



WARD ASUNDER

By Mikko Kallio



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HOW TO PLAY

Pathfinder Society Scenario #8-02: Ward Asunder is a Pathfinder Society Scenario designed for 3rd-through 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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.



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GM RESOURCES

This scenario makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). GMs can find the complete rules of these books available online for free at paizo.com/prd, and the relevant rules from the Bestiaries are reproduced in an appendix at the back of the scenario for the GM's convenience.



Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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WARD ASUNDER

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Over a thousand years ago, the powerful sorceress Hao Jin began collecting cultural treasures—including entire buildings—to keep them safe from the passage of time. The sorceress transported the treasures onto her museum demiplane, accessible only through a powerful artifact called the *Hao Jin Tapestry*. Whenever Hao Jin found a site she wished to add to her collection, she paid its owner handsomely and then cleanly severed it from its surroundings, leaving an empty space with supernaturally smooth edges. However, when a site seemed abandoned, she took it into her custody without asking for anyone's permission.

One of these sites was a temple of Yamatsumi located in the Kullan Dei mountains in the kingdom of Dtang Ma. Built alongside a cascading mountain river that would thaw in the spring and freeze in the fall, the temple attracted pilgrims from miles around during the changing seasons, but appeared abandoned at other times. Jiraku and Tanbaru, a mated pair of statuelike dosojin kami, watched over the winding Pilgrim's Path that ascended to the high temple, guiding the devout and testing the impious. Jiraku managed the lower portion of the trail, along which pilgrims stopped to pray, rest, and cook meals at shrines dedicated to Yamatsumi. Tanbaru guarded the higher half of the trail, a notoriously arduous hike up a narrow path along the face of a nearly vertical cliff.

When Hao Jin found the temple, she thought it abandoned and, given its cultural significance, decided to add it to her collection. As the temple comprised several buildings constructed across multiple levels in uneven terrain, Hao Jin was unable to transport the entire complex. So the practical, perhaps callous sorceress excised just the front portion of the temple, and unknown to her, took Tanbaru with it, severing the guardian spirits' sacred ward in half. The massive hole in the mountainside also made the Pilgrim's Path impassable for all but the most fearless climbers.

In 4715 AR, when Pathfinders explored the severed portion of the temple in the *Hao Jin Tapestry*, they found Tanbaru and freed him from servitude to evil duergar.

WHERE ON GOLARION?

Ward Asunder takes the Pathfinders into the kingdom of Dtang Ma, situated in southern Tian Xia, where they explore an ancient mountain temple of the volcano god Yamatsumi and solve a centuries-old mystery that involves a kami and an oni. For further information on Dtang Ma, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*. For more information on kami and oni, see *Pathfinder RPG Bestiary 3*, *Pathfinder #49: The Brinewall Legacy*, and *Pathfinder #52: Forest of Spirits*.



The intervening centuries of isolation and self-loathing had turned the failed kami into a bitter spirit oni, but despite his wretched condition, the Pathfinders managed to convince the creature to assist the Society in its endeavors. More recently, Tanbaru has asked his associates in Tian Xia to explore the other half of the temple in Dtang Ma, claiming that a wealth of religious lore, history, and relics unspoiled by duergar hands remains in the sundered temple.

Tanbaru also secretly wishes to be reunited with Jiraku, or at least find out what became of his former mate. The centuries that have passed since Tanbaru was suddenly spirited away have not been gentle to Jiraku, either. Because of the damage the Pilgrim's Path sustained when

Hao Jin transported the temple half, pilgrims gradually stopped traveling to the site. Unknown to Jiraku, an evil cult of nagaji has inhabited the temple remains for centuries. What's worse, when Tanbaru returned to the Material Plane, Jiraku could sense on some subconscious level that her former mate had transformed into an oni. As a result, Jiraku has reached the point where she questions her own dedication to her damaged ward and is teetering on the brink of turning into an oni also.

ADVENTURE SUMMARY

Accompanied by the spirit oni Tanbaru, the PCs travel to a temple of Yamatsumi in the Kullan Dei mountains in Dtang Ma. The Pathfinders are sent there to study what is left of the temple, but the oni also secretly wishes to be reunited with his former mate, the kami Jiraku. Jiraku is edging closer to becoming an oni herself, and as the PCs travel up the winding Pilgrim's Path, she observes everything they do, judging her own worth as a kami based on how respectfully the PCs conduct themselves. As the PCs come closer to the temple, they notice that the upper part of the Pilgrim's Path is missing, as though it had been cut away. While the PCs are traversing along a precarious ledge to get up to the temple, a group of nagaji-trained snakes attacks.

Up in the temple, the PCs learn much about the mountain deity Yamatsumi and his temple, but they also realize that an evil cult of nagaji monks has taken over the ruins. Meanwhile, a curious Jiraku follows the PCs into the temple, and seeing that the nagaji have defiled the temple's altar pushes Jiraku even closer to becoming an oni. Jiraku plans to drown the temple in lava, and the only way to prevent the cultural treasures of the old religion from being destroyed is to convince her that the ward is still worth protecting, or failing that, to kill her.

GETTING STARTED

The Pathfinders receive a letter from Venture-Captain Amara Li (see **Player Handout #1**), who requests they meet with a colleague known endearingly as Old Pak. They meet with Old Pak in Dtang Ma's capital Ramparassad. Read or paraphrase the following to get the adventure underway.

Bells tinkle and chime as the door to "Pak's Tobacco and Spice" opens. Shelves on the walls are full of jars and pouches, and a collection of masks adorns the wall opposite to the entrance. An old Tian-Dtang man sitting behind the counter wakes up mid-snore, rubs his eyes, and exclaims in a raspy but exuberant voice. "Yes, come in, come in! Ah, you must be the Pathfinders Ms. Amara sent! Where are my manners! I am Pak! Tea, anyone?" Before anyone can answer, Pak flicks one end of his metal smoking pipe, snags a teakettle, and plants it atop a small brazier with smoldering coals.

While Pak is serving tea and lighting his pipe with vanilla-scented tobacco, one of the masks on the wall animates and floats toward the PCs. Pak explains that the mask is Tanbaru, a spirit oni (*Pathfinder RPG Bestiary* 3 209). Tanbaru lazily glides from one PC to another and briefly relates his history.

"Long ago, I was a kami who lived near a temple of Yamatsumi in the Kullan Dei mountains. But centuries ago, the temple and I were magically transported into an extraplanar place called the Hao Jin Tapestry. For hundreds of years, I languished in a broken temple surrounded by tyrannical conquerors who encouraged my cruelest habits, and I turned into what I am now—an oni. It wasn't until a group of Pathfinders found me and showed me mercy that I was able to see past my own selfishness and spite. I have been working for the Pathfinder Society ever since, both in Absalom and in Tian Xia."

If the oni recognizes any characters from previous adventures, he greets them by name, pleasantly adding "We meet again." However, any PC who participated in *Pathfinder Society Scenario #6–21: Tapestry's Toil* but didn't earn the Tanbaru's Respect boon also get a long, cold stare from the oni. Pak then runs a hand across his partly shaved head and explains the opportunity at hand.

"I'll get straight to the point. I would appreciate your to traveling to the Kullan Dei mountains in southern Dtang Ma and exploring what is left of the temple of Yamatsumi near which Tanbaru once lived. You see, the ancient sorceress Hao Jin was able to transport only the lower, front half of the original temple into her tapestry. I know little about the broken temple other than its haunted reputation, but Tanbaru here says that the temple's secluded location high up in the mountains may well have kept its historical secrets and hidden treasures safe from vandals and looters, relics that should be valuable to the Pathfinder Society.

"I want Tanbaru to accompany you. Although his transformation into an oni made his memories somewhat frayed, he still instinctively knows the way there. You should know that when Tanbaru was a kami, the Pilgrim's Path—the trail that leads up to the temple—was his sacred ward. His presence may have unpredictable consequences, so please keep him safe."

Tanbaru pledges to help the PCs to the best of his ability. One of the PCs may even wear Tanbaru, granting that PC a +2 insight bonus on Perception checks. Tanbaru has a vague recollection of his former mate Jiraku and wishes to be reunited with her, but he doesn't want to worry the PCs with that, especially because he doesn't know which of his memories are real. A PC who succeeds at a DC 18 Sense Motive check senses Tanbaru's

apprehension, but he quite adamantly maintains that he is fine.

Old Pak gives the PCs two large backpacks full of rice and a camping cooker that needs only twigs for fuel. He explains that the terrain is rough and that taking pack animals into the mountains would be unwise. Pak has two climber's kits that he can lend out and advises the PCs to purchase additional climbing equipment as needed. If any PCs are wearing heavy armor, Pak taps a finger on the armor and notes, "If you're going to wear that, you'd better watch your step."

Before leaving, the PCs may ask Pak about spirit beings and gather information about their destination.

What is a kami? "Kami are guardian spirits present in things both living and inanimate. That frog you saw leaping across the street? That teaspoon you're holding? There might be a kami in it, so treat it with respect! Our friend Tanbaru was once a dosojin kami, a guardian of paths and roads. But no more!"

What is an oni? "Oni are depraved spirits that take on a fleshly form so they can indulge in hedonism. They see the world only as a playground for their cruel games. Oni and kami are like fire and water—their hatred is strong and mutual. When a kami fails her ward or becomes estranged from it, she may fall to evil and devolve into an oni, and that is what happened to our friend Tanbaru. He has, however, learned to control his urges and is a valued friend of our organization."

Who is Yamatsumi? "He is the Mountain Lord, a mighty but inscrutable god whose faith has spread from Minkai to many countries in Tian Xia. It is he who makes volcanoes rain fire upon living things, but from the ashes, new life grows. It is his frozen breath that brings the winter, but when the ice thaws, rivers flow wild again. That is Yamatsumi!"

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (GEOGRAPHY OR NATURE)

Based on the result of a Knowledge (geography or nature) check, the PCs might know of the Kullan Dei mountains. A PC can instead use Diplomacy to gather information, but unless he speaks Dtang, Nagaji, or Tien, he takes a –5

PRESENTING TANBARU

Tanbaru's facial expressions are exaggerated, and he speaks in a hollow, mysterious voice. Tanbaru is a coward and does not scout ahead or fight. However, if the PCs are facing almost certain defeat, he gathers his courage and may even sacrifice himself if it buys the PCs a chance to retreat.

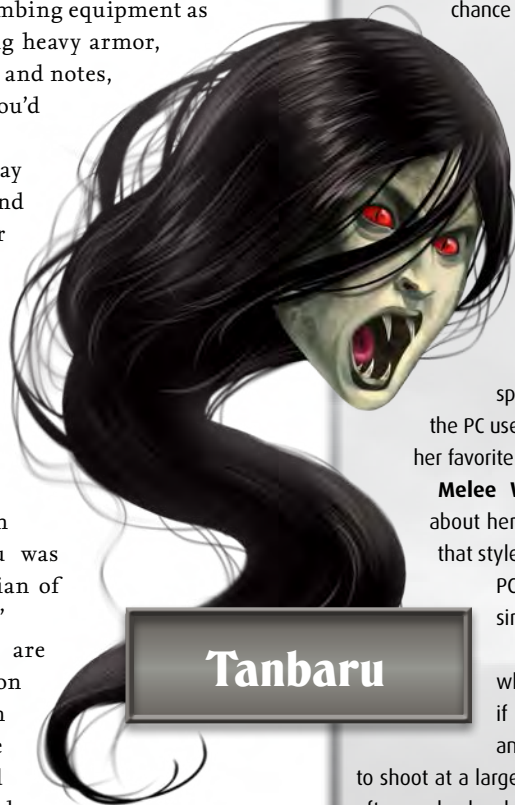
Tanbaru is worried about his safety and tries to gauge the PCs' prowess with their weapons. He strikes up conversations with up to three PCs at any point during the adventure. Choosing PCs with the Tanbaru's Respect boon is preferable, but if a player looks bored or distracted, choosing that player's PC may be a good way to get the player more involved.

Magic: If Tanbaru has seen a PC cast a spell, he later asks about the type of magic the PC uses, and asks the PC to name and describe her favorite spell—maybe even show how it works.

Melee Weapon: Tanbaru asks a brawny PC about her fighting style and why she has chosen that style over others. He also wants to see if the PC can split a log (hardness 5, hp 15) or similar object with the weapon.

Ranged Weapon: Tanbaru asks a PC who is visibly carrying a ranged weapon if it is a magic weapon and what kind of ammunition she uses. He also asks the PC to shoot at a large rock, tree, or similar AC 10 target, and afterward asks about the most dangerous foe the PC has killed with the weapon.

If a PC has Tanbaru as her familiar, adjust the briefing and later parts of the scenario accordingly. For example, Tanbaru enters Pak's shop with the PCs, and at the end of the scenario, Tanbaru won't stay with Jiraku unless his master allows it. Tanbaru should still interact with the PCs as noted above, though he defers to his master's requests and is otherwise under the associated player's control.



penalty on the check. Each PC notes all of the information with a DC less than or equal to the result of her check.

15+ Kullan Dei is a 2,500-mile long mountain range that winds its way through Nagajor and into the dragon kingdom of Xa Hoi. The northernmost stretch of the mountain range extends into southern Dtang Ma. The nearest summit is just a few hours' hike from the busy streets of the sprawling capital Ramparassad.

20+ The mountain range is volcanically active. In fact, Mount Pho-Yim, which looms over Ramparassad, often

RESPECT POINTS

The Pathfinders are among the few mortal visitors to the site in many years, and they are inadvertently serving as the kami Jiraku's barometer of whether it's even worth maintaining her vigil. The PCs' behavior on the Pilgrim's Path (areas **A1-A2**) and in the temple (areas **B1-B8**) affects how Jiraku views them, measured in Respect Points. The PCs begin with 10 Respect Points and earn and lose points as detailed in the development sections of the encounter areas. It is possible for the PCs' total to fall below 0. At the GM's discretion, the PCs may lose or earn Respect Points if they perform other actions that seem to follow or violate the spirit of the rules of the trail.

exudes ominous smoke. Seismic activity is common in the mountains, sometimes causing earthquakes, landslides, and volcanic eruptions.

25+ Many species of birds and snakes are endemic to the Kullan Dei Mountains. Some develop a spiritual attachment to important sites, defending those areas as guardians or watching over them as auspicious sentinels. Dragons, ogres, and various types of kami and oni are also relatively common in the region.

A. THE PILGRIM'S PATH

When the PCs leave Ramparassad, the weather is sweltering hot. After a walk past rice fields that extend a few miles outside the city and a hike through a bamboo forest, the PCs find a mountain trail that leads them south, deep into the Kullan Dei range. Up in the mountains, the weather is pleasantly cool. The air is thin, but the days the PCs spend in the mountains are enough to become acclimated. After a week of hiking, the PCs arrive at a set of stone pillars with inscriptions that read "The Pilgrim's Path" in several languages. The mist-shrouded outline of the broken temple is visible in the distance, some 5 miles away.

Any PC who succeeds at a DC 18 Knowledge (geography, local, or religion) check knows that the stone pillars not only mark the beginning of the Pilgrim's Path but also a transition from profane to sacred, which means that travelers should show proper reverence to tradition and the rules of the trail. One of the stone pillars lists these rules. The most salient points have been translated into Common, denoted by the bold text below. PCs who understand Dtang, Tien, or Nagaji can read the more detailed instructions marked with italics below. If asked, Tanbaru translates the text.

"Do not obstruct paths! Don't pitch your tent or leave your equipment on the trail. Be courteous and mindful of others using the trail. Leave no trace! Take your trash with you. Don't make fires outside designated areas. Don't leave any other

trace of your passage. Stay on the marked trail! Nature is sacred and fragile; do not tread on it. Don't harm animals unless you must defend yourself."

Creature: As soon as the PCs walk past the pillars, the dosojin Jiraku begins shadowing them (see the Respect Points sidebar). Thanks to her ability to merge with her ward (the trail itself) and her constant *misdirection* (attuned to a nearby tree), it's extraordinarily unlikely that the PCs might perceive her.

A1. Fallen Rocks

The narrow trail winds along the base of a steep ridge, and large, jagged rocks have fallen from the cliff face here, blocking the path. At least a score of dark birds with white throats reside here, sitting atop nests built into the cliff face.

Birds have made mud nests in the cliff face above the trail. Any PC who succeeds at a DC 15 Knowledge (nature) check identifies the birds as cliff-nesting martins endemic to the Kullan Dei mountains. This check (or a successful DC 16 Sense Motive check) also reveals that they are timid creatures and likely to abandon their young if disturbed. A PC who succeeds at a DC 19 Knowledge (geography, local, or religion) realizes that the locals consider the birds an auspicious sign, and never kill them or eat their eggs.

Hazard: A recent landslide caused large rocks to block the path. The following represent likely options that the PCs might use to get past the obstacle. In Subtier 6–7, increase the DCs of skill checks by 3, of saving throws by 2, and of ability checks by 1.

Balancing: Balancing on the rocks requires a successful DC 15 Acrobatics check. Any PC who succeeds at a DC 13 Knowledge (dungeoneering, engineering, or geography) or Perception check notices that walking on the rocks carries a great risk of dislodging some of them. If a PC fails the Acrobatics check by 5 or more, he falls prone on the jagged rocks, takes 2d6 points of piercing damage, and causes the DC of any further Acrobatics checks to increase by 2.

Clearing the Rubble: Clearing the rocks requires five successful DC 12 Strength checks. A PC who fails the check must succeed at a DC 12 Fortitude save or become fatigued (or exhausted if already fatigued). Exhausted PCs may not attempt further Strength checks.

Climbing: Climbing the cliff face above the trail requires a successful DC 13 Climb check. Any PC who fails this check by 5 or more falls onto the jagged rocks blocking the trail and suffers the same effects as a PC failing an Acrobatics check while balancing on the rocks. Because of the many bird nests on the cliff face, the first PC attempting the

climb must succeed at a DC 14 Handle Animal or wild empathy check or some of the birds fly away, abandoning their young. Using uncooked rice as a bribe allows the PCs to attempt the Handle Animal check untrained.

Finding a Detour: If the PCs succeed at a DC 18 Knowledge (geography) or Survival check, they find an alternate route off the marked path.

Using Magic: Teleportation magic (such as *dimension door*) and any manner of flight allow the PCs to move past the obstacle without angering Jiraku.

Development: If the PCs' actions cause any rocks to become dislodged, they lose 1 Respect Point. If the PCs clear the rubble, they gain 2 Respect Points. If the PCs use pitons or leave behind ropes or other equipment, they lose 1 Respect Point. If any birds abandon their nests, the PCs lose 2 Respect Points. If the PCs leave the marked trail and take a detour, they lose 1 Respect Point.

A2. Wayside Shrine

While approaching this wayside shrine along the winding path, any PC who succeeds at a DC 22 Perception check notices three statues standing near it, but curiously, only two remain by the time the PCs arrive at the shrine.

A shallow cave in the mountainside bears a carving that depicts an erupting, snow-capped volcano. Two timeworn stone statues flank the entrance to the cave. Near the cave, there is a stone fire ring with a long, semicircular stone bench around it.

This wayside shrine marks the halfway point of the Pilgrim's Path. Most pilgrims had a meal break at the shrine before they continued their ascent to the temple. Any PC who succeeds at a DC 15 Knowledge (religion) check recognizes the carving as the holy symbol of Yamatsumi. Any PC who succeeds at a Survival DC 16 notices that the fire ring has not been used in at least 2 months.

The two statues depict Jiraku and Tanbaru. Tanbaru observes that he vaguely remembers the shrine and that the statues look oddly familiar. He responds to any other queries with an agitated "I don't remember!"

Gong: One of the statues depicts a female monk holding an old, pitted bronze gong in her hands. A small bronze mallet hangs on a chain from the statue. A PC who succeeds at a DC 19 Knowledge (geography, local, or religion) check knows that the locals believe gongs are a connection between mortals and the supernatural world, and sounding a wayside gong symbolizes announcing one's arrival. A PC sounding the gong must attempt a DC 15 Perform (percussion instruments) check. Success indicates that the PC produced a "divine note," a resonant and triumphant yet not too boastful sound. Failing the

check by 10 or more causes the brittle gong to crack, permanently distorting its sound unless repaired by *mending* or similar magic.

Offerings: The second statue depicts a monk with a bowl in his hands. Any PC who succeeds at a DC 17 Knowledge (planes or religion) check realizes that pilgrims in Dtang Ma often leave votive offerings for the kami. If a PC's result exceeds the DC by 5, she also remembers that rice is a favored food of the kami. If the PCs decide to cook rice and succeed at a DC 12 Profession (cook) check or DC 20 Survival check, the rice dish is particularly delicious.

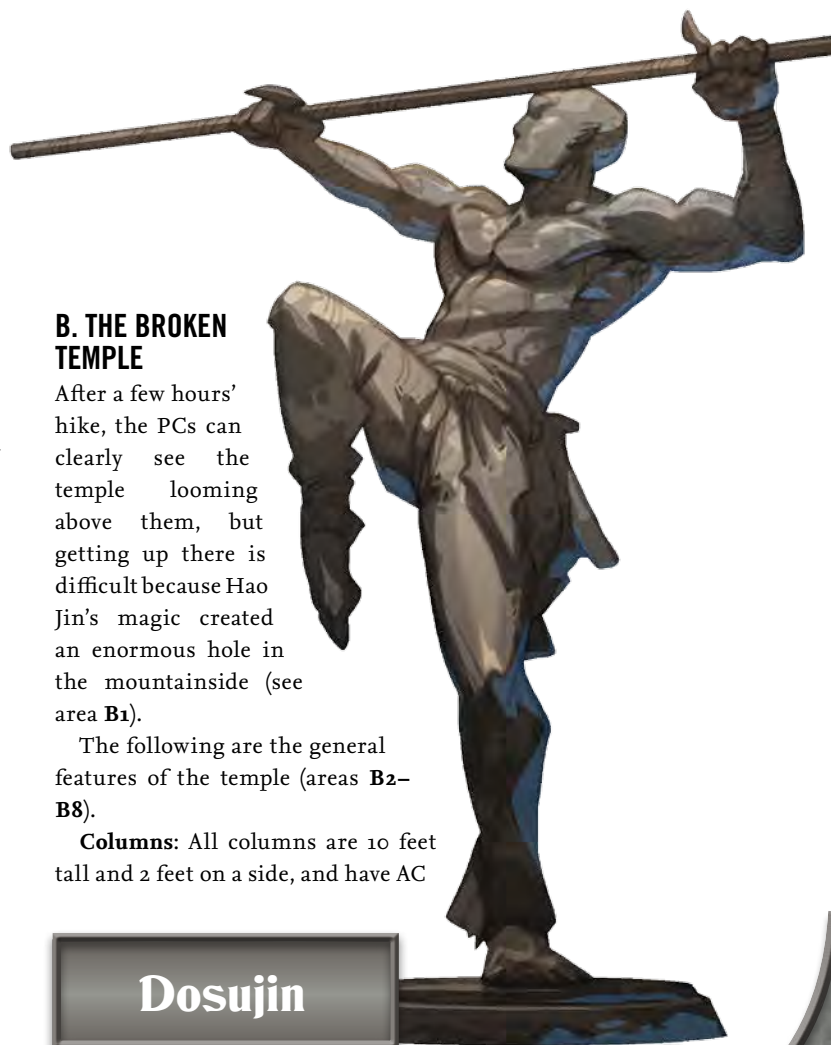
Development: If a PC produces a divine note, the PCs earn 1 Respect Point. If the PCs don't sound the gong, they lose 1 Respect Point. If the PCs break the gong, they lose 2 Respect Points. If the PCs leave some delicious cooked rice in the bowl, they earn 2 Respect Points. If they offer edible food or drink that is not cooked rice, they only earn 1 Respect Point.

B. THE BROKEN TEMPLE

After a few hours' hike, the PCs can clearly see the temple looming above them, but getting up there is difficult because Hao Jin's magic created an enormous hole in the mountainside (see area B1).

The following are the general features of the temple (areas B2–B8).

Columns: All columns are 10 feet tall and 2 feet on a side, and have AC



Dosujin

STEALTH AND DETECTION

When the PCs venture into the temple (areas **B2–B8**), the three nagaji (and a cobra in Subtier 6–7) are climbing near the mountain's mist-shrouded summit. Unfamiliar sounds cause them to hurry back to the temple. By the time the PCs have finished exploring four encounter areas in the temple (not including the courtyard), the nagaji have advanced to a distance of 60 feet. When the PCs exit the encounter area, the hiding nagaji attack. Any PC who succeeds at a Perception check (DC 24 in Subtier 3–4 and DC 26 in Subtier 6–7) notices the nagaji monks in time to participate in the surprise round.

Place each nagaji behind cover approximately 60 feet from the closest PC. If there is enough space available, place the nagaji so that no two of them are within 30 feet of one another.

4, hardness 8, hp 30, break DC 25, and Climb DC 20. The columns provide cover and block diagonal movement.

Roofs: Each building marked with light gray on the map has a roof. The ceiling is 10 feet high except in the altar room (area **B8**), where the ceiling rises to a height of 25 feet. The roofs are uneven and count as difficult terrain.

Stairs: All stairs are steep and are considered difficult terrain by ascending creatures.

Walls: The stone walls of the temple (including the sides of the stone platform) are considered masonry walls (*Core Rulebook* 411).

Windows: Sunlight filters in through vertical, ornate stone bars. Ranged attacks with bows, crossbows, and firearms are possible through the bars, but the target has cover unless the shooter is adjacent to the window. The bars have AC 6, hardness 8, hp 15, and break DC 18.

Creatures: Minions of Hsamira, an evil dark naga from Nagajor, now inhabit the temple. Centuries ago, Hsamira sent her agents to southern Dtang Ma and other neighboring regions to spy on the local people and to capture abandoned buildings in strategic locations, hoping to expand her wealth and influence. Dark-scaled snakes magically bound to Hsamira's will guard the temple, and three of her nagaji agents maintain the temple and carry out assassinations and other missions at her behest. Although unquestionably evil, the nagaji have a strong sense of honor—they have dutifully continued recording the temple's history and have not vandalized anything except the altar (area **B8**). After spying on the PCs for a while, the nagaji attack as detailed in the Stealth and Detection sidebar above and the Nagaji Ambush encounter on page 13. If any nagaji are captured, they proudly tell the PCs about their "sacred mission," warning the PCs that it is foolish to anger their mistress Hsamira.

Jiraku follows the PCs into the temple, and much to her horror, she realizes that the altar to Yamatsumi has been desecrated. Despite her growing disappointment, she keeps observing the PCs. Jiraku confronts the PCs some time after the nagaji ambush, as detailed in the Kami Asunder encounter on page 14.

B1. The Lost Path (CR 6 or CR 9)

After a tough hike up a narrow trail along the face of the mountain, the Pilgrim's Path suddenly ends. A cylindrical portion of the mountainous landscape—one hundred and fifty feet in diameter—is simply missing. An old milestone still points southwest toward the strangely symmetrical crater, but an arrow engraved in the cliff face points west toward a series of water-slicked steps carved into the unnatural cliff.

Hao Jin's magic transported the lower portion of the temple onto her museum demiplane, taking the upper half of the Pilgrim's Path with it. Any PC who succeeds at a DC 15 Knowledge (arcana or geography) check confirms that only powerful magic could create such a perfectly cylindrical cavity in the mountainside. Tanbaru wails quietly and his tiny body shakes in disgust as he sees what is left of his former ward. Tanbaru says, "It was here! This is the place where my ward, my path, was sundered."

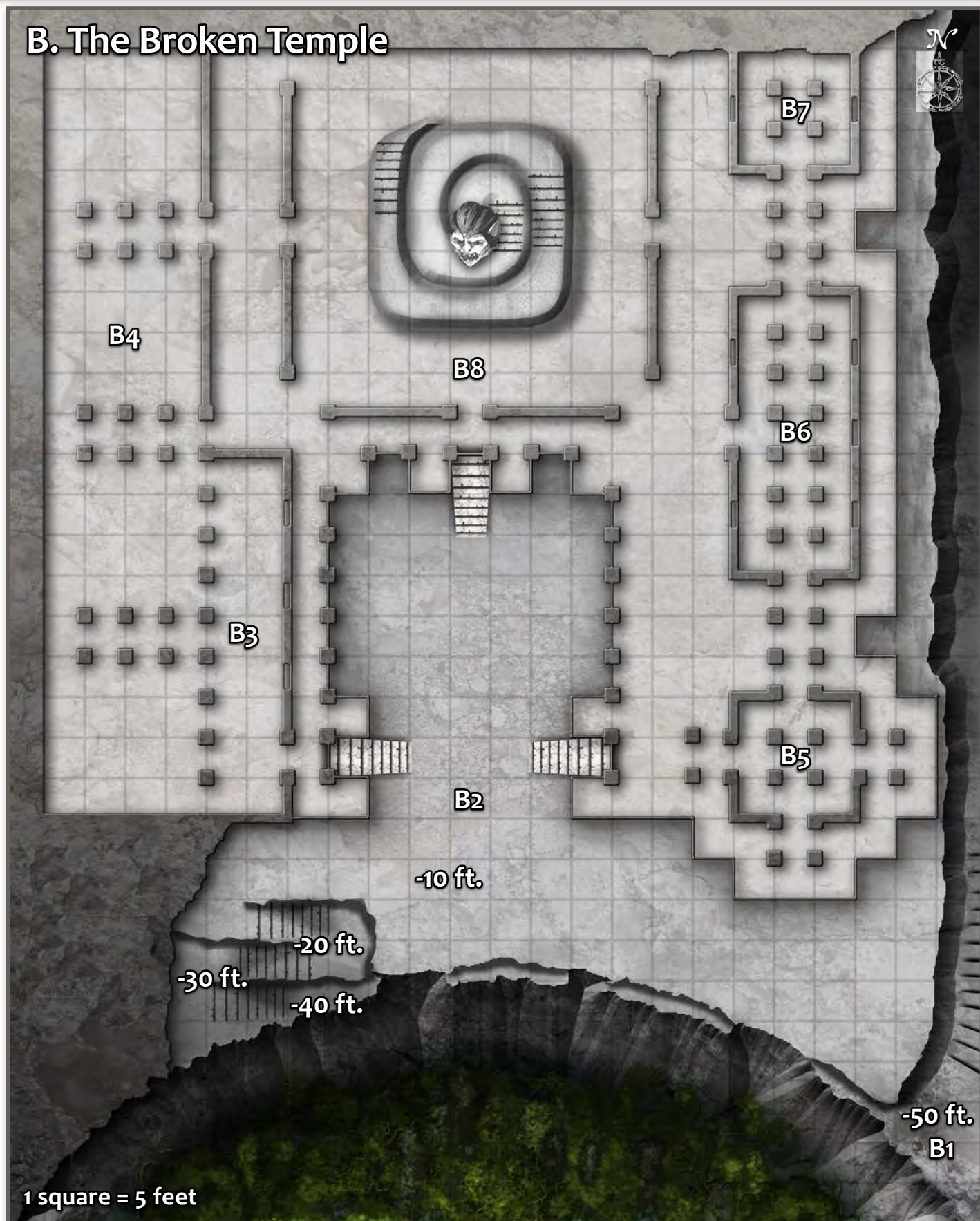
Even after the lower part of the temple disappeared, a few persistent pilgrims still continued to climb to the upper part of the temple. Any PC who succeeds at a DC 16 Craft (stonemasonry) or Knowledge (dungeoneering, engineering, or geography) check notices that the narrow steps are the result of both centuries of natural erosion and the use of rock-cutting tools. Any PC who exceeds the DC by 5 notices that some of the tool marks have been made within the last year.

Hazards: Climbing the slippery, nearly vertical cliff face is difficult (DC 19 in Subtier 3–4 and DC 22 in Subtier 6–7), but traversing the narrow ledge carved into the cliff face is much easier. The following features are present in this encounter, as shown on the map.

Crater: The bottom of the crater is 60 feet below area **B1**. Falling to the bottom deals 6d6 points of falling damage. In Subtier 3–4, however, vegetation growing at the base of the cliff softens the fall, and half of the damage is nonlethal. If climbing back up is too difficult, it is possible to find a trail that leads back to where the ledge begins, but the hike takes about 10 minutes.

Gaps: There are two 10-foot gaps and one 5-foot gap in the ledge. Assuming a running start (2 squares with no other creatures in the way), a PC must succeed at a DC 10 Acrobatics check (or DC 5 for the smaller gap) to get across. There are also many handholds and footholds carved into the wall, and climbing horizontally only requires a

B. The Broken Temple



1 square = 5 feet



-50 ft.
B1

-10 ft.

-20 ft.

-30 ft.

-40 ft.

SCALING ENCOUNTER B1

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

Subtier 3–4: Replace two constrictor snakes with two venomous snakes (*Pathfinder RPG Bestiary* 255).

Subtier 6–7: Remove one cobra from the encounter.

successful DC 11 Climb check. The PCs may take 10 on these checks until initiative is rolled. Tying a rope around a PC (a full-round action) allows up to two PCs within 20 feet (one on either side) to use the aid another action (Climb DC 10) to assist a climbing PC.

Ledge: Balancing on the 2-foot-wide ledge requires no Acrobatics checks except when moving through an ally's space (DC 10) unless both creatures are Small or smaller. The DC to move through a hostile creature's space with Acrobatics is also increased by 5.

Creatures: As soon as the first PC has crossed all three gaps, the nagaji's pet snakes attack. If a PC attempts to climb up the wall rather than move along the ledge, the snakes attack when the first PC reaches the top.

SUBTIER 3–4 (CR 6)

CONSTRUCTOR SNAKES (4)

CR 2

Constrictor snake (*Pathfinder RPG Bestiary* 255)

hp 19 each

TACTICS

During Combat The snakes slither down the wall, attacking from a height of 5 feet above the ledge. The snakes are trained not to attack or constrict unconscious creatures, though their instinct might override these instructions if a target repeatedly regains consciousness during the fight.

Morale A snake withdraws when reduced to 5 hp or less.

SUBTIER 6–7 (CR 9)

DARK COBRAS (4)

CR 5

Fiendish young emperor cobra (*Pathfinder RPG Bestiary* 2 292, 293, 252)

N Medium animal

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 39 each (6d8+12)

Fort +7, **Ref** +9, **Will** +5

DR 5/good; **Resist** cold 10, fire 10; **SR** 10

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +9 (1d8+6 plus poison)

Special Attacks smite good 1/day (+6 damage)

TACTICS

During Combat Use the constrictor snakes' tactics in Subtier 3–4.

Morale A cobra withdraws when reduced to 10 hp or less.

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +8; **CMD** 22 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +12, Climb +12, Perception +13, Stealth +17, Swim +12; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves

Development: If the PCs use tools, attacks, or effects that leave visible marks or trash in the environment (such as ammunition, splash weapons, or discarded potions) and make no attempt to clean up, the PCs lose 1 Respect Point. If their actions cause extensive damage to the environment (such as casting a *fireball*), the PCs lose 2 Respect Points.

B2. Courtyard

Three sets of stairs lead up to a ten-foot-high stone platform surrounding this courtyard on three sides. Several buildings stand upon the platform, some of built directly into the mountain face.

Pilgrims would practice martial arts out in the courtyard, comparing their styles and techniques with visitors from other villages and monasteries. The resident nagaji also practice hand-to-hand combat and other techniques in the courtyard.

The ground and walls bear signs of centuries of combat practice. Any PC who succeeds at a DC 15 Perception check notices that the most recent weapon marks are from spears and arrows, though no arrowheads are present. There is also a curious set of burn marks on the ground. Any PC who succeeds at a DC 18 Knowledge (arcana) or Spellcraft check identifies that they were caused by a *scorching ray* spell not long ago.

B3. Dormitory

Rows of columns divide this spacious room. A pile of blankets lies in the southwest corner, but otherwise, the room is bare.

During the pilgrimage season in the fall and spring, up to 60 people slept side-by-side in this room. A PC who studies the blankets and succeeds at a DC 17 Survival check to track notices that only three of them seem to have been used recently.

B4. Storage Rooms

Old clothes, barrels, large sacks, rusted pickaxes, and other miscellaneous junk lies in piles in this room.

Pilgrims used the two northernmost rooms to store their food, clothes, climbing equipment, and medical supplies. Any PC who rummages through the junk finds nothing of value but notices some recently made bundles of dried rabbit meat. If the PCs succeed at a DC 19 Perception check, they also notice five eggs hidden amid the clothes. With a successful DC 12 Knowledge (nature) check, a PC can identify these as the eggs of a fairly large snake. Exceeding this check's DC by 5 or more also informs the PC that these eggs represent an especially strong subspecies of serpent that might serve as powerful companions if properly reared and trained.

Development: If the PCs destroy the defenseless eggs, they lose 2 Respect Points. If the PCs steal them, they lose 1 Respect Point but receive the Coiled Companion boon on their Chronicle sheets.

B5. Meditation Room

The walls and columns of this small building are covered in carvings of mythological scenes. Three sitting pillows of slightly different sizes lie on the floor.

Pilgrims and traveling priests would spend hours sitting in the shrine in quiet contemplation. The current nagaji residents also use the shrine for similar purposes, and any PC who succeeds at a DC 16 Perception or Survival check to track notices that the pillows on the floor look relatively new and show signs of recent use. The bas-reliefs on the walls tell a tale of Ankilhi, an important figure in the local mythology of Yamatsumi.

On the northern wall, two inhuman creatures with hair burning like flames hold down a third creature with rough, chiseled features atop an anvil. The two fiery creatures have hammers raised as if shaping their victim in a blacksmith's forge. Behind them, a towering monstrosity crushes an army beneath its elephantine feet.

Any PC who succeeds at a DC 22 Knowledge (planes) check identifies the inhuman creatures as highly stylized depictions of fire and earth elementals, respectively, with the background image suggesting a scene on the Plane of Earth as the colossus crushes fiery creatures.

The east wall depicts muscular, horned humanoids—one holding a crystalline spike the size of a spear—clambering up a hill toward a fiery circle; the monstrous creature from the east wall storms after them.

A PC who succeeds at a DC 18 Knowledge (planes) check recognizes the horned humanoids as efreeti (i.e. genies of fire) and the fiery circle as a temporary portal. A PC who succeeds at a DC 15 Profession (soldier) or DC 20 Knowledge (history) check recognizes the genies' tactics as a planned retreat to lure the immense monster into a trap.

The south wall shows the horned humanoids driving the spike into the monster, pinning it against the wall of a cavern above a pool. Far in the background, a bearded giant with ram's horns curling from his head howls in pain.

A PC who succeeds at a DC 18 Knowledge (religion) check identifies the bearded giant as Yamatsumi, the god of mountains, volcanoes, and winter. With a successful DC 15 Knowledge (geography or nature) check, a PC gathers the cavern is not a conventional cave but rather the basin of a volcano.

The west wall's carvings depict a mortal woman who carries a battered suit of armor and gazes up at a towering old man who stands before her. With one hand he points to the snow-capped mountains behind him. The other he uses to gesture palm-outward to the woman, as if instructing her to go no further.

Any PC who succeeds at a DC 20 Knowledge (history or nobility) check recognizes that the woman is Ankilhi from local mythology. She is known for her 68 great deeds, which included slaying great beasts, acts of kindness, and unifying the people against a common enemy. If the PC's check exceeds the DC by 5 or more, he also identifies the armor she carries as that of the graveknight Pnao Kilnak, whom she destroyed in single combat. As the story goes, she sought to destroy the graveknight's armor with Yamatsumi's fire, but the Mountain Lord spoke of a slumbering evil that the armor might wake; instead he bid her to melt down the fragments and forge them into a powerful weapon to wield in his name.

With a successful DC 30 Knowledge (planes or religion) check, a PC identifies the old man as a jinushigami, one of the most powerful types of kami in existence, known to guard immense natural features like forests and mountain ranges. Even those who fail this check by 10 or less know the creature is a kami, and get the feeling that the creature is immensely powerful. Furthermore, any PC who succeeds at a DC 18 Knowledge (geography) or Survival check notices that the mountains behind the old man are part of the Kullan Dei system and are located in the border region between Dtang Ma and Nagajor. In fact, this temple is in the foothills of these very mountains.

B6. Library

The smell of old paper fills this long building, whose walls are lined with drawers carved from the same stone. Between the shelves, three windows offer a majestic view over dozens of snowy peaks in the east.

This large building was the temple's library, and it still holds an impressive collection of holy texts and records of the temple's history. There are no signs of vandalism—in fact, the resident nagaji have continued to record the temple's history since their arrival.

Sitting on a shelf is a pile of old guestbooks. Any PC who succeeds at a DC 16 Knowledge (local or geography) check knows that Tian-Dtang consider it polite to record one's visit in a guestbook. It is also a safety measure; if someone goes missing, it is possible to check if there is a record about the person's visit. Anyone who reads Dtang, Nagaji, or Tien (or succeeds at a DC 15 Linguistics check) may attempt a DC 15 Perception or Profession (librarian) check to notice that nearly all entries have been made in the fall and spring, around the time the mountain streams freeze and thaw, respectively. After the year 3945 AR, the number of visits dropped to just a few visitors per year, then stopped altogether for several hundred years. All records from the last 300 years are written in Nagaji. According to the last entry, persons named Xuyan, Muita, and Ngon Le arrived 3 months ago.

Development: If the PCs study the guestbooks but don't record their visit or provide false information, they lose 2 Respect Points. If the PCs record their visit in Dtang, Nagaji, or Tien, they gain 1 Respect Point.

Treasure: A box labeled "Mountain Scrolls" in Tien contains five scrolls of *cure moderate wounds*, two scrolls of *expeditious retreat* (CL 5th), two scrolls of *lesser restoration*, and a scroll of *spider climb*. In Subtier 6–7, the box contains five scrolls of *cure critical wounds* instead of five scrolls of *cure moderate wounds*.

An ancient text called *Whispers in the Wood*, written in an early dialect of Dtang, is also stored in the library. The beautifully illuminated manuscript describes kami of all kinds, and the rare piece of religious lore is worth 1,000 gp.

Rewards: If the PCs don't find the scrolls, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 204 gp.

Out of Subtier: Reduce each PC's gold earned by 303 gp.

Subtier 6–7: Reduce each PC's gold earned by 403 gp.

B7. Sacristy

The shelves carved into the walls of this small building are lined with bottles and vials of many sizes. A faint scent of incense hangs in the air.

Pilgrims stored relics and other items of religious significance in the sacristy. The nagaji have barely touched the contents of the room.

Treasure: Magic oils intended for religious purposes are stored here, including an *oil of barkskin* (CL 6th), an *oil of bull's strength*, five *oils of cure light wounds*, an *oil of enlarge person* (CL 5th), an *oil of jump* (CL 5th), and an *oil of resist energy* (fire). In Subtier 6–7, the PCs also find an *oil of haste* and an *oil of fly*.

Rewards: If the PCs don't find the treasure, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 162 gp.

Out of Subtier: Reduce each PC's gold earned by 224 gp.

Subtier 6–7: Reduce each PC's gold earned by 287 gp.

B8. Altar Room

A polished, fifteen-foot-tall stone statue of a coiled snake sits at the center of this room.

The massive statue depicts Hsamira, a female dark naga monk, in a meditative posture. The statue was originally an altar to Yamatsumi, depicting a volcano with a spiraling path that led up to its summit, but nagaji monks worked the stone, shaping the summit into a naga's head, and the path became the naga's coiled body. Any PC who succeeds at a DC 16 Craft (sculpture or stonemasonry) or Knowledge (engineering) check notices that the statue is not part of the original construction, though the building material is the same. Any PC who succeeds at a DC 18 Knowledge (dungeoneering) check notices that the creature depicted is a particularly large or wildly exaggerated dark naga. By succeeding at a DC 18 Knowledge (history or religion) check, a PC knows the statue does not depict any well-known historical or religious figure. The coils of the statue require a successful DC 10 Acrobatics or Climb check for Medium or smaller creatures to climb, while Large and larger creatures treat the squares as difficult terrain.

Tanbaru looks perplexed and remarks, "Strange, I don't remember that statue at all."

Treasure: One of the statue's eyes (or each in Subtier 6–7) is a yellow topaz worth 1,100 gp.

Rewards: If the PCs don't recover the topaz eye or eyes, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 92 gp.

Out of Subtier: Reduce each PC's gold earned by 137 gp.

Subtier 6–7: Reduce each PC's gold earned by 183 gp.

Nagaji Ambush (CR 6 or CR 9)

Three nagaji monks, Xuyan, Muita, and Ngon Le ambush the PCs as detailed in the Stealth and Detection sidebar on page 8.

Creatures: The nagaji have similar martial arts training, but each has specialized in different weapons, feats, and ki powers. For this reason, the three have the same base statistics, and their individual stat blocks only present their additional equipment, feats, and ki powers.

SUBTIER 3-4 (CR 6)

NAGAJI MONK BASE STATISTICS CR 3

Nagaji monk (qinggong monk) 4 (*Pathfinder RPG Bestiary* 4 199, *Pathfinder RPG Ultimate Magic* 51)

LE Medium humanoid (reptilian)

Init +1; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 15, flat-footed 14 (+1 Dex, +1 dodge, +1 monk, +1 natural, +2 Wis)

hp 25 (4d8+4)

Fort +4, **Ref** +5, **Will** +6; +2 vs. enchantments, +2 vs. mind-affecting effects and poison

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +7 (1d8+4) or
unarmed strike flurry of blows +6/+6 (1d8+4)

Special Attacks flurry of blows, stunning fist (4/day, DC 14)

TACTICS

During Combat The nagaji use their ki powers whenever it is prudent. Fast and mobile, they move and attack each round, trying to end their movement behind cover or in a position that makes it difficult for the PCs to counterattack. After 4 rounds (or if cornered), a nagaji changes her tactics; she closes into melee range and makes full attacks with unarmed strikes, using any remaining ki to make additional attacks.

Morale The last nagaji standing attempts to flee if reduced to 25 or fewer hit points.

STATISTICS

Str 18, **Dex** 13, **Con** 10, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 22

Feats Dodge, Improved Unarmed Strike, Stunning Fist

Skills Acrobatics +8 (+12 to jump), Climb +11, Perception +11, Stealth +8; **Racial Modifiers** +2 Perception

Languages Nagaji, Tien

SQ fast movement, ki pool (4 points, magic), maneuver training, slow fall 20 ft.

XUYAN CR 3

hp 29

Melee +1 spear +8 (1d8+7/×3)

Feats Combat Reflexes, Mobility, Toughness

SQ ki power^{UM} (Spring Attack)

Gear +1 spear

SPECIAL ABILITY

Spring Attack (Su) Xuyan's specialized training allows her

60 MINUTES LEFT?

If fewer than 60 minutes remain in the scenario after the PCs have fought the nagaji for 4 rounds, the monks flee instead of transitioning to melee tactics.

SCALING THE NAGAJI AMBUSH

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

Subtier 3-4: The PCs' sudden assault on the temple gives the nagaji monks the shaken condition.

Subtier 6-7: Remove the cobra from the encounter.

to select the Spring Attack ki power before 6th level, but until she reaches 6th level, each use costs her 2 ki points to activate the power rather than 1.

MUITA CR 3

hp 25

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

Monk Spell-Like Abilities (CL 4th; concentration +6)
1 ki—*true strike* (self only)

Feats Deadly Aim, Improved Grapple, Martial Weapon Proficiency (longbow)

SQ ki power^{UM} [*true strike*]

Gear +1 composite longbow (+4 Str) with 20 arrows

NGON LE CR 3

hp 25

Monk Spell-Like Abilities (CL 4th; concentration +6)
2 ki—*scorching ray*

Feats Deflect Arrows, Extra Ki (2)

SQ ki pool (8 points, magic), ki power^{UM} [*scorching ray*]

SUBTIER 6-7 (CR 9)

DARK COBRA CR 5

hp 39 (see page 10)

TACTICS

During Combat The cobra protects Ngon Le.

Morale The cobra flees if all three nagaji are defeated. It otherwise fights to the death.

NAGAJI MONK BASE STATISTICS CR 5

Nagaji monk (qinggong monk) 6 (*Pathfinder RPG Bestiary* 4 199, *Pathfinder RPG Ultimate Magic* 51)

LE Medium humanoid (reptilian)

Init +1; **Senses** low-light vision; Perception +13

DEFENSE

AC 19, touch 15, flat-footed 17 (+1 Dex, +1 dodge, +1 monk, +4

natural, +2 Wis)
hp 42 (6d8+12)
Fort +6, **Ref** +7, **Will** +8; +2 vs. enchantments, +2 vs. mind-affecting effects and poison
Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.
Melee unarmed strike +8 (1d8+4) or
 unarmed strike flurry of blows +8/+8/+3 (1d8+4)
Special Attacks flurry of blows, stunning fist (6/day, DC 15)
Monk Spell-Like Abilities (CL 6th; concentration +6)
 1 ki—*barkskin* (self only)

TACTICS

Before Combat The nagaji cast *barkskin*.
During Combat The nagaji use their ki powers whenever it is prudent. Fast and mobile, they move and attack each round, trying to end their movement behind cover or in a position that makes it difficult for the PCs to counterattack. After 4 rounds (or if cornered), a nagaji changes her tactics; she closes into melee range and makes full attacks with unarmed strikes, using any remaining ki to make additional attacks.
Morale The last nagaji standing attempts to flee if reduced to 25 or fewer hit points.
Base Statistics Without *barkskin*, the nagaji's statistics are **AC** 16, touch 15, flat-footed 14.

STATISTICS

Str 18, **Dex** 13, **Con** 10, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +10; **CMD** 23
Feats Dodge, Improved Unarmed Strike, Mobility, Stunning Fist, Toughness
Skills Acrobatics +10 (+18 to jump), Climb +13, Perception +13, Stealth +10; **Racial Modifiers** +2 Perception
Languages Nagaji, Tien
SQ fast movement, ki pool (5 points magic), maneuver training
Gear *cloak of resistance* +1

XUYAN **CR 5**
hp 42
Melee +1 *spear* +10 (1d10+7/×3)
Feats Combat Reflexes, Power Attack, Weapon Focus (spear)
SQ ki power^{UM} (Spring Attack)
Combat Gear *quick runner's shirt*^{UE}; **Other Gear** +1 spear

MUITA **CR 5**
hp 42
Ranged +1 *composite longbow* +6 (1d8+5/×3)
Monk Spell-Like Abilities (CL 6th; concentration +8)
 1 ki—*true strike* (self only)
Feats Deadly Aim, Improved Grapple, Martial Weapon Proficiency (longbow)
SQ ki power^{UM} [*true strike*])
Combat Gear +1 *human-bane arrows* (5); **Other Gear** +1

composite longbow (+4 Str) with 20 arrows

NGON LE **CR 5**
hp 42
Melee unarmed strike +8/+8/+3 (1d8+4 plus 1d6 fire)
Monk Spell-Like Abilities (CL 6th; concentration +8)
 2 ki—*scorching ray*
Feats Deflect Arrows, Extra Ki (2)
SQ ki pool (9 points, magic), ki power^{UM} [*scorching ray*])
Gear *flaming amulet of mighty fists*

Rewards: If the PCs don't defeat the nagaji monks, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 508 gp.

Out of Subtier: Reduce each PC's gold earned by 834 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,161 gp.

Kami Asunder (CR 7 or CR 10)

This encounter begins immediately after the PCs have finished exploring the temple (areas **B2–B8**). However, if the PCs intend to explore the altar room (area **B8**) last, the encounter begins before they enter the area.

Creatures: Concealed by *invisibility*, Jiraku climbs atop the naga statue's head and creates a square *wind wall*, enclosing a 15-by-15-foot area centered around the statue's head with the spell. She first appears in her dosojin kami form, but if the PCs fight her, she eventually transforms into an oni as detailed in her tactics. In Subtier 6–7, the seismic activity she instigates cause three magma elementals to angrily ooze from the walls when combat begins.

As Jiraku makes her appearance, read or paraphrase the following. As the kami proclaims that she was testing the PCs, consider having her denounce several of the ways in which the PCs failed to meet her expectations (e.g. "It was you who scattered sacred birds and shattered a sacred gong!").

Surrounded by fierce whirling winds, an athletic woman of living stone appears atop the head of the massive serpentine statue. In a booming telepathic voice, she declares, "For over a thousand years I've stood vigil over the procession that leads up to this temple. I was watching you while you walked the Pilgrim's Path. Everything you faced along the way was a test of your abilities and your character. But the test is not over—answer my questions and face my judgment!"

Jiraku has three questions. Each time, the PCs must select one of four approaches and attempt the associated check. If the PCs succeed at a DC 15 Sense Motive check, they realize that not all options are equal—choosing the wrong approach may anger Jiraku even if the check is successful. The DC for all of the checks is 18 in Subtier

3-4 and 22 in Subtier 6-7. The numbers in parentheses indicate how many Respect Points the PCs gain or lose if they succeed at or fail the check, respectively. Each time, depending on which approach the PCs choose and whether they succeed, Jiraku gives a short response, such as “I accept your answer,” “I see,” “These are weak excuses!” or “You know nothing!” The four types of response for each question represent the likeliest ways for the PCs to answer the kami, but the GM should use these as a reference for other skills to use and their impact on the Respect Point total should the PCs take another approach.

Jiraku is alert, and if at any point during the conversation the PCs attempt to enter the altar room, she shouts “That’s close enough!” If a PC attempts to cast a spell, drink a potion, hide, or take any other suspicious actions, she points a finger at the PC and shouts “Stop it! No trickery!” If the PCs ignore her commands, Jiraku attacks.

Initially, Jiraku doesn’t realize that the spirit oni is Tanbaru. Tanbaru remembers Jiraku and is whimpering pitifully because she treats him like a stranger. The first time the PCs mention Tanbaru and the other temple’s half stored in the *Hao Jin Tapestry*, Jiraku is so shocked that the PCs receive a +4 bonus on the next check they attempt when answering a question.

“Who are you and why are you here?”

Bluff: Lie about the Pathfinder Society’s goals to make them seem more honorable. (+2/-2)

Diplomacy: Tell about the Pathfinder Society in an honest but positive tone. (+1/-1)

Knowledge (geography or local): Tell about the people and traditions of the Inner Sea region. (+1/-1)

Perform (oratory): Describe Pathfinders and their past successes in a dynamic manner. (+2/-1)

“This is no place for an oni! What were you thinking when you brought that creature here?” A PC with the Tanbaru’s Respect boon gains a +2 bonus on her check and may attempt the Knowledge checks untrained. The same applies to a PC who bonded with Tanbaru by showing him how a weapon or spell works (see the Presenting Tanbaru sidebar on page 5). These bonuses stack. However, neither of these bonuses apply if the PC attempts the Bluff check.

Bluff: Claim that Tanbaru never revealed that he was an oni. (-1/-2)

Diplomacy: Explain that what happened to Tanbaru was beyond his control. (+1/-1)

Knowledge (planes): Point out that a spirit oni is not as evil or corrupt as other types of oni. (+1/-2)

Knowledge (religion): Point out that as a neutral deity, Yamatsumi has no particular bias against oni. (+0/-2)

“I have failed my ward. Look at the desecrated altar! Tell me why I shouldn’t just let the fire and ash of Yamatsumi cleanse this place?” When Jiraku speaks these words, the earth trembles, and fiery flashes are visible at the summit

SCALING THE KAMI ASUNDER

Check how much time remains in which to conclude the adventure when Jiraku transforms into an oni. If 15 or fewer minutes remain, she attempts to flee after 1 round of combat.

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

Subtier 3-4: Seeing the desecrated altar makes Jiraku sickened for the duration of the encounter. Reduce the DC of the skill checks to answer Jiraku’s questions by 2.

Subtier 6-7: Remove one Large magma elemental from the encounter. Reduce the DC of the skill checks to answer Jiraku’s questions by 2.

of the mountain looming over the temple. Droplets of lava begin to seep and bead at the seams between the temple’s stone blocks.

Craft (sculpture or stonemasonry) or Knowledge (engineering): Give a realistic estimate on how easily the temple can be restored. (+2/-1)

Diplomacy: Promise to find people who can repair the temple. (+1/-1)

Intimidate or Knowledge (planes): Warn Jiraku about turning into an oni. (+2/-2)

Knowledge (religion): Talk about rituals that restore the altar’s connection to Yamatsumi. (+2/-1)

After the three questions, Jiraku tells the PCs her verdict as follows.

0 or fewer Respect Points: Jiraku exclaims, “You are but liars and treasure hunters who have no respect for tradition! You deserve to burn with the temple!” Jiraku attacks immediately. When defeated (see the morale section in the stat block), Jiraku flees using *dimension door*, if able. She is doomed to live as an oni.

1 to 9 Respect Points: Jiraku responds, “I can see that you mean well, but you don’t understand our ways. Leave now or be buried with the temple!” Jiraku allows the PCs to leave but attacks if the PCs attempt anything else. If defeated, Jiraku comes to her senses and reverts to her kami form. She apologizes and thanks the PCs for stopping her.

10 or more Respect Points: Jiraku says, “So few visitors have come and shown such respect for local traditions. I had forsaken my love and duty for this place, but perhaps there is hope for me yet.” The PCs earn the Jiraku’s Respect boon on their Chronicle sheets. Proceed to the Development section, and skip the combat encounter.

SUBTIER 3-4 (CR 7)

JIRAKU (KAMI FORM)

CR 6

Female variant dosojin kami (*Pathfinder Adventure Path* #52:

Forest of Spirits 82)

NG Medium outsider (kami, native)

Init +6; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 67 (9d10+18); fast healing 3

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

DR 5/cold iron; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.

Melee +1 *adamantine tetsubo* +13/+8 (1d10+4/×4) or 2 slams +11 (1d6+2)

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*call magma* (DC 16), *know direction, misdirection* (DC 15)

3/day—*dispel magic, invisibility, longstrider, pass without trace, stone shape, wind wall*

1/day—*locate object, mirage arcana* (DC 18), *nondetection*

TACTICS

Before Combat Jiraku casts *longstrider*



and *pass without trace*. By the time combat begins, assume that only 3 rounds remain of her *wind wall*'s duration.

During Combat Jiraku casts *dispel magic* on any PCs whom she saw resist Ngon Le's *scorching ray* during the Nagaji Ambush encounter. She then barrages the PCs with her *call magma* ability until a PC comes close enough for her to make a full attack with her tetsubo.

Morale When Jiraku is incapacitated (for example, paralyzed or pinned) or reduced to 22 hp or less, her stony form crumbles and she immediately transforms into her oni form (see below). As part of her transformation, she may teleport up to 30 feet as an immediate action. Unless she has been disarmed, her tetsubo teleports with her.

Base Statistics Without *longstrider*, Jiraku's speed is 30 ft.

STATISTICS

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

Base Atk +9; **CMB** +11; **CMD** 23

Feats Alertness, Exotic Weapon Proficiency (tetsubo), Improved Initiative, Power Attack, Weapon Focus (tetsubo)

Skills Acrobatics +14 (+18 to jump), Bluff +15, Disguise +15, Handle Animal +15, Knowledge (nature) +13, Perception +4, Sense Motive +16, Survival +11

Languages Common, Tien; telepathy 100 ft.

SQ merge with ward, ward (roads or trails)

Other Gear +1 *adamantine tetsubo*^{UE}

SPECIAL ABILITIES

Call Magma (Sp) This ability functions as per *call lightning*, except the damage it deals is half bludgeoning damage, half fire damage. In Subtier 6–7, the damage increases to 3d10.

JIRAKU (ONI FORM)

CR 6

NE Medium outsider (native, oni, reptilian, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 66 (7d10+28); regeneration 5 (acid or fire)

Fort +9, **Ref** +5, **Will** +7

SR 17

OFFENSE

Speed 40 ft.

Melee Hikori +12/+7 (1d10+7/×4), tongue +6 touch (1d4 Cha damage) or

2 claws +11 (1d6+4), tongue +6 touch (1d4 Cha damage)

Spell-Like Abilities (CL 7th; concentration +11)

At will—*murderous command*^{UM} (DC 15)

3/day—*dimension door* (self only)

1/day—*hold person* (DC 16), *hypnotic pattern* (DC 16), *mirror image*

TACTICS

Before Combat Jiraku's transformation fully heals her and removes all conditions and ongoing spells affecting her. She still counts as the same creature for purposes of effects that can affect a creature

only once per day.

During Combat Jiraku casts *mirror image*. She aggressively attacks with her tetsubo and spell-like abilities, using whichever option seems most effective.

Morale If reduced to 22 hp or below, Jiraku attempts to flee by using *dimension door*. Failing that, she surrenders.

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +7; **CMB** +11; **CMD** 24

Feats Exotic Weapon Proficiency (tetsubo), Improved Initiative, Lunge, Power Attack

Skills Acrobatics +13, Bluff +14, Disguise +14, Knowledge (arcana) +5, Perception +12, Sense Motive +12, Spellcraft +10, Stealth +13

Languages Common, Nagaji, Tien

SQ change shape (any nagaji or Medium snake, *alter self* or *beast shape I*)

Gear +1 adamantine tetsubo^{UE}

SUBTIER 6–7 (CR 10)

JIRAKU (KAMI FORM)

CR 6

hp 67 (see Subtier 3–4)

Melee *Hikori* +13/+8 (1d10+4/×4 plus 1d6 cold or fire)

JIRAKU (ONI FORM)

CR 6

hp 66 (see Subtier 3–4)

Melee *Hikori* +12/+7 (1d10+7/×4 plus 1d6 cold or fire)

LARGE MAGMA ELEMENTALS (3)

CR 5

hp 60 each (*Pathfinder RPG Bestiary* 2 118)

TACTICS

Before Combat The elementals emerge from the walls in the positions indicated.

During Combat The elementals harass Jiraku's foes, aiming to strike down soft targets and keep more than one or two creatures from confronting Jiraku directly. Thanks to their earth glide ability, the elementals can pass through the temple's stone walls with ease.

Morale The elementals fight to the death.

Development: In the event that the PCs flee, Jiraku completes her transformation into an oni and causes even more lava to pour from the temple's seams. Over the course of 1 hour, she reduces the temple superstructure to shapeless, igneous slag, looking in many ways like a spent candle. In such an event, all remaining treasure and historical features in area A are destroyed.

Rewards: If Jiraku beats the PCs in combat, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 418 gp.

Out of Subtier: Reduce each PC's gold earned by 793 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,168 gp.

JIRAKU'S TETSUBO

In Subtier 6–7, Jiraku's weapon is a sacred relic of Yamatsumi named *Hikori*—a tetsubo whose gray, white, and red pattern evokes a snowcapped volcano. So long as the PCs defeat Jiraku and recover the tetsubo, they gain access to the weapon on their Chronicle sheet regardless of their subtier.

HIKORI

PRICE
14,020 GP

SLOT none

CL 10th

WEIGHT 10 lbs.

AURA moderate evocation

This +1 adamantine tetsubo^{UE} has both the *flaming* and *frost* weapon special abilities, but only one may be active at a given time. Activating or switching between the abilities is only a swift action.

CONSTRUCTION REQUIREMENTS

COST 11,865

Craft Magic Arms and Armor, *fireball*, *ice storm*

CONCLUSION

Once the PCs stop Jiraku from destroying the temple, they can safely finish studying the temple, rest, and prepare for their journey back to Ramparassad.

If the PCs were able to talk Jiraku out of destroying the temple, or if she surrendered after a fight, she thanks the PCs and asks their opinion on whether Tanbaru should stay with her at the temple. If the PCs say yes, she places Tanbaru on her face, smiles, and says, "I'm sad about what happened to you, Tanbaru, but I need you to remind me why I must never abandon my duty." If the PCs say no, Tanbaru bids Jiraku farewell, and although he is sad, he later thanks the PCs for the chance to say goodbye to his former mate.

If PCs destroyed Jiraku, or if she escapes after turning into an oni, Tanbaru seems displeased but returns to Ramparassad with the PCs. Only time will tell whether he reverts to his evil ways or remains a valuable member of the organization.

Back in Ramparassad, Old Pak listens with interest to the PCs' account of their adventure. If Tanbaru remained with Jiraku, Old Pak wistfully notes the departure of a friend before cheerfully declaring that this might be reason enough for him to visit the temple in person sometime. So long as the PCs managed to study the temple and save it from destruction, he adds that the site might once again attract Yamatsumi's faithful to repair the trail and temple, earning the Society goodwill throughout the region.

REPORTING NOTES

If any of the nagaji survived the scenario, check box A on the reporting sheet. If the PCs resolved Jiraku's crisis

without violence, check box B. If Jiraku permanently turned into an oni, check box C. If Tanbaru stayed with Jiraku at the end of the scenario, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary goal if they explore areas **B3–B8**, defeat the nagaji monks, and either defeat or calm Jiraku. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary goal if they have at least 5 Respect Points at the end of the scenario. Fulfilling the secondary success condition earns each PC 1 additional Prestige Point.

PLAYER HANDOUT #1: LETTER FROM AMARA LI

Pathfinders,

Very few Pathfinders have found their way to Dtang Ma, and there remain countless ruins and mysteries within the Sihhyeu Rainforest and along the wintry slopes of the Kullan Dei mountains. The resident expert and long-time Pathfinder is known endearingly as Old Pak. In collaboration with another friend of the Society, he has uncovered a very promising lead regarding a temple of Yamatsuuni in the nearby Kullan Dei range that's sure to interest your boundless curiosity. I've arranged for you to meet him in Dtang Ma's capitol Rauparassad.

May your travels bring you fortune,
Venture-Captain Amara Li

APPENDIX: STAT BLOCKS

The following stat blocks are used in this adventure.

CONSTRUCTOR SNAKE	CR 2
<i>Pathfinder RPG Bestiary 255</i>	
N Medium animal	
Init +3; Senses scent; Perception +12	
DEFENSE	
AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)	
hp 19 (3d8+6)	
Fort +4, Ref +6, Will +2	
OFFENSE	
Speed 20 ft., climb 20 ft., swim 20 ft.	
Melee bite +5 (1d4+4 plus grab)	
Special Attacks constrict (1d4+4)	
STATISTICS	
Str 17, Dex 17, Con 12, Int 1, Wis 12, Cha 2	
Base Atk +2; CMB +5 (+9 grapple); CMD 18 (can't be tripped)	
Feats Skill Focus (Perception), Toughness	
Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics	

LARGE MAGMA ELEMENTAL	CR 5
<i>Pathfinder RPG Bestiary 2 118</i>	
N Large outsider (earth, elemental, extraplanar, fire)	
Init +3; Senses darkvision 60 ft.; Perception +11	
DEFENSE	
AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)	
hp 60 (8d10+16)	
Fort +8, Ref +5, Will +2	
DR 5/–; Immune fire, elemental traits	
Weaknesses vulnerable to cold	
OFFENSE	
Speed 20 ft., burrow 20 ft.; earth glide	
Melee 2 slams +11 (1d8+4 plus burn)	
Space 10 ft.; Reach 10 ft.	
Special Attacks burn (1d6, DC 14), lava puddle	
STATISTICS	
Str 18, Dex 8, Con 15, Int 6, Wis 11, Cha 11	
Base Atk +8; CMB +13; CMD 22	
Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack	
Skills Climb +15, Knowledge (dungeoneering) +9, Perception +11, Stealth +6	
Languages Ignan	
DESCRIPTION	
This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its surface.	
SPECIAL ABILITIES	
Burn (Ex) A magma elemental's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.	

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the magma elemental for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it inflicts only 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

SPIRIT ONI	CR 2
<i>Pathfinder RPG Bestiary 3 209</i>	
LE Tiny outsider (native, oni)	
Init +8; Senses darkvision 60 ft., detect magic; Perception +7	
DEFENSE	
AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)	
hp 19 (3d10+3); fast healing 2	
Fort +2, Ref +7, Will +4	
OFFENSE	
Speed 10 ft., fly 30 ft. (good)	
Melee bite +9 (1d4–2), gore +9 (1d4–2 plus poison)	
Special Attacks poison	
Spell-Like Abilities (CL 6th; concentration +8)	
Constant— <i>detect magic</i>	
At will— <i>invisibility</i> (self only), <i>mage hand</i>	
1/day— <i>command</i> (DC 13), <i>sleep</i> (DC 13)	
1/week— <i>commune</i> (CL 12th, 6 questions)	
STATISTICS	
Str 6, Dex 19, Con 12, Int 13, Wis 12, Cha 15	
Base Atk +3; CMB +5; CMD 13 (can't be tripped)	
Feats Improved Initiative, Weapon Finesse	
Skills Acrobatics +7, Bluff +8, Fly +16, Knowledge (arcana) +7, Perception +7, Sense Motive +7, Spellcraft +4, Stealth +17	
Languages Common	
SQ mask symbiosis	
DESCRIPTION	
This evil-looking animated mask shows the face of a horned fiend, its eyes popping and its leering smile full of fangs.	
SPECIAL ABILITIES	
Mask Symbiosis (Ex) A spirit oni can be worn as a mask by a willing Small or Medium creature. While worn in this way,	

the wearer can see through the oni's eyes and speak through its mouth, although the wearer retains its own senses and voice. The spirit oni remains a separate creature, and must detach from its host's face (as a move action) if it wishes to take any action of its own (including attacking or using a spell-like ability). While a spirit oni is worn as a mask, it grants a +2 insight bonus on its host's Perception checks.

Poison (Ex) Gore—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Cha; *cure* 2 consecutive saves.

VENOMOUS SNAKE

CR 1

Pathfinder RPG Bestiary 255

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4+1 plus poison)

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +0; **CMD** 11 (can't be tripped)

Feats Improved Initiative, Weapon Finesse⁸

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.



Pathfinder Society Scenario #8-02: Ward Asunder

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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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 _____

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

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Pathfinder Society Scenario #8-02: Ward Asunder © 2016, Paizo Inc.; Author: Mikko Kallio.



Pathfinder Society Scenario #8-02: Ward Asunder

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Coiled Companion: You have recovered a rare serpent's egg, reared the reptile, and trained it as a guardian. If you have hunter's bond, nature bond, or similar feature that allows you to select an animal companion, you may select either a cinder asp (using the viper snake statistics) or a razor-scale python (using the constrictor snake statistics) as your companion; you must be able to select a constrictor or viper as a companion in order to train its respective variant. If the companion is released or dies without your restoring it to life, cross this boon off your Chronicle sheet.

Cinder Asp: Change the snake's poison effect to 1d2 Constitution and its cure to 2 saves. In place of granting the snake a bonus trick, you can instead increase the snake's effective Hit Dice by 1 for the purpose of calculating the saving throw DC of its poison.

Razor-Scale Python: The snake's constrict damage is (1d4 plus 1d2 bleed). In place of granting the snake a bonus trick, you can instead increase the snake's effective druid level by 1 for the purpose of calculating its natural armor bonus according to Table 3-8 (*Core Rulebook* 52).

☐ **Jiraku's Respect:** You have helped the dosojin kami Jiraku restore her faith in her stewardship of the Pilgrim's Path. She gifts you with a portion of her power as a blessing. By checking the box that precedes this boon, you may use one of the following spell-like abilities. Use your character level as the caster level, and use either your own Charisma or 17 (whichever is higher) for determining any saving throw DCs.

Subtier 3-4: You may cast *invisibility*, *longstrider*, *stone shape*, or *wind wall*.

Subtier 6-7: You may cast *dispel magic*, *invisibility*, *longstrider*, *mirage arcana*, *stone shape*, or *wind wall*.

Kami Reunited: Even if their ward is forever broken in two, you have brought the two kami wardens together once more and received their blessing. You may benefit from this boon only if you have both the Jiraku's Respect and Tanbaru's Respect boons, and you may not select Tanbaru as a familiar unless you choose to cross out this boon. You gain a +2 bonus on Charisma-based skill checks to influence kami and oni and on saving throws to resist their spells and other abilities. Once per adventure as a swift action, you may activate one of the following abilities.

Jiraku's Eternal Path: Until the beginning of your next turn, you may move through up to 10 feet of difficult terrain as if it were normal terrain; this effect stacks with the benefits of the Acrobatic Steps and Nimble Steps feats. During this time, you also gain a +3 bonus on saving throws against any effect that would directly impede your movement, such as *entangle* or *slow*. When this effect ends, you regain 1d8+5 hit points.

Tanbaru's Insight: For the next 10 minutes, you gain a +2 insight bonus on Perception checks and the ability to cast *detect magic* at will as a spell-like ability. When this effect ends, you receive the answer to a single question as if you had cast *augury* (CL 6th). If you are at least 5th level, you can instead ask one question as per *divination*. At 7th level, you can instead ask one question as per *commune*.

HIKORI

PRICE

14,020 GP

SLOT none

CL 10th

WEIGHT 10 lbs.

AURA moderate evocation

This +1 *adamantine tetsubo*^{UE} has both the *flaming* and *frost* weapon special abilities, but only one may be active at a given time. Activating or switching between the abilities is a swift action.

CONSTRUCTION REQUIREMENTS

COST 11,865

Craft Magic Arms and Armor, *fireball*, *ice storm*

All Subtiers

Hikori (14,020 gp)
oil of barkskin (CL 6th; 600 gp, limit 1)
oil of enlarge person (CL 5th; 250 gp, limit 1)
oil of jump (CL 5th; 250 gp, limit 1)
scroll of expeditious retreat (CL 5th; 125 gp, limit 1)

Subtier 6-7

+1 *human-bane ammunition* (166 gp, limit 5)
flaming amulet of mighty fists (4,000 gp)
quick runner's shirt (1,000 gp; *Ultimate Equipment* 222)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

3-4

650

1,300

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

1,133

2,266

SUBTIER ☐ Slow ☐ Normal

6-7

1,616

3,232

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total