

PATHFINDER SOCIETY®

YEAR OF THE STOLEN STORM



HOUSE OF HARMONIOUS WISDOM

By Jason Owen Black, Katherine Cross, Sarah E. Hood, and Christopher Rowe



Development Leads • Ron Lundeen and Mark Moreland

Authors • Jason Owen Black, Katherine Cross, Sarah E. Hood, Christopher Rowe

Contributing Artists • Tawny Fritz, Paul Guzenko, Dion Harris, Tyler Jacobson and Sung Yoon Ko

Cartographers • Jason Engle and Corey Macourek

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GM RESOURCES

House of Harmonious Wisdom makes use of the following Pathfinder Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Occult Adventures* (OA), and *Pathfinder RPG Ultimate Equipment* (UE). In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at paizo.com/prd. The relevant rules from the *Bestiary* volumes and the *NPC Codex* are reprinted in the **Appendix** at the end of the scenario for the GM's convenience.

HOW TO PLAY

Pathfinder Society Scenario #8-16: House of Harmonious Wisdom is a series of short, 1-hour quests for 1st- through 5th-level characters. These adventures can be played in any order. They are designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

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HOUSE OF HARMONIOUS WISDOM

By Jason Owen Black, Katherine Cross, Sarah E. Hood, and Christopher Rowe



For nearly 500 years, Imperial Lung Wa united and ruled an immense portion of Tian Xia. With the death of Aroden, the empire fractured into the competing Successor States, with Lingshen, Po Li, and Quain at the shattered empire's heart. So far, none of the three have managed to recapture the fallen empire's glory and influence, resulting in a tense stalemate. Agents from each nation keep an eye out for anything they might use as a symbol of legitimacy as the empire's worthiest successor.

Lingshen has the strongest military of all the Successor States. Shortly after Lung Wa's fall, it annexed the fertile land to the east (now known as Shokuro) and compelled the peasants to labor on Lingshen's behalf. Over several decades, Lingshen turned its attention elsewhere, convinced that the subjected territory would serve without complaint. When a Minkaian samurai named Toriaka witnessed the cruel serfdom, however, he rallied the peasants and helped the territory secede as an independent nation. With a well-trained militia and an equitable trading policy with Lingshen that placates the larger nation's need for food imports, Shokuro enjoys some stability in this post-imperial age. Even so, the Sun Shogun Shokuro Toriaka recognizes that to the three stronger Successor States, Shokuro remains a prospective chess piece in their future ambitions. For the nation to gain the standing to fend off expansionist neighbors, it must acquire some of the same political currency—namely, symbols of old imperial authority.

One of the first rebels to answer Toriaka's call was Mai Chun, then a young woman who had lost several friends and family in a Lingshenese invasion to root out prospective dissidents. After serving in Toriaka's new government for several years, Mai stepped down, returned to her rural community as a folk hero, and set herself to chronicling Shokuro's new statehood. Now 40 years later, Mai Chun is a tough grandmother who's still strong enough to knock out a bandit. She keeps an eye out for historical treasures. When word arrived of an imperial ruin in the nearby hills, she tasked a few locals to check it out. They returned with their tails between the legs, citing a vicious bear in the region. Reluctant to trudge through the wilderness without better information, Mai Chun reached out to Venture-Captain Amara Li of the Pathfinder Society for assistance.

RUNNING HOUSE OF HARMONIOUS WISDOM

Pathfinder Quests: House of Harmonious Wisdom is a series of five quests: short adventures designed to take about 1 hour each. Collectively, the quests tell a cohesive story beginning with the Fragments quest and ending with the Prophecy quest, although the players can experience the middle three quests (Inkstains, Constellation, and Teahouse) in any order. Mai Chun's letters to the PCs appear on page 32; each one corresponds to one of the three middle quests. It is recommended that the GM provide these to the players all at once following the Fragments quest, allowing them to choose which adventures they wish to play and in which order.

As the PCs play through quests, they gain influence with significant NPCs who can assist them in the final quest, as noted on the PCs' Chronicle sheets. At the beginning of the Prophecy quest, check each PC's Chronicle sheet to determine what influence the PCs have acquired. As long as at least one PC has an Influence box checked, all PCs gain its benefit during the Prophecy quest.

Receiving Credit

A player who plays through one or more of the quests receives a Chronicle sheet for *House of Harmonious Wisdom*, noting which quests he played. He can later play the rest of the quests in the series, earning greater rewards (see the Variable Rewards boon on the Chronicle sheet at the end of this series). If the character receiving the Chronicle sheet for *House of Harmonious Wisdom* gains XP from another Chronicle sheet, he can no longer earn additional rewards for playing the other House of Harmonious Wisdom quests. House of Harmonious Wisdom can be replayed for credit, but the credit must be applied to a different character each time.

When a GM runs a quest, she can also apply credit to one of her characters. However, each time she runs a quest, she can check off any one of the quest boxes on her Chronicle sheet. In this way a GM can continue to earn credit toward a single character even if she runs the same quest several times for different groups.



FRAGMENTS

By Katherine Cross

In the nation of Shokuro, an old war hero, Mai Chun, has summoned members of the Pathfinder Society to her countryside town to investigate nearby ruins. Shokuro is a new country in a sea of kingdoms split from the ancient Lung Wa empire. Mai Chun helped the country earn its independence from nearby Lingshen in a peasant revolt many decades ago. Seeing herself as a custodian of the country's future, she collects scraps of lore and history while she chronicles the history of her young nation. Mai Chun also keeps her ear to the ground for any relics or dollops of knowledge that might secure Shokuro's independence and future prosperity.

When Mai Chun heard of a ruined estate from the days of imperial Lung Wa in a dense forest nearby, she immediately took an interest. Artifacts that would allow a Successor State to claim the mantle of fallen Lung Wa's imperial splendor are in high demand, and Mai Chun thinks the ruined estate might hold just such a treasure. She sent a group of locals to investigate, but they fled in terror after spotting a vicious bear. She needed a braver band to continue the exploration, so she asked a friend in the Pathfinder Society to send aid.

WHERE ON GOLARION?

"Fragments" takes place in and near the town of Ashima in the Successor State of Shokuro on the continent of Tian Xia. For more information about Shokuro and Tian Xia, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, available at bookstores and game stores everywhere, and online at paizo.com.



SUMMARY

A tough but grandmotherly scholar and former revolutionary named Mai Chun tasks the PCs with investigating a nearby ruin for evidence of artifacts or information from Imperial Lung Wa. Locals told her that a “dire bear” guards the ruin; the PCs encounter a smaller bear, but one that guards the ruins with an unusual tenacity. As they defeat the bear, the shade of the estate’s former occupant, General Chiang Zhen, rises from the bear’s body and attempts to shoo the PCs away.

The PCs are free to explore the ruined estate. A short hall contains a magical trap empowered by General Zhen’s spirit. Beyond the hall is the general’s bedroom and study. There, the PCs discover maps and letters that hold the key to rediscovering a lost imperial palace. When the PCs return this information to Mai Chun, she entreats the PCs to help her determine the palace’s location.

GETTING STARTED

The PCs arrive in the town of Ashima to meet their contact, Mai Chun. Read or paraphrase the following to get the adventure underway.

The screen door opens on an unassuming house tucked in the small town of Ashima. Filling the doorway is an elderly woman of regal bearing who wears a lopsided smile. Long white hair meets her waist over colorful robes that would not be out of place in the salons of Tian Xia’s largest cities. The grandmotherly woman speaks with a deep, rich voice.

“What fates and fickle winds bring blooming lilies to our forest island.

With such winds does history ebb and flow.”

Having introduced herself with this couplet, she bows and adds, “Yes, yes you’ll do perfectly. I hope you’re fond of bears.” She grins and steps aside, raising a welcoming arm. “Quickly, come in. And off with your shoes!”

The PCs can attempt a DC 12 Knowledge (history) or Knowledge (nobility) check to recognize Mai Chun’s poetic couplets as a form of communication that highly educated people use in many parts of Tian Xia, particularly in regions like Shokuro that have experienced Minkaian influence. Such couplets are often meant to be complemented with an equally poetic reply, and if a PC invents a witty reply to Mai Chun, she is impressed.

Inside, Mai Chun’s house is delightfully cluttered. Papers and parchments are stacked perilously high, piles of books lean against disorderly shelves, and swords and shields are displayed on every wall. Mai Chun is a writer of some renown in the region; she has chronicled the history she helped forge in a series of articles, books, and even poems about the fall of Lung Wa and the revolution that created Shokuro. Drafts of her own texts clutter her tables. Out of

GM RESOURCES

“Fragments” uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Ultimate Equipment*, and the *Pathfinder Player Companion: Animal Archive*. This adventure assumes that the GM has access to the *Core Rulebook*, the *Bestiary*, and *Ultimate Equipment*. All rules are provided in the adventure or are available in the free online Pathfinder Reference Document at paizo.com/prd.

place amid the chaos is an orderly circle of concentrically arranged cushions around a chalkboard. Mai Chun has converted this part of her home into a classroom. For her, securing Shokuro’s future includes passing her talents on to the next generation.

Mai Chun invites the PCs to sit in her “classroom” and explains that she’d like them to enter the nearby Li Sho forest and explore a ruined estate. She believes that it was an old estate for military officers during the days of Imperial Lung Wa. She hopes it contains relics or information about Lung Wa that Shokuro can use to enhance its reputation among the Successor States. Although the forest is dense, Mai Chun provides specific directions to the ruined estate.

Below are Mai Chun’s answers to a few possible questions.

What danger can we expect to find? “The villagers I initially sent to scout the estate report seeing a dire bear prowling the courtyard. They fled, which is exactly what I would’ve wanted them to do. Who would make the harvest festival stew if Wu got his head bitten off? No one, that’s who. You lot, though? You look like you can handle a big bear if you had to.”

What relics are we looking for? “Sadly I can’t give specifics, as I don’t know exactly what’s there. Shizuru curse any looters that may have already gotten to it. But, if anything remains, I’m looking specifically for documents. Maps, letters, scrolls, things of that sort. Other than that, any treasure could be significant. If it’s shiny and not bolted down, pick it up. If it is bolted down, I have pliers.”

Why not go yourself? “I have students to teach! I can’t just go prancing about in the woods like I used to.”

When the PCs are ready to leave, Mai Chun sees them off with a poetic benediction.

“Daylight spends like merchant’s coin, but so much slower in old Li Sho.

Where old dreams have died, ours may yet grow.”

LI SHO FOREST

The Li Sho Forest is a surprisingly dense forest that thwarts easy travel. Mai Chun’s directions lead to a narrow path that was once a wide road. The forest has reclaimed most of it, with only a few paving stones peeking up from the

soil. The landmarks that Mai Chun mentioned are easy to spot: corroded lantern poles overgrown with ivy, an empty hunter's shack, and finally an old military watchtower. Climbing the old watchtower is easy, requiring only a successful DC 10 Climb check. The top of the watchtower contains a sturdy waterproof box with a longbow, a quiver with 10 arrows, and an old letter from a child to the soldier who stood guard here decades ago.

The journey from Ashima to the ruined estate in the Li Sho Forest takes about 6 hours.

A. THE RUINED ESTATE

The last owner of the estate was General Chiang Zhen, a stern man who was well connected with members of the Lung Wa household. General Zhen died at the estate, but his irascible spirit did not rest easily. Fragments of the general's spirit remain, retaining only a desire to protect the building and no memory of life or happiness. The PCs likely encounter the general's shade when exploring the manor, but it cannot directly affect them other than to wave them angrily away from the estate (with the exception of the trap in area A3). When the PCs reach the ruined estate, read or paraphrase the following.

Gaps in the forest canopy allow shafts of light to fall on the ruins of a once-opulent manor. The manor's facade is covered in leafy vines, and the once-neatly manicured shrubberies of the courtyard now wildly overspill their bounds. An acrid stench assaults the senses as corpses of humanoids and beasts alike litter the grounds.

A1. Estate Grounds (CR 2 or CR 5)

The grounds of the ruined estate contain a few crumbled statues, overgrown hedges, and an empty pool that is now little more than a pit filled with decades of leaves, sticks, and mud. Bones litter the grounds, evidence of the past meals of the estate's only living occupant.

Creature: General Zhen's spirit possessed a bear that wandered too close to the ruin many years ago. Although the general's spirit cannot exercise any

true control over the bear, it has made the bear viciously territorial. The bear lurks in the overgrowth near the front doors of the estate and quickly moves to attack anyone entering the grounds. Although the PCs can see that the bear is not large enough to be the "dire bear" reported by the locals, it is unaccountably agitated and more territorial than most bears.

Subtier 1-2 (CR 2)

POSSESSED BEAR

CR 2

Panda bear (*Pathfinder Player Companion: Animal Archive* 29)

N Medium animal

Init +0; **Senses** low-light vision; Perception +7

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 19 (3d8+6)

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

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+6), 2 claws +5 (1d3+3)

TACTICS

During Combat The bear attacks the opponent that last damaged it.

Morale Driven to a territorial fury by the spirit of General Chiang Zhen, the bear fights until opponents leave the ruined estate or until it is defeated.

STATISTICS

Str 17, **Dex** 10, **Con** 15, **Int** 2, **Wis** 11, **Cha** 14

Base Atk +2; **CMB** +5; **CMD** 15 (19 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Climb +11, Perception +7, Survival +1;

Racial Modifiers +4 Climb

SQ powerful bite

SPECIAL ABILITIES

Powerful Bite (Ex) A panda bear applies twice its Strength bonus to bite damage.

Subtier 4-5 (CR 5)

POSSESSED BEAR

CR 5

Advanced grizzly bear (*Pathfinder RPG Bestiary* 294, 31)

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +6

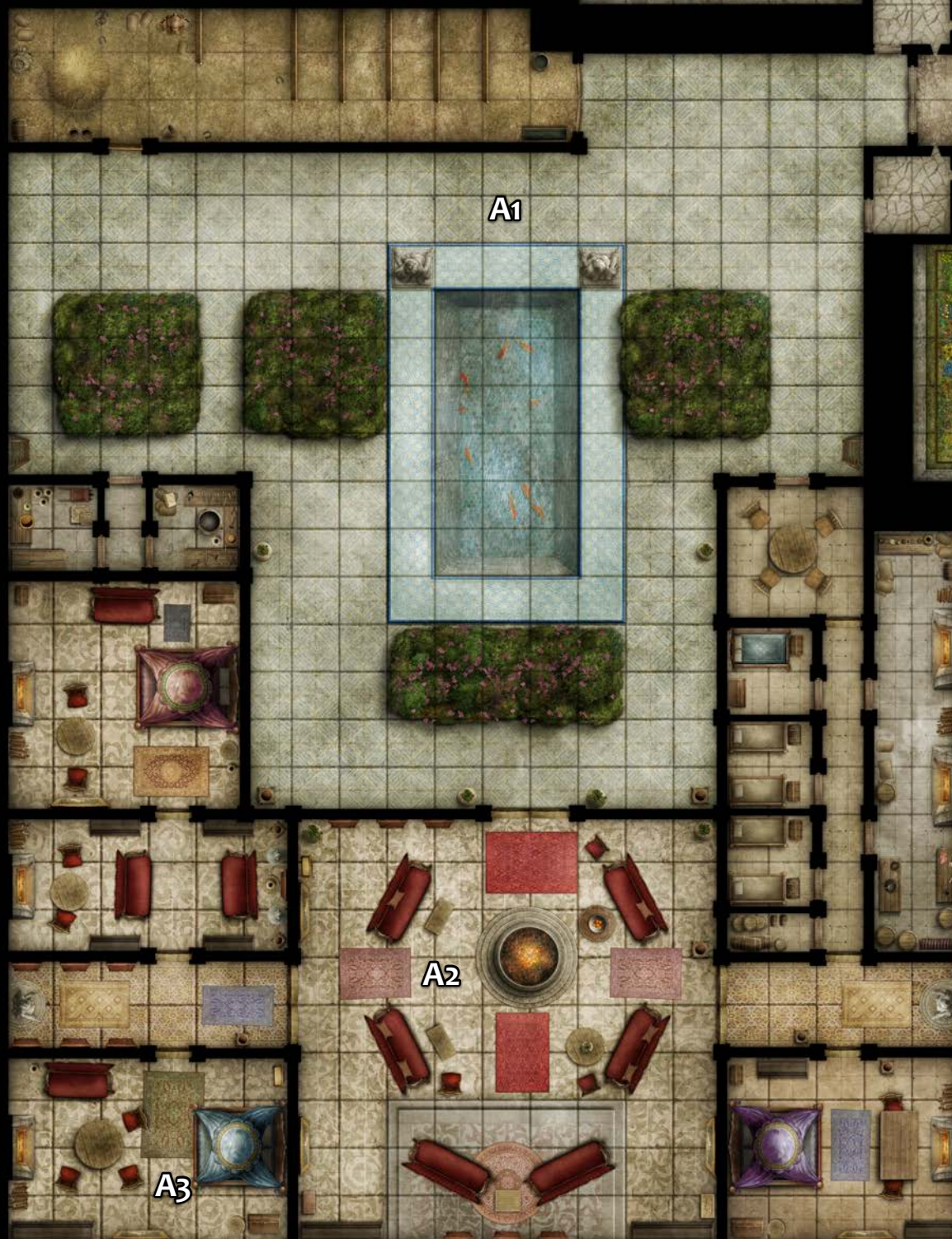
DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)



Mai Chun

A. The Ruined Estate



1 square = 5 feet

Pathfinder Flip-Mat: Noble Estate

SCALING ENCOUNTER A1

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

All Subtiers: The bear is resisting General Zhen's spiritual control; treat the bear as sickened throughout this encounter.

hp 52 (5d8+30)

Fort +10, **Ref** +7, **Will** +4

OFFENSE

Speed 40 ft.

Melee 2 claws +9 (1d6+7 plus grab), bite +9 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat The bear attacks the opponent that last damaged it.

Morale Driven to a territorial fury by the spirit of General Chiang Zhen, the bear fights until opponents leave the ruined estate or until it is defeated.

STATISTICS

Str 25, **Dex** 17, **Con** 23, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 24 (28 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +8, Survival +7, Swim +16; **Racial Modifiers** +4 Swim

Development Once the PCs defeat the bear, a ghostly figure rises from its form. The figure is a scowling Tian-Shu man wearing ceremonial armor and holding a long-bladed sword. This remnant of General Chiang Zhen gestures with his sword at the PCs, waving them away, before dissipating.

Estate Interior

Much of the estate's interior is simply a malodorous ruin bearing the hallmarks of having been a bear's den for years. The rooms are scattered with shattered porcelain, ruined furniture, and torn remnants of banners and flags whose meanings have long since been consigned to history.

A PC who succeeds at a DC 12 Survival check notices that the bear has largely avoided the southeastern section of the estate. General Zhen's spirit prevented the bear from venturing too near this portion of the estate.

A2. Hall (CR 2 or CR 5)

A tattered rug adorns the floor of this short, forlorn hall. Pieces of a broken weapon rack lie on the floor in front of a statue of a stern Tian-Shu man wearing ceremonial armor and holding a long-bladed sword above his head. Doors lead out of this hall to the north, west, and south.

Trap: Although General Zhen's spirit is too tenuous to form a genuine haunt, it has empowered the statue here to function as a trap. When a creature touches the southern door, the statue seems to momentarily animate. It snarls, points its sword at the intruder, and releases a gout of fire from its mouth.

Subtier 1-2 (CR 2)

BURNING HANDS TRAP

CR 2

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, Reflex DC 11 half); multiple targets (all targets in a 15-ft. cone in front of the statue)

Subtier 4-5 (CR 5)

FIREBALL TRAP

CR 5

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*fireball*, 6d6 fire damage, Reflex DC 14 half); multiple targets (all targets in a 20-ft.-radius burst)

A3. The General's Room

The solid wooden door to this room is locked, but time and neglect have weakened the door and its lock (hardness 5, hp 20, break DC 20, Disable Device DC 20). When the PCs enter the room, read or paraphrase the following.

In stark contrast to the decaying ruin of the rest of the manor, this combination of bedroom and office is almost pristine save for a thick layer of dust. One wall contains shelves bearing books and scrolls, and another wall is covered with an enormous map of central Tian Xia. On the desk lay several sheets of thick paper, their script indecipherable under ages of dust.

The books on the shelves are military treatises and the scrolls are military orders detailing troop movements in the dying days of Lung Wa. These would certainly be of historical interest to Mai Chun and weigh 200 pounds in total.

The giant map of the region that became Shokuro is highly detailed. Someone with a steady hand carefully marked several remote locations in various mountain ranges. The border of the map is an intricate depiction of the Dragon Empires zodiac. The PCs can remove the map from the wall, although it is delicate and tears easily. Even if the PCs tear the map, they do not lose any important information.

The papers on the desk are the most significant items here. They are a series of one-sided correspondences in Tien from an adjutant of the last Lung Wa emperor to General Chiang

Zhen. The adjutant thanks General Zhen for his visit to a recent military summit at a place called the Summer Palace. With a successful DC 15 Knowledge (history) or Knowledge (nobility) check, a PC can identify the Summer Palace as a near-legendary palace believed to have been lost when the empire fell. Though these letters are putatively written on behalf of the emperor, their tone is familiar, even intimate, and hints at a close relationship between the adjutant and the general. Details about the sunsets viewed between mountain peaks and constellations seen from the Summer Palace provide hints as to the lost Summer Palace's location.

Treasure: The fine calligraphy set on the desk is worth 100 gp. The PCs can also find gold ring worth 300 gp and 50 gp in loose coins in the desk drawers. Leaning against the desk is General Zhen's masterwork naginata (*Pathfinder RPG Ultimate Equipment* 19). This weapon is a +1 naginata in Subtier 4–5.

CONCLUSION

If the PCs return to Ashima with the books, map, and letters, Mai Chun is overjoyed. She bids the party to stay while she goes over the adjutant's letters, and her eyes go wide with realization. She unrolls the large map across her table and traces the identified sites. Mai Chun explains that the location of the Summer Palace has been lost since the fall of Imperial Lung Wa; the treasures it contains are unknown but likely significant. Although the materials that the PCs recovered from the estate aren't sufficient to pinpoint the Summer Palace's location, Mai Chun believes they are a good start. Tapping her fingernail on the map, she muses,

"The moon, with joy enough to tear the heavens,
Sinks to the horizon, and suddenly,
The Spring has grown old."

Mai Chun asks the PCs to help her find the Summer Palace. She grins widely and asks, "Who wants to make history?"



INKSTAINS

By Sarah E. Hood

While Lingshen's armies and warriors fight for honor, its bureaucrats and poets uphold the traditions of Lung Wa and defend Lingshen's claim as spiritual inheritor of the fallen empire. The calligraphy schools known as The Nine Inkwells educate the kingdom's noble-born children and serve as a training ground in art and intrigue.

The greatest of these calligraphy schools is the School of Affinities. This facility houses a small number of the highest-ranked students, their personal bodyguards, and their teachers. The school's location within the capital of Xiwu places the heirs of the highest-ranking nobles under King Huang's protection and ensures that he has hostages should rebellion rise within the heirs' home regions.

The School of Affinities holds many of the artistic treasures of Lingshen, including a map dating back to the days of Imperial Lung Wa. Mai Chun believes this unique map—incredibly detailed and painted onto distinctive orange silk—holds the key to unlocking the clues the PCs have gathered. The armies of Lingshen brought the map to the capital as war spoils after the annexation of Shokuro. Even after Shokuro's rebellion, the map remains with the school. Mai Chun wants

WHERE ON GOLARION?

"Inkstains" takes place in Xiwu, the fortified capital city of Lingshen, a powerful Successor State in Tian Xia which values the arts of the sword and the ink brush in nearly equal measures. For more information about Lingshen, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, available at bookstores and game stores everywhere, and online at paizo.com.



it back, and she emphasizes that the map is effectively stolen property that belongs back in Shokuro.

SUMMARY

On arriving in Xiwu, the PCs find the School of Affinities is open to visitors during the day. A student named Jianghong and his bodyguard Zheng provide them with a tour. The PCs see most of the public areas of the school and identify the location of the map they seek. Although the school is too busy during the day for their theft, the PCs can plan a nighttime approach. During the attempt, the PCs find that another thief has already stolen the map, and they must chase him down and acquire the map without alerting the school's guards.

GETTING STARTED

The PCs receive their instructions from Mai Chun in the form of a brief letter, represented in **Player Handout: Inkstains** on page 32. Present this to the players and give them time to familiarize themselves with their mission.

The PCs arrive in Xiwu without difficulty and easily locate the School of Affinities. Read or paraphrase the following.

The School of Affinities stands on the southern side of Xiwu, overlooking the Golden River. The school is a compound of several freestanding buildings surrounded by a stone wall. A small fountain bubbles in the space between buildings.

The sliding walls of most buildings are open, allowing light to reach rows of students kneeling at their desks. Teachers walk between the desks, occasionally pausing to check work before continuing with their calligraphy lessons.

If a PC succeeds at a DC 10 Knowledge (nobility) check, she realizes that these students are all from noble families, and that for each student, there is at least one armed bodyguard standing nearby. In addition to the bodyguards, the school employs several guards who patrol the grounds, keeping an eye out for trouble. These guards wear blue and black sashes.

All Subtiers

SCHOOL GUARDS

CR 1

Guard (*Pathfinder RPG NPC Codex* 267; see page 33)

hp 22 each

TACTICS

During Combat These guards prefer to warn away wrongdoers rather than fight. They do not attack except to prevent damage to the school or the students.

Morale A guard reduced to fewer than 10 hit points retreats and comes back later with reinforcements.

TAKING THE TOUR

Before the PCs can look around the school, a young scholar in yellow robes named Jianghong approaches and greets

GM RESOURCES

"Inkstains" uses the *Pathfinder RPG Core Rulebook* and the *Pathfinder RPG NPC Codex*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *NPC Codex* are printed in the **Appendix** for the GM's convenience.

them warmly. Jianghong is an energetic young man with a wicked sense of humor and an easy smile. He tends to be sloppy and lazy, but he enjoys speaking with strangers. A scarred bodyguard named Zheng stays near Jianghong at all times. Zheng is Jianghong's opposite in many ways: he is dour, tough, and prone to provide one-word answers, if he answers questions at all. Zheng has served as Jianghong's bodyguard for nearly two years. Jianghong and Zheng are both Tian-Shu; Jianghong is in his late teens and Zheng in his early thirties.

Once the PCs introduce themselves, Jianghong explains that he is on "door duty" and offers a tour of the school. Apart from his obligation to provide tours—a punishment for a previous infraction—Jianghong uses the tour to make a final review of the school grounds. Despite his laid-back demeanor, he harbors ambitions of greatness for himself and his family; he intends to steal a few relics from the school offices after the school closes in order to bolster his family's flagging fortunes.

During the tour, Zheng prefers to remain silent, although a PC can pry a few responses from the recalcitrant bodyguard with a successful DC 15 Diplomacy check. Zheng offers that his ward is a second son of a reputable family, and that he is difficult to keep an eye on when he sets his mind to causing trouble. Despite his gruff demeanor, Zheng likes Jianghong and doesn't want the boy to come to any harm.

B. THE SCHOOL OF AFFINITIES

During Jianghong's tour, he explains the buildings in the central area of the School of Affinities. Surrounding these buildings are other classrooms, dormitories, and supply buildings (these are not depicted on the map). Surrounding the entire school is a stone wall with three gates.

Jianghong mentions that, during the day, the gates are open and the school guards patrol the grounds. At night, the gates are closed and the guards stand upon the walls, watching the surrounding city for trouble.

The following locations are the most significant during the tour, and Jianghong shows them to the PCs in this order.

B1. Fountain: A large fountain stands in the center of the school on a raised dais. The fountain consists of several pools that represent elaborate inkstones.

B. The School of Affinities



1 square = 5 feet

Pathfinder Flip-Mat Classic: Village Square

B2. Grounds: The grounds consist of several gravel paths and well-tended hedges. These hedges are thick and about 4 feet high. The PCs might use these hedges as cover when they skulk around the school at night.

B3. Groundskeeper's Hut: This small hut is the home of the school's groundskeeper, but the groundskeeper is away visiting relatives.

B4. Guesthouse: This large guesthouse contains a dining room and three private rooms. It is reserved for guests of the school, such as prospective students or visiting merchants, although it is currently unoccupied.

B5. Classrooms: These classroom buildings are filled with teachers, students, and bodyguards throughout the day, with their sliding paper walls open to admit light. At night, these buildings are shut, but not locked.

B6. Main Hall and Offices: This two-story building has a high hall on the ground floor and teacher's offices on the upper floor, accessed by a narrow stairway at the rear of the hall. The hall contains several treasures on display, including weapons and examples of exquisite calligraphy. One of these pieces is an ornate map on orange silk, which appears to be the map the PCs are seeking. Unlike many of the other art objects, the map is not secured behind glass and may be sketched, but not handled, by visitors. However, the map on display is only a copy. A PC who succeeds at a DC 12 Appraise, Craft (calligraphy), or Perception check identifies that the silk is not particularly old and the brushwork is a modern style.

Two guards stand at attention in the hall, and other guards can easily see into the building as they patrol the grounds. The guards ensure that no one handles the art or ascends to the second floor of the building. They are polite but firm in insisting that visitors obey the rules.

Stealing the map in broad daylight under the watchful gaze of the guards is particularly difficult; the PCs should instead recall Jianghong's mention that the guards are not present on the grounds at night, and realize that night will provide a better opportunity to acquire the map.

After the tour, Jianghong offers to introduce the party to anyone else they wish to meet, such as teachers or guards. Jianghong and Zheng do not leave the PCs unescorted during the tour. At the end of the tour, they lead the PCs back to one of the gates, or to the guesthouse if the PCs have secured lodgings there (see the section Getting the Map to the right).



Questioning Jianghong

During the tour, Jianghong chats amiably with the PCs. Below are a few possible questions and Jianghong's answers.

What do the students learn here? "Calligraphy, poetry, and politics: Lingshen's most prized skills."

Who stays in the guesthouse? "Merchants offering ink, silk, or paper. Mostly boring people, to be honest. The occasional student or personal guest of the school, sometimes, if the teachers permit it. I don't believe anyone's staying there now."

Why are you on door duty? "Visitors are always welcome, and I like meeting new people." If pressed, he admits with a small grin, "The head of the school may have thought it suitable punishment for a small, minor, hardly significant incident with a firecracker in the fountain. It's not like anyone got hurt."

Does the school keep any art on display? "Of course, in the hall. Weapons, too. We'll end our tour there. Many of the pieces are valuable, but none are very interesting."

Is there a map in the art collection? "There are a lot of pieces on display in the hall. Most of them are the master work of previous heads of the school, but there are some from other places also."

What do you know about this map on orange silk? Whether or not the PCs have identified the map in the hall as a copy, Jianghong offers: "That's good, but it's not as good as the original. The teachers sometimes copy the art on display here as practice, as with this map. I presume the original would be in an office upstairs."

GETTING THE MAP

There are many ways the PCs might go about acquiring the map. This is a very open-ended, skill-heavy encounter. Allow the PCs to plan how best to acquire the map, although considering the tight time constraints of a quest, you should provide hints as necessary to keep things moving. Use the examples below to guide the PCs' attempts.

Bargaining

The PCs might attempt to legitimately acquire the map, such as offering to pay for it outright. Any guards the PCs ask snort derisively and refer the PCs to the nearest teacher; the teachers insist that the art in the school's collection is simply not for sale.

The Guesthouse

The PCs might seek accommodations at the guesthouse for the evening, to more easily acquire the map after dark. Any

teacher can approve guests at the guesthouse. Convincing a teacher to allow the PCs to stay at the guesthouse requires a successful DC 18 Bluff or Diplomacy check (DC 22 in Subtier 4–5). If a PC succeeds at a DC 10 Craft (calligraphy), Profession (artist), or Knowledge (nobility) check, give a +5 circumstance bonus on the Bluff or Diplomacy check. You might also provide a circumstance bonus on the Bluff check if a PC provides a sample of silk, ink, or paper to convince the teacher that they are merchants with wares to sell the school. If the PCs fail this check, they are escorted out of the school grounds.

Stealth

The PCs might rely on stealth in order to enter the school at night, or to find a place to remain hidden until nightfall (such as in the empty groundskeeper's hut or the guest house). In either case, a successful DC 14 Stealth check (DC 18 in Subtier 4–5) is necessary to avoid detection; creating a distraction with a successful DC 10 Bluff check or other relevant skill grants a +5 circumstance bonus on Stealth checks. If the PCs are outside the school and trying to get in, they either need to climb the rough wall around the school (Climb DC 15) or bypass the locked gates (hardness 10, hp 60, break DC 25, Disable Device DC 25). The guards challenge PCs that are spotted, demanding that they leave the school and fighting only if the PCs do not comply.

Exploring the Offices

Once the PCs are within the school, the thick hedges provide ample cover, and they do not need to attempt further Stealth checks so long as they take reasonable precautions to be quiet. The main hall is not locked, and no guards are posted in the building at night. The PCs can therefore reach the second floor, which contains six offices. Five of the office doors are unlocked and contain little of interest to anyone other than a teacher; the sixth office door is closed and locked (hardness 5, hp 15, break DC 18, Disable Device DC 20). When the PCs enter this office, read or paraphrase the following.

The inside of this office is cluttered with calligraphy samples, brushes, and inkstones across every flat surface except a low table in the center of the room. The window on the other side of the room is open, and a shadow moves across the sill with a flutter of orange silk.

When the PCs arrive in the office, Jianghong has just stolen the map and a few other valuable trinkets and is making his escape; spotting Jianghong triggers Chasing Jianghong, below.

The PCs might instead focus on acquiring the map in the hall, particularly if they haven't realized that it is only a copy. If so, they can easily recover it. When they

exit the hall, Jianghong drops to the ground nearby after climbing out of the office window, clutching another map on orange silk. He bolts across the grounds, which also triggers the chase.

Chasing Jianghong

Jianghong wants to escape the school grounds with the map and trinkets stolen from the offices, but he also wants to avoid detection by the guards as much as possible. He therefore darts around and through the buildings in the center of the school. Jianghong gave his loyal bodyguard Zheng the slip a short while ago, but Zheng discovered Jianghong's absence and is now searching the grounds for him. Zheng serves as a wild card in the chase, and the PCs can either try to remain hidden from Zheng—just as Jianghong is trying to do—or attempt to get Zheng's help to corner Jianghong.

Instead of resolving this chase using the chase rules or as a combat, the PCs have 3 rounds in which to succeed at a number of skill checks equal to twice the number of PCs. Each skill check represents one round of action, and a PC cannot use the same skill more than twice. So long as a player can explain how he might use a skill to close in on Jianghong, it's a valid option. Examples include using Acrobatics to leap a hedge, Climb to scale a wall, Intimidate to convince Jianghong to stop, or Stealth to sneak up on Jianghong or avoid Zheng. The DC for the skill checks is 14 (DC 18 in Subtier 4–5), though the GM can award up to a +3 circumstance bonus on a check if the player uses a skill in a particularly clever or effective way. If a PC uses a spell in a clever way, it counts as a success without requiring a skill check. Jianghong is a noncombatant. If statistics for Zheng are necessary, use the Guard statistics from the Prophecy section of the **Appendix** (pages 34–35), or the Grizzled Mercenary statistics for Subtier 4–5. Zheng only enters combat if the PCs prove themselves to be a notable threat to Jianghong's safety.

Success: If the PCs succeed at the necessary checks or otherwise catch Jianghong, they can negotiate with him. Jianghong gives the PCs the map and unspecified promises of future favors if they keep quiet about the theft. He's unwilling to give up (or even mention) the other trinkets he stole, as he hopes to use them to bolster his family's failing fortunes. Once the PCs have the map, all they need to do is lie low and make their way quietly out of the school during the night, or even when the school is open the next day. If the PCs take this option, Jianghong remembers them favorably; mark the Inkstains Influence box on the PCs' Chronicle sheets.

Failure: If the PCs fail the necessary checks, Zheng catches Jianghong before the PCs do. Zheng is more interested in getting Jianghong out of trouble, and he offers the stolen map to the PCs if they keep quiet about the theft (he believes this also deflects blame for the theft

to the PCs from Jianghong, although he doesn't say so). The PCs need only lie low and escape quietly with the map.

Involving the Guards: If the PCs insist on turning Jianghong over to the guards, the guards are grateful that the PCs have stopped the theft and overlook their presence in the school at night. The guards do not allow the PCs to keep the original map, but, if asked, they give the PCs the copy of the map as a reward. They then escort the PCs off of school grounds.

CONCLUSION

Mai Chun is particularly pleased if the PCs have recovered the actual map, as she considers it returned to its rightful country at last. If the PCs return with only the copy of the map, or even with merely a description of the map, Mai Chun grumbles a bit about having to “make do with what we have at hand,” but she assures the PCs that what they have recovered is sufficient to continue her research into the location of the Summer Palace.



CONSTELLATION

By Christopher Rowe

The nation of Po Li includes the former capital of Imperial Lung Wa, and most of its citizens dream of the return of the empire. The oracular bureaucracy ruling from the capital of Changdo allows only one form of worship: the monotheistic veneration of the Eternal Emperor, a figure absent since the fall of Lung Wa but much sought after by the governing Oracular Council. Many minor functionaries in Po Li are oracles, or at least pretend to have inscrutable wisdom for their own political advancement. One such functionary is Yue Xin, who hopes to catapult his faltering career by recovering information from shattered Lung Wa.

SUMMARY

The bureaucrat Yue Xin meets the PCs outside the gates of Changdo and shows them some records he has uncovered. He directs them to a ruined imperial communications station a half-day's walk from the city, mentioning the place's haunted reputation but providing few other details.

Soldiers obstruct the PCs' investigations by day, but under the cover of night, the PCs can explore the ruined communications station and learn, if they have not done so

WHERE ON GOLARION?

"Constellation" takes place outside the city of Changdo in the Successor State of Po Li on the continent of Tian Xia. For more information about Po Li, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, available at bookstores and game stores everywhere, and online at paizo.com.



already, that it was used for the launching of signal fireworks in the days of Imperial Lung Wa. Uncovering a hidden cache of fireworks, the PCs must fire off the correct pair of rockets to produce “words writ in green fire.” The fireworks release several elementals magically imprisoned inside the rockets.

Upon overcoming these creatures, the PCs discover that Yue Xin is waiting outside the ruins. He makes a few oblique comments about the message written in the fireworks and attempts to obtain additional information from the PCs. Whether or not he succeeds, he brusquely excuses the PCs to continue their quest.

GETTING STARTED

The PCs receive their instructions from Mai Chun in the form of a brief letter, represented in **Player Handout: Constellation** on page 32. Present this to the players and give them time to familiarize themselves with their mission.

The PCs reach Changdo without incident, enjoying the safety of the heavily patrolled roads of Po Li. As they approach the city, they take in the extraordinary sight of the Eternal Emperor, a colossal statue that has been under construction for over 3 centuries. In its shadow, outside the city walls, they find the oracle and bureaucrat Yue Xin.

A busy trading yard just outside the city gates is populated by all manner of people from across Tian Xia. To one side of the yard stands a well encircled by a low stone wall. A young Tian-Shu man wearing a broad straw hat stands beside the well, the line of his bamboo fishing pole disappearing into its depths.

Once the PCs make themselves known to Yue Xin, he gives the pole a brief, quizzical glance and unceremoniously dumps it down the well.

The clattering echoes of the falling pole are just audible above the sounds of the trading yard. The young man with the round hat approaches, hands outspread.

Yue Xin greets the PCs in Tien, musing, “To fish where there are no fish is to know wisdom.” If no PC responds in Tien, Yue Xin switches to Common, repeating his greeting.

This essentially meaningless aphorism is characteristic of Yue Xin’s conversational style. In an effort to appear wise and mysterious, the oracle peppers his speech with obtuse sayings such as “Cranes fly on the north wind, but the swallow knows autumn approaches,” and “The ruler who listens more closely to his fool than to his councilors knows only foolish counsel,” and “When sword maidens dance, steel sings.” GMs can use these or similar phrases of their own devising as appropriate in voicing Yue Xin. Although quick-witted PCs might reply to these aphorisms as they would to Mai Chun’s poetic couplets (see “Fragments” on page 5), providing such a response to Yue Xin evokes only a stern glare from the bureaucrat.

GM RESOURCES

“Constellation” uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Advanced Player’s Guide*, and *Pathfinder RPG Ultimate Equipment*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* are printed in the **Appendix** for the GM’s convenience.

However the PCs respond to his greeting, Yue Xin nods absently and removes a bundle of poorly-preserved papers from his satchel and hands them to the PC he perceives to be the most scholarly. The pages are crowded with Tien characters, and Yue Xin elaborately gestures at one section outlined in red ink, saying, “You see here why Mai Chun was so interested in my find.”

A PC who understands Tien and examines the page only has time to glean something about “words written in fire” before Yue Xin snatches the papers back. A PC who does not read Tien must succeed at a DC 30 Linguistics check to read the passage (keep in mind that such a check and the follow-up Wisdom check should be rolled in secret by the GM, as outlined in the Linguistics skill description). If no character can interpret the passage, the oracle sighs elaborately and says, “If you cannot read words writ in black ink, how will you read words writ in green fire?” Shaking his head, he reaches into one of his voluminous sleeves and draws forth a red-lacquered wand of *comprehend languages* with 6 charges remaining. Yue Xin only provides the wand if the PCs have demonstrated ignorance of the Tien language. The PCs gain access to the wand on their Chronicle sheets even if they speak Tien. If none of the PCs can use the wand or speak Tien, Yue Xin instead casts *share language*^{APG} from a scroll on one of the PCs, allowing the target to read, speak, and understand Tien for the remainder of the quest.

Whether he provides translation assistance to the PCs or not, the oracle continues to speak to the PCs.

“When Imperial Lung Wa controlled these lands, quick and accurate communication was of paramount concern to the Eternal Emperor and his servants. Relay stations formed a network covering much of the continent, speedily carrying imperial dictates to the farthest corners of the realm. In these dark days, those relay stations have fallen into ruin.

“But into darkness comes light, as into memory comes charitable action. My researches indicate that some of the messages that passed through these redoubts were secretly recorded. A clue to the location of the palace Mai Chun seeks is certainly to be found in a ruined communications station just half a day’s walk to the west, down that road and left at the first crossroads you reach.

SCALING ENCOUNTER C1

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

Subtier 1-2: The fire elementals suffer from the fatigued condition due to their long magical imprisonment in the fireworks.

Subtier 4-5: Remove the 2 Small fire elementals from the encounter.

Directions to the palace are said to be 'writ in letters of green fire.' Surely heroes of your mettle will have no trouble traveling to the ruin, avoiding the soldiers who guard it by day, exploring it by night, and overcoming the ghosts said to haunt it. The restless dead offer no threat to he who sparks the tinder."

Yue Xin provides more detailed directions to the ruined communications station if required, but otherwise waves the PCs away to their task.

Diplomacy or Knowledge (history)

Before they leave for the ruin, the PCs may wish to see if they recall any helpful information about Imperial Lung Wa or its communications protocols with a Knowledge (history) check. A PC can also use Diplomacy to gather information in Changdo on these topics, but a PC that does not speak Tien takes a -5 penalty on the Diplomacy check. The PCs learn all of the information with a DC less than or equal to the results of their check.

15+: Po Li's obsession with the artifacts and practices of Lung Wa extends to jealously guarding any imperial ruins within its borders. Soldiers who guard these ruins are particularly diligent during the day, but known to be somewhat lax by night.

20+: Ruins associated with Lung Wa are frequently said to be haunted, if not literally by undead then by mystically bound guardians of various types, such as creatures from the spirit world or from other planes.

25+: Lung Wa's Bureau of Communications made use of fireworks to send messages over great distances. Trained alchemists at relay stations would read messages outbound from the capital in the night skies, then prepare and fire rockets encoded with the same message so that watchers at the next station could repeat the process.

C. FIRE IN THE SKY

The PCs have no difficulty locating the ruined communications station. If they attempt to approach the

ruins by day, however, one of the numerous, heavily armed patrols of Po Li soldiers who maintain a watchful eye over the area spots them. The soldiers are posted here in groups of six to keep trespassers out of the ruins. If statistics for the soldiers are necessary, use the guard stat block from the "Inkstains" section of the **Appendix** (page 33), but note that the soldiers are not interested in causing harm, only in keeping trespassers away.

If the PCs attempt to bribe or otherwise influence the soldiers (using Diplomacy, Intimidate, or some other means), the DC for any associated skill checks is 25 in Subtier 1-2 and 30 in Subtier 4-5. Use these DCs for any Stealth checks the PCs might attempt in sneaking past these observant soldiers as well.

The simplest option is to wait for nightfall, when the guards withdraw to a permanent camp 2 miles away, trusting the ruin's haunted reputation to keep away any trespassers.

Once the PCs have entered the ruin, read or paraphrase the following. If the PCs have entered the ruins during the day, adjust this description accordingly.

A number of crumbling buildings make up this compound. Lit only by the stars in the cloudless night sky above, the ruins take on an empty, haunted aspect. An eerie silence pervades the ancient buildings—even the wind

has died away to nothing.

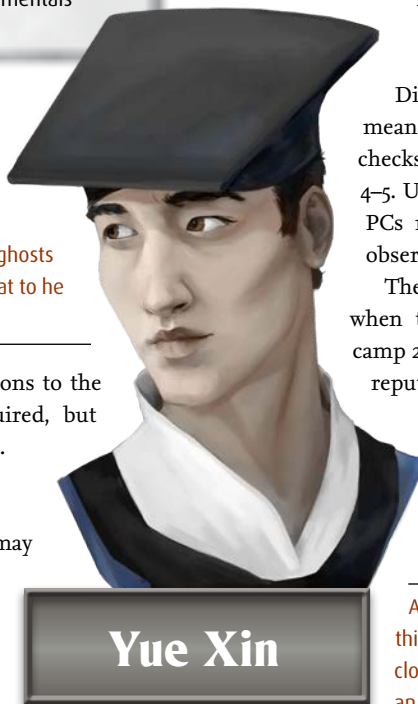
At night, exterior areas in the ruin are dimly lit; building interiors are dark. Despite the ruin's reputation, it is only abandoned and forlorn, not haunted.

C1. Launch Tubes (CR 3 or CR 6)

Just off the central courtyard, a curious stone structure resembling an exterior hearth with narrow, twinned chimneys rises into the sky. These chimneys are far better preserved than the surrounding buildings.

This structure was designed to facilitate the launch of fireworks for communication purposes. Two fireworks can be launched from the twinned chimney simultaneously. A PC can recognize the structure's purpose on sight with a successful DC 12 Intelligence, Knowledge (engineering), or Knowledge (history) check.

Anyone examining the structure identifies cracks that form a regular square in nearby flagstones. This single piece of stone is a lid covering a hidden cache of preserved



C. Fire in the Sky



1 square = 5 feet

Pathfinder Flip-Mat: Lost City

fireworks. The panel is quite heavy, requiring the PCs to succeed at a DC 20 Strength check to move it. The PCs may also chip through the stone; the lid has a hardness of 5 and 20 hit points.

A large space beneath the lid contains a cache of a dozen skyrockets (*Pathfinder RPG Ultimate Equipment* 109), the tubes of which are brightly colored despite their age. There are two each of red, blue, orange, yellow, white, and violet skyrockets. Skyrockets are normally not magical, but *detect magic* cast on these fireworks reveals that all possess a faint abjuration aura, due to the magic that has preserved them for so long. The blue and yellow skyrockets each give off a moderate aura of conjuration magic.

Clever PCs may realize that while no green rockets are present, blue and yellow combine to form the color green. If none of the PCs realizes this or otherwise fails to intuit from the stronger magic auras that the blue and yellow rockets should be fired simultaneously from the paired launch tubes, allow each PC to attempt a DC 15 Intelligence check and provide hints to those PCs who succeed. Lighting the rockets and launching them from the tubes is a simple matter. Once one yellow and one blue skyrocket are simultaneously launched, read or paraphrase the following.

Smoke billows out from the stone tubes and the two rockets roar into the sky, trailing sparks of blue and yellow. At a surprisingly low altitude, they simultaneously explode, blue and yellow flashes combining into sizzling green. The green sparks coalesce and twist in the dark, forming enormous words written in Tien.

Characters that read Tien recognize that the words reference the Dragon Empires Zodiacal symbol of the Dog. The words persist for 3 rounds, so even PCs that do not read Tien have time to cast *comprehend languages* (such as from the wand Yue Xin provided them). Interpreting the words without understanding Tien requires a successful DC 25 Linguistics check.

Creatures: At the end of the third round, the fiery words break apart and settle to the ground 1 round later. As they do so, some of the individual characters unexpectedly retain their form. Upon coming to rest on the nearby flagstones, the burning green characters roar and charge the PCs. The “green characters” are fire elementals that have long been magically bound inside the skyrockets. There are two elementals in Subtier 1–2 and four in Subtier 4–5. In both subtiers, the elementals are glad to be free, but assume the PCs are their captors and attack immediately.

Subtier 1–2 (CR 3)

SMALL FIRE ELEMENTALS (2)

CR 1

hp 11 each (*Pathfinder RPG Bestiary* 124, see page 33)

TACTICS

During Combat Each fire elemental charges a different opponent, moving to the next target only once its current opponent is down or on fire.

Morale Maddened by their many years imprisoned within the skyrockets, the fire elementals fight to the death.

Subtier 4–5 (CR 6)

SMALL FIRE ELEMENTALS (2)

CR 1

hp 11 each (*Pathfinder RPG Bestiary* 124, see page 33)

TACTICS

Use the tactics for the small fire elementals from Subtier 1–2.

MEDIUM FIRE ELEMENTALS (2)

CR 3

hp 30 each (*Pathfinder RPG Bestiary* 124, see page 33)

TACTICS

During Combat The medium elementals gang up on the same target, flanking it if possible. They move on to a new target only once their current opponent is down.

Morale Maddened by their many years imprisoned within the skyrockets, the fire elementals fight to the death.

CONCLUSION

As soon as the PCs leave the ruins with the information from the green characters in the sky, they spot the familiar figure of Yue Xin camped just outside the station, seated on a folding camp stool and peering through a tripod mounted telescope pointed at the night sky.

Gesturing upward, Yue Xin says, “So the letters of green fire invoke the sign of the Dog, eh? Dogs may be vicious gluttons or friendly allies, and the wise know to be cautious until a cur’s true nature is revealed. But tell me, what does the Dog have to do with the lost palace?”

If the PCs have already retrieved the clues from Lingshen and Quain, they might have some information to share with Yue Xin if they so choose.

If the PCs share information they have gained from the Inkstains or Teahouse quests, or if they freely share the information that Mai Chun presented to them in the Fragments quest, Yue Xin thanks them with a conspiratorial twinkle in his eye. Mark the Constellation Influence box on the PCs’ Chronicle sheets.

If the PCs do not share any information with Yue Xin, he rolls his eyes and says, “Ignorance and choke-vines strangle the unwary.”

In either case, he packs his chair and telescope quickly, asks for the return of any unused magic items he provided to the PCs, and returns to Changdo. The PCs are free to either return to Mai Chun or to seek out other clues, at their discretion.



TEAHOUSE

By Jason Owen Black

Quain is a nation of heroes and the home of hundreds of martial arts masters. Some of these masters are highly respected and lead renowned schools, while others struggle to perfect and promote their style. Jiang Fei is the latter sort of master, having developed her own fighting style that hasn't yet caught on. Jiang Fei might have been destined for mediocrity and obscurity, but she happens to be the custodian of an item of great interest to Mai Chun.

This item in question is the Jade Ogre Comb, a beautiful comb carved with a depiction of the summer palace of Imperial Lung Wa and nearby landmarks, including the distinctive Ogre Rock. When Lung Wa fell and the summer palace was abandoned, Jiang Fei's ancestor took it with her for safekeeping. Since then, the family has kept the comb. Despite bad luck and financial misfortune over the last century, the family has never been tempted to sell it. Not only does Jiang Fei intend to keep the comb safe, she also feels that the comb can help change her family's luck by inspiring a vigorous new fighting style. She has agreed to show Mai Chun's agents her heirloom, provided they help her demonstrate her school's potential.

WHERE ON GOLARION?

"Teahouse" takes place in the city of Lanming in the Successor State of Quain on the continent of Tian Xia. For more information about Quain, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, available at bookstores and game stores everywhere, and online at paizo.com.



GM RESOURCES

"Teahouse" uses the *Pathfinder RPG Core Rulebook* and the *Pathfinder RPG NPC Codex*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *NPC Codex* are printed in the **Appendix** for the GM's convenience.

SUMMARY

The PCs arrive in Lanming seeking the martial arts master Jiang Fei. They find Jiang Fei living in a small apartment in one of the poorer neighborhoods of the city, where she is trying to establish her fighting school. Jiang Fei offers to show the PCs her family's heirloom—the Jade Ogre Comb, although she does not reveal that the heirloom is her hair-comb right away—in exchange for a favor: she wants to train the PCs in the rudiments of her fighting style and have them demonstrate it against another school's students in a local teahouse. After a day of training, the PCs head to the teahouse and pick a fight with some bullies from another school. After this confrontation, Fei shows the PCs the Jade Ogre Comb and allows them to copy its depiction of the summer palace and local landmarks to help locate it.



Jiang Fei

GETTING STARTED

The PCs receive their instructions from Mai Chun in the form of a brief letter, represented in **Player Handout: Teahouse** on page 32. Present this to the players and give them time to familiarize themselves with their mission.

The PCs arrive in Lanming without difficulty and seek out their contact, Jiang Fei. Locals asked about the School of the Jade Ogre initially look quizzical, then reply, "Oh, the Dumpling House!" and provide directions to a small shop in a slow, shabby section of Lanming. When the PCs arrive, read or paraphrase the following.

The shouts of merchants hawking wares and students practicing their forms are quieter in this part of the city, but the streets still bustle with activity. Rows of old and run-down dwellings line the streets. One small apartment has been converted into a food stall, where a handsome woman with dark hair chats with a few customers. The sign above the shop reads "Jiang Fei's Dumpling House and School of the Jade Ogre Style."

Jiang Fei is a Tian-Shu woman on the young side of middle age, with bright eyes and a demure smile. She keeps

her long black hair up with a beautiful jade comb and wears the simple garb of a martial artist. Once the PCs introduce themselves, Jiang Fei closes up shop and welcomes them into her home so they can discuss the favor she seeks. She tells the PCs about the Scorpion School, whose students are known as bullies and braggarts, and her hope to have the PCs best them in a fight the next day. Jiang Fei plans to teach the PCs the basics of her Jade Ogre style in a park behind her apartment, then have them get in a fight at a local teahouse. Beating the Scorpion School students should garner her school some positive attention. After the teahouse fight, Jiang Fei shows the PCs the information that she promised Mai Chun. If asked about the name of her style, she says it is named after a family heirloom, but declines to show the heirloom to the PCs until after the fight.

FOUR PRINCIPAL MOTIONS OF THE JADE OGRE STYLE

Because she only has a day in which to train the PCs, Jiang Fei focuses on teaching them the four principal motions which form the basis of her Jade Ogre Style. Jiang Fei believes that the principal motions should be sufficient for the PCs to show off the style in their fight the next day. After their training, for the duration of this quest only, the PCs can use each of the motions as an attack action. The Jade Ogre style does not use weapons, and so the motions must

be used unarmed, but thanks to Jiang Fei's training, these attacks do not provoke attacks of opportunity. Each of these motions deals 1d6 points of bludgeoning damage plus the attacker's Strength modifier, and the attacker can choose to deal lethal or nonlethal damage with no penalty for either. If a PC using one of these motions would normally deal more damage with an unarmed strike than the motion deals, the PC deals her normal unarmed strike damage instead. Some of the motions force the target that takes damage from the motion to attempt a saving throw. The save DC for these abilities is always equal to 10 + half the attacker's level + the attacker's Wisdom modifier.

Ogre Scares the Foe: A hard strike with the knee aimed at the lower body. A target damaged by Ogre Scares the Foe must succeed at a Will save or lose any Strength bonus to attack and damage rolls for 1 round.

Ogre Smashes Rock: A straight-line punch designed to rock a foe backward. A target damaged by Ogre Smashes Rock must succeed at a Fortitude save or be pushed back 5 feet.

Ogre Stomps Around: A fast, jabbing kick that distracts a foe. A target damaged by Ogre Stomps Around must succeed at a Reflex save or lose its Dexterity bonus to AC for 1 round.

Ogre Swings the Club: A strong side kick. Apply 1-1/2 times the character's Strength modifier to damage rolls when using Ogre Swings the Club.

D. THE WANG LI FA TEAHOUSE

The morning after their day of training, Jiang Fei offers the PCs a hearty breakfast of dumplings and then leads them to the Wang Li Fa Teahouse. Read or paraphrase the following.

The Wang Li Fa Teahouse is well lit and nicely decorated, with elaborate murals painted on the walls displaying the feats of local heroes. The furniture and serving dishes of the place are somewhat at odds with the decor though, and seem to be of cheap, rough make. The numerous patrons of the teahouse don't seem to mind, and the place bustles with servers moving around and patrons chatting.

The Wang Li Fa Teahouse is quite popular despite its reputation as a hangout for students of the Scorpion School, who are eager for opportunities to prove themselves in combat. The employees and regulars are aware of this tendency, and some are actually there in the hopes of seeing members of that school get into a fight.

D1. Jiang Fei's Table

Jiang Fei leads the PCs to an unoccupied table against the front wall of the teahouse. She points out the rowdy Scorpion School students sitting across the teahouse (at area D2), and instructs the PCs to find a way to pick a fight with them. She warns them against just walking up and throwing punches, as that would be seen as crass. They need to offend the Scorpion School students and goad them into starting a fight. Jiang Fei remains at this corner table to watch the PCs.

D2. Brawl! (CR 3 or CR 6)

Give the PCs a chance to antagonize the Scorpion School students. Just about anything that the PCs do should work, as the Scorpion School students are itching for a fight. If the PCs delay too long, Jiang Fei sends over a pot of extremely weak tea, having the server say that it is a gift from the PCs. Once the Scorpion school students are provoked into starting a fight, read or paraphrase the following.

One of the Scorpion School students jumps up from her table and shouts, "That's it! You are going to regret insulting the Scorpion Style!" Her fellow students follow her lead and leap to their feet, sending teacups and other dishes crashing to the floor.

The Scorpion School students cluster around a small table. Nearby are four servers and nine other patrons (including Jiang Fei), but they all retreat to a safe distance as soon as a fight starts. The servers hide behind the bar or in the kitchen, while the other patrons cheer on the combatants.

SCALING ENCOUNTER D2

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

Subtier 1-2: Remove one Scorpion School student from the encounter.

Subtier 4-5: Replace two Scorpion School students from the encounter.

The furniture in the teahouse is cheap because the proprietor expects it to get broken in fights like this one. Any attack that pushes a creature into a square occupied by a table, bench, or chair breaks that piece of furniture, dealing an additional 1d6 points of nonlethal damage to a pushed creature, and forcing the creature to succeed at a DC 14 Reflex save or fall prone.

Creatures: While the PCs fight the Scorpion School students in the teahouse, an audience of bystanders judges whether the Jade Ogre Style is worthy of respect. This judgement is represented by a score the PCs accumulate during the fight based on their actions. The more points the PCs receive, the more prestige Jiang Fei and her fledgling school receives. The results of the PCs' final score are explained in the Conclusion section on page 25. The PCs earn 1 point each time a PC hits an opponent with one of the principal motions of the Jade Ogre Style, makes an attack that results in the destruction of property, or succeeds at an Acrobatics check during the fight. The PCs lose 1 point if they make an attack with a weapon, make an attack that deals lethal damage, or harm a bystander.

Subtier 1-2 (CR 3)

SCORPION SCHOOL STUDENTS (4) CR 1/2

Careful initiate (*Pathfinder RPG NPC Codex 96*, see page 33)

hp 9 each

TACTICS

During Combat Each student starts by drinking a *potion of magic weapon*. If reduced to 5 hit points or fewer, a student uses Stunning Fist to prevent an enemy from following, then backs off and drinks a *potion of cure light wounds*.

Morale Intent on proving how tough they are, the students fight until they are knocked unconscious.

Subtier 4-5 (CR 6)

SCORPION SCHOOL STUDENTS (6) CR 1

Bullying brawler (*Pathfinder RPG NPC Codex 96*, see page 33)

hp 17 each

TACTICS

Before Combat The students each drink a *potion of bull's strength* as soon as combat seems likely.

D. The Wang Li Fa Teahouse



1 square = 5 feet

Pathfinder Flip-Mat: Bigger Tavern

During Combat The students use their Scorpion Style feat with Stunning Fist, then attack hampered opponents with flurry of blows. A student reduced to 5 hit points or fewer withdraws to drink a *potion of cure light wounds*.

Morale Intent on proving how tough they are, the students fight until they are knocked unconscious.

Base Statistics Without their potions of *bull's strength*, the students' statistics are **Melee** unarmed strike +3 (1d6+2) or flurry of blows (unarmed strike) +1/+1 (1d6+2); **Str** 15; **CMB** +3; **CMD** 17.

Development: After the fight, Jiang Fei shoos the PCs out of the teahouse to go and rest back at her apartment while she talks up her school to onlookers. She promises to meet back with them there in an hour.

Rewards: Provided they defeat the Scorpion School students, the PCs can claim any potions or other equipment from their foes.

CONCLUSION

Regardless of how well or poorly the fight went, Jiang Fei shows the PCs the Jade Ogre Comb from her hair, as promised. The PCs are welcome to handle the comb, and may draw its intricately-patterned landscape or write down a description, but they cannot take the comb with them.

In addition, total up the points earned by the PCs during the brawl to determine Jiang Fei's response.

If the PCs earned fewer than 10 points (fewer than 16 points in Subtier 4–5), Jiang Fei feels that the fight went poorly, and she is in low spirits. She is quick to distance herself from the PCs and send them on their way.

If the PCs earned at least 10 points (16 points in Subtier 4–5), Jiang Fei feels the demonstration went well and she is in very high spirits, as several onlookers expressed interest in becoming students or funding her school. She is very grateful to the PCs. Mark the Teahouse Influence box on the PCs' Chronicle sheets.



PROPHECY

By Katherine Cross

Under the direction of Mai Chun, a grandmotherly scholar and former revolutionary from Shokuro, the PCs have crisscrossed central Tian Xia in search of clues to the location of the lost Summer Palace. A stolen map from a calligraphy school in Lingshen, bright green fireworks in the skies of Po Li, and a picturesque vista inscribed on a comb in Quain have come together to show where the Summer Palace might stand.

SUMMARY

Mai Chun has located the Summer Palace in an unclaimed border region high in the southernmost peaks of the Gossamer Mountains. She asks the PCs to travel there from Ashima and to keep an eye out for a lost scroll case containing prophecies which only the true heir of Lung Wa can interpret.

The PCs find the Summer Palace in a time-lost valley. The only remaining resident of the Summer Palace is a long-dead princess of the Lung Wa empire, Song Rui, who now exists as a phantom. Song Rui can be persuaded to show the PCs an ornate scroll case containing the final prophecies of

WHERE ON GOLARION?

"Prophecy" takes place in the town of Ashima in the Successor State of Shokuro on the continent of Tian Xia, and in the Gossamer Mountains in the border region between Shokuro, Shenmen, and Lingshen. For more information about these nations, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, available at bookstores and game stores everywhere, and online at paizo.com.



the last emperor of Lung Wa, and might even agree to return to Ashima to meet Mai Chun. On their return to Mai Chun, the PCs are confronted by the foreign agents they met in their previous adventures. Each demands the scroll case for the nation each represents, and the PCs must decide how to respond.

GETTING STARTED

When the PCs return to Ashima from their adventures across the Successor States, read or paraphrase the following.

Mai Chun's door is wide open, as if flung free by the cyclone of a woman pacing furiously around her house, referencing and cross-referencing books, scrolls, and maps. She suddenly stops her pacing, balancing two heavy books in one hand.

"Ah! Delights abound! What have you learned?"

Mai Chun listens eagerly to the PCs' reports and praises their accomplishments. Her table is now covered in notes and drawings, all on a mess of parchment atop the large map from General Zhen's estate. With the PCs' information, she plots a location in the southern end of the Gossamer Mountains. Once she identifies a location, she utters,

"Spring melts into a
Summer's dark night sky where
Cynosure abides."

Mai Chun explains her poem by noting that the path into the Summer Palace's valley can be identified by the position of Golarion's polestar or "north star," Cynosure, between two specific mountains. She provides the PCs with more detailed directions and the following additional instructions.

Mai Chun pulls a heavily annotated book from one of her shelves. "This is a chronicle of the Empire's final days. I'll be putting out a second edition when we're through! Anyway, see here." She points to a page featuring a gold-and-gemstone statue of a sovereign dragon coiled around a jade scroll case. "This scroll case is believed to contain the 29 final prophecies of the last emperor of Lung Wa. Only a true heir of Lung Wa can interpret them; if this interpretation can be made here in Shokuro, it ensures our nation a high political position among the Successor States. It was last owned by a princess of Lung Wa named Song Rui, but it has never been found. I believe it may be in the princess's quarters at the Summer Palace. When you find the lost palace, seek out the princess's chambers and find this scroll case. Even if we can't interpret the prophecies, it still provides an excellent symbol of the lost empire. Having worked in politics, let me tell you: symbolism is everything."

THE SUMMER PALACE (CR 4)

The trip to the summer palace takes several days through the Gossamer Mountains, but the journey is uneventful.

GM RESOURCES

"Prophecy" uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary 5*, and the *Pathfinder RPG NPC Codex*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from *Bestiary 5* and the *NPC Codex* are printed in the **Appendix** for the GM's convenience.

The Summer Palace silently presides over a secluded valley, majestic despite its obvious abandonment. Its terraces and sloping roofs form a multi-tiered affair that seems to grow from the surrounding mountains.

The PCs are free to explore the Summer Palace, as no dangerous creatures or traps remain among its crumbled elegance. Many of the palace's former rooms are buried in landslides or inaccessible due to thick overgrowth of vegetation. The rooms that remain are eerily peaceful and quiet. Many rooms and halls contain mysterious puddles of stylish clothing and armor, sometimes filled with small mounds of ash. The PCs might suspect that these ashes are all that remain of the palace's last residents, particularly if they discover the surviving lore in the study.

Below are a few of the surviving rooms in the palace.

Ballroom: This cavernous ballroom contains a long table and place settings for dozens of people. Cobwebs and dust attest to how long it has been abandoned.

Emperor's Bedroom: This bedroom is elegant but austere. A vast canopied bed dominates one wall, but much of the room is sparse and free from any other kind of furniture. A personal shrine against the opposite wall is surprisingly well-maintained for its age, and a few candles in the shrine are mysteriously lit.

Solarium: This stunning chamber was an astronomer's paradise. A perilously long telescope of faded brass peers through one of the windows, its lenses cracked. Rusted orreries and faded star charts cover the walls.

Study: Although this room is filled with shelves of books and rows of gilded scroll racks, a section of the roof collapsed long ago, admitting rainwater and hanging vines. The contents of this room—once sufficient to put many civic libraries to shame—have deteriorated to nearly total illegibility. Some of the remaining volumes are books on magical lore that speak about transporting large numbers of people magically, but at great risk. The empty clothing around the palace—and particularly in front of the books explaining the complicated teleportation ritual—attest to the fact that the ritual went awry, leaving the Summer Palace eerily abandoned in a single moment.

Throne Room: Arranged like the rays of a midday sun, the primary corridors of the Summer Palace lead to an enormous throne room. The room echoes empty, but is filled with the benevolent presence of Song Rui (see below).

Creature: Meditating before the throne is a ghostly Tian-Shu woman with an ornate headdress and elegant robes. This woman was Song Rui, one of the last princesses of Lung Wa. Song Rui rises calmly from her meditation as the PCs enter the throne room and bows with studied grace. She speaks with ethereal calm and introduces herself as the 'late' princess Song Rui.

Song Rui has received no visitors since the disappearance of all the people in the palace. She knows that her mother's spell caused the great tragedy, but she does not remember any specifics. She is particularly interested in events of the past century, and the fate of the people of Lung Wa. If the PCs explain the political situation, Song Rui is sympathetic to the plight of the Shokuran peasantry and is glad to hear of their liberation from Lingshen. She had long ago tired of the selfishness and scheming of politics and opposes imperial arrogance.

If the PCs ask Song Rui about her bedchamber or a bejeweled dragon statue around a jade scroll case, Song Rui sadly informs them that her bedchamber was obliterated in a landslide several decades ago. Fortunately, though, she had brought the scroll case to this throne room prior to the devastation; she removes it from an alcove behind the throne and gives it to the PCs. Song Rui has never opened the scroll case, and has no interest in doing so; she wants no part in prophecies about the empire.

Song Rui hasn't really considered leaving the palace. However, if the PCs mention Mai Chun, the phantom decides that meeting the scholarly revolutionary could be an interesting experience. She asks if she may accompany the PCs back to Ashima and respects whatever the PCs decide.

Both Subtiers (CR 4)

PRINCESS SONG RUI

CR 4

LG female unfettered phantom (*Pathfinder RPG Bestiary* 5 190; see page 35)

hp 42

TACTICS

During Combat Song Rui avoids combat, using her incorporeal step to escape opponents by moving through the walls of the palace.

Morale If frightened away by threats of violence against her, Song Rui does not return for weeks.

E. THE FOREIGN AGENTS (CR VARIES)

As the PCs ascend from the valley with the Summer Palace, they find several familiar faces waiting for them on the narrow trail: the student Jianghong of Lingshen and his bodyguard Zheng, the bureaucrat Yue Xin of Po Li, and the martial artist Jiang Fei of Quain. Each of these foreign agents has independently tracked the PCs to the Summer Palace, and each seeks the jeweled dragon scroll case for their nation. None of the agents trust each other, and each tries to convince the PCs to give him or her the scroll case.

Jianghong relies on the same easygoing manner he used when giving the PCs the tour in Xiwu. He offers the PCs a set of *marvelous pigments* (stolen from the School of Affinities, in truth) if they give him the scroll case and return to Lingshen with him.

Yue Xin speaks only in riddles promising celestial favor to the PCs, but he also offers a writ of exchange for the Star of Changdo, a diamond worth 5,000 gp. Yue Xin agrees to sign the writ in the presence of the PCs in exchange for the scroll case—the diamond can be claimed

in Po Li with the signed writ.

Jiang Fei compliments the PCs' fighting prowess and emphasizes that she can provide further teaching and unlock greater wisdom in exchange for the scroll case. Her claim of "greater wisdom" is not entirely spurious, as she presents the PCs with a *headband of inspired wisdom +2* if they give her the scroll case and return to Quain with her.

Creatures: If the PCs present the scroll case to one of these foreign agents, the others immediately attack to gain it for themselves (although Jianghong doesn't fight, instead sending his bodyguard Zheng in his place). The agent with the scroll case fights alongside the PCs against the others. If the PCs insist that none of the agents get the scroll case, all of the agents attack the PCs to get it—this is a more difficult fight, but upholds the PCs' duty to Mai Chun.

Even if Song Rui accompanies the PCs, she does not participate in the fight on any side.

Although these agents may fight against the PCs, some may feel a debt to the PCs that prevents them from fighting as viciously as possible. If the PCs have the Inkstains Influence, Jianghong is justifiably cautious of the PCs' prowess and has commanded Zheng to fight defensively



Song Rui

E. The Foreign Agents



1 square = 5 feet

Pathfinder Flip-Mat: Hill Country

SCALING ENCOUNTER E

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

Subtier 1-2: Remove Jiang Fei's *potion of bull's strength* and Zheng's masterwork guisarme. Yue Xin cast two of his 1st-level spells earlier in the day.

Subtier 4-5: Jiang Fei has the fatigued condition. Zheng wears breastplate instead of half plate, reducing his AC by 2. Yue Xin has already cast two of his 2nd-level spells and three of his 1st level spells earlier in the day.

against them. If the PCs have the Constellation Influence, Yue Xin seeks to incapacitate the PCs rather than kill them. He relies more heavily on his spells such as *color spray* and *command* rather than damaging spells such as *inflict* spells. If the PCs have the Teahouse Influence, Jiang Fei respects their fighting ability too much to deal them permanent harm. She deals only nonlethal damage to the PCs with her attacks.

Subtier 1-2 (CR 3 or CR 4)

JIANG FEI

CR 1

LN female bullying brawler (*Pathfinder RPG NPC Codex* 96; see page 34)

hp 17

TACTICS

Before Combat Jiang Fei drinks her *potion of bull's strength* as soon as combat seems likely.

During Combat Jiang Fei uses her flurry of blows and Stunning Fist feat against opponents. At the GM's discretion, Jiang Fei may lose the Scorpion Style feat and instead gain the ability to use any of the principal motions of the Jade Ogre Style presented on page 22. If reduced to fewer than 10 hit points, she withdraws to drink one of her *potions of cure light wounds*.

Morale Fei surrenders or flees if reduced to 5 hit points or less.

Base Statistics Without *bull's strength*, Jiang Fei's statistics are
Melee unarmed strike +3 (1d6+2) or flurry of blows (unarmed strike) +1/+1 (1d6+2); **Str** 15; **CMB** +3; **CMD** 17.

ZHENG

CR 1

Guard (*Pathfinder RPG NPC Codex* 267; see page 35)

hp 22

TACTICS

During Combat Zheng is a straightforward combatant, attacking the most dangerous opponent with his guisarme.

Morale Zheng surrenders or flees if reduced to 5 hit points or less.

YUE XIN

CR 1

Male human oracle 2 (*Pathfinder RPG Advanced Player's Guide* 42)

LN Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

hp 14 (2d8+2)

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

OFFENSE

Speed 30 ft.

Melee morningstar +3 (1d8+2)

Ranged sling +0 (1d4+2)

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

1st (5/day)—*color spray* (DC 13), *command* (DC 13), *divine favor*, *inflict light wounds* (DC 13)

0 (at will)—*detect magic*, *guidance*, *light*, *mending*, *resistance*

Mystery heavens

TACTICS

During Combat Yue Xin begins combat by launching a spray of shooting stars, and then relies on *color spray* and *command* to incapacitate opponents or *inflict light wounds* to damage them. He uses his last 1st-level spell slot to cast *divine favor* before entering melee with his morningstar. If reduced to fewer than 10 hit points, he backs away and drinks his *potion of cure light wounds*.

Morale Yue Xin surrenders or flees if he is reduced to fewer than 5 hit points.

STATISTICS

Str 14, **Dex** 8, **Con** 13, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +1; **CMB** +3; **CMD** 12

Feats Alertness, Improved Initiative

Skills Diplomacy +7, Knowledge (arcana, history, religion) +7, Knowledge (nature) +4, Perception +7, Sense Motive +7, Survival +5

Languages Celestial, Common, Draconic, Tien

SQ oracle's curse (tongues [Celestial]), revelations (spray of shooting stars)

Combat Gear *scroll of share language*^{APG}, *scrolls of cure light wounds* (2), *wand of comprehend languages* (6 charges);

Other Gear studded leather, morningstar, sling with 10 stones, spell component pouch, 3 gp

Subtier 4-5 (CR 6 or CR 7)

JIANG FEI

CR 4

LN female cruel devotee (*Pathfinder RPG NPC Codex* 98; see page 34)

hp 31

TACTICS

During Combat Jiang Fei uses her flurry of blows and Stunning Fist feat against opponents. At the GM's discretion, Jiang Fei can also use any of the principal motions of the Jade Ogre Style presented on page 22. If reduced to fewer than 10 hit points, Jiang Fei withdraws to drink one of her *potions of cure light wounds*.

Morale Jiang Fei surrenders or flees if she is reduced to fewer than 5 hit points.

ZHENG

CR 4

LN grizzled mercenary (*Pathfinder RPG NPC Codex* 268; see page 34)

hp 51

TACTICS

During Combat Zheng is a straightforward combatant. He attacks the most dangerous opponent with his flail. If reduced below 30 hit points, he drinks his *potion of cure moderate wounds*.

Morale Zheng surrenders or flees if he is reduced to fewer than 10 hit points.

YUE XIN

CR 4

Male human oracle 5 (*Pathfinder RPG Advanced Player's Guide* 42)

LN Medium humanoid (human)

Init +3; **Senses** Perception +10

DEFENSE

AC 16, touch 11, flat-footed 16 (+4 armor, +2 deflection, -1 Dex, +1 shield)

hp 31 (5d8+5)

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

OFFENSE

Speed 30 ft.

Melee morningstar +5 (1d8+2)

Ranged sling +2 (1d4+2)

Oracle Spells Known (CL 5th; concentration +8)

2nd (5/day)—*augury*, *hypnotic pattern* (DC 15), *inflict moderate wounds*, *sound burst* (DC 15)

1st (7/day)—*color spray* (DC 14), *command* (DC 14), *divine favor*, *inflict light wounds* (DC 14), *magic stone*, *shield of faith*
0 (at will)—*detect magic*, *guidance*, *light*, *mending*, *resistance*, *stabilize*

Mystery heavens

TACTICS

Before Combat Yue Xin uses his coat of many stars revelation and casts *shield of faith*.

During Combat Yue Xin begins combat by launching a spray of shooting stars, then relies on *color spray*, *sound burst*, and his interstellar void revelation to incapacitate opponents. If reduced to fewer than 20 hit points, he drinks a *potion of cure light wounds*.

Morale Yue Xin surrenders or flees if he is reduced to fewer than 10 hit points.

STATISTICS

Str 14, **Dex** 8, **Con** 13, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 18

Feats Alertness, Defensive Combat Training, Extra Revelation^{APG}, Improved Initiative

Skills Diplomacy +11, Knowledge (arcana, history, religion) +10, Knowledge (nature) +7, Perception +10, Sense Motive +10, Survival +8

Languages Celestial, Common, Draconic, Tien

SQ oracle's curse (tongues [Celestial]), revelations (coat of many stars, interstellar void, spray of shooting stars)

Combat Gear *scroll of share language*^{APG}, *scrolls of cure light wounds* (2), *wand of comprehend languages* (6 charges);

Other Gear light wooden shield, morningstar, sling with 10 stones, *cloak of resistance* +1, spell component pouch, 3 gp

Rewards: If the PCs do not give the scroll case to Jianghong, cross off the *marvelous pigments* from the PCs' Chronicle sheets. If the PCs do not give the scroll case to Jiang Fei, cross off the *headband of inspired wisdom* +2 from the PCs' Chronicle sheets.

CONCLUSION

If the PCs return to Ashima with the bejeweled scroll case, Mai Chun is ecstatic. The entire town celebrates the PCs' triumph in the temple square. If the PCs also persuaded Song Rui to return to Ashima with them, Mai Chun and the old princess get on famously, and the phantom flits awkwardly about the riotous village party to celebrate the PCs' success. Mai Chun pledges to publish an entire book of interviews based on their conversations, and she delights in trading poetic couplets with the well-educated phantom. A local representative of the Sun Shogun provides a reward of 3,000 gp and access to a store of magical talismans in gratitude; if the PCs do not return the scroll case to Mai Chun, cross off the Sun Shogun Talismans reward from the PCs' Chronicle sheets.

If the PCs gave away the scroll case to a foreign agent, they receive the reward offered by the agent and nothing more. If they return to Ashima empty-handed and tell Mai Chun the truth, she is furious and the PCs find themselves banished from Ashima and the entire Shokuran province. Song Rui, if present, may intervene with Mai Chun on the PCs' behalf, but they never receive better than a chilly reception in Ashima.

PLAYER HANDOUT: INKSTAINS

Friends,

Invasers from Lingshen stole a distinctive map from Shokuro and kept it as spoils of war. The map is painted onto orange silk and highly detailed with clues to locate the Summer Palace. I understand the map now rests in a calligraphy school in Xiuru called the School of Affinities. The School of Affinities does not understand the cultural significance of the map and has refused to even engage in discussions about returning it to its rightful country of origin. Please bring this map home. This task requires subtlety, discretion, and likely light fingers.

— Mai Chun

PLAYER HANDOUT: CONSTELLATION

Allies,

A correspondent of mine, a minor bureaucrat in Po Li named Yue Xin, implies that he has identified where to find some valuable information to locate the Summer Palace. Although he attempts to obscure the truth with his cryptic responses, I believe Yue Xin is fearful of searching out the information himself, so there may be some danger. I have written to him of your capabilities, and he is eager to meet you. Travel to Changdo, the capital of Po Li, and find Yue Xin at his habitual fishing hole outside the city gates. He will direct you from there.

— Mai Chun

PLAYER HANDOUT: TEAHOUSE

Associates,

The summer palace is lost, but not all who served there disappeared. I have a correspondent in Quain whose ancestor once lived in the palace. Travel to Lanming, that nation's capital, and seek out the martial arts master Jiang Fei of the School of the Jade Ogre, who has been told to expect you. The young woman has a favor to ask of you in exchange for her family's love about the palace's location.

— Mai Chun

APPENDIX: STAT BLOCKS

The following stat blocks appear in the House of Harmonious Wisdom quests and are reprinted here for the GM's convenience.

INKSTAINS

The following stat block appears in the Inkstains quest.

Guard

This watchful human sentinel carries several weapons at the ready.

GUARD	CR 1
<i>Pathfinder RPG NPC Codex 267</i>	
Human warrior 3	
LN Medium humanoid (human)	
Init -1; Senses Perception +5	
DEFENSE	
AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)	
hp 22 (3d10+6)	
Fort +3, Ref +0, Will +2	
OFFENSE	
Speed 30 ft.	
Melee mwk guisarme +7 (2d4+3/×3) or mwk longsword +6 (1d8+2/19–20)	
Ranged javelin +2 (1d6+2)	
Space 5 ft.; Reach 5 ft. (10 ft. with guisarme)	
STATISTICS	
Str 15, Dex 9, Con 10, Int 8, Wis 12, Cha 11	
Base Atk +3; CMB +5; CMD 14	
Feats Alertness, Toughness, Weapon Focus (guisarme)	
Skills Intimidate +6, Perception +5, Sense Motive +4	
Languages Common	
Gear chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp	

CONSTELLATION

The following stat blocks appear in the Constellation quest.

Fire Elemental

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

MEDIUM FIRE ELEMENTAL	CR 3
<i>Pathfinder RPG Bestiary 124</i>	
N Medium outsider (elemental, extraplanar, fire)	
Init +7; Senses darkvision 60 ft.; Perception +7	
DEFENSE	
AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)	
hp 30 (4d10+8)	
Fort +6, Ref +7, Will +1	
Immune elemental traits, fire	
Weaknesses vulnerability to cold	
OFFENSE	

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative⁸, Mobility, Weapon Finesse⁸

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Languages Ignan

SMALL FIRE ELEMENTAL	CR 1
<i>Pathfinder RPG Bestiary 124</i>	
N Small outsider (elemental, extraplanar, fire)	
Init +5; Senses darkvision 60 ft.; Perception +4	
DEFENSE	
AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)	
hp 11 (2d10)	
Fort +3, Ref +4, Will +0	
Immune elemental traits, fire	
Weaknesses vulnerability to cold	
OFFENSE	
Speed 50 ft.	
Melee slam +4 (1d4 plus burn)	
Special Attacks burn (1d4, DC 11)	
STATISTICS	
Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +1; CMD 13	
Feats Dodge, Improved Initiative ⁸ , Weapon Finesse ⁸	
Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4	
Languages Ignan	

TEAHOUSE

The following stat blocks appear in the Teahouse quest.

Bullying Brawler

This human's posture is reminiscent of a scorpion readying to strike.

BULLYING BRAWLER	CR 1
<i>Pathfinder RPG NPC Codex 96</i>	
Human monk 2	
LE Medium humanoid (human)	
Init +5; Senses Perception +7	
DEFENSE	
AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 Wis)	
hp 17 (2d8+5)	
Fort +5, Ref +4, Will +5	
Defensive Abilities evasion	
OFFENSE	
Speed 30 ft.	
Melee unarmed strike +5 (1d6+4) or	

unarmed strike flurry of blows +3/+3 (1d6+4)

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

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19

Feats Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist

Skills Acrobatics +5, Bluff +1, Intimidate +5, Perception +7, Sense Motive +7, Stealth +5

Languages Common

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), acid (2); **Other Gear** 23 gp

Careful Initiate

This human's tough stance and balled fists reveal a desire for hand-to-hand combat.

CAREFUL INITIATE

CR 1/2

Pathfinder RPG NPC Codex 96

Human monk 1

LN Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 16, touch 16, flat-footed 12 (+3 Dex, +1 dodge, +2 Wis)

hp 9 (1d8+1)

Fort +2, **Ref** +5, **Will** +4

OFFENSE

Speed 30 ft.

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

Special Attacks flurry of blows, stunning fist (1/day, DC 12)

STATISTICS

Str 12, **Dex** 16, **Con** 10, **Int** 13, **Wis** 15, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 17

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +7, Knowledge (history, religion) +5, Perception +6, Sense Motive +6, Stealth +7

Languages Common, Dwarven

Combat Gear *potions of cure light wounds* (2), *potions of mage armor* (2), *potions of magic weapon* (2); **Other Gear** 50 gp

PROPHECY

The following stat blocks appear in the Prophecy quest.

Bullying Brawler

This martial arts expert calmly prepares for combat.

BULLYING BRAWLER

CR 1

Pathfinder RPG NPC Codex 96

Human monk 2

LE Medium humanoid (human)

Init +5; **Senses** Perception +7

DEFENSE

AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 Wis)

hp 17 (2d8+5)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +5 (1d6+4) or
unarmed strike flurry of blows +3/+3 (1d6+4)

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

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19

Feats Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist

Skills Acrobatics +5, Bluff +1, Intimidate +5, Perception +7, Sense Motive +7, Stealth +5

Languages Common

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), acid (2); **Other Gear** 23 gp

Cruel Devotee

This martial arts expert calmly prepares for combat.

CRUEL DEVOTEE

CR 4

Pathfinder RPG NPC Codex 98

Human monk 5

LE Medium humanoid (human)

Init +5; **Senses** Perception +11

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 31 (5d8+5)

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

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or
mwk siangham +7 (1d6+3) or
unarmed strike flurry of blows +6/+6 (1d8+3)

Ranged javelin +4 (1d6+3)

Special Attacks flurry of blows, stunning fist (5/day, DC 15)

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 23 (25 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist

Skills Acrobatics +7 (+12 when jumping), Climb +8, Intimidate +7, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +9

Languages Common

SQ fast movement, high jump, ki pool (5 points, magic),

maneuver training, purity of body, slow fall 20 ft.

Combat Gear *potions of cure light wounds* (2); **Other Gear** javelin, masterwork siangham, *cloak of resistance* +1, *ring of protection* +1, 347 gp

Grizzled Mercenary

This devoted bodyguard protects his ward and his interests.

GRIZZLED MERCENARY

CR 4

Pathfinder RPG NPC Codex 267

Human warrior 6

CN Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 51 (6d10+18)

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

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +9/+4 (1d10+3/19–20) or
mwk halberd +9/+4 (1d10+3/×3) or
longspear +8/+3 (1d8+3/×3) or
morningstar +8/+3 (1d8+2) or
cold iron kukri +8/+3 (1d4+2/18–20)

Ranged javelin +6 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 18

Feats Diehard, Endurance, Power Attack, Toughness

Skills Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0

Languages Common

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water;
Other Gear masterwork half-plate, cold iron kukri, javelins (4), longspear, masterwork halberd, masterwork heavy flail, morningstar, *cloak of resistance* +1, antitoxin, sunrod, 325 gp

Guard

This devoted bodyguard protects his ward and his interests.

GUARD

CR 1

Pathfinder RPG NPC Codex 268

Human warrior 3

LN Medium humanoid (human)

Init –1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

hp 22 (3d10+6)

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

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/×3) or

mwk longsword +6 (1d8+2/19–20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

Unfettered Phantom

This strange ghostly creature seems to writhe in the throes of some uncontrollable emotion.

UNFETTERED PHANTOM

CR 4

Pathfinder RPG Bestiary 5 190

N Medium outsider (phantom)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural) or

AC 18, touch 18, flat-footed 14 (+3 Dex, +4 deflection, +1 dodge) when incorporeal

hp 42 (5d10+15)

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

DR 5/slashing; **Immune** mind-affecting effects

OFFENSE

Speed 35 ft.

Melee 2 slams +8 (1d6+3)

Special Attacks phantasmagoric slam (dedication)

STATISTICS

Str 16, **Dex** 16, **Con** 17, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Fleet, Power Attack, Run

Skills Acrobatics +11, Fly +11, Intimidate +9, Perception +8, Sense Motive +8, Stealth +11

Languages Common

SQ incorporeal step

SPECIAL ABILITIES

Incorporeal Step (Su) When an unfettered phantom moves more than 5 feet, it becomes incorporeal until it stops moving.

Phantasmagoric Slam (Su) An unfettered phantom's attacks are considered magic weapons for the purpose of overcoming damage reduction. Its slams have an additional effect based on its emotional focus. This phantom's emotional focus is dedication.

Dedication: When a dedication unfettered phantom hits a creature with its slam attack, it gains a +2 bonus to its AC against that creature for 1 round. If the unfettered phantom hits the same creature multiple times, this bonus stacks.



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Are you looking for more adventures? Check out Pathfinder Society Organized Play! In the organized play campaign, your character exists in a common setting shared by thousands of other gamers. You can take your character to any public Pathfinder Society event anywhere in the world. Pathfinder Society Organized Play includes adventures for the Pathfinder Roleplaying Game and the Pathfinder Adventure Card Game. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

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The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of the city of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

While the Game Master and your companions might

change every time you play, your character advances and gains rewards as normal.

For more on the Pathfinder Society Organized Play campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.

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The Pathfinder Adventure Card Game is a cooperative card game. Join a team of adventurers who band together to face increasingly challenging foes. Explore locations riddled with monsters, traps, and treasure, and customize your deck and your character to fit your play style.

In Adventure Card Guild Organized Play, you have your own Class Deck to represent your character, who can play in dozens of published adventures. Though your companions might change each time you play, the story is constant, allowing your character to evolve as a result of your own choices. Alternatively, some players prefer to keep their Adventure Card Guild experience limited to a group of friends, using the scenarios and reward structure as the framework for a private home game. Either approach is a valid and acceptable way to experience the Adventure Card Guild story, and many players enjoy a combination of public and private adventuring.

For more on the Pathfinder Society Organized Play campaign and how to find games in your area, check out the card campaign's home page at paizo.com/pfsacg.

Pathfinder Society Scenario #8-16: House of Harmonious Wisdom

Event _____ Date _____


GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____


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

Character # _____ 
Prestige Points


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

Character # _____ 
Prestige Points


Character Name _____
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Character # _____ 
Prestige Points

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

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Pathfinder Society Scenario #8–16: House of Harmonious Wisdom

Character Chronicle #

☐ Core Campaign

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

This Chronicle sheet grants access to the following:

Variable Rewards: The gold, XP, and Prestige Points you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than House of Harmonious Wisdom, you can continue to play the other quests and earn greater rewards—even across multiple sessions. Check off the appropriate quests played and influence boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. PCs that have selected the slow advancement track receive half of the gold, XP, and Prestige Point rewards.

# of Quests	Gold Pieces earned by level	XP	Prestige Points	Other
1	L1: 100, L2: 150, L3: 250, L4: 350, L5: 450	1	1	
2	L1: 200, L2: 300, L3: 500, L4: 700, L5: 900	1	1	
3	L1: 300, L2: 450, L3: 750, L4: 1,050, L5: 1,350	1	1	Impressive Find
4	L1: 400, L2: 600, L3: 1,000, L4: 1,400, L5: 1,800	1	2	
5	L1: 500, L2: 750, L3: 1,250, L4: 1,750, L5: 2,250	1	2	Impressive Find and Legacy of a Princess

Quest Played	Influence Earned
<input type="checkbox"/> Fragments	
<input type="checkbox"/> Inkstains	<input type="checkbox"/> Inkstains
<input type="checkbox"/> Constellation	<input type="checkbox"/> Constellation
<input type="checkbox"/> Teahouse	<input type="checkbox"/> Teahouse
<input type="checkbox"/> Prophecy	

Impressive Find: The Pathfinder Society is impressed with your discoveries in Tian Xia. Once you earn 12 or more Fame, your superiors award you one additional Prestige Point (but not Fame) in recognition of your excellence. You cannot have more Prestige Points than Fame, and if you would exceed this maximum, the bonus Prestige Point must be spent immediately or be lost. When you use this boon, cross it off your Chronicle sheet.

Legacy of a Princess: You have discovered the lost Summer Palace and interacted with the phantom of Song Rui, one of the last princesses of Imperial Lung Wa. You may call upon Song Rui's dedication as a swift action that lasts for 1 minute. During this time, the first time you hit a creature with a melee attack each round, you gain a +2 bonus to your AC against that creature until the beginning of your next turn. When you use this boon, cross it off your Chronicle sheet.

☐ ☐ ☐ **Sun Shogun Talismans:** Your return of the sovereign dragon scroll case to Shokuro has impressed the Sun Shogun, and he makes available to you certain magical talismans normally available only to his trusted agents. You may purchase a *talisman of freedom*^{OA} (900 gp), *talisman of good fortune*^{OA} (1,680 gp), or *talisman of warrior's courage*^{OA} (450 gp). When you purchase a talisman in this way, note that it is a Sun Shogun talisman and mark off one box. Sun Shogun talismans function as normal except that you may, as an immediate action, prevent a talisman from activating when it would otherwise do so, allowing you to save its magic for later. When you have purchased a total of 3 Sun Shogun talismans of any type, cross this boon off your Chronicle sheet.

All Subtiers	Subtier 4–5
<i>headband of inspired wisdom</i> +2 (4,000 gp) <i>marvelous pigments</i> (4,000 gp) <i>masterwork naginata</i> (335 gp) <i>potion of bull's strength</i> (300 gp) <i>scroll of share language</i> (Pathfinder RPG Advanced Player's Guide 243; 150 gp) <i>wand of comprehend languages</i> (6 charges remaining; 90 gp; limit 1)	<i>+1 naginata</i> (2,335 gp) <i>cloak of resistance</i> +1 (1,000 gp) <i>potion of barkskin</i> (300 gp) <i>potion of cure moderate wounds</i> (300 gp) <i>ring of protection</i> +1 (2,000 gp)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal
	1 Special Special
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal
	2 Special Special
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal
3 Special Special	
SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	
4 Special Special	
SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	
5 Special Special	
EXPERIENCE	Starting XP
	XP Gained (GM ONLY)
	Final XP Total
	Initial Prestige Initial Fame
	Prestige Gained (GM ONLY)
FAME	Prestige Spent
	Current Prestige Final Fame
	Starting GP
	GP Gained (GM ONLY)
	Day Job (GM ONLY)
GOLD	Gold Spent
	Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #