



WAY OF THE KIRIN

By Dennis Baker



WAY OF THE KIRIN

PATHFINDER SOCIETY SCENARIO #4–21

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Pathfinder Society Scenario #4–21: Way of the Kirin is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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

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WAY OF THE KIRIN

BY DENNIS BAKER



Slightly more than a century ago, the Lung Wa Dynasty collapsed, plunging much of Tian Xia into chaos. During this time, a once-powerful military and trade organization known as the Way of the Kirin also crumbled and disappeared from the public eye. At the height of its power the Way of the Kirin held great wealth and had small private armies defending its interests. A century later, the Way has not entirely vanished, but the organization's influence has waned to the extent where its very existence is kept secret for the sake of its remaining members. What remains is a shell of its former glory. The few extant members of Way of the Kirin have access to vast stores of wealth, information, and magic, but there are few they would trust to wield these resources.

The Way of the Kirin has long fascinated Venture-Captain Amara Li, and as she has gained power in the Pathfinder Society, this interest has only grown. Amara Li sees the Way of the Kirin as an ideal complement to the Pathfinder Society in Tian Xia. The Society has the wealth of agents that the Way of the Kirin lost, and the fallen organization in turn possesses a pool of wealth, political contacts, and local knowledge that the Society lacks. It is a perfect pairing of compatible organizations that Amara Li seeks to unite.

Her contact is Iko Tsuneo, a samurai long past his prime, whose family had significant business interests in the Minatan Archipelago and owns a house on a small island at the northern end of the archipelago. Born years after the fall of the Lung Wa Dynasty, Tsuneo inherited many of the secrets and wealth of the Way of the Kirin from older relatives who were members, and his family's house in Minata was traditionally used as a meeting place and lodge for Way of Kirin members. For a few short years in his youth, the site doubled as Tsuneo's family home. With the Way of the Kirin almost defunct and the Iko family having shifted their attention back to Minkai, the house has sat empty and forgotten for decades. But following Amara Li's purchase of Hinojai at the direction of the Decemvirate, Tsuneo noted her interest in the Way of the Kirin, and he recently contacted her to arrange a meeting. To ensure secrecy and safety, he chose his childhood home as the location.

WHERE ON GOLARION?

Way of the Kirin takes place on a small island in the northernmost part of the Minatan Archipelago, a collection of small kingdoms that lies on the southeastern edge of the continent of Tian Xia. For more information on the Minatan Archipelago and Tian Xia, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, both available in bookstores and game stores everywhere, and online at paizo.com.



Tsuneo is not the only one who still remembers the island home, however. During Tsuneo's middle years, the Way of the Kirin made a half-hearted attempt to regain some of its previous status, and among its most promising new recruits was Mikogu Shimazi. Secretly backed by the Way's vast funding, Shimazi's trading firm grew by leaps and bounds until it eventually crossed paths with the Golden League. Assuming the Way of the Kirin would back up his small trading company with military support, Shimazi turned his growing conflict with the league into a full-blown trade war. The Way's leadership, including Tsuneo, carefully weighed the consequences of the young firebrand's actions and denied his request for help. Shortly thereafter, Shimazi's trading company and all of its warehouses burned to the ground at the direction of the Golden League, and Shimazi was presumed to have died in the fire.

Unknown to the Way of the Kirin, the Golden League had captured the young entrepreneur, and subjected him to years of abuse and torture. Shimazi's love for the Way morphed to hatred as he was reminded daily of his allies perceived betrayal. In time, he forswore his allegiance to the Way of the Kirin and enlisted as a Golden League enforcer, wielding his bitter hatred at the direction of his former enemies, and yearns for a change to revenge himself against the Way.

SUMMARY

The adventure begins in Ramparassad, the capital of Dtang Ma. The PCs meet with Venture-Captain Amara Li, who explains that this mission is a culmination of the previous 2 years of her efforts within the Society. A week ago, Amara received a letter from a man claiming to be a Way of the Kirin operative—a samurai by the name of Iko Tsuneo—who offered to meet at a neutral location to discuss a possible alliance. Having accepted the invitation, Amara Li recruits the PCs as security for the meeting.

PCs arrive at the island before Tsuneo and have some time to investigate the cliff-top house and adjacent lighthouse. Originally built as a residence and lodge, the house has large windows to let in cooling breezes, as well as other features that don't lend themselves to defense, but a thorough search reveals some useful ways to secure the structure, including a disassembled catapult. The old lighthouse consists of a primary tower surmounted by the light; a walkway links it to the house. Tsuneo arrives a few hours later, and after a brief introduction, Amara Li hosts a tea ceremony as a precursor to the negotiations.

The Golden League, determined to prevent an alliance between the Pathfinder Society and the Way of the Kirin, has sent Mikogu Shimazi, now one of its most successful war leaders, to ensure the alliance falls apart. As the Pathfinders are having tea with Tsuneo, Shimazi's troops attack Tsuneo's vessel, which was docked at the pier, and burn the ship to the waterline.

Upon finding out about the Golden League's attack, Tsuneo leads the way to a bolthole and asks the party to defend it for as long as possible while he summons help. Unwilling to let the elderly Tsuneo go alone, Amara accompanies Tsuneo through the bolthole, instructing the servants to come as well, and asks the PCs to follow his instructions to protect the house.

If they have not done so already, the PCs can take some time to prepare for the attack. They can assemble and prepare the catapult, and there are a variety of traps, structural hazards, or improvised hazards the party can modify to help whittle down the enemy numbers. Below, at the beach, the Golden League raiders make their way up the path to the house, arriving just as the sun dips below the horizon.

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), the *Pathfinder Bestiary 3* (B3), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

The Golden League throws multiple waves of attackers at the house. The first wave consists of a batch of conscript troops—the poorly equipped combatants serve as a distraction and a means of testing the PCs' strength. As the party fights off the conscripts, the league's saboteurs sneak to the cliff-facing side of the house. The saboteurs use fuse grenades to blast out the sea-facing window, scramble into the blasted-out windows, and proceed to cause as much mayhem as possible.

Meanwhile, Tsuneo and Amara navigate a series of lava tubes to a cave that Tsuneo mistakenly believes is still secret; however, as the PCs defend the house, Shimazi's spies spot the smoke created by Tsuneo's ritual. Shimazi assigns a small group of sorcerers to make a big showy attack on the house while he takes the rest of the Golden League soldiers to assault the cave.

As the PCs guard the bolthole, Amara Li contacts them with an urgent summons. Whether they travel to the cave from the outside or through the lava tubes, the PCs may have to defeat the Golden League's oni allies, who have laid an ambush.

When the PCs reach the ritual's site, they find Amara and Tsuneo alive, but paralyzed by strikes from poisoned weapons. The Pathfinders must defeat the gloating Shimazi and his few surviving enforcers; otherwise, the quartet of kirin summoned by Tsuneo's ritual arrive too late to save him.

After the Pathfinders help defend the house against the Golden League's attack, Tsuneo eagerly strikes a bargain with his battle-tested allies. This agreement secures the Pathfinder Society's place in Tian Xia and realizes Venture-Captain Amara Li's greatest ambition.

GETTING STARTED

Read the following to get the adventure underway.

Venture-Captain Amara Li is waiting in a well-maintained private garden behind a house on a quiet street in Ramparassad, the capital city of Dtang Ma, a nation in eastern Tian Xia. She speaks once everyone has arrived and has had an opportunity to enjoy tea. "When first I arrived

in Absalom two years ago, I had a simple but nuanced mission: to increase communication and sharing of resources between the Pathfinder Society and its counterpart in Tian Xia by establishing the Lantern Lodge's position on the other side of the world." She pauses briefly to sip her tea, before adding, "More than a year ago we successfully purchased and restored the house known as Hinojai, which was once a base for the Way of the Kirin. When we acquired Hinojai, it was as much a gambit to attract the attention of the remaining agents of the Way of the Kirin as it was an opportune acquisition of real estate. And indeed, a man claiming to be an agent of the Way recently contacted me by leaving me a message here."

"Although the Way of the Kirin fell into ruin with the fall of Lung Wa a century ago, its far-reaching resources remain valuable, and it still commands great respect. If the Pathfinder Society could ally itself with the Way, the relationship would be of immense benefit to both organizations.

Amara's voice reveals her satisfaction as she says, "Pathfinders, we are on the cusp of just such an alliance. In a day's time, we shall meet with this representative from the Way of the Kirin, and you are to act as security for me and ensure that the meeting is a success. I do not expect any trouble from the Way, but after all of the betrayals and double-crosses that the Society has experienced over the past few years, I worry that this is an elaborate setup by the Aspis Consortium. I have arranged for us all to be transported to the site early tomorrow morning, so take care of any errands you have in Ramparassad this afternoon. There are no settlements near our destination, and we will be spending the night there. I expect you understand the need to be fully prepared."

Amara Li stares into the dregs of her tea as though she were attempting to discern some lost thoughts in the green leaves floating at the cups bottom, then looks up. "Ah yes—before the negotiations begin in earnest, I will host a formal tea ceremony to set the tone. I encourage you to participate, though doing so is not required. I would, however, expect you to dress appropriately for the event." With that she stands and waits to accept any questions.

If the PCs have questions for the venture-captain, they may ask them now. Below are likely questions as well as Amara Li's responses.

Where is this meeting, and who will we be meeting?
"To ensure the utmost secrecy, I will not reveal that until

after we have left in the morning. There are too many curious ears in Ramparassad."

What sort of trouble do you expect that would require bodyguards? "I do not expect any trouble from the Way of the Kirin, and we have taken considerable measures to ensure this mission is secret. Even so, I am certain that both the Golden League and the Aspis Consortium would leverage every resource to prevent this alliance."

What is the Golden League? "Much as the Society has gathered rivals in the Inner Sea, the Way of the Kirin has made many enemies in Tian Xia. The Golden League is a powerful criminal organization with influence throughout Tian Xia. They are masters of subtle manipulation, bribery, thuggery, and assassination. Their enforcers are called Xun—merciless thugs who don't hesitate to maim or kill a person for the league families they serve. They are easy enough to spot by the nearly full-body tattoos that they favor. Should you see any Xun here in Ramparassad, keep clear."

What should one wear to a tea ceremony? "Typically one wears a formal court dress or formal armor. I doubt that our contact will be particular about which you choose."



Amara Li

Diplomacy (gather information) or Knowledge (local)

While in Ramparassad, the PCs might learn of recent activity by the local branch of the Golden League, who are on the lookout for Amara Li, particularly if she's accompanied by foreigners—they take this as a sign that she has accepted Iko Tsuneo's offer to meet. PCs who speak Dtang, Nagaji, or Tien gain a +2 bonus on this skill check thanks to their ability to easily communicate with the local people.

15+ Golden League toughs have been more visible than usual in Ramparassad, though they have not caused much trouble.

20+ Members of the Golden League have been spotted all over Ramparassad, and it looks as though they are watching for someone.

25+ A Minkai member of the Golden League visited Ramparassad recently—the local Xun all seemed afraid of him. Named Mikogu Shimazi, he is a ruthless man

with a reputation for throwing away the lives of his subordinates to accomplish a goal.

30+ Once a friend of the Way of the Kirin, Shimazi turned his back on the organization when it refused to support him against an enemy. He has since joined the Golden League and denounced his former friends.

RAMPARASSAD

As the PCs shop, gather information, and prepare for the journey ahead, they might encounter several of the NPCs detailed below. These encounters are optional, though each plays an important role for faction missions and provides hints of the Golden League's plans to ruin the upcoming alliance between the Pathfinder Society and the Way of the Kirin.

1. Samorn Nhean

The fireworks merchant Samorn Nhean has had a busy month—a Golden League agent purchased all of his remaining stock a week ago, so the squat Dtang man has been working feverishly to fill his other orders. He is easily found unless any of the PCs belong to the Sczarni faction; hearing that one of Guaril's agents is on the prowl forces Nhean to lie low, though he may be found with a successful DC 15 Diplomacy or Knowledge (local) check.

Faction Notes: Sczarni faction PCs should track down the wayward explosives merchant Samorn Nhean and convince him to prioritize Guaril Karela's shipment over his obligations to his other clients. Doing so by succeeding at a DC 20 Diplomacy check or a DC 15 Intimidate check earns Sczarni faction PCs 1 Prestige Point.

2. Som Kesor's Apothecary

Som Kesor is a cantankerous old woman who has nearly 90 years of experience concocting alchemical remedies. She is particular about who she does business with and fears no one. She tends to ignore anyone who does not speak Dtang or Tien, and she matter-of-factly brushes off those who can speak her languages by saying, "I'm not taking new customers now. Try again next year."

Finding the apothecary is easy, and as the PCs arrive, the frail chemist is speaking loudly to a tall, muscular, tattooed man as though her were a child, saying in Tien, "I don't care if you are employed by the last dead emperor of Lung Wa! I can't make such a salve by tomorrow morning, so tell your boss to come by in two days like I said before!" The man puffs up as though preparing to bully the old woman but thinks better of it and simply leaves.

Faction Notes: Shadow Lodge faction PCs must convince Som Kesor to accept Grandmaster Torch as a customer. Kesor only speaks Dtang and Tien, though her granddaughter can translate Common for her. Winning Kesor's approval requires a successful DC 24 Diplomacy

check if the PC must speak through an interpreter or a successful DC 18 Diplomacy check if the PC can communicate with her directly. A PC receives a +2 bonus on this check if he succeeds at a DC 13 Craft (alchemy) or Knowledge (nature) check to impress Kesor with his knowledge of herbs. Securing the new salve for Grandmaster Torch earns Shadow Lodge faction PCs 1 Prestige Point.

THE ISLAND

The next morning, Amara, the PCs, and a pair of servants are teleported to the island where the meeting will occur, and she reveals that they are now on a small volcanic island at the northern end of the Minatan Archipelago.

A black stone pier juts out from the beach, though years of pounding surf and use make it impossible to discern whether it was magic or skilled hands that constructed the pier. Igneous black sand peppered with chunks of dark gray rock makes up the beach. Further up the hill, the landscape is filled with strange shapes eroded from the charcoal-colored stone. Wild basalt beasts, bizarre pumice chimneys, igneous archways, and twisted stone snakes line the winding mile-long path that crawls up the steep hillside. The black tiles of the lighthouses's rooftop is just barely visible between two of the more serpentine stone menhirs. A light mist dampens the docks and darkens the stone to a glossy black.

At this time there are no other creatures near the pier, though the Golden League attackers claim the pier and use this as a staging area once Iko Tsuneo arrives. The mist and light rain persists for the entire time the Pathfinders are on the island, doubling the normal penalty for vision to -2 for every 10 feet. In addition, creatures further than 50 feet away benefit from concealment, and creatures more than 100 feet away have total concealment.

The many rocky outcroppings provide ample material for constructing deadfalls, anchoring tripwires, and so on—see the sidebar Evening the Odds on page 7.

A. THE HOUSE ON THE HILL

Read or paraphrase the following text when the adventurers reach the house.

A lighthouse towers above a two-story house. Both structures are made primarily of the local soot-colored basalt. The lighthouse appears to be intact, but the manor has fared less well—its windows lack screens and its roof sags, suggest it has suffered badly from decades of neglect. These structures perch at the edge of a cliff, with the north-facing side of the house supported by tall stilts anchored deep into the cliff.

The Way of the Kirin acquired this island as a part of a deal for military aid, though in following the local

standards, the exchange was presented as an exchange of gifts rather than as a formal contract. Rocky and barren, the island has little to offer to the average Minatan, but it provided an important refuge and way station for the Way of the Kirin. The Iko family continued to foster good relations with the island's neighbors even after the collapse of Lung Wa, and as a result the inhabitants of the other islands in the vicinity have left it alone.

The large windows make the house difficult to defend, but there is plenty of furniture in the house that can be dismantled or moved to barricade most of the windows. All told, there is enough material to available to block 12 5-foot sections of open space, creating a barrier that has the properties of a good wooden door (hardness 5, 15 hit points). Setting up barricades takes a character 5 minutes for every 5-foot section.

Climbing the wall requires a successful DC 20 Climb check, as the light rain makes the basalt blocks from which the house was built slippery. The northern cliff is fairly rough but is also very slick from the rain and surf; scaling it requires a successful DC 20 Climb check. The water below is deep but choppy, so a successful DC 15 Swim check is needed to traverse it.

A1. Entry

The strong wooden door can be barred from the inside and makes a formidable barricade. Piling furniture behind the door uses 10 feet of material, increases the DC of Strength checks to break it down by 2, doubles the door's effective hit points.

A2. Kitchen

The kitchen has several large, empty chests that once served as pantry space, an oven with openings in the top for pots of various sizes, a sink, and a single wooden stool.

Treasure: Should the PCs search this room, a DC 18 Perception checks reveals the Iko Tsuneo's family crest stamped into the tiles of the oven. A PC can identify the crest with a successful DC 15 Knowledge (nobility) check, though a DC 20 Linguistics check also allows a PC to determine the crest's significance.

Faction Notes: Pathfinders in the Qadira faction should ask Tsuneo about this crest to get him to reveal the history of this house.

Rewards: If the PCs discover the Iko family crest, give each PC 210 gp.

A3. The Great Hall

This large room served as the great hall that once provided Way of the Kirin members a place to meet and socialize, as well as a library for research. Two massive bay windows with window seats topped with ruined silk cushions face north and offer a spectacular view of the

EVENING THE ODDS

This adventure presents a series of extremely difficult encounters, and it is likely that the Golden League would crush the PCs if the Pathfinders were to attempt a direct assault. Fortunately, the island contains items and hazards that the PCs can create, repurpose, or enhance to hinder the enemy. The PCs likely learned of the Golden League's presence in Ramparassad, so encourage them to explore the island, develop plans, and construct defenses.

Several locations on the island include possible trap ideas that the PCs might use to hamper the Golden League when it attacks later that evening. The PCs' success is measured by Defense Points, which track how well the PCs wear down Mikogu Shimaze's army as it approaches the lighthouse. Successfully built traps that harm or hinder many members of the army earn the PCs 1 Defense Point for each such trap. If the players devise unique and feasible tactics or defenses, allow them to attempt an appropriate skill check such as Craft (traps) or Disable Device; a successful DC 15 check means their approach works and wins them 1 Defense Point. In addition, the PCs have several opportunities to build defenses inside the house that do not grant Defense Points but give the Pathfinders an advantage when combat begins.

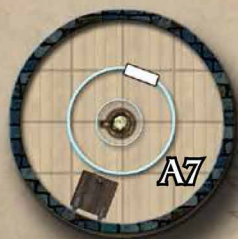
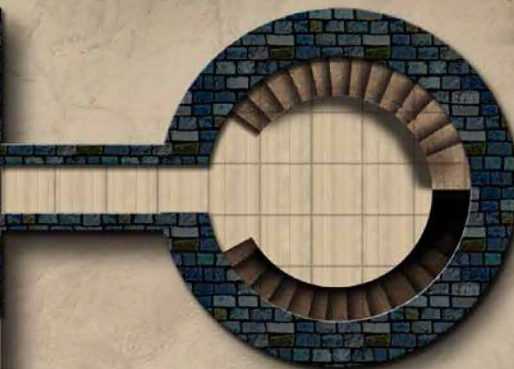
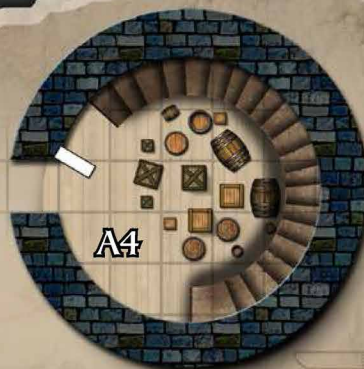
Only spells and effects that have an area of effect damage the approaching army enough to earn the PCs a Defense Point—see the sidebar Six Against Many on page 11. In addition, the army quickly learns to avoid particular types of hazard, making repeated use of the same defense useless. Attacks and traps that affect the army as a whole don't reduce the number of foes in an existing encounter below the minimum values listed for the encounter.

The PCs arrive on the island 2 hours before Iko Tsuneo does, and they only have a limited time to prepare. Assume it takes 5 minutes to search any room (or a full hour if the PCs choose to take 20) unless otherwise noted. Unless otherwise noted, setting up a trap substantial enough to hinder the army and earn a Defense Point requires 1 hour of work.

ocean and a cluster of smaller islands; barricading these windows takes 15 feet of material each. An immense fireplace against the southern wall conceals a small stairway leading to a lava tube that snakes through the island's stone core. This passage terminates in the cave where Amara Li and Iko Tsuneo make their final stand later in the scenario. Finding the hidden door requires a successful DC 20 Perception check.

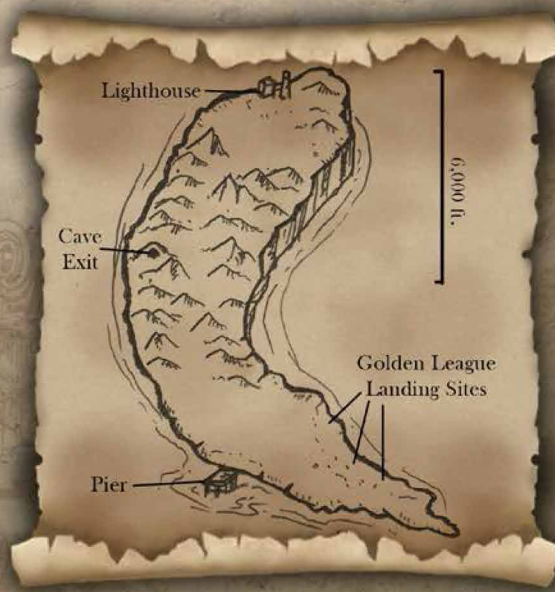
A4. Lighthouse Storage

This circular room has a simple wooden door and contains a jumble of old supplies. A PC who searches this room for 15 minutes recovers two rusty bear traps and a 20-gallon



A. The House on the Hill

1 square = 5 feet



barrel of whale oil meant to fuel the lighthouse's fire. With a successful DC 20 Perception check, the PC reduces the amount of time needed to search the room to 5 minutes.

Many of the old pieces of lumber and iron fittings are actually what remains of a disassembled catapult. Assembling the siege engine from what remains presents two challenges. First, not all of the pieces are present, as past visitors borrowed various pieces for repairs or firewood. A PC may use some of the furniture from the house or another source to fashion functional replacements for the few missing pieces, a task that takes 30 minutes and requires a successful DC 15 Craft (carpentry) check. Second, the PCs must assemble the catapult, which requires a successful DC 15 Disable Device, Knowledge (engineering), or Profession (siege engineer) check; the other PCs may use the aid another action to assist this check. They may retry this check by spending another 10 minutes working on the siege engine. Spending an additional 10 minutes firing practice shots grants the PCs a +4 bonus later that evening.

A5. Spare Room

This room is devoid of furniture, making its original purpose difficult to discern, but because of the room's position immediately above the main door, the PCs could modify the floor to create murder holes for firing arrows down at intruders or even pouring dangerous substances on them. Creating murder holes takes 20 minutes of work with a successful DC 12 Craft (carpentry) or Disable Device check, or 30 minutes on a failed check.

The PCs can light the fireplace and use a large pot from the kitchen to boil water, which they can pour through the trap door. Boiling that much water takes an hour; pouring it through murder holes deals 2d6 points of fire damage (Reflex DC 15 half) to anyone in the 10-foot-square area under the point where the PCs cut the holes. A resourceful PC can also gather enough supplies from the house and lighthouse storage to concoct a short-lived alchemical explosive similar to alchemist's fire. Brewing this substance requires 1 hour and a successful DC 20 Craft (alchemy) check, and it deals 4d6 points of fire damage (Reflex DC 18 half) to anyone in the 10-foot-square area under the point where the PCs cut holes. The alchemical substance is very volatile, loses its potency within 4 hours, and combusts if moved quickly, making it useful merely as a defensive feature.

A6. Master Bedroom

A large, rotting bed dominates the master bedroom along side a relatively well-preserved desk and chair. The ceiling sags from water damage and the floor in the center of the room slants alarmingly. With a successful DC 15 Craft (carpentry), Disable Device, or Knowledge (engineering)

check a PC can spend 10 minutes sawing away at the floorboards in such a way that anyone traversing the room must succeed at a DC 20 Reflex save or fall through the floor as if falling into a 10-foot pit trap.

A7. Lightroom

The lighthouse rises 30 feet and is built of the same dark basalt as the nearby house. A slightly arched covered bridge connects the second floors of the two structures. Inside, the lighthouse contains only a small storage area (area A4) and a wooden spiral staircase that winds its way up to the tower's top. A trapdoor at the top of the stairs exits to a narrow walkway with a railing that encircles the middle of the small room that houses the lantern.

The lighthouse's lantern is still functional, but the lens and half of the glass panes that would have once protected and focused the flame are now broken from years of bad weather and lack of maintenance. Before the PCs light the massive wick, they must add oil to the lantern's 2-gallon reservoir. Once lit, the light sheds normal light in a 100-foot radius. Unfortunately, lighting the lantern does nothing to negate the effects of the fog, even if the PCs use magic to repair the lighthouse's lens.

ARRIVAL OF THE KIRIN

By the time Iko Tsuneo, an ancient samurai who wears his armor lightly despite his age, arrives in the late afternoon and climbs up to the house alone, Amara Li has changed into formal robes of azure and dove-gray silk. She greets Tsuneo and suggests everyone retire to the great hall for tea. While the PCs explored and secured the house and the lighthouse, Amara Li had the servants clean the great hall and has laid out the vessels and utensils for an elaborate tea ceremony. The PCs can choose individually whether they participate in the tea ceremony; however, this is the only opportunity the PCs have to engage Tsuneo in conversation, so encourage PCs who have faction missions involving Tsuneo to participate.

Tsuneo converses with the PCs during the tea ceremony, taking a particular interest in characters with obvious ties to good-aligned gods. He is familiar with the Inner Sea deities and is curious about the differences between the religions of the Inner Sea and those of Tian Xia, taking particular interest in paladins or clerics of Iomedae and Sarenrae. Although he is reticent to speak of the house's history, mention of the family crest in the kitchen loosens his tongue and encourages him to relate his family's connection to the island and its role in the Way of the Kirin, as described in the scenario's introduction.

As a representative of the Way of the Kirin, the venerable warrior politely poses questions to everyone present so as to better ascertain the Pathfinder Society's suitability as an ally. He might ask about positive aspects

of serving the Society, such as what a PC's role is, what her proudest moment as a Pathfinder is, or whether the Society rewards its members for acting honorably. He also does not balk at inquiring about the darker experiences, such as whether the Society has ever asked the PC to kill someone. Finally, he is interested in how the Pathfinder Society treats its allies and might ask about a PC's other allegiances outside the Society as well as how the Society differs from the Aspis Consortium. Amara Li nods in approval at polite and positive answers, and surreptitiously attempts to change the subject if a PC's answer is too embarrassing.

Faction Notes: Iko Tsuneo always honors his bargains and debts, and is cautiously agreeable to anyone with the Debt of the Kirin boon from *Pathfinder Society Scenario: First Steps, Part II: To Delve the Dungeon Deep* so as not to offend a person who holds so powerful an advantage. A character with the Debt of the Kirin boon receives a +8 circumstance bonus on any Charisma-based skill check for a faction mission during the tea ceremony. In addition, PCs

who behave graciously and wear formal attire or armor at the tea ceremony receive a +2 circumstance bonus on all Diplomacy checks with Tsuneo during the tea ceremony. PCs wearing visible holy symbols of good-aligned gods gain an additional +2 circumstance bonus. These circumstance bonuses stack with each other but not with other circumstance bonuses.

Andoran faction PCs should inquire about the nature of the kirin and why it serves as a spiritual patron for Tsuneo's organization. He happily answers the question by emphasizing the kirin's good heart and will to defeat evil creatures, though that is tempered by its caution about meddling directly in the everyday affairs of others. The PC should then impress Tsuneo with a successful DC 17 Perform (oratory) check to cite the positive qualities of eagles or another bird of prey honored by Andoran. Impressing Tsuneo in this way earns Andoran faction PCs 1 Prestige Point.

Osirion faction PCs should convince Tsuneo to allow one of Amenopheus' representatives access to libraries held by the Way of the Kirin, which requires a successful DC 19 Diplomacy check. Acquiring access earns Osirion faction PCs 1 Prestige Point.

Qadira faction PCs should ask Tsuneo about the ownership of the island and the house. He is hesitant

to reveal such details and simply replies that the lodge belongs to the Way of the Kirin. Convincing him to say anything more requires a successful DC 29 Diplomacy check, though Tsuneo freely shares the information if asked about the family crest in the kitchen.

Learning about the island's history earns Qadira faction PCs 1 Prestige Point.

Silver Crusade faction PCs should arrange a possible meeting between Tsuneo and Ollysta Zadrian, which requires a successful DC 19 Diplomacy check. Securing Tsuneo's agreement earns Silver Crusade faction PCs 1 Prestige Point.

Taldor faction PCs should carefully observe Amara Li and Tsuneo as they participate in the tea ceremony and negotiations.

With a successful DC 15 Knowledge (nobility) or DC 20 Sense Motive check, a PC notes that the two speak with sincerity that veils a degree of caution as the two judge each other's trustworthiness.

Successfully noting this caution and the style in

which the two conduct themselves earns Taldor faction PCs 1 Prestige Point.



THE ASSAULT BEGINS

As soon as his agents intercepted Iko Tsuneo's letter to Amara Li, Shimazi and a Golden League army sailed for the island meeting site. They landed on a beach opposite the main pier, and scouts now watch the house and pier. Once Tsuneo has landed and gone to the house to meet the Pathfinders, Shimazi and his army quickly capture and set fire to the Tsuneo's boat, which is docked at the pier, putting several sailors to the sword to cow the others into submission. If the PCs are at the house when this happens, read the following aloud.

The misty rain blocks direct view of the sunset. Slowly, the sky darkens with the coming night, only to start lightening again, perhaps a sign that the clouds are breaking to the south. A warm, reddish-orange glow brightens the horizon. But instead of fading like a normal sunset, it glows brighter and brighter. The glow isn't the sunset—it's coming from the pier.

Creatures: In total, Shimazi has 40 conscript troops, 12 saboteurs, 4 wizards, and several oni allies, and in Subtier 6–7 he also brings 5 Xun stranglers. The PCs

can scout out the enemy to get a good sense of their foes' numbers, but if they attempt to directly confront any, the encounter can quickly escalate out of control. Should the PCs insist on directly confronting this small army, use the stat blocks below. There are more League warriors listed here than the PCs actually face because it's assumed Amara and Tsuneo kill some and others escape or hide before they face the PCs.

Development: As the scope of the invasion becomes clear to Tsuneo, he first accuses the Pathfinders of betraying him, but quickly realizes that's not the case. At that point he informs Amara that he knows how to summon help, but his assistance will take some time to arrive. Tsuneo proceeds to the secret door in the central chimney, and Amara asks the PCs to remain behind and defend the house. If the PCs can hold off the invaders for a short time, reinforcements will arrive.

The island is familiar to Mikogu Shimazi, and he indulges himself by taking his time with what appears to be certain victory; Shimazi takes 1 hour to lead his troops up the path. The sight of dozens of torches makes the Golden League army both an imposing sight and an easy target.

Mission Notes: Cheliox faction PCs must directly contribute to the construction of defenses by succeeding at a skill check that earns at least 1 Defense Point. So long as the PCs also earn at least 2 Defense Points total, Cheliox faction PCs earn 1 Prestige Point.

Wave 1: Testing Their Mettle

As the Golden League approaches, it triggers any traps set up earlier, and the PCs have an opportunity to rain punishment upon the torch-bearing soldiers as described in the Six Against Many sidebar. Although the PCs are unlikely to be able to see the direct effects of their precautions and ranged attacks, be sure to describe the indirect effects of successful defenses to reward the players for their careful planning. Although he is confident, Shimazi is also cautious about committing his entire force until he has felt out any other possible traps that lie in wait. He scatters his troops and sends out scouts to watch key locations.

Creatures: Shimazi brought along dozens of conscript troops, most of whom are sons and daughters of debtors who owe considerable sums of money to the Golden League. These unfortunates have received several months of training only to be thrown against the PCs to test the strength of the Pathfinders' defenses. In Subtier 6–7 Shimazi also sends a pair of Xun stranglers to keep the troops in line and eliminate the most dangerous threats.

If the PCs were successful in earning Defense Points, fewer enemies survive the march to the house. For every Defense Point the PCs earned, reduce the number of

SIX AGAINST MANY

As the Golden League troops marches up the path to the house, the PCs are presented with a window of opportunity to do some devastating damage them. The PCs can't target individuals, but can use long-range spells and the catapult to rain down destruction on the enemy. Rather than keeping track of hit point damage, keep track of the number of area-effect spells and catapult hits. Each hit can potentially earn the PCs 1 Defense Point—see the guidelines below. Enemy numbers in later encounters depend on how many Defense Points the players are able to earn in Wave 1 and Wave 2.

As soon as the PCs hit the army with the catapult or an area-effect spell, its commanders order the troops to scatter and extinguish their torches. At the end of the 4th round of ranged combat, the army has dispersed enough that it is no longer vulnerable to ranged and area attacks.

FIRING THE CATAPULT

You can use either the siege engine rules (*Pathfinder RPG Ultimate Combat* 158) or the simplified rules below to resolve attacks. To fire the catapult, the crew leader attempts a DC 19 targeting check (this DC includes the PCs' –4 nonproficiency penalty). This check uses the leader's base attack bonus, and either her Knowledge (engineering) skill modifier or her Intelligence modifier (if she's not trained in Knowledge [engineering]). If the check succeeds, the stones hit the Golden League army, earning the PCs 1 Defense Point. The PCs are firing blind, but if they find some way of tracking their shots (perhaps via a *light* spell cast on the ammunition), give them a +2 bonus for each shot after the first. If the PCs fired practice shots earlier in the day, give them a +4 bonus on this check. Rolling a natural 20 while attempting this check instead earns the PCs 2 Defense Points.

Operating the catapult requires 3 people working for 3 full round actions to load and fire it.

SPELLS AND MAGICAL EFFECTS

Long-range area effect spells like *fireball*, *flame strike*, or similar effects are able to damage the army at range. In Subtier 3–4, each spell that deals at least 15 points of damage, the PCs earn 1 Defense Point, and for every 10 points of damage the spell deals beyond 15 points, the PCs earn an additional Defense Point. In Subtier 6–7, the PCs must deal at least 20 points of damage to earn 1 Defense Point, and earn an additional Defense Point for every 15 points of damage by which they exceed beyond this amount.

conscript soldiers in this encounter by 1 (minimum 4 conscript troops). In Subtier 6–7, only one Xun strangler joins the conscript troops if the PCs earned 2 or more Defense Points.

Subtier 3–4 (CR 7)

CONSCRIPT TROOPS (7)**CR 2**

Human warrior 4

N Medium humanoid (human)

Init +5; **Senses** Perception +0**DEFENSE****AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)**hp** 34 each (4d10+12)**Fort** +5, **Ref** +2, **Will** +1**OFFENSE****Speed** 30 ft.**Melee** mwk battleaxe +8 (1d8+3/x3)**Ranged** shortbow +5 (1d6+2/x3)**TACTICS**

During Combat The conscripts charge forward and attempt to exploit any obvious entrances such as broken windows to enter the house. If the PCs have boarded up or barricaded the windows, a few conscripts instead charge toward the main door and use portable rams to break it down. The others attempt to gain entrance by climbing up to the second story windows, firing at the PCs, or attacking barricades with their axes.

Morale The conscripts fear Shimazi's wrath more than the PCs, and fight to the death. If subdued or disabled with nonlethal tactics, the conscripts surrender.

STATISTICS**Str** 15, **Dex** 12, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 17**Feats** Improved Initiative, Toughness, Weapon Focus (battleaxe)**Skills** Climb +5, Intimidate +3, Profession (farmer) +4, Stealth +1, Swim +5**Languages** Common, Tien**Combat Gear** *potion of cure light wounds*, alchemist's fire (2);**Other Gear** leather lamellar, mwk battleaxe, portable ram

Subtier 6–7 (CR 10)

XUN STRANGLERS (2)**CR 6**Human unarmed fighter 7 (*Pathfinder RPG Ultimate Combat* 48)
NE Medium humanoid (human)**Init** +5; **Senses** Perception +8**DEFENSE****AC** 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)**hp** 64 each (7d10+21)**Fort** +7, **Ref** +3, **Will** +5 (+2 vs. fear); +2 versus effects that cause the exhausted, fatigued, or staggered conditions or temporary penalties to ability scores**Defensive Abilities** harsh training +2, DR 3/— vs nonlethal damage or damage taken while grappled**OFFENSE****Speed** 30 ft., fly 60 ft. (good)**Melee** unarmed strike +14/+9 (1d3+7)**SCALING WAVE 1: TESTING THEIR METTLE**

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 3–4: Reduce the number of conscript troops from 7 to 5.

Subtier 6–7: Reduce the number of conscript troops from 8 to 6, and reduce the number of Xun stranglers from 2 to 1.

Ranged dagger +8 (1d4+4/19–20)**Special Attacks** clever wrestler, weapon training (monk +1)**TACTICS****Before Combat** The Xun stranglers drink their *potion of fly*.

During Combat The Xun stranglers enter snapping turtle style, fly forward, and hide outside of the line of fire so that they can strike the following round. In the following rounds, they fly through any open window or door and grapple the smallest or weakest targets. After that they grapple to pin and deal damage, hog-tying their targets if there are other enemies nearby. If attacked in melee, the stranglers instead fly over the cliff with their targets and allow their victims to fall into the ocean below (such victims take 2d3 points of nonlethal damage and 4d6 points of lethal damage).

Morale The Xun stranglers fight to the death.**Base Statistics** Without the *potions of fly*, the Xun stranglers lack a fly speed.**STATISTICS****Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +7; **CMB** +11 (+17 grapple); **CMD** 24 (26 vs. grapple)**Feats** Blind-Fight, Combat Reflexes, Dodge, Greater Grapple, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Snapping Turtle Style^{UC}, Snapping Turtle Clutch^{UC}**Skills** Disable Device +8, Perception +8, Stealth +8**Languages** Common, Tien**SQ** tough guy, unarmed style, weapon training, armor training 2**Combat Gear** *potion of fly*; **Other Gear** +1 *brawling leather lamellar*^{UE}, dagger, 100 feet of rope in 20-ft. sections**CONSCRIPT TROOPS (8)****CR 2**

hp 34 each (see above)

Development: Upon defeating the first wave of attackers, the PCs have 3 minutes in which to regroup, heal, and prepare for additional attacks. Shimazi notes the first attack's failure and immediately dispatches a second group with different instructions.

Rewards: If the PCs defeat the conscript troops and the Xun stranglers, reward them as follows.

Subtier 3–4: Give each PC 280 gp.

Subtier 6–7: Give each PC 1,147 gp.

Wave 2: Sabotage (CR 7 or CR 10)

The drizzling rain and fog show no sign of letting up as the second wave of attackers approach the house. The PCs might just have time to reload the catapult or repair their damaged defenses at the front of the house, which otherwise leave them vulnerable to attack from the north.

Creatures: Shimazi's next plan involves feigning a frontal assault to distract the defenders and allow his saboteurs to sneak up the north cliff and break through the windows. Six conscript troops ignite pitch-tipped arrows and fire them at the house to set fire to any wooden barricades, setting 1d3+1 such obstacles alight, or an interior square of the house if no barricades remain. In the damp conditions, the fires spread very slowly, expanding into 1 random square every minute. The interior of the house is much more combustible, and there is a 25% chance every round that a fire spreads to 1 nearby square, determined at random. Extinguishing the flames in an adjacent square requires a standard action, but a PC who succeeds at a DC 15 Knowledge (engineering) or Survival check determines that the slowly burning barricades are not an immediate threat.

Meanwhile, the saboteurs begin climbing the northern cliff. With a successful DC 30 Perception check, a PC adjacent to one of the bay windows on the north side of the house or on the top floor of the lighthouse spots the saboteurs, in which case combat begins with the saboteurs 40 feet from the top of the cliff. A PC gains a +5 bonus on this check if he has low-light vision or darkvision that extends to the saboteurs' position, and gains an additional +5 bonus if he can ignore concealment granted by fog or rain. Otherwise, combat begins when the saboteurs break the bay windows on both floors and scramble into the house.

If the PCs earned Defense Points during either wave, fewer saboteurs survived the march to the house. For every 2 Defense Points the PCs have earned, reduce the number of saboteurs in this encounter by 1 (minimum 2). In Subtier 6–7, one fewer Xun strangler joins the saboteurs if the PCs earned 2 or more Defense Points.

Subtier 3–4 (CR 7)**SABOTEURS (4)****CR 3**

Human alchemist 4 (*Pathfinder RPG Advanced Player's Guide* 26)
LN Medium humanoid (human)

Init +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 16, flat-footed 13 (+1 armor, +6 Dex, +2 natural)

hp 37 each (4d8+8; +8 temporary hp)

Fort +5, **Ref** +10, **Will** +3; +1 vs. fear, +2 vs. poison

OFFENSE

Speed 60 ft.

SCALING WAVE 2: SABOTAGE

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 3–4: Reduce the number of saboteurs from 4 to 3.

Subtier 6–7: Reduce the number of Xun stranglers from 2 to 1.

Melee dagger +10 (1d4/19–20 plus poison)

Ranged bomb +11 (2d6+2 fire), dagger +10 (1d4/19–20 plus poison)

Special Attacks bomb 6/day (2d6+2 fire and catch fire, DC 14, 10-ft. radius)

Alchemist Extracts Prepared (CL 4th)

2nd—*aid*, *spider climb*

1st—*cure light wounds* (2), *expeditious retreat*, *keen senses*^{APG}

TACTICS

Before Combat The saboteurs drink their mutagens and their extracts of *aid*, *expeditious retreat*, *keen senses*, and *spider climb*. These magical enhancements have already been applied to their stats.

During Combat The saboteurs smash their way in through the windows on the cliff side of the house, one or two to each of the big windows. They try to keep moving and to cause as much mayhem as possible with bombs and fuse grenades. If they can isolate one person or are forced into melee, they focus on attacking a single target with their poisoned blades, drawing new poisoned daggers to use for each strike.

Morale The saboteurs' intention is to cause damage and soften the Pathfinders' defenses. If more than half of the saboteurs fall in combat, the remaining saboteurs flee, using smoke bombs or smokesticks to cover their escape.

Base Statistics If the saboteurs do not have time to prepare, their statistics are as follows: **Senses** Normal Vision; **AC** 15, touch 14, flat-footed 11; **hp** 29; **Ref** +8, **Will** +4; **Speed** 30; **Melee** dagger +8 (1d4/19–20 plus poison); **Ranged** bomb +8 (2d6+2) or dagger +8 (1d4/19–20 plus poison); **Dex** 18, **Wis** 12; **Acrobatics** +8, **Climb** +4, **Disable Device** +11, **Escape Artist** +8, **Perception** +8, **Stealth** +8.

STATISTICS

Str 10, **Dex** 22, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 19

Feats Brew Potion, Iron Will, Quick Draw, Throw Anything, Weapon Finesse

Skills Acrobatics +10 (+22 when jumping), **Climb** +12, **Craft** (alchemy) +9, **Disable Device** +13, **Escape Artist** +10, **Perception** +9, **Stealth** +10; **Racial Modifiers** +12 **Acrobatics** when jumping

Languages Common, Hwan, Minkaian, Tien

SQ alchemy (alchemy crafting +4, identify potions), discoveries (explosive bomb, frost bomb), mutagen (+4/–2, +2 natural, 40 minutes), poison use, swift alchemy

Combat Gear smokestick (3), dagger (4), fuse grenade (2), giant wasp venom (3 doses, applied to daggers); **Other Gear** haramaki, thieves' tools

Subtier 6–7 (CR 10)

XUN STRANGLERS (2)

CR 6

hp 64 each (see page 12)

SABOTEURS (6)

CR 3

hp 37 each (see page 13)

Development: Tsuneo and Amara Li have made their way through the twisted lava tube connected to the secret door in the kitchen into a small, unadorned cave that the Way of the Kirin used for secret ceremonies. There Tsuneo performed a short ritual which he hopes will attract the attention of his organization's namesake beast. Although Tsuneo's ritual succeeds in drawing several nearby kirin toward the cave, Shimazi learns of the Tsuneo's true whereabouts when one of the Golden League scouts spots smoke from the ritual coming from the cave. Shimazi immediately directs most of his remaining troops to assault the cave while he orders his hired sorcerers to launch a flashy attack against the house.

Less than a minute after the PCs finish their fight with the saboteurs, the sorcerers approach the house and begin casting explosive spells to keep the Pathfinders busy, hopefully buying Shimazi time to dispatch Tsuneo. The rain and fog hinder the sorcerers as much as it does the PCs, and the spells are aimed only well enough to rattle barricades, make noise, and scorch the stonework; even so, it should be clear from number of spells being cast that stepping outside would be unwise.

After a few volleys of spells, a seagull with a note attached to its leg flies in through one of the destroyed bay windows and flaps its wings to shake off the rain. The seagull is under the effects of *animal messenger* and bears a message from Amara Li requesting the PCs' immediate help: "The enemy has found us, and we need your immediate aid. Follow our path to find us!" If the PCs ignore the message, Amara Li tries to contact them again with *whispering wind*. Should the PCs instead decide to fight the spellcasters, use the statistics for the battle mage (*Pathfinder RPG GameMastery Guide* 256). As their role is to serve as a distraction, the mages first attempt to use magic to enhance their mobility and mislead the PCs, only unleashing offensive spells if their enemies prove particularly persistent.

Rewards: If the PCs defeat the saboteurs and the Xun stranglers, reward them as follows.

Subtier 3–4: Give each PC 309 gp.

Subtier 6–7: Give each PC 1,291 gp.

OPTIONAL ENCOUNTER

En Route is an optional encounter. If fewer than 90 minutes remain in which to complete the scenario, skip the encounter; Shimazi's oni allies are busy elsewhere.

SCALING EN ROUTE

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 3–4: The Kuwa the PCs encounter have both expended all their spell-like abilities for the day and are not under the effect of their fly spell-like ability. Additionally, they are wearing masterwork leather armor instead of half-plate. This changes their stats to **AC** 15; **touch** 13; **flat-footed** 12; **Speed** 40 ft.

Subtier 6–7: Remove the advanced simple template from the ogre mage.

THE LAVA TUNNELS

Although the cave where Iko Tsuneo and Amara Li performed their ritual opens is accessible from the outside, its entrance is carefully concealed and difficult to find in the mist. Finding the entrance requires a successful DC 25 Survival check to follow the tracks of Shimazi and his subordinates to the vicinity of the entrance, then 20 minutes of searching and a successful DC 25 Perception check to find the entrance. The PCs can reach the two leaders much more easily by simply passing through the secret door behind the fireplace and descending into the lava tube that snakes its way through part of the island. In most places the lava tube has a 15-foot-wide circular profile that is easily traversed thanks to the ropery stone floor, which provides plenty of traction. With no side branches, the tunnel is easy to navigate, and the PCs should have no difficulty reaching the ritual cave.

B. En Route (CR 6 or CR 9)

Creatures: After disabling Amara and Tsuneo, Shimazi split up his oni allies, sending half down the tunnel and half to patrol above ground. The PCs might thus encounter the oni no matter how they approach the cave. In Subtier 3–4, the PCs encounter a pair of kuwa oni disguised as conscript soldiers. In Subtier 6–7, an ogre mage invisibly waits in ambush instead.

Subtier 3–4 (CR 6)

KUWA ONI (2)

CR 4

hp 42 each (*Pathfinder RPG Bestiary* 3 208)

B. En Route

1 square = 5 feet



TACTICS

Before Combat The kuwa take the shape of humans, trying to pass as common conscript soldiers. Though they walk on the ground when the PCs first encounter them, both have previously cast *fly* and are prepared to take to the air.

During Combat The oni take turns using their spell-like abilities and engaging in melee so that they can make the most of their regeneration.

Morale The oni are allies of convenience and flee if dropped below 12 hit points.

STATISTICS

Gear The kuwa in this encounter do not have composite longbows.

Subtier 6–7 (CR 9)

ADVANCED OGRE MAGE

CR 9

hp 108 (*Pathfinder RPG Bestiary* 221, 294)

C. The Ritual Cave (CR 6 or CR 9)

A sand-floored cave of igneous rock narrows to the north, offering access to a lava tube passage. Natural stone columns support a ceiling fifteen feet above, and the uneven walls irregularly bulge outward, creating small alcoves. To the south the cave rises in elevation, and the smell of seawater and a fresh breeze suggests the outside is close by.

Armed with knowledge of the island from his time spent here while working with the Way of the Kirin, Shimazi sent spies to keep an eye on the cave and prevent Tsuneo from escaping via this route. When the Golden League spies spotted smoke coming from this cave, Shimazi committed most of the remaining Golden League forces to assaulting the ritual site. Amara Li and Tsuneo

C. The Ritual Cave

1 square = 5 feet

PCs
Enter

M: Mikogu Shimazi
X: Xun Strangler
S: Saboteur



defended themselves and the hapless servants as best they could and together inflicted considerable damage, but they eventually fell to the poisoned blades of Golden League saboteurs.

Creatures: When the PCs arrive, Shimazi stands gloating over Tsuneo's paralyzed body; Amara and the two servants are crumpled nearby. Only a few of Shimazi's subordinates survived the combat to join him in savoring the victory, and the bodies of the fallen are strewn about from the Tsuneo's still-keen blade. In Subtier 3–4, only a single saboteur is with Shimazi. In Subtier 6–7, a Xun strangler has also survived and joins them.

Subtier 3–4 (CR 6)

MIKOGU SHIMAZI

CR 5

Human oracle 6 (*Pathfinder RPG Advanced Player's Guide* 42)

LE Large humanoid (human)

Init +0; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, –1 size)

hp 54 (6d8+24)

Fort +6, **Ref** +5, **Will** +6

Defensive Abilities 20% miss chance vs. ranged attacks;

Immune fatigue

Weaknesses –2 vs. light-based spells and effects, light sensitivity

OFFENSE

Speed 15 ft.

Melee mwk katana +11 (2d6+9/18–20)

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

Oracle Spells Known (CL 6th; concentration +8)

3rd (3/day)—*bestow curse* (DC 15), *inflict serious wounds* (DC 15), *magic vestment*

2nd (6/day)—*bear's endurance*, *fog cloud*, *inflict moderate wounds* (DC 14), *sound burst* (DC 14)

1st (7/day)—*cure light wounds*, *divine favor*, *enlarge person* (DC 13), *entropic shield*, *inflict light wounds* (DC 13), *liberating command*^{UC}

0 (at will)—*create water, detect magic, guidance, light, mending, resistance, spark* (DC 12)

Mystery battle

TACTICS

Before Combat Shimazi used *nightdrops*, then cast *magic vestment, bear's endurance, enlarge person, entropic shield*, and *divine favor* in his confrontation with Amara and Tsuneo. All but *divine shield* are still active when the PCs arrive, and he recasts *divine shield* at that time. Shimazi used many other spells fighting Amara and Tsuneo; when the PCs arrive, Shimazi has only one 3rd-level spell slot, three 2nd-level spell slots, and one 1st-level spell slot remaining.

During Combat If no PCs directly confront him, Shimazi either uses *bestow curse* to debilitate the most threatening PC or casts *sound burst* while taking cover from enemy archers and spellcasters, trusting the saboteur to handle them. Shimazi relishes melee combat but becomes easily frustrated and casts *fog cloud* if harassed by ranged weapons and spells.

Morale Shimazi has dedicated a tremendous number of Golden League resources to this mission, and he has craved an opportunity to exact revenge against the Way of the Kirin for years. As a result, he fights to the death.

Base Statistics Without his magical enhancements, Shimazi's statistics are as follows: **AC** 20, touch 11, flat-footed 19; **hp** 42; **Fort** +4, **Ref** +6; **Melee** mwk katana +9 (1d8+6/18–20); **Str** 18, **Dex** 12, **Con** 13.

STATISTICS

Str 20, **Dex** 10, **Con** 17, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +10; **CMD** 20

Feats Blind-Fight, Furious Focus^{APG}, Lightning Reflexes, Power Attack

Skills Diplomacy +11, Intimidate +11, Perception +9, Spellcraft +8

Languages Common, Tien

SQ oracle's curse (lame), revelations (battlefield clarity 1/day, skill at arms)

Combat Gear *nightdrops*^{UE} **Other Gear** mwk o-yoroi, katana, mwk katana, *cloak of resistance* +1, 100 pp

SABOTEUR CR 3

hp 37 (see page 13)

TACTICS

Before Combat The saboteur keeps watch in a hidden location outside the cave.

During Combat The saboteur uses smoke bombs to hinder ranged attackers, then throws fuse bombs at the feet of archers to keep them moving.

STATISTICS

Combat gear The saboteur has used all of her giant wasp poison prior to this encounter.

Subtier 6–7 (CR 9)

MIKOGU SHIMAZI

CR 7

Human oracle 8 (*Pathfinder RPG Advanced Player's Guide* 42)

SCALING THE RITUAL CAVE

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 3–4: Shimazi is alone. Remove the saboteur from the encounter.

Subtier 6–7: Replace the Xun strangler with a second saboteur.

LE Large humanoid (human)

Init +0; **Senses** low-light vision; Perception +11

DEFENSE

AC 21, touch 10, flat-footed 21 (+10 armor, +1 deflection, +1 natural, –1 size)

hp 79 (8d8+40)

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

Defensive Abilities 20% miss chance vs. ranged attacks; **Immune** fatigue

Weaknesses –2 vs. light-based spells and effects, light sensitivity



Mikogu Shimazi

OFFENSE

Speed 15 ft.

Melee +2 katana +14/+9 (2d6+11/18–20)

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

Oracle Spells Known (CL 8th; concentration +10)

4th (3/day)—*greater magic weapon*, *inflict critical wounds* (DC 16), *wall of fire*

3rd (5/day)—*bestow curse* (DC 15), *cure serious wounds*, *inflict serious wounds* (DC 15), *magic vestment*

2nd (7/day)—*bear's endurance*, *cure moderate wounds*, *fog cloud*, *inflict moderate wounds* (DC 14), *sound burst* (DC 14)

1st (7/day)—*bless*, *cure light wounds*, *divine favor*, *enlarge person* (DC 13), *entropic shield*, *inflict light wounds* (DC 13), *liberating command*^{UC}

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *spark* (DC 12)

Mystery battle

TACTICS

Before Combat Shimazi used *nightdrops*, then cast *magic vestment*, *greater magic weapon*, *bear's endurance*, *enlarge person*, *entropic shield*, and *divine favor* in his confrontation with Amara and Tsuneo. All but *divine shield* are still active when the PCs arrive, and he recasts *divine shield* at that time. Shimazi used many other spells fighting Amara and Tsuneo; when the PCs arrive, Shimazi has only two 4th-level spell slots, two 3rd-level spell slots, three 2nd-level spell slots, and one 1st-level spell slot remaining.

During Combat If no PCs directly confront him, Shimazi casts *wall of fire* to split the PCs, trusting the saboteur to distract ranged threats. Shimazi relishes melee combat but casts *fog cloud* if harassed by ranged weapons and spells.

Morale Shimazi has dedicated a tremendous number of Golden League resources to this mission, and he has craved an opportunity to exact revenge against the Way of the Kirin for years. As a result, he fights to the death.

Base Statistics Without his magical enhancements, Shimazi's statistics are: **Init** +1; **AC** 22, **touch** 12, **flat-footed** 21; **hp** 63; **Fort** +5, **Ref** +6; **Melee** katana +10/+5 (1d8+6/18–20); **Str** 18, **Dex** 12, **Con** 14.

STATISTICS

Str 20, **Dex** 10, **Con** 18, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +12; **CMD** 23

Feats Blind-Fight, Extra Revelation^{APG}, Furious Focus^{APG}, Lightning Reflexes, Power Attack

Skills Diplomacy +11, Intimidate +13, Linguistics +0, Perception +11, Spellcraft +7, Swim +4

Languages Common, Tien

SQ oracle's curse (lame), revelations (battlefield clarity 2/day, combat healer 1/day, skill at arms, war sight)

Combat Gear *nightdrops*^{UE}; **Other Gear** mwk o-yoroi, katana, mwk katana, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1

XUN STRANGLER

CR 6

hp 64 (see page 12)

TACTICS

During Combat The strangler focuses on disabling and immobilizing enemies for Shimazi, even dragging them to him to mitigate his slow speed.

STATISTICS

Combat gear The Xun strangler used his *potion of fly* much earlier in the assault and no longer has a fly speed.

SABOTEUR

CR 3

hp 37 (see page 13)

TACTICS

Before Combat The saboteur keeps watch in a hidden location outside the cave.

During Combat The saboteur uses smoke bombs to hinder ranged attackers, then throws fuse bombs at the feet of archers to keep them moving.

STATISTICS

Combat gear The saboteur has used all of her giant wasp poison prior to this encounter.

Development: Shortly after the PCs confront Shimazi, four true kirin arrive—the help that Tsuneo promised. If the PCs were unable to defeat Shimazi, the kirin defeat the Xun warleader and kill or drive off any remaining remnants of the Golden League. Tsuneo, Amara, and the servants have been rendered helpless by the poison of the Golden League saboteurs; they can be healed by *lesser restoration* or any other ability that restores lost ability points, and the kirin ensure that both leaders are healed soon after they arrive.

Faction Notes: Lantern Lodge and Grand Lodge faction members who defeat the Golden League commander gain 1 Prestige Point.

Rewards: If the PCs defeat Mikogu Shimazi, reward them as follows.

Subtier 3–4: Give each PC 710 gp.

Subtier 6–7: Give each PC 850 gp.

CONCLUSION

Whether the Pathfinders prevail or fall against Shimazi, Iko Tsuneo is suitably impressed by the Society's honor and good intentions that he enthusiastically agrees to an alliance. He also identifies Shimazi as a former student he thought was killed years ago, and as a result he feels that he is personally to blame for indirectly risking the lives of Amara Li and her agents.

The all-but-guaranteed alliance with the Way of the Kirin is the capstone achievement of the mission. Venture-Captain Amara Li undertook 2 years ago when she first brought the Lantern Lodge to Absalom and proposed expanded exploration of Tian Xia. The Lantern Lodge transitions from a minor faction and

special interest into a fully recognized branch of the Pathfinder Society that might oversee even greater projects in Tian Xia.

So long as at least one of the PCs belongs to the Lantern Lodge faction, Amara Li addresses the PCs one final time upon their return to Ramparassad.

“Several years ago I arrived in Absalom as a nearly unknown figure who spoke of a nearly unknown land, and together we endeavored to bring the wonders of Tian Xia to the Pathfinder Society and in doing so draw the Society’s attention to our land. We brought the Decemvirate knowledge of the Hao Jin Tapestry, and it was we who guarded it against further intrusion when our enemies exploited gaps in the demiplane’s weave. With our efforts it is now one of the greatest treasures and tools of the Society. Were that not enough, we have now secured an alliance with an ancient and honorable organization. There is much honor in what we have done, and so much of it belongs to you for your years of service.

“I have a few last tasks to conclude before I return to Goka to lead an expanded lodge there—the Society’s new regional headquarters. While our accomplishments thus far are great, even greater work lies ahead for me, and I cannot split my attention between the whole of Tian Xia and interests in the Inner Sea. I shall always support you when you are in Tian Xia, but your oaths and obligations to me are now officially fulfilled. Do not think that you are being abandoned. If you wish to seek a new patron, you will receive a letter of introduction penned by my own hand. If you wish to continue to serve me, do so by working alongside your fellow Pathfinders and sending me news of your travels. For now, rejoice, for we are victorious!”

After thanking the Lantern Lodge PCs and wishing them well, Amara Li wastes no time resting on her laurels before she sends her agents to prepare for her return to Goka.

Success Conditions

If the PCs reach the ritual cave and fight Shimazi to defend Iko Tsuneo and Amara Li, the PCs each receive 1 Prestige Point for completing their primary mission. Even falling in battle impresses Tsuneo and earns a PC this Prestige Point.

Faction Missions

Player characters may earn Prestige from their respective factions for completing the listed tasks during the course of the adventure.

Andoran Faction: Andoran faction PCs who hear Iko Tsuneo speak of the kirin and impress him with their depiction of the Andoran eagle earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who succeed at a skill check that earns the PCs at least 1 Defense Point and ensure the PCs earn at least 2 Defense Points in total earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who defeat Shimazi earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who defeat Shimazi earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who gain access to the Way of the Kirin libraries earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who learn of Tsuneo’s family ties to the island earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who track down the fireworks dealer and convince him to prioritize Guaril Karela’s shipment earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who convince Som Kesor to make a salve for Grandmaster Torch earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who secure a meeting between Iko Tsuneo and Ollysta Zadrian earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who note Amara Li and Iko Tsuneo’s diplomatic behavior during the tea ceremony earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Andoran



Crusader of Freedom,

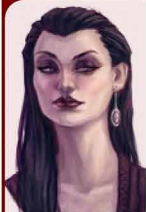
A year ago I had what might politely be called the “pleasure” of meeting a boorish hunter by the name of Theodric Alverteer at a function held to honor the Blakros family. Suffice it to say that I was unimpressed with the man, who bragged at some length about hunting intelligent—sometimes even benevolent—creatures!

Among his trophies was a kirin, which I believe is the spiritual patron of the group you will be speaking with soon. I know little of these magical beasts except that they resemble flying goats, so entreat one of the Way of the Kirin to better explain the creature’s appeal. Once you better understand the Way’s fascination with the creature, share with them the glorious nobility of the Eagle Knights’ namesake so that its freedom might inspire even that far-off continent.

A fellow liberator,

Major Colson Maldris

Cheliax



My Savior,

Your exodus to Tian Xia pains me greatly, so I hope your stay on the other side of the world will be brief. I have learned that you will be traveling to an island to play bodyguard for Amara Li, and I have no doubt that whatever plan she has concocted will attract trouble. Although I have no love for the woman or her mission, we owe her a minor debt for her agents’ role in my rescue.

Wherever she sees fit to send you, make the most of any natural defenses or traps to slay the assailants and minimize the harm you sustain while acting in her defense. In case you have forgotten, there’s a short list of those who are allowed to leave a mark on your lovely skin, and Amara Li is not one of them!

Anxious for your return,

Paracountess Zarta Dralneen

Grand Lodge



Pathfinder,

In the past I have expressed skepticism of Amara Li’s push to expand the Pathfinder Society’s activities into Tian Xia, but it seems her efforts are finally coming to a head in a way that will greatly benefit the Society. As a result, her mission is your mission. Do everything in your power to ensure Amara’s negotiations with the Way of the Kirin conclude successfully, follow her instructions closely, and ensure that any enemies that threaten the mission are soundly defeated.

Yours in loyalty,

Venture-Captain Ambrus Valsin

Lantern Lodge



Most Honorable Ally,

What lies ahead is among the most important events in the brief yet illustrious history of the Lantern Lodge, and I shall accompany you so that we might act as one. Whatever lies ahead, I require that you follow my instructions closely and do everything you can to ensure that the alliance between the Pathfinder Society and the Way of the Kirin comes to fruition.

I want you to know that whatever happens, it has been a great joy and an even greater honor to serve as your patron.

Respectfully,

Venture-Captain Amara Li

WAY OF THE KIRIN

Osirion



Servant of the Ruby Prince,

The Ruby Prince's condition has stabilized, but he remains weak. Nonetheless, our best physicians are optimistic that in time they might banish this affliction.

Before the fall of the Lung Wa Dynasty, the Way of the Kirin was known to have extensive libraries. The Way of the Kirin is a shadow of its former self, but perhaps some of their libraries survive. See if they still exist and if so, try and secure access to these libraries for agents of the Ruby Prince. An exchange of knowledge between our cultures should be mutually beneficial, and perhaps in their foreign libraries we shall find insight into the curse that has befallen our prince.

Seek truth in the foreign lands you tread,

Amenopheus, the Sapphire Sage

Qadira



Fellow Merchant,

It is my understanding that despite your orders to meet in Dtang Ma, you will actually be traveling to a small island nearby. It is possible that this island falls within the Minatan Archipelago or a similar area open to unregulated trade. We are keenly interested in acquiring a suitable staging location for future trade operations—anything that might allow us to avoid the crippling tariffs of Xa Hoi or Bachuan would be ideal. Find out what you can about the island and its ownership, and I will take care of the rest.

Faithfully,

Trade Prince Aaqir al'Hakam

SCZARNI



Cousin,

A son of the Gael family—long a thorn in my side—is now incarcerated deep within the Fortress of the Nail. I let slip the fate of the errant youth to his parents so that I could enjoy their reaction, and to my delight, the fools have concocted a crazy plan to free their idiotic child from the most notorious prison in Varisia. The operation will no doubt get half of the Gaels killed, see many more imprisoned, and bankrupt the family. Generous person that I am, I have offered them appropriately flashy material support to aid in their self-destruction.

It will take far too long to order fireworks from Tian Xia, so I will acquire the explosives directly from the warehouses in Varisia. All I need you to do is track down the exporter Samorn Nhean in Dtang Ma and convince him to share exactly where he ships his fireworks in Varisia.

Savoring success,

Guaril Karela

SHADOW LODGE



My Trusted Friend and Pathfinder,

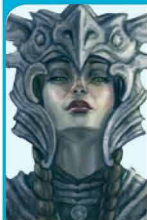
While you are in Dtang Ma, I ask that you perform a personal favor for me. There is an apothecary in Ramparassad by the name of Som Kesor. Despite her humble business, her remedies carry a reputation for being the best healing unguents and salves for skin ailments. Find Kesor, deliver my enclosed request, and ensure that she intends to do business with me. She is rumored to be as stubborn as she is talented, so try to be polite.

Your loyal friend,

Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



Righteous Pathfinder,

Kirin are noble and majestic creatures of the clouds, and I am most interested in an organization that seeks to emulate these creatures. While you are meeting with the representative of the Way of the Kirin, establish a good rapport with him and explain the mission of the Silver Crusade in the Society. Get him to agree to meet with me in the near future so that we might discuss our common interests.

Truth and honor,

Ollysta Zadrian

TALDOR



Favored Vassal,

The timing of this mission is intolerable. I have far too many tasks in Varisia that demand attention for the Decemvirate to send such a talented agent traipsing about the far side of the world. At least your time need not be wasted, for I understand you will be working closely with Amara Li, a crafty but altogether levelheaded negotiator who can navigate the customs of many nations with ease. No doubt anyone she deigns to meet with will also conduct himself appropriately, and this could serve as an educational opportunity for you. Closely observe how she conducts herself during formal negotiations and report back to me about the finer nuances. Perhaps we might use these techniques when dealing with the trying self-styled "nobles" of Magnimar.

Conduct yourself with dignity,

Lady Gloriana Morilla

Pathfinder Society Scenario #4-21: Way of the Kirin

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 _____		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

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

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

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Pathfinder Society Scenario #4-21: Way of the Kirin

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER 3-4	650	1,299
SUBTIER 6-7	1,644	3,288

MAX GOLD

This Chronicle Certifies That

<input type="text"/>			
Player Name	A.K.A.	Character Name	Pathfinder Society #
Faction			
Has Completed This Scenario.			

EXPERIENCE

<input type="text"/>	
Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
<input type="text"/>	
Final XP Total	

FAME

<input type="text"/>	<input type="text"/>
Initial Fame	Initial Prestige
+	GM's Initial
Prestige Gained (GM ONLY)	
<input type="text"/>	
Prestige Spent	
<input type="text"/>	<input type="text"/>
Final Fame	Current Prestige

GOLD

<input type="text"/>	
Start GP	
+	GM's Initial
GP Gained (GM ONLY)	
+	GM's Initial
Day Job (GM ONLY)	
+	<input type="text"/>
Items Sold	
=	<input type="text"/>
Subtotal	
-	<input type="text"/>
Items Bought	
=	<input type="text"/>
Total	

Items Found During This Scenario

SUBTIER
ALL

Triumph of the Lantern Lodge: The Lantern Lodge has realized its ambitious goals, and the victory is bittersweet. Although Amara Li spares no expense in providing you special training, she dissolves the Lantern Lodge in Absalom. Before August 14, 2013, you may change from Lantern Lodge to a new faction without spending Prestige Points or losing any faction-specific Prestige Awards. When you complete this change to a new faction, choose one ability score. As the culmination of years of service to the Lantern Lodge and Amara Li's guidance, you receive a permanent +1 bonus to that ability score. If you are not a member of the Lantern Lodge faction, cross this boon off your Chronicle sheet. As of August 14, 2013, the Lantern Lodge is no longer a legal faction. As a result, no character may receive this boon.

True Ally of the Lantern Lodge: Amara Li recognizes your invaluable contribution in ensuring a strong alliance with the Way of the Kirin, and she promises to assist you in the future. Whenever you spend 1 Prestige Point to gain a +4 bonus on any one skill check while in Tian Xia, the bonus increases to +5. If you are in Goka, the bonus instead increases to +6. If you are a member of the Lantern Lodge faction, cross this boon off your Chronicle sheet.

The Kirin's Debt Repaid: If you have the Debt of the Kirin boon from a previous adventure, Iko Tsuneo offers to purchase back the ancient letter of credit in return for one of his organization's treasures. Choose one item worth up to 3,000 gp (Subtier 3-4) or 5,500 gp (Subtier 6-7). When you next purchase the chosen item, you do so at a 25% discount. When you use this boon, cross both it and the Debt of the Kirin boon off their respective Chronicle sheets.

SUBTIER
3-4

cloak of resistance +1 (1,000 gp)
nightdrops (250 gp; *Pathfinder RPG Ultimate Equipment* 312)

SUBTIER
6-7

+1 *brawling leather lamellar* (8,210 gp; *Pathfinder RPG Ultimate Equipment* 12, 116)
amulet of natural armor +1 (2,000 gp)
potion of fly (750 gp)
ring of protection +1 (2,000 gp)

Items Sold / Conditions Gained

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

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

Items Bought / Conditions Cleared

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<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #