundering Eclipse finally arrive. Fortunately, even if minimal effort was put into scouting, they are unable to launch a surprise attack; at dawn, riders are spotted in the hills, and by midmorning the entire force circles Nesting Swallow in preparation for launching a raid across the southern fields. The flooded creek halts the riders, however, and they fall back to rethink their assault. This gives the party and villagers time to take up positions along the barricade and prepare for assault from the only directions left open. The tengus wait out the rest of the day in the hillside forests, and attack at dusk.

The PCs should be encouraged to establish themselves at the position where the barricades stretch across the largest road leading out of the village to the north (area 6a on the map). Je Tsun and other council members suggest this if the party is unsure how to proceed. If the players prefer to entrench themselves elsewhere, let them; the first battle proceeds the same wherever they wait. A handful of spearmen and archers take up positions beside the party, while the majority of the NPC defenders guard the other barricade access points.

The exact number of NPCs fighting at the party's side is irrelevant; they are not played as direct participants in the battle. Their contribution is instead represented through use of accumulated Defense Points. Assume half a dozen spearmen and two archers are there if the players wish to know; the larger numbers of farmers fighting elsewhere can be assumed to have roughly the same effectiveness as the party and their smaller number of allies. During the battle, as waves of tengu assault the party's position, similar battles are underway at the other two barricade positions; PCs who look around the village see that the NPCs are managing to hold off their attackers.

Using Defense Points

Defense Points are used in two different ways. First, add up the total number of Defense Points earned over the past week. The more total points, the greater the effect on the attacking forces. If 10 points were earned, deduct one tengu and mount from each attack wave in *The Willow in the Storm* encounter below, as well as one tengu and mount from *The Desperate General* encounter. For every 3 Defense Points in excess of 10, remove an additional bandit from each wave as well as from *The Desperate General* encounter (to a maximum of three bandits removed at 16 Defense Points), removing the lowest CR tengu first. Feel free to describe how specific defenses the party worked on are affecting the battle: for instance, an archer they trained might get a lucky shot and eliminate a bandit before he rides in close enough to attack, a rider

disappears into a pit trap, spearmen overwhelm a surprised tengu, etc. The players should not be made to feel that the NPCs are doing their work for them, but rather that the time and effort they spent on defenses is paying off.

There is a second, more direct use of Defense Points that the PCs directly benefit from. From now until the end of the adventure, each PC gains a pool of points equal to 1/2 the total Defense Points earned. At any time, a PC may choose to spend a number of these points as an immediate action. They can be added to any single attack or damage roll, ability or skill check, saving throw, or can be used to grant the PC a dodge bonus to his AC. Points used only apply to a single roll, and do not otherwise last until the PC's next action. More than 1 point may be spent on a roll, with a maximum equal to the character level of the PC. A player must decide to use his Defense Points in this way when he announces his action and before he makes the roll the bonus will apply to. Once spent, points from this pool cannot be replenished.

The Willow in the Storm (CR Variable)

The tengu bandits arrive in the morning of the ninth day, but spend most of the day repositioning their forces in preparation for the attack. As the sun begins to set before the attack, read or paraphrase the following.

The day has been long and tense, as Nesting Swallow finds itself waiting for the sword to fall. Villagers spend shifts keeping watch over the hastily erected, crude bamboo walls surrounding their village, and constant reports of the enemy riders' movements filter back and forth between the barricades. As the sun sinks below the western hills, the sharper-eyed among those manning the barricades report a number of riders forming into groups along the roads; these reports are soon proved true as the sound of hammering hooves comes out of the twilight, and the dusk erupts with tengu warriors riding toward the village. And so the battle begins.

The first tengu assault is one of brute force; not realizing how well the village is defended, they try to overwhelm the defenders with sheer numbers. This encounter measures the PCs' endurance, as multiple waves of mounted bandits lay siege to the village.

The crudely constructed barricades surrounding Nesting Swallow are made of piles of wood about 6 feet tall; the outside has sharpened bamboo stakes placed every few feet, preventing riders from simply charging over them. The barriers are approximately 2 feet deep, but since they are not solid they only have hit points equal to 6 inches of wood (60 hit points for each 5-foot square). They provide cover for those on either side of them.

Climbing up over the outside of the barricade requires a DC 15 Climb check; the defensive side of the barricade is much easier to mount, requiring only a DC 5 Climb check to clamber up onto the top. The barricade does not provide cover to those standing on top of it, but these individuals have a higher ground advantage (+1 bonus on melee attack rolls) against creatures on the ground or attempting to climb the barricade.

Creatures: Kwankhonu commands his forces from the rear, directing the bandits as he sees need for them. This results in the PCs fighting three separate waves of tengus as Kwankhonu tries new strategies. Each wave begins 400 feet up the road from the barricade and spurs their horses to it at top speed; this brings them to it in 2 rounds. Each wave enters the fight 5 rounds apart. The composition of each wave is as follows.

Wave 1: Five tengu bandits charge the barricade. Their orders are to simply attack and attempt to overwhelm the defenders. This is a feint by Kwankhonu to test the opposition; he expects this first assault to fail. This group begins on round 1 and reaches the barricade by round 3.

Wave 2: Appearing on round 6 and reaching the barricade on round 8, this group consists of another four bandits, plus two lieutenants, called speakers of murder, trained in directing troops in combat.

Wave 3: The third wave begins on round 11 and arrives at the PCs' position on round 13. This group is composed of four tengu bandits.

As each individual wave arrives, do not forget to deduct tengu from it due to earned Defense Points—the reduced number of enemies can make a critical difference in this battle.

Subtier 1–2 (CR Variable)

TENGU BANDITS (13) CR 1/2

hp 10 each (use stats from page 5)

TACTICS

During Combat As they ride toward the barricade, the tengus fire arrows. While the odds of hitting are slight, they try to keep defenders pinned down behind the barricade. Anyone climbing on top becomes a primary target for them. Once at the barricade, they leap from their horses and attempt to climb. If they reach the top unopposed, they use the higher ground to their advantage while fighting in melee against the PCs. If the northern barricade has been breached at any point, they charge through and attempt to flank the PCs.

Morale The bandits know reinforcements are a few rounds away, and fight to the death waiting for them.

SPEAKERS OF MURDER (2) CR 1

Tengu bard 2

LE Medium humanoid (tengu)

Init +3; Senses low-light vision; Perception +7

DEFENSE

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

hp 14 each (2d8+2)

Fort +0, Ref +6, Will +3

OFFENSE

Speed 30 ft.

Melee katana +2 (1d8+1/18–20), bite –3 (1d3)

Ranged shortbow +4 (1d6/x3)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 2nd; concentration +4)

1st (3/day)—*cause fear* (DC 13), *cure light wounds* (DC 13), *sleep* (DC 13)

0 (at will)—*daze* (DC 12), *flare* (DC 12), *lullaby* (DC 12), *mage hand*, *message*

TACTICS

Before Combat One speaker of murder uses inspire courage as soon as the bandits begin down the road, and continues until out of performance rounds or dead. The other uses countersong if any casters try to use sonic effects on the bandits, taking over inspire courage instead if his comrade falls.

During Combat Both speakers of murder hold back from melee, staying mounted and using spells and arrows to fight. One of them lobbs a vial of alchemist's fire at the center of the barricade each round, attempting to burn it away.

Morale Both speakers of murder remain as long as there are bandits to assist; if all tengus on the barricade are killed before the final wave, the speakers retreat up the road to meet with the reinforcements.

STATISTICS

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

Base Atk +1; CMB +2; CMD 15

Feats Extra Performance

Skills Acrobatics +6, Bluff +7, Climb +4, Linguistics +4, Perception +7, Perform (oratory) +7, Ride +3, Stealth +3

Languages Minkaian, Tengu, Tien

SQ bardic knowledge +1, versatile performance (oratory), gifted linguist, swordtrained

Combat Gear *potion of cure light wounds*; **Other Gear** leather lamellar*, katana*, shortbow with 20 arrows, flask of alchemist's fire, light horse (combat trained), riding saddle

* See *Ultimate Combat*.

Subtier 4–5 (CR Variable)

TENGU BANDITS (13) CR 2

hp 19 each (use stats from page 5)

TACTICS

During Combat As they ride toward the barricade, the tengus

fire arrows. While the odds of hitting are slight, they try to keep defenders pinned down behind the barricade. Anyone climbing on top becomes a primary target for them. Once at the barricade, they leap from their horses and attempt to climb. If they reach the top unopposed, they use the higher ground to their advantage while fighting in melee against the PCs. If the northern barricade has been breached at any point, they charge through and attempt to flank the PCs.

Morale The bandits know reinforcements are a few rounds away, and fight to the death waiting for them.

SPEAKERS OF MURDER (2) CR 3

Tengu bard 4
LE Medium humanoid (tengu)
Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)
hp 21 each (4d8)
Fort +1, **Ref** +7, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.
Melee katana* +4 (1d8+1/18–20), bite –1 (1d3)
Ranged mwk shortbow +7 (1d6/x3)
Special Attacks bardic performance 19 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)
Bard Spells Known (CL 4th; concentration +7)
2nd (2/day)—*heroism*, *mirror image*
1st (4/day)—*cause fear* (DC 14), *cure light wounds* (DC 14), *hideous laughter* (DC 14), *sleep* (DC 14)
o (at will)—*daze* (DC 13), *flare* (DC 13), *lullaby* (DC 13), *mage hand*, *message*, *resistance*

TACTICS

Before Combat One speaker of murder uses inspire courage as soon as the bandits begin down the road, and continues until out of performance rounds or dead. The other uses countersong if any casters try to use sonic effects on the bandits, taking over inspire courage instead if his comrade falls.

During Combat Both hold back from melee, staying mounted and using spells and arrows to fight. They each lob vials of alchemist's fire at the center of the barricade each round, attempting to burn it away, and use tanglefoot bags to confound their foes on the other side of the barrier.

Morale Both speakers of murder remain as long as there are bandits to assist; if all tengus on the barricade are killed before the final wave, the speakers retreat up the road to meet with the reinforcements.

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 16
Base Atk +3; **CMB** +4; **CMD** 17
Feats Arcane Strike, Extra Performance

Skills Acrobatics +7, Bluff +10, Climb +5, Linguistics +4, Perception +9, Perform (oratory) +10, Ride +4, Stealth +9
Languages Minkaian, Tengu, Tien
SQ bardic knowledge +2, versatile performance (oratory), gifted linguist, swordtrained
Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, alchemist's fire (4), tanglefoot bags (2);
Other Gear leather lamellar*, buckler, katana*, masterwork shortbow with 20 arrows, light horse (combat trained), military saddle
*See *Ultimate Combat*

Development: Once the final wave has been killed or has fled, give the PCs a few rounds to heal or recast any protective spells that have waned. From their position, they can see the situation is similar in the rest of the village; both of the other barricades are in even worse shape than the one the PCs held, and some of the villagers lie dead at their posts, but all the other tengus have been likewise repelled. If the PCs are in exceptionally bad shape, allow them more time to recover, possibly even postponing the next encounter till the morning if they need to fully rest. On the other hand, if they're in good shape and inclined to immediately leave their position to reinforce the other villagers or any equivalent action, proceed directly to the next encounter.

Rewards: If the PCs successfully defeat the three waves of tengu bandits and speakers of murder, reward each subtier thusly:

Subtier 1–2:
Give each PC 320 gp.
Subtier 4–5:
Give each PC 943 gp.

The Bandits' Beast (CR 3 or CR 6)

In the aftermath of the battle, a hush pervades the village; a few cheers erupt but are quickly muffled by those wise enough to know the fighting is not yet done. For the most part, the farmers prepare themselves for further combat; their fallen comrades are respectfully moved away from battleground, crossbows are reloaded, and what repairs can be made to the barricades are attempted. This prudence is soon proved correct; from the eastern edge of the village, a low growling sound grows in volume. Suddenly, a loud crash comes from another barricade, panicked villagers come running from that direction. "A demon! The crows have brought a demon down upon us!" one of the farmers screams, throwing his spear down as he runs.

This encounter takes place at the barricade at area 6a, but move it elsewhere if the PCs manned the barricade during

OPTIONAL ENCOUNTER

The encounter with the owlbear is optional. If the PCs have more than 2 hours remaining to complete the scenario, run Encounter 5 as written. If less than 2 hours remain to complete the scenario, skip Encounter 5 and go directly to Encounter 6.

the previous battle. The bandit's last assault taught them where the village was most strongly defended—at the PC's position. Kwankhonu makes his next strike against one of the weaker, more damaged positions, allowing his secret weapon to overcome the defenses there with ease.

Creatures: Sometime back, the Thundering Eclipse raided a caravan and found an owlbear egg among the treasures it carried. It soon hatched and was discovered to be no common owlbear, but a rare species native to the region, with a striking black-and-white pattern across both feathers and fur. Kwankhonu adopted it as a mascot, seeing it as a sign that the tengus were the rightful inheritors of Shokuro. While not tamed, it has been trained well enough that it only rarely kills tengus. Other races, however, receive no protection. The bandits loosen the door of its wheeled cage and roll it down the road to the barricade. It then swiftly bursts out and overwhelms the peasants there. If the PCs do not investigate the fallen barricade, it ventures into the village common a few rounds time.

Subtier 1–2 (CR 3)

SHOKURAN OWLBEAR

CR 3

Young owlbear (*Pathfinder RPG Bestiary* 224, 295)

N Medium magical beast

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

Perception +12

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 37 (5d10+10)

Fort +8, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+2), 2 claws +7 (1d4+2 plus grab)

TACTICS

During Combat The owlbear picks one enemy and engages that target until it drops, at which point it moves on to the next closest opponent.

Morale The owlbear fights to the death.

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +7 (+11 grapple); **CMD** 20 (24 vs. trip)

Feats Great Fortitude, Improved Initiative, Skill Focus

(Perception)

Skills Perception +12

Subtier 4–5 (CR 6)

SHOKURAN OWLBEAR

CR 6

Advanced giant owlbear (*Pathfinder RPG Bestiary* 224, 294–295)

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision;

Perception +14

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, –2 size)

hp 67 (5d10+40)

Fort +14, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft.

Melee bite +11 (2d6+8), 2 claws +11 (1d8+8 plus grab)

Space 15 ft.; **Reach** 10 ft.

TACTICS

During Combat The owlbear picks one enemy and engages that target until it drops, at which point it moves on to the next closest opponent.

Morale The owlbear fights to the death.

STATISTICS

Str 27, **Dex** 14, **Con** 26, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +5; **CMB** +15 (+19 grapple); **CMD** 27 (31 vs. trip)

Feats Great Fortitude, Improved Initiative, Skill Focus

(Perception)

Skills Perception +14

Development After the owlbear's defeat, permit the PCs several rounds to recuperate. During this time, anyone who makes a DC 15 Perception check hears the sound of hoofbeats and cawing once again coming toward the village. At the end of 5 rounds, or as soon as the PCs are ready, move on to the final encounter below.

The Desperate General (CR Variable)

By this point, both the PCs and the villagers should be pretty worn out, a fact which shows itself in the bleak atmosphere permeating Nesting Swallow. Depending on whether the PCs were able to rest through the night after the initial attack, it is either midday or late evening when the final battle takes place. Once the PCs are ready for the final encounter, read or paraphrase the following.

In the aftermath of the onslaught, the village square stands nearly deserted, most of the villagers' resolve having broken sometime during the siege. Many have retreated to their homes, though from the peripheries of the village still come the sounds of battle, villagers here and there fighting off the

few scattered bandits that made it through the barricades. The air is hazy with smoke and it is hard to tell where to go to next in order to aid the farmers. A bloodthirsty screech coming from the north is enough to signify the most dangerous threat yet, however.

Kwankhonu has kept back during the entire battle, allowing his troops to soften up an enemy that has proven much stronger than he anticipated. He refuses to acknowledge defeat, though; retreating now would set a poor precedent, and acknowledge the wasted expenditure of most of his forces. Even the owlbear's failure only spurs him onward, for surely, he reasons, the defenders must be pushed to the point of collapse by now. His confidence has become a sort of desperation, and in defiance of logic or reason, he leads the final assault personally.

The scattered tengu attacking the remaining defenders of the village are the last remnants of the Thundering Eclipse and play no direct role in the following battle. The NPC defenders are enough to stave them off, for the time being, while the party faces Kwankhonu and his personal guard directly.

Creatures: Kwankhonu leads a group of bandits through a destroyed barricade, intending to use his superior strength in support of other attackers by taking any remaining resistance from the rear. Kwankhonu does not ride a horse, but rather a trained, armored axe beak he has named Jikon. Perched on her back, clad in steel, his feathers dyed crimson where they show through his armor, he strikes an imposing figure. As soon as he sees the PCs, he recognizes the source of Nesting Swallow's defiance, and snarls as he surges toward them without a word.

Don't forget to deduct tengu bandits from Kwankhonu's last forces due to earned Defense Points—the reduced number of enemies can make a critical difference in this battle, as the bandit lord might even have to face the PCs on his own.

Subtier 1–2

KWANKHONU

CR 3

Male tengu cavalier 4 (*Advanced Player's Guide* 32)

NE Medium humanoid (tengu)

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

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 34 (4d10+8)

Fort +5, **Ref** +3, **Will** +1

OFFENSE

Speed 20 ft.

Melee mwk katana* +7 (1d8+4/18–20), bite +2 (1d3+1)

Ranged shortbow +6 (1d6/x3)

Special Attacks cavalier's charge, challenge (+4, +2, 2/day)

TACTICS

Before Combat Before leading his force into the village,

Kwankhonu uses his tactician ability, giving himself and his allies the Precise Strike feat. This deducts 1 round from the ability's duration, but allows all the tengus to begin combat with it.

During Combat Depending on how many of his bandit soldiers made it into battle with him, Kwankhonu tries to get into flanking positions with his allies, using Dazzling Display to demoralize the PCs.

He uses Ride-By Attack to charge in and out of combat, striking at opponents flanked by his minions or charging at individuals. If his mobility becomes limited, he closes with an opponent (preferably one who is flanked) and



Kwankhonu
and Jikon

attacks with his blade and bite, challenging any PC he ends up fighting alone.

Morale Kwankhonu's pride won't allow him to retreat, and so he fights to the death.

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 19

Feats Dazzling Display, Mounted Combat, Ride-By Attack, Precise Strike**

Skills Bluff +8, Handle Animal +8, Intimidate +8, Linguistics +4, Perception +2, Ride +3 (+9 while riding Jikon), Stealth -2

Languages Common, Minkaian, Tengu, Tien

SQ expert trainer +2, gifted linguist, mount (Jikon, axe beak), order of the cockatrice (braggart), swordtrained, tactician (1/day, 5 rounds, standard action)

Combat Gear *potions of cure light wounds* (2); **Other Gear** masterwork steel lamellar*, heavy steel shield, katana*, shortbow with 20 arrows, exotic riding saddle

SPECIAL ABILITIES

Braggart (Ex) The cavalier can spend a standard action to extol his own accomplishments and battle prowess. He receives Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability. The cavalier receives a +2 morale bonus on melee attack rolls made against demoralized targets.

Cavalier's Charge (Ex) The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not take any penalty to his AC after making a charge attack while mounted.

Challenge (Ex) As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the cavalier's level. In addition, whenever an order of the cockatrice cavalier issues a challenge, he receives a +2 morale bonus on all melee damage rolls made against the target of his challenge as long as he is the only creature threatening the target (not counting his mount).

Tactician (Ex) At 1st level, a cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. Allies do not need to meet the prerequisites of these bonus feats.

Precise Strike Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

* See *Ultimate Combat*.

** See the *Advanced Player's Guide*.

JIKON

CR —

Axe beak animal companion

N Large animal

Init +4; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 13, flat-footed 13 (+3 Dex, +1 dodge, +4 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +7, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+7)

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

Special Attacks sudden charge

TACTICS

During Combat Jikon follows Kwankhonu's lead, setting him up for ride-by attacks. Later, when he closes to melee, she makes bite attacks at his target.

Morale If Kwankhonu is killed before Jikon, she flies into a frenzy and exclusively attacks the opponent who killed him until she dies.

STATISTICS

Str 20, **Dex** 16, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +9; **CMD** 22

Feats Dodge, Light Armor Proficiency^B, Mobility

Skills Perception +7

SQ evasion, link

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak is not tripped in return.

TENGU BANDITS (3)

CR 1/2

hp 10 each (use the stats from page 5)

TACTICS

During Combat Kwankhonu's favored minions ride into melee combat right away, attempting to flank and use the Precise Strike feat gained from Kwankhonu.

Morale As long as Kwankhonu lives, the bandits fight to the death. If their leader falls while any of them live, they break and flee for their lives.

Subtier 4–5

KWANKHONU

CR 6

Male tengu cavalier 7 (*Advanced Player's Guide* 32)

NE Medium humanoid (tengu)

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

DEFENSE

AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 shield)

hp 57 (7d10+14)

Fort +6, Ref +4, Will +2

OFFENSE

Speed 20 ft.

Melee +1 *katana** +12/+7 (1d8+5/18–20), bite +5 (1d3+1)

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

Special Attacks banner +2/+1, cavalier's charge, challenge (+7, +2, 3/day)

TACTICS

Before Combat Before leading his force into the village, Kwankhonu uses his tactician ability, giving himself and his allies the Precise Strike feat. This deducts 1 round from the ability's duration, but allows all the tengus to begin combat with it.

During Combat Depending on how many of his bandit soldiers made it into battle with him, Kwankhonu tries to get into flanking positions with his allies, using Dazzling Display to demoralize the PCs. He uses Ride-By Attack to charge in and out of combat, striking at opponents flanked by his minions or charging at individuals. If his mobility becomes limited, he closes with an opponent (preferably one who is flanked) and attacks with his blade and bite, challenging any PC he ends up fighting alone.

Morale Kwankhonu's pride won't allow him to retreat, and so he fights to the death.

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 22

Feats Dazzling Display, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (*katana*), Precise Strike**

Skills Bluff +11, Handle Animal +11, Intimidate +11, Linguistics +4, Perception +2, Ride +7 (+12 while riding Jikon), Stealth –1

Languages Common, Minkaian, Tengu, Tien

SQ expert trainer +3, mount (Jikon, axe beak), order of the cockatrice (braggart), tactician (2/day, 6 rounds, standard action), gifted linguist, swordtrained

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*; **Other Gear** +1 steel lamellar*, masterwork heavy steel shield, +1 *katana**, masterwork shortbow with 20 arrows, exotic military saddle

SPECIAL ABILITIES

Braggart (Ex) See Subtier 1–2.

Cavalier's Charge (Ex) See Subtier 1–2.

Challenge (Ex) See Subtier 1–2.

Tactician (Ex) See Subtier 1–2.

Precise Strike See Subtier 1–2.

* See *Ultimate Combat*.

** See the *Advanced Player's Guide*.

JIKON

CR —

Axe beak animal companion

N Large animal

Init +4; **Senses** low-light vision; Perception +7

DEFENSE

AC 19, touch 13, flat-footed 15 (+3 Dex, +1 dodge, +6 natural, –1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +8, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +8 (1d8+7)

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

Special Attacks sudden charge

TACTICS

During Combat Jikon follows Kwankhonu's lead, setting him up for ride-by attacks. Later, when he closes to melee, she makes bite attacks at his target.

Morale If Kwankhonu is killed before Jikon, she flies into a frenzy and exclusively attacks the opponent who killed him until she dies.

STATISTICS

Str 21, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 23

Feats Dodge, Light Armor Proficiency^B, Mobility, Spring Attack

Skills Perception +9

SQ evasion, link

SPECIAL ABILITIES

Sudden Charge (Ex) See Subtier 1–2.

TENGU BANDITS (3)

CR 2

hp 19 each (use the stats from page 5)

TACTICS

During Combat See Subtier 1–2.

Morale See Subtier 1–2.

Mission Notes: Lantern Lodge faction PCs complete their mission by either landing the killing blow on—or else incapacitating in some fashion—at least five tengus during this act, earning them 1 Prestige Point.

Shadow Lodge faction PCs complete their mission by spending their Defense Points exclusively on improving their AC during the battle, refusing to put themselves more at risk for this quest than necessary. Doing so earns them 1 Prestige Point.

Silver Crusade faction PCs complete their mission by spending no more than 5 Defense Points during this act, demonstrating their courage and refusal to risk the villagers needlessly, earning them 1 Prestige Point.

Rewards: If the PCs overcome Kwankhonu and his minions, reward each subtier thusly:

Subtier 1–2:

Give each PC 105 gp.

Subtier 4–5:

Give each PC 565 gp.

THE BRAID OF A HUNDRED MASTERS

Once the players complete this scenario, the Pathfinder Society grants the intrepid adventurers access to the *Braid of a Hundred Masters*.

BRAID OF A HUNDRED MASTERS

Aura moderate transmutation; **CL** 5th

Slot neck; **Price** 3,600 gp; **Weight** —

DESCRIPTION

This elaborate braid is made of strands of hair from a hundred martial arts masters. If the wearer has levels in monk, his fast movement and unarmed damage are treated as a monk of 2 levels higher. If the character is not a monk, he gains the fast movement and unarmed damage of a 2nd-level monk. This fast movement functions just like the monk's fast movement class feature. These bonuses do not stack with those granted by other items or effects.

In addition, as a swift action three times per day, a character with the flurry of blows class feature can use the *Braid of a Hundred Masters* to apply 1-1/2 times his Strength bonus on damage rolls for successful attacks made with flurry of blows. This ability must be activated before the damage from the attack is rolled, though it may be activated after the attack roll is made and before the damage roll. Once this ability is activated, its effect lasts for 1 round.

CONSTRUCTION

Requirements Craft Wondrous Item, *longstrider*, *stone fist* (*Advanced Player's Guide* 247); **Cost** 1,800 gp

Je Tsun honors her bargain with the PCs, isolating herself in her home with the *Braid of a Hundred Masters* for a day and a night. When she emerges with a smile, the braid is restored to its ancient potency. Even now, activated, the use of the relic is difficult to discern, but Pathfinders in the Lantern Lodge in Goka are undoubtedly eager to begin their work examining the powerful item.

Success Conditions

In order for PCs to gain a Prestige Point at the end of this adventure, Kwankhonu and the Thundering Eclipse must be defeated and Nesting Swallow saved, allowing Je Tsun to reactivate the *Braid of a Hundred Masters*.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who help earn the village 15 or more total Defense Points in Act 2 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who earn 4 or more Defense Points via combat training during Act 3 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who speak individually with Je Tsun and make either a DC 17 Knowledge (history) or Diplomacy check earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who personally eliminate at least five tengu bandits during Act 3 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who earn at least 2 Defense Points through trapbuilding during Act 2 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who spend a day during Act 2 harvesting and succeed at a DC 20 Appraise check earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who convince the village council in the A Meeting with the Master encounter to offer a monetary reward earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who spend Defense Points exclusively on improving their Armor Class during Act 3 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who spend 5 or fewer Defense Points during Act 3 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who successfully derive the maximum benefit from scouting during Act 2 earn 1 Prestige Point.

CONCLUSION

The battle ends once Kwankhonu is dead and his minions are deceased or have fled. Any remaining tengus retreat or throw themselves on the villager's mercy. Victory does not come free, of course; if the players inquire, sum up villager casualties as follows: of the 50 men and women that aided in the fight, 30 perish, minus one for every Defense Point the PCs earned. These honored fallen are buried in the hills overlooking the home they gave their lives for; in spite of this, Nesting Swallow celebrates its victory. For the first time in years, the village looks forward to living free of banditry.

THE QUEST FOR PERFECTION, PART III: DEFENDERS OF NESTING SWALLOW

Andoran



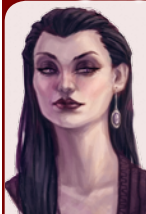
Defender of Liberty,

While traveling through the Successor States, a unique opportunity presents itself. Much like our own nation, these lands were once part of an empire that outlived its time. Unlike Andoran, these people still labor under masters who care nothing for the will of the people. It would please me greatly if, during your mission, you could teach the citizens there how best to harness the strength of the many, perhaps by helping the people of Nesting Swallow to fortify their village against those who might seek to oppress them. Perhaps one day they may throw their chains off as well.

Yours in Freedom,

Major Colson Maldris

Cheliah



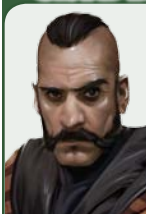
Servant of the Empress,

You travel among rabble in need of the lash. Such peasantry cannot truly be expected to ever serve our needs, but nevertheless, one must prepare for many opportunities. It would prove... amusing if, should the opportunity present itself, you demonstrate for these peasants the strength of Chelish discipline. Rumor has it there may be unrest out in the back provinces; if you have the opportunity to work with a militia, give them a lesson worthy of the Hellknights.

Expecting success,

Paracountess Zarta Dralneen

Grand Lodge



Seeker of knowledge,

Your quest to return the *Braid of a Hundred Masters* to its ancient potency is paramount, but there is more that I would ask of you. Any descendants of Master Li Yao are a link to history; there is almost sure to be more gained from them than reigniting the braid. Find these individuals and see if there are any family tales of their ancestor they would be willing to pay forward into the future.

May you illuminate the past,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored companion,

While you seek the relics of the past, I would ask a favor regarding the present. There are those within Shokuro whose actions reflect poorly upon the entire realm of Tian Xia. Specifically, rumors tell of a band of tengu bandits who regularly engage in common thievery. While tengus are prone to unlawful actions at the best of times, this group is shameful even by those standards. Should you encounter any of these renegades, I would ask you demonstrate to your fellow Pathfinders that the Lantern Lodge is not lax in correcting the illicit actions of those peoples native to our lands.

For the honor of Tian Xia,

Venture-Captain Amara Li

Osirion



Delver of secrets,

Sometimes it is advantageous to demonstrate some of the knowledge one holds to dissuade an enemy from future actions. As an Osirion loyalist, you undoubtedly have knowledge of traps and pitfalls found in ancient tombs; should the opportunity come to give a practical demonstration of this knowledge to your companions—and preferably a number of others, as well—I would not object to individuals seeing that we yet hold secrets worth knowing.

Amenopheus

Yours among the dust,

Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

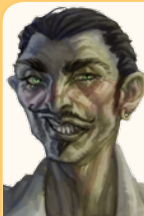
While you are hardly in a place one would expect to find business opportunities in, the discerning merchant always has an eye open. The backwaters of Shokuro are known only as a land of farmers; nonetheless, it is untapped territory as yet. If you observe and report upon the quality and quantity of marketable crops produced there, it would be of assistance to Quadiran trade caravans in the future.

Aaqir al'Hakam

For profit,

Trade Prince Aaqir al'Hakam

SCZARNI



Friend,

It is always worthwhile to know who you're dealing with, and what resources they have. Undoubtedly, the farmers you'll be visiting will seem destitute; all farmers do. I would be extremely interested, however, if you could determine whether they're as badly off as they might seem. Any favors they may ask of you, I suggest you hold out for remuneration of a more physical kind; while it may seem irrelevant, knowing what finances the commoners of Shokuro have at hand may aid some individuals I know in the near future.

Gueril Karela

Many thanks,

Gueril Karela

Shadow Lodge



My fellow Pathfinder,

Undoubtedly you've been told how important your mission is. I would remind you, though, that the individuals of the Pathfinder Society are more important than the goals of those who send them into danger. I encourage you to complete your mission as expediently as possible; if it does lead you into unexpected peril, I hope you have the wisdom to consider your own safety and defense over other goals.

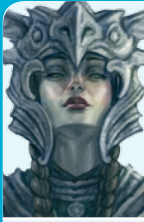
Torch

Yours in solidarity,

Grandmaster Torch

THE QUEST FOR PERFECTION, PART III: DEFENDERS OF NESTING SWALLOW

Silver Crusade



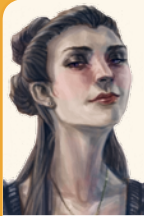
Fellow bearer of light,

You travel among people with simple lives, lives that may be snuffed out by the forces of evil. My understanding is that there are perils in the hills of Shokuro that may threaten the peaceful common folk. Should you come in conflict with those perils, I pray that you will stand as a beacon of hope and courage in times of wickedness. Even at cost to your own safety and convenience, I hope that you would stand between the innocent and that which would prey upon them, and show mettle without resorting to cheap tricks or leaning on the aid of others.

By your side against the dark,

Ollysta Zadrian

TALDOR



Child of empire,

While you are currently far from the sphere of Taldor's interest, do not think that you lack opportunity to prove your skills while away. An empire does not survive by swords alone; information and foresight are as important as mere military strength—if not more! Taldor needs people who understand this if it is to reclaim its lost glory. Should you find yourself enmeshed in some local conflict while away in Tian Xia, I advise you to use your wits and skills of perception to acquire key information to survive this conflict. I will certainly be inclined to look with favor on one who demonstrates their skill in keeping an eye out when it really matters.

Yours,

Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO #3-13: THE QUEST FOR PERFECTION, PART III: DEFENDERS OF NESTING SWALLOW

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
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		<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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Character Name _____		
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Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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		<input type="checkbox"/> Taldor

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PATHFINDER SOCIETY SCENARIO #3-13

THE QUEST FOR PERFECTION, PART III: DEFENDERS OF NESTING SWALLOW

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	262	524
1-2		
SUBTIER	920	1,840
4-5		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			

EXPERIENCE

Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
Final XP Total	

FAME

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

GOLD

Start GP	
+	GM's Initial
GP Gained (GM ONLY)	
+	GM's Initial
Day Job (GM ONLY)	
+	
Items Sold	
=	
Subtotal	
-	
Items Bought	
=	
Total	

Items Found During This Scenario

SUBTIER
ALL

Axe Beak Companion: As long as you have Chronicle sheets for all three parts of the Quest for Perfection campaign arc, you may take an axe beak as a loyal mount or companion; the Chronicle sheets need not be consecutive or in order, but all three must be present in the same character's records. If you possess a class feature which permits you to take an animal companion or a mount that progresses as an animal companion, you may add the axe beak to your list of legal and available companions. You must present a copy of *Pathfinder RPG Bestiary 3* in order to use an axe beak companion as if it were allowed as an additional resource. Other than provide access to this animal as a choice of mount or companion, this boon provides no mechanical benefit.

Braid of a Hundred Masters (3,600 gp; If the wearer of this necklace has levels in monk, his fast movement and unarmed damage are treated as a monk of 2 levels higher. If the character is not a monk, he gains the fast movement and unarmed damage of a 2nd-level monk. This fast movement functions just like the monk's fast movement class feature. These bonuses do not stack with those granted by other items or effects. In addition, as a swift action three times per day, a character with the flurry of blows class feature can use the *Braid of a Hundred Masters* to apply 1-1/2 times his Strength bonus on damage rolls for successful attacks made with flurry of blows. This ability must be activated before the damage from the attack is rolled, though it may be activated after the attack roll is made and before the damage roll. Once this ability is activated, its effect lasts for 1 round.)

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #