

# PATHFINDER SOCIETY®

Year of Factions' Favor



## THE SHORES OF HEAVEN

By Cole Kronewitter





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## HOW TO PLAY

*Pathfinder Society Scenario #9-06: The Shores of Heaven* is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it 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](http://paizo.com/pathfinderSociety).



## Table of Contents

The Shores of Heaven . . . . .	3
Appendix: Stat Blocks . . . . .	22
Map. . . . .	23
Chronicle Sheet . . . . .	25

## GM RESOURCES

*The Shores of Heaven* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG GameMastery Guide* (GMG), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes 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](http://paizo.com/prd), and the necessary statistics from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

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# THE SHORES OF HEAVEN

By Cole Kronewitter



**A**lmost 40 years ago, up-and-coming Pathfinder agent Thurl volunteered for the perilous task of cataloging relics retrieved from the demon-blighted Worldwound. Thurl took up residence in the relics' storage warehouse, and his dedication earned him a promotion to the rank of venture-captain. As a venture-captain, he sent teams of agents to recover additional relics from the demonic hordes. Over time, however, his deep study of demonic lore combined with dark forces lurking unseen beneath the warehouse corrupted his mind and soul. Eventually, Thurl revealed his true nature, lending his aid to Abyssal forces in their war against holy crusaders. The Pathfinder Society discovered evidence of Thurl's involvement in this event and sent a team of agents to investigate the situation, but none of these agents returned. The sole survivor of this expedition, Valais Durant, was subjected to hideous experiments that grafted portions of two demons onto her body: a conniving and murderous babau and a domineering kalavakus. A second group of Pathfinders successfully infiltrated the lodge and rescued Valais, returning her to the lodge at Starrise Spire.

Initial efforts to help Valais failed, but then Valais began having dreams calling her to a specific location within the Worldwound. With the help of a group of Pathfinders, Valais followed these dreams, tracking down the kalavakus that was connected to the demonic infusion within her body. In a harrowing battle, the Pathfinders slew the demon, forever silencing its influence over Valais. They also saved a celestial being that the demon had mutilated, a raelis azata named Kitarlo. As the battle cleared, Valais realized that the kalavakus's influence over her mind had faded. However, its features still remained a part of her body. Valais suggested that the Pathfinders consider tracking down the babau tied to the other portion of her grafted demonic essence, but Kitarlo offered an alternative suggestion: perhaps the Pathfinders could use a purification ritual to cleanse Valais's spirit entirely. Kitarlo proposed that the Pathfinders seek access to the Grand Library of Harmonious Scripture, a massive archive located in Heaven. Valais left the decision of how to proceed to the Pathfinders, who, after careful deliberation, chose to pursue Kitarlo's plan.

## WHERE ON GOLARION?

*The Shores of Heaven* begins in the Grand Lodge in Absalom but quickly moves to the slopes of Heaven, primarily in an area near the gates of Heaven called Heaven's Shore. For more information on Heaven's Shore and other regions of the celestial plane, see *Pathfinder Campaign Setting: Chronicles of the Righteous*, *Pathfinder Campaign Setting: Heaven Unleashed*, and the novel *Pathfinder Tales: The Redemption Engine*.



With the kalavakus within her quelled, Valais resumed some minor tasks as a Pathfinder agent, assisting with research and other assignments. Prejudice against her demonic appearance made life difficult for her in the crusader nation of Mendeve, and she soon transferred to the Grand Lodge in Absalom. It was here, however, that she discovered that she had not truly put the demonic influences behind her. Her fellow Pathfinder agents had learned to tolerate the mutterings about murder that her demonic portions occasionally issue from her lips. Unfortunately, as former Venture-Captain Thurl's latest plans have progressed, he has used his connection to the babau portion of Valais in a plot to incite chaos within the Grand Lodge. Through this link, he attempted to force Valais to leave the Grand Lodge and slaughter innocents





in the streets, in the hopes that her actions would bring greater scrutiny upon the Pathfinder Society. What Thurl did not realize, however, was that in silencing the kalavakus part of her stitched-together body, the Society had restored just enough control to Valais to allow her to steer the murderous compulsions. Instead of slinking into the streets, she turned her path onto the Pathfinder Society's sparring grounds, where she expected that her armed fellow agents would stand the best chance of stopping her. Her suspicions proved accurate: her fellow agents were able to knock her unconscious before she could inflict any serious injuries. Valais is now restrained within the Grand Lodge, distraught but more determined than ever to be rid of the demonic forces that share her body.

## SUMMARY

Venture-Captain Ambrus Valsin and Silver Crusade faction leader Ollysta Zadrian jointly assign the PCs the task of escorting Kitarlo and Valais into Heaven to uncover a restorative ritual. When the PCs arrive in Heaven, they must convince the vigilant guardians at the gates of Heaven to allow them to enter. After gaining entrance to Heaven and access to the library, the PCs piece together and perform a ritual to restore Valais. However, the ritual misfires near its conclusion, releasing bubbles of evil into Heaven and drawing the ire of one of the library's archon overseers.

The archon tasks the PCs with purifying the bubbles of evil and collecting Valais's damaged soul. To fulfill this task, the PCs travel to Heaven's Shore, defeat the babau and kalavakus demon souls hidden there, and recover and restore Valais's soul. With the soul recovered, the PCs return to the library to reunite Valais. The PCs face the judgment of one of the library's archon overseers for their actions in Heaven, but they have a chance to plead their case before the archon makes his verdict.

## GETTING STARTED

Read or paraphrase the following to begin the adventure.

"Greetings, Pathfinders. Please have a seat," says Venture-Captain Ambrus Valsin, beckoning towards the chairs before his desk. Over his right shoulder watches Ollysta Zadrian, faction leader of the Silver Crusade, with a cool, stern expression.

Valsin continues. "You have been selected to carry out a special assignment—one that is close to the heart of many

Pathfinders. Several years ago, the Pathfinder Society sent a team to investigate the lodge of Venture-Captain Thurl. We had long suspected him of shady dealings, but none of us had knowledge of the true depths of Thurl's depravity. The investigative team disappeared entirely. We sent another group of Pathfinders to follow up, this time with greater care. Amid the many horrors uncovered beneath Thurl's lodge, these Pathfinders uncovered a single survivor from the first Pathfinder team—Valais Durant.

Thurl had twisted her in both mind and body, melding her flesh with that of babau and kalavakus demons. Although some feel that this demonic influence has made Valais dangerous, I am unwilling to abandon an agent in need.

"She's not eager to go out in public in her condition, so she's been keeping busy doing research and cataloging work here in the Grand Lodge. Everything was going about as well as could be expected, and her fellow researchers mostly learned to look past her tendency to mutter strange things under her breath.

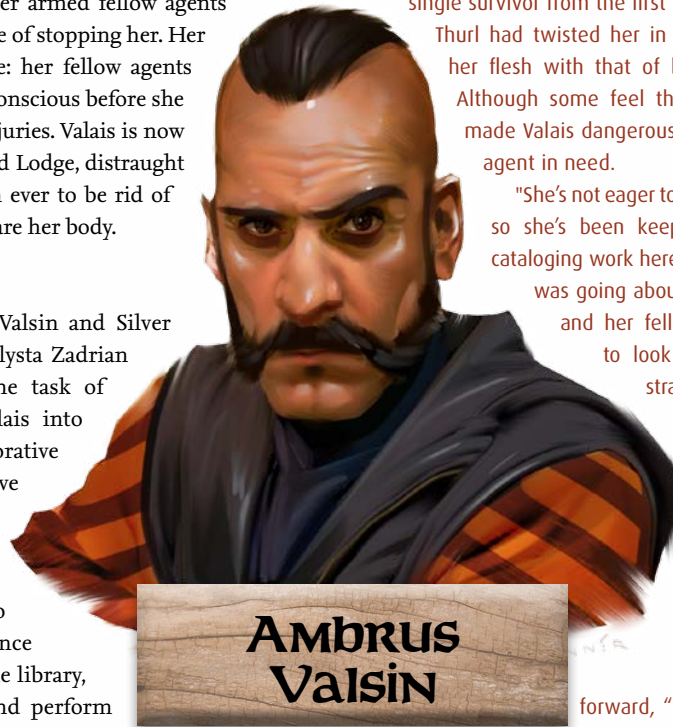
Or at least they had, until she suddenly ran out into the middle of a combat training exercise and attacked with lethal force, all the while begging her fellow agents to stop her." Valsin shakes his head in dismay.

At this, Ollysta Zadrian steps forward, "We owe Valais a great debt for the trials she has endured, and a path to

her full freedom from demonic influence may yet be available. Recently, a group of Pathfinders helped Valais confront the kalavakus demon that Thurl used to augment her flesh. Killing the fiend seemed to restore some measure of control to Valais and ease her suffering. While the Pathfinders were inside the demon's lair, they also rescued an azata named Kitarlo. From him, we learned of a new route to salvation for Valais. Kitarlo believes that the Great Library of Harmonious Scripture in Heaven holds a ritual that could cleanse Valais.

"Kitarlo has called in favors and gained temporary access the great library. Your mission is to travel with him and escort Valais through the very gates of Heaven itself. Once inside, you must seek out the ritual in the library and restore Valais to her normal self. We have already spoken to Valais and Kitarlo. They can fill you in on any further details."

"One final thing," Ambrus chimes in, "You are representing the Pathfinder Society, so acquit yourselves accordingly. Don't do anything that even carries a whiff of evil, like casting evil spells. Archons and angels can be a judgmental lot, and it's important that we make no new enemies in Heaven. So once again: no evil actions, no evil spells. I need you all to confirm for me that you've heard what I said."





Ambrus pauses for the PCs to confirm that they have heard his warning. If any PCs have evil companions or gain power from evil deities (such as clerics or inquisitors of evil deities), Ambrus pulls them aside for additional instructions.

"I've asked you to join in this mission to add an additional perspective to the report, one that is not enchanted by Heaven's marvels. This represents a great act of trust on my part that you will act with discretion and avoid doing anything that would offend the locals. That means keep your unholy symbols hidden, don't pray openly to evil gods, and do not try to bring imps or other naturally evil creatures with you. Do I make myself clear?"

Once Ambrus Valsin has said his piece, he tells the PCs where to find Kitarlo and Valais, who wait in a secluded room of the Grand Lodge near a crackling fire. Kitarlo is a one-armed raelis azata, a humanoid-shaped celestial creature with bronze skin, adorned in rune-covered robes; the kalavakus demon that Thurl used to augment Valais tore off one of Kitarlo's arms and grafted it to his own body in retaliation. Despite his past injuries, Kitarlo maintains an optimistic outlook and is eager to help Valais. Valais does her best to answer the PCs' questions. Use the responses below and the Presenting Valais sidebar on page 6 as a guideline.

**Who is Thurl?** Valais explains, "A venture-captain and demonologist *most cunning and vile*. He was corrupted by his knowledge of demon lore and turned to *terrible and secret experiments* that twisted flesh and bone. His machinations still plague the world today."

**Can I even get into Heaven?** Although Pathfinder Society characters cannot be evil outright, they could be affiliated with evil gods and organizations, or even have fiendish ancestry. If the PCs express concern along these lines, Valais responds, "I too am concerned about our entrance to Heaven. Kitarlo assures me that as long as we obey the rules and stay where we belong, since we are not ourselves evil, we will not be punished. We could try *sneaking and slithering our way in*, but stealth and deception are likely to cause more problems than they solve."

**What is the Great Library of Harmonious Scripture?** "It is one of the greatest libraries in all the planes, and it holds many *precious secrets*. For eons, the archons have collected

tomes from the deepest oceans to the highest peaks and gathered them all inside the library."

**Why do you talk like that?** "The demons grafted onto my body affect my speech sometimes. The thoughts are mine, but the demons sometimes get choose the words. Since the kalavakus demon that I share grafts with was slain, things have improved, though I occasionally have *murderous thoughts*."

After the PCs finish asking questions, Kitarlo asks them to make any preparations they deem fit and return to the Grand Lodge at dusk. He explains that he plans to use *plane shift* to take the group to Heaven.

## EVIL IN HEAVEN

It is possible that some PCs receive divine power from evil deities, likely as clerics or inquisitors of these beings. Normally, clergy of evil deities would be entirely barred from Heaven, but the PCs in the Pathfinder Society represent some of the rare examples of non-evil

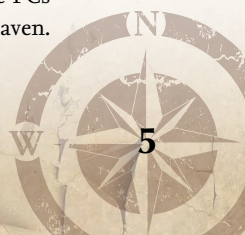
clergy of evil deities, and thus Heaven is willing to permit them to enter Heaven's Shore.

PCs with such strong evil ties, however, take a -4 penalty on Bluff, Diplomacy, and Intimidate checks when interacting with the denizens of Heaven, who are naturally suspicious of foul play. These same penalties apply to PCs who have

obvious fiendish blood. A PC who openly casts a spell with the evil descriptor or brandishes the unholy symbol of an evil divinity while in any area of Heaven except the bubbles where combats take place (encounter areas A, B, and C) faces swift reproach. Such acts visibly disrupt the fabric of Heaven and attract attention: a group of trumpet archons (*Pathfinder RPG Bestiary* 21) descends and uses *banishment* to eject that PC back to the Material Plane, casting the spell repeatedly if it fails on the first attempt (DC 25 Will negates for each archon). That being said, be careful not to eject a character for an honest mistake—give the player a chance to take back the action.

Heaven is unwilling to compromise on truly vile creatures. Characters with familiars or other companions with the evil subtype cannot bring them along to Heaven. If such a creature attempts to travel through Heaven, a group of powerful trumpet archons quickly descends and destroys it.

If trumpet archons intervene against a PC or a companion, they give the rest of the PCs a stern warning. However, any PC who directly attacks the archons is also ejected. The PCs lose 1 Favor Point for each PC who is banished from Heaven.





## Presenting Valais

Although Thurl's terrible experiments previously caused Valais to behave in unpredictable ways, over the past 2 years she has gained some level of control and composure, and most of her former personality has reemerged. Today, Valais is brave and determined, though coping with the frequent thoughts encouraging her to commit evil acts, combined with the physical pain of the grafts, is exhausting. She is concerned about the implications of the babau's surge in influence, and eager to find a cure for her condition. If any of the PCs participated in *Pathfinder Society Scenario #5-09: The Traitor's Lodge* or *Pathfinder Society Scenario #7-17: Thralls of the Shattered God*, she thanks them profusely for helping her in the past.

The demonic essence still frequently affects her speech. When she speaks, the ideas are her own, but the babau twists her phrasing and speaks with its own intonation. The babau interjects whenever the topic steers even somewhat toward hiding, skulking, or killing. The kalavakus portion, once obsessed with power and domination, has fallen entirely silent since the Pathfinders slew Laktharis. Dialogue written in italics denotes the babau's speech, which softly hisses and subtly encourages violence.

## Favor Points

Favor Points are a method of tracking how well the PCs conduct themselves in Heaven. Some encounters include notes in the Development section about ways the PCs can gain Favor Points. Keep track of the total number of Favor Points the PCs earn, as it is relevant to this scenario's primary and secondary success conditions.

## THE GATES OF HEAVEN

After the PCs finish their preparations, Kitarlo asks the PCs to clasp hands in a circle and casts *plane shift*. Read or paraphrase the following.

Blinding light fills the air and then slowly fades. Golden fields of waist-high grass stretch out into the horizon, sighing with a sound like tinkling crystal. Ahead is a massive mountain surrounding by a glistening wall of diamond.

"It is so beautiful," Valais whispers, "but also terrible to behold."

Suddenly, the baying of hounds fills the air. A pack of golden-haired wolves and a radiant humanoid figure with a canine head approach rapidly.

A hound archon named Peligos and his pack of celestial wolves patrol this portion of Heaven, keeping watch outside the walls for intruders. In Subtier 4–5, Peligos is more suspicious and perceptive, increasing all the DCs in this section by 4. The PCs have roughly 1 minute before the six wolves form a circle around them. Striding past the wolves, Peligos raises his right hand and addresses the PCs.

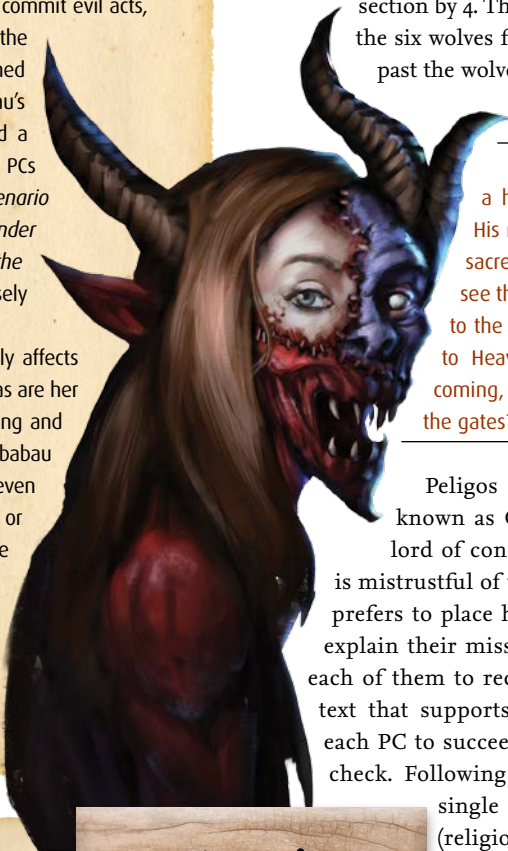
A dark-skinned man with the head of a hound steps to the front of the pack. His resplendent golden armor gleams with sacred light. "Hail and well met, travelers. I see that you are no heavenly souls passed on to the next life, which means you are visitors to Heaven. I have heard no news of your coming, however. What is your business inside the gates?"

Peligos is a follower of Andoletta, also known as Grandmother Crow, the empyreal lord of consolation, respect, and security. He is mistrustful of visitors with a smooth tongue and prefers to place his trust in faith. If the PCs try to explain their mission and vouch for Valais, he asks each of them to recite or reference a piece of a holy text that supports their argument, which requires each PC to succeed at a DC 13 Knowledge (religion) check. Following this, one PC must succeed at a single DC 20 Diplomacy or Knowledge (religion) check to state their case and mollify the archon. The DC of this skill check decreases by 2 for each PC who successfully recited relevant scripture.

These DCs assume that the PCs do not attempt to disguise Valais, and that Peligos's constant *detect evil* ability does not reveal any evil auras from the PCs.

**PCs with Evil Auras:** If any PC has an evil aura, Peligos's assumptions impose a –2 penalty on the final Diplomacy or Knowledge (religion) check. This does not stack with the penalty on Diplomacy checks that a PC with an evil aura naturally receives (see the Evil in Heaven section on page 5). Peligos stares intensely at the offending PC before saying the following.

"You lead others down a path of temptation and ruin, yet the ruin has not yet consumed your soul. Your aura is evil, but your soul still holds light. Know that if you continue on your current path, you face an eternity of damnation. Grandmother Crow teaches us that as long as redemption is not out of reach, we should always



Valais





offer it. And so by her teachings, I offer you mercy, and a chance to behold the glories of Heaven, that you may look upon them and repent your wicked ways. Be warned, however, that if you abuse this chance and bring harm to Heaven's chosen, our guardians shall turn you to dust."

**Disguises:** The PCs may attempt to use disguises or magic to conceal traits that they believe Heaven would find unsavory. For example, they may wish to disguise Valais's appearance. Disguising Valais well enough to escape the hound archon's notice requires a PC to succeed at a DC 19 Disguise check. PCs with fiendish physical features may wish to conceal those as well—doing so requires a Disguise check at the same DC. If Valais's disguise works and the PCs bear no obvious signs of evil (such as unholy symbols of evil deities or fiendish physical features) or successfully disguise such elements, they gain a +2 bonus on their Diplomacy and Knowledge (religion) checks. Similarly, the PCs might use *misdirection* or similar magic to conceal evil auras. Peligos's Will save bonus is +5, his SR is 15, and he is under the continual effects of *magic circle against evil*.

However, Heaven does not look kindly upon deceivers, and the security leading up to its gates is thorough. Even if the PCs trick Peligos, they are extremely unlikely to be able to successfully deceive the more powerful archons that mind Heaven's gates. Instead, one of the archons that the PCs pass on their way to Heaven's gates sees through the deception and asks Peligos to justify it. During this questioning, the babau portion of Valais begins to grow restless and afraid of the glories of Heaven. She starts murmuring murderous thoughts and cursing under her breath, gradually growing louder. The irate hound archon asks the PCs for an immediate explanation and apology. In order to assuage Peligos's concerns, a PC must succeed at an additional DC 24 Diplomacy or Knowledge (religion) check. As before, this DC decreases by 2 for each PC who succeeds at a DC 15 Knowledge (religion) check to present another piece of scripture relevant to their new circumstances.

If the PCs earn Peligos's trust, including if they regain his trust after an initial deception, he takes them up to Heaven's gates and assists them with a few short hours of paperwork. If they fail at their diplomatic efforts, no amount of additional bargaining or deception can sway the archon. He still escorts them to the gates, where the PCs endure several days of paperwork and questioning before eventually gaining entry. This delay has an effect on the rewards the PCs receive in Heaven's Shore (see page 8). Once the PCs have passed the checks at Heaven's gates, Peligos escorts them through to Heaven's Shore, leaving them with a warning that they are not to leave the district without an archon's express permission.

**Development:** If the PCs successfully make it through the gates of Heaven without getting held for days of questioning, award them 1 Favor Point.

## Heaven's Planar Traits

The following planar traits of Heaven affect the PCs during this adventure. These traits apply whenever the PCs are in Heaven, including the bubbles in which combats take place (areas **A**, **B**, and **C**).

**Strongly Good-Aligned:** Creatures who are not good-aligned take a -2 penalty on all Intelligence-, Wisdom-, and Charisma-based checks. This penalty stacks with the penalty for not being lawful.

**Strongly Law-Aligned:** Creatures who are not lawful-aligned take a -2 penalty on all Intelligence-, Wisdom-, and Charisma-based checks. This penalty stacks with the penalty for not being good.

**Enhanced Magic:** Spells and spell-like abilities with the lawful or good descriptor are enhanced. These spells function as if their caster level were 2 higher than normal.

**Impeded Magic:** Spells and spell-like abilities with the chaotic or evil descriptor are impeded. To cast a spell with the chaotic or evil descriptor, the caster must succeed at a concentration check (DC = 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

## Scaling the Gates of Heaven

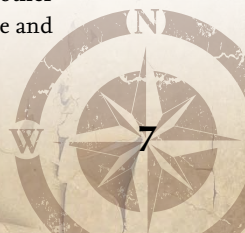
Make the following adjustments to accommodate a group of four PCs.

**Both Subtiers:** Reduce the DCs of all skill checks in this section by 2.

## HEAVEN'S SHORE

Heaven's Shore is the mercantile district of Heaven, where mortals and other planar visitors can meet to trade with Heaven's natives. Its streets are lined with lush, immaculately trimmed gardens and beautiful buildings. Statues of radiant celestial beings and fountains of crystal-clear water are common decorative accents. Grand staircases and sweeping ramps connect the district's many terraces.

An eclectic collection of strange creatures strolls through district. Denizens of Golarion mingle with those from other planets entirely. Inevitables from the lawful plane of Axis stride through the streets, their gleaming metallic bodies moving with perfect precision. Representatives from the neutral good plane of Nirvana have a strong presence as well, such as the beast-shaped agathions and a whole host of angels. Members of nearly any non-fiendish race have visited Heaven's Shore at one time or another and left their marks upon the district's eclectic culture and



## Scaling the Stacks

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

**Both Subtiers:** The token grants 9 hours of access to the library instead of 6. Reduce the DCs of all skill checks to locate tomes by 2.

architecture. Some sections of Heaven's Shore are kept in perpetual night for the comfort of visitors more accustomed to darkness, while other portions of the district provide accommodations for races of all shapes and sizes.

Kitarlo leads the PCs through the winding paths of the district to a cozy restaurant called The Angel's Wing. True to its name, the restaurant has a winglike shape, as well as a slanted ceiling that tapers downward toward the wing's tip. The tables and chairs close to the wing's tip are sized for creatures under 1 foot tall, with the table height gradually increasing toward the wing's base. Its walls are covered in a soft substance with the appearance of downy feathers, which can be freely molded to create additional seating. Groups of contented patrons talk quietly amongst themselves, enjoying the restaurant's hearty and satisfying cuisine.

Kitarlo guides the PCs toward one of the patrons, a humanoid raven with golden eyes and flowing white robes. This is Zepha, a preceptor archon who owes Kitarlo a favor from long ago. Like Peligos, he serves Andoletta, though his duties differ. Zepha's most frequent role is as a patient guide, observing mortals and helping steer them toward righteous decisions without forcing their hands. Zepha does not comment upon any evil auras that the PCs may have.

After brief introductions, the archon hands each PC a golden token that resembles an open book. He explains that the tokens grant mortals access to the Great Library of Harmonious Scripture for a period of 6 hours (or 9 hours, if the PCs are using the four-player adjustment). Zepha suggests that the PCs have something to eat, and then prompts them to talk about themselves and their journeys. Zepha himself speaks sparingly, quickly redirecting the subject back to the PCs if they try to get him to talk. Kitarlo

gently teases Zepha for being taciturn and attempts to goad the archon into conversation. This taunt inspires Zepha to good-naturedly shake his willow staff at Kitarlo, all the while chiding the azata to remember his manners and avoid "childish behavior." When the PCs finish their meal, Zepha gathers up the party and leads them up the mountain toward the library.

**Treasure:** The archon provides the PCs with 6 tiny loaves of bread as gifts, informing them that these treats also have healing properties. Treat these as *potions of cure light wounds* in Subtier 1–2, or *potions of cure moderate wounds* in Subtier 4–5. If the PCs made it to Heaven's Shore without being delayed for several days at the gates, Zepha thanks them for their timely arrival and also presents them a bag containing an *alluring golden apple* (*Pathfinder RPG Ultimate Equipment* 276), along with an explanation of the apple's properties. In the higher subtier, the PCs receive three of these magical apples.

**Rewards:** If the PCs do not reach this encounter, reduce each PC's gold earned by the following amount. If they reach this encounter but Zepha does not give them the apples, reduce each PC's gold earned by the amount listed in parentheses.

**Subtier 1–2:** Reduce each PC's gold earned by 58 gp (or 33 gp).

**Out of Subtier:** Reduce each PC's gold earned by 154 gp (or 66 gp).

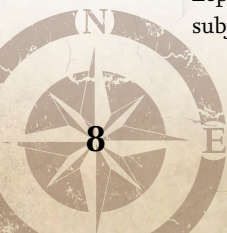
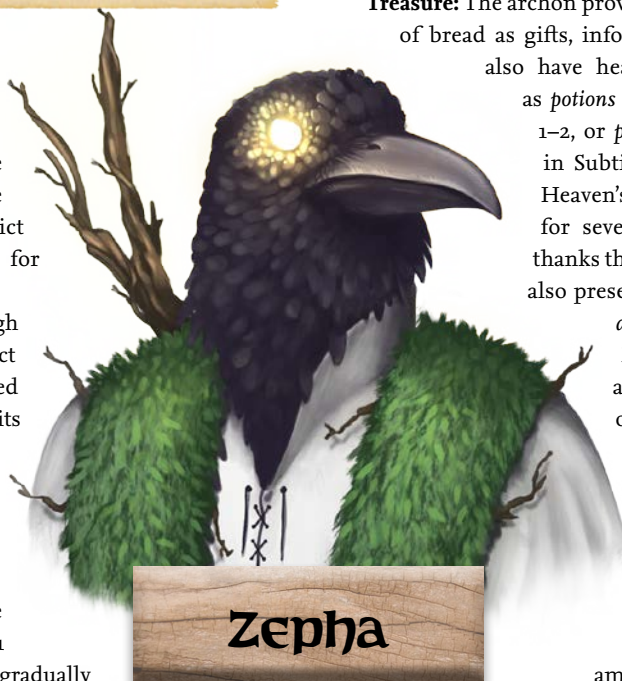
**Subtier 4–5:** Reduce each PC's gold earned by 250 gp (or 100 gp).

## THE STACKS

As the PCs, Kitarlo, and Zepha approach the library, read or paraphrase the following.

The heavenly road winds for hours before eventually topping a hill and revealing a sparkling building of nine towers. Built from shining white stone and ribbons of crystal, the intricate towers twist into beautiful shapes that would surely topple without magical support.

"Welcome to the Great Library of Harmonious Scripture," says Zepha, leading the way up a dizzying spiral stair into the heart of the nearest tower. Upon reaching the top, the archon holds open the door into the building with a kind smile and says, "This is where I leave you."





"Hello!" calls a cheerful voice from inside. An orb of glowing light and spinning wire floats above a stone altar covered with open books. "My name is Akarah," says the orb. "Please present your token and let me know I can be of assistance!"

The creature behind the altar is a lantern archon who is currently charged with overseeing this wing of the library. Akarah speaks with an excited and airy voice, accentuating her speech with flashes of brilliant light.

Akarah explains that the token grants 6 hours of access to the library, meaning the Pathfinders must use their time wisely. Luckily for them, the lantern archon has an encyclopedic knowledge of the books here and can readily suggest which titles they pursue. After the PCs explain the ritual they seek, she rattles off a list of six titles to investigate.

After the PCs have finished speaking with the archon, Kitarlo requests their assistance in searching for a means to regenerate his arm. Kitarlo cuts Akarah off before she has a chance to relay a list of helpful titles, using a *sending* spell to allow the archon to share the list with him without communicating it to the PCs. He explains that the primary purpose of this journey is to assist Valais, and he is unwilling to take the chance that the PCs would direct their charity toward him instead.

Akarah is required to wait at the tower entrance to watch for new arrivals, but the archon happily provides guidance on where to locate the books and cheers enthusiastically each time the PCs return with a new title.

**Recovering Books:** Unfortunately for the PCs, the angelic library was not designed to be easy for mortals to use. The stacks in this tower fill a vast room that extends for miles. Moreover, there is no floor to walk on in the library: half the bookshelves float through the air in swaying rows, while the other are submerged beneath a pool of water 100 feet deep. Worse still, the bookshelves are constantly rearranging themselves to facilitate the research of powerful archons, making locating books very difficult for lowly mortals. Short of flight, the PCs must navigate the library using small rowboats or by jumping from bookshelf to bookshelf.

Locating a book requires the PCs to search the library for 1 hour. Once a book has been located, a PC must succeed at an appropriate skill check to successfully retrieve it. On a failure, the bookshelf floats out of reach and relocates, requiring another hour of searching to find it again. PCs traveling in a group can aid one another's skill checks, but doing this limits the number of chances the PCs have to acquire books, since multiple PCs searching together can still only find one book per hour. In Subtier 4–5, the books are more difficult to locate, increasing the DCs of all skill checks below by 4. This does not increase the DC of the Intelligence check.

## HEAVEN'S TOMES

Title	Location	Required Check
<i>The Luminous Libram</i>	Floating bookshelf	Acrobatics DC 18
<i>The Slates of Klador</i>	Bottom of a pool of water	Swim DC 18
<i>Asaru's Grimoire of the Planes</i>	Inside a maze of shelves	Intelligence DC 12
<i>The Tome of Stars and Moons</i>	Hidden among similar books	Perception DC 20
<i>Elgar's Forgotten Compendium</i>	Top of 100-foot-tall bookshelf	Climb DC 18
<i>Incunabulum of the Ages</i>	Tucked away in a hidden corner	Escape Artist DC 18

Until the PCs have found all six tomes for Valais, Kitarlo kindly but decisively rejects their aid in helping him find a means to regenerate his arm, even going as far as to fly away and hide from the PCs to frustrate their efforts. If the PCs find everything for Valais and still have time left within the library, Kitarlo accepts their offers for assistance. He informs them that he only has one book left to find, *Destruction and Creation: Careful Experiments with Contained Chaos*. If the PCs succeed at a DC 18 Knowledge (arcana) or Knowledge (religion) check to help him find the book, Kitarlo has extra time to help them prepare for the purification ritual, granting the PCs +2 bonus on all saving throws and skill checks during that encounter.

On the other hand, if a group fails all of their checks and has recovered no books by the beginning of the final





## Scaling the Ritual

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

**Subtier 1-2:** Reduce the DCs of all skill checks and saving throws by 2 and all ability checks by 1. Reduce the cost for the mortification of charity to 15 gp per participant each phase.

**Subtier 4-5:** Reduce the DCs of all skill checks and saving throws by 2 and all ability checks by 1. Reduce the cost for the mortification of charity to 45 gp per participant each phase.

hour, Kitarlo notices their distress and spends the last hour locating and retrieving *The Luminous Libram*.

Regardless of how the PCs' search goes, Kitarlo manages to find all of the volumes he sought, and he is hopeful that the information he has learned will help him restore his body.

## The Ritual

As their time in the library draws to a close, Kitarlo gathers the PCs in a secluded reading room near the library entrance and quickly reads all the collected books, using his word caller ability (this ability allows a raelis azata to read 100 pages as a standard action). After finishing, Kitarlo explains that the ritual needed to purify Valais is a ritual of mortification, which requires sacrifices from each participant. Although Kitarlo can guide the ritual, all the PCs must participate in order for it succeed. The exact forms of mortification available to the PCs depend on which books they recovered.

The ritual itself has three phases, with each phase requiring each PC to succeed at one check. After sketching an intricate diagram on the floor, Kitarlo places Valais at the center and joins the PCs in forming a circle around her. Kitarlo explains the each successful mortification lends strength to Valais, while each failed mortification lends power to her demons. If the demonic influence grows stronger than Valais's spirit, the ritual will fail.

At the beginning of each phase, ask each PC declare which mortification he intends to use. The PCs should attempt one check at a time. Each successful check causes wisps of light to surround Valais in a glowing cloud. Each failed check summons claws of purple mist that destroy some of the cloud. Kitarlo automatically succeeds at his check to perform a mortification each phase. At the end of each phase, if the PCs accumulated more successes than failures, including Kitarlo's success, the ritual continues. If they did not, the ritual fails. Allow PCs to switch mortifications between each phase, if they wish. PCs cannot aid one another on these checks.

The possible mortifications and the books they appear in are summarized below.

**Starvation (*The Luminous Libram*):** This mortification mimics fasting to purify the spirit. The PC must succeed at a DC 12 Constitution check each round or take 1d6 points of nonlethal damage from starvation and fail the phase. In Subtier 4-5, a failed check results in 3d6 points of nonlethal damage.

**Faith (*The Slates of Klador*):** This mortification tests the faith of the ritual performer. The PC must succeed at a DC 15 Knowledge (religion) check (DC 19 in Subtier 4-5) to recite the appropriate holy phrases or fail the phase.

**Humility (*Asaru's Grimoire of the Planes*):** This mortification tests the vanity of the ritual performer. The PC must succeed at a DC 13 Will save to suppress her pride (DC 16 in Subtier 4-5). On a failure, the PC takes 1 point of Charisma damage and fails the phase.

**Blood (*The Tome of Stars and Moons*):** This mortification transforms the pain of the ritual performer into a holy sacrifice. The PC automatically succeeds at the phase but weeps blood, taking 1d4 points of bleed damage (2d4 points of bleed damage in the higher subtier). A PC can staunch the bleeding with a successful DC 15 Heal check (DC 19 in Subtier 4-5). If a PC falls unconscious from this bleed damage, she automatically stops bleeding and stabilizes.

**Weakness (*Elgar's Forgotten Compendium*):** This mortification offers the strength of the body up as a sacrifice. The PC must succeed at a DC 13 Fortitude save (DC 16 in Subtier 4-5) or take 2 points of damage to an ability score of his choice and fail the phase.

**Charity (*Incunabulum of the Ages*):** This mortification tests the charity of the spirit. The PC must offer up an item (or bag of gold) worth at least 20 gp or fail the phase. Any items offered disappear forever with a flash of light, transported to some needy soul on another plane. In Subtier 4-5, the PCs must offer at least 60 gp.

**Development:** As the ritual progresses, wind slowly swirls around the room and eventually becomes a howling gale. If the PCs fail a phase, the ritual immediately ends. If the PCs succeed at all three phases, the ritual still fails, but the PCs earn the respect of the archons for their steadfast resolve to finish the ritual. In this case, award them 1 Favor Point.

## Judgment

When the ritual ends, read or paraphrase the following.

Wind swirls around the room in a howling gale. Through it all, the shadowy form of Valais is dimly visible at the center of the storm. The air around her shimmers and begins to form into three nebulous bubbles. Two bubbles seem covered with an oily black film, while the third is clear and filled with blue mist. Suddenly, the bubbles shoot away, passing through the walls of the library and out of the room, as Valais collapses.

"Something has gone wrong!" Kitarlo yells through gritted teeth. The sound of a thunderclap fills the room and the wind suddenly stops. Standing next to Valais is a nine-foot-tall archon. One of the



archon's arms ends with a giant shield that is carved to resemble an open book. The other ends with a pointed spear that is carved to resemble a quill.

"What foolish thing have you done?" the archon roars.

This is a unique and unusually intelligent shield archon named Altha the Scrivener. He serves Winlas, the powerful empyreal lord that watches over The Great Library of Harmonious Scripture. The archon quickly examines the room while listening to the PCs, hoping to gain an understanding of the ritual they performed. At first, the archon holds his quill menacingly, as if considering whether to strike against the PCs, but he suddenly stows it on his back and bows his head.

When he speaks again, his voice is much quieter. Altha explains that it is the will of Winlas himself that they be granted a chance to remedy their errors and purify the evil that they have inflicted upon Heaven. The Scrivener relays that the ritual split the soul of Valais into three pieces, two demonic and one human. The souls are too impure exist in Heaven, so instead they formed into bubbles of evil and scattered. As an act of penance for their crimes, Altha orders the PCs to leave the library at once to hunt down and collect the three shattered souls. He orders Kitarlo to stay behind to help further decipher the ritual and hopefully find a way to restore Valais, who has fallen into a catatonic state and is completely unresponsive.

When the PCs return, Altha warns, he will pass judgment on them for their reckless behavior. If found wanting, Kitarlo and all living members of the Pathfinder Society could be permanently exiled from Heaven. Relieved from their post, Akarah the lantern archon volunteers to guide the PCs back to Heaven's Shore, since they are not permitted to walk the slopes of Heaven without an escort.

## Cast on the Shore

Several hours later, when the PCs arrive in Heaven's Shore, Zepha greets them. Rumor of the incident in the library has already spread, and Zepha feels somewhat responsible for the PCs' mishap. By way of apology, the archon offers them some advice. Reports from the Unbent Forest, just outside of Heaven's Shore, indicate that the babau soul has infested the woods there. Another rumor indicates that the kalavakus demon haunts a public square in Heaven's Shore called the Garden of Laughter, where plays, puppet shows, and comedic performances are held. So far, no one has heard where the third piece of Valais's soul fled. While the PCs investigate the two leads they have, Zepha promises to ask contacts across Heaven to help the PCs find the final soul piece.

From here, the PCs are free to decide which demon soul they would like to pursue first. Either way, Akarah happily guides them to their destination, giving them pep talks and

encouragement along the way. If the archon detects an evil aura on a PC with their *detect evil* ability, she pays particular attention to that PC, asking a variety of questions designed to lead the PC to question his devotion to evil beings.

**Treasure:** In addition to advice, Zepha gives an *elixir of sacred breath* to the PCs to aid them in their hunt of the demon souls. This functions as an *elixir of fire breath*, except that half of the damage it deals results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. In Subtier 4–5, Zepha also gives them a *ring of protection +1* decorated with willow motifs.

**Rewards:** If the PCs do not attempt the ritual to purify Valais in the Great Library of Harmonious Scripture, reduce each PC's gold earned by the following amount.

*Subtier 1–2:* Reduce each PC's gold earned by 91 gp.

*Out of Subtier:* Reduce each PC's gold earned by 174 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 258 gp.

## THE FESTERING FOREST

As the PCs head toward the Unbent Forest, read or paraphrase the following.

Outside the borders of Heaven's Shore looms a lush and mysterious forest of towering trees. A peaceful hush fills the region, and the air is heavy with the weight of years. The road ahead curves around a small grove before plunging into a wall of shimmering air resembling a massive bubble. Black splotches swirl over the translucent wall like oil floating on water. Inside the bubble, the boughs of the forest are twisted and covered with festering cysts.

"Greetings, mortals," a stern voice calls out. With a rush of air, a gigantic, gold-feathered owl swoops down and perches on a tree near the bubble.

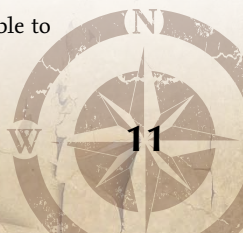
"My name is Skuroth, and I am warden over this section of the Unbent Forest. I am told that you are the mortals responsible for releasing this evil into Heaven and that you have been charged with cleansing it as well.

"It is not my place to countermand the will of Altha the Scrivener, so I will allow you to enter the bubble first and hunt your quarry. Be warned, however, that I will follow soon after and give chase myself. It has been many long years since evil of this magnitude walked beneath the boughs of my domain. My talons ache to once again taste the blood of demons."

Skuroth is a celestial giant owl and servant of Tanagaar. Tanagaar is the owl-shaped empyreal lord of night, owls, and watchfulness. If the PCs have additional questions, Skuroth is willing to answer them for a time. He eventually grows restless, however, and orders the hunt to begin.

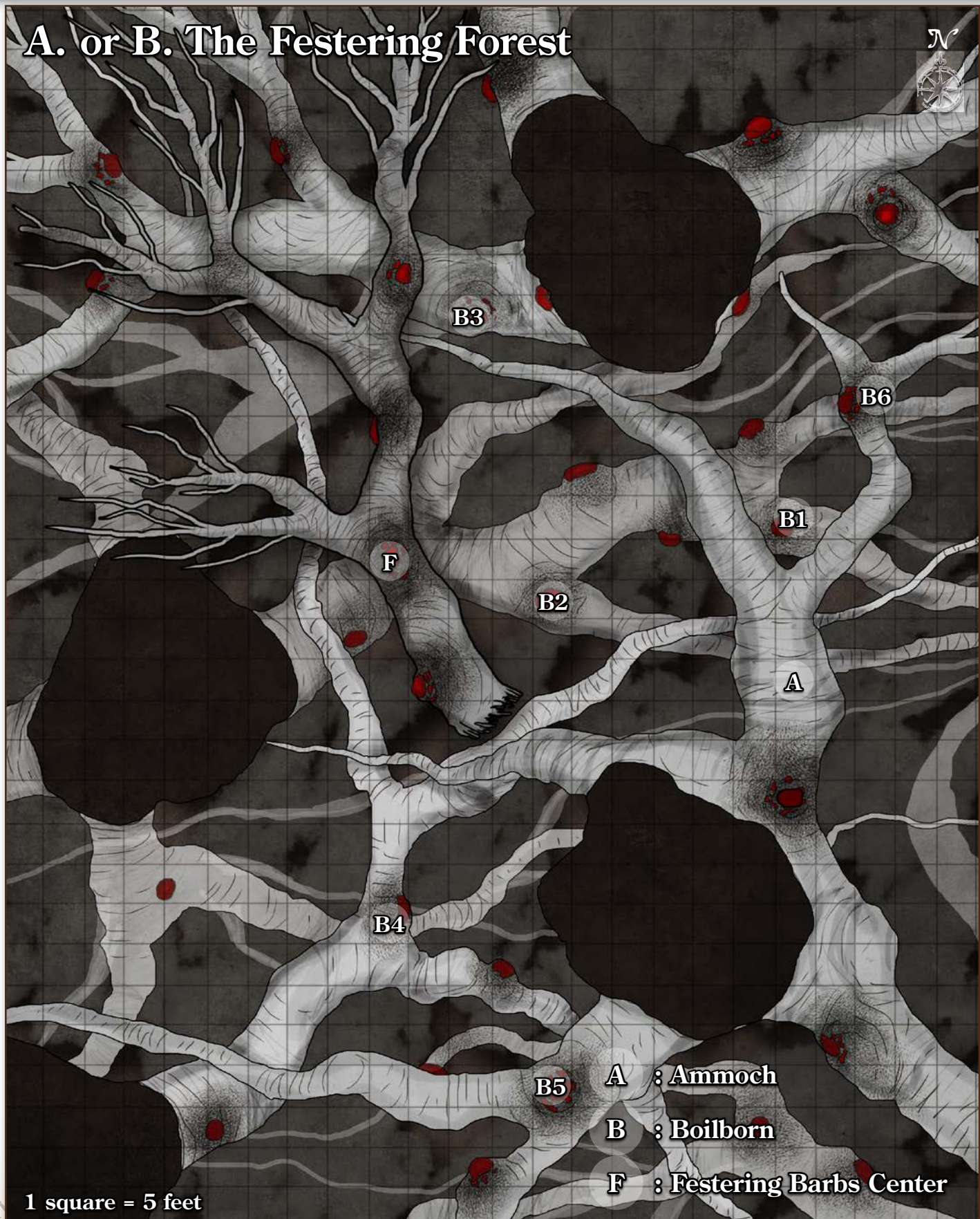
**What is that bubble?** "The bubble is a seed of evil, with the essence of the babau demon Ammoch at its center. Ammoch has great control over the world inside his bubble and has twisted it suit to his desires."

**What do you know about the babau?** "I have been able to





## A. or B. The Festering Forest





capture glimpses of the demon from outside the bubble. The demon's name is Ammoch and it appears to be raising some sort of army of minions. The babau is cultivating the cysts inside the forest and forming them into boils of living evil."

**Any advice?** "Ammoch is crafty and filled with guile. Tracking him to his lair inside the bubble will be no easy task, for he has laid traps throughout the forest. The best way to find him is to use stealth and woodcraft. I shall look forward to the challenge. If you fail, that is."

## THE HUNT

When the PCs step inside the bubble, read or paraphrase the following.

*Inside the bubble, an unending forest of massive tree limbs stretches out into the darkness. A dark mist obscures the floor of the forest, hundreds of feet below, and a tangle of branches blots out any glimpse of the sky. Red boils cover the branches of the trees, throbbing ominously.*

The world inside the bubble is composed entirely of massive tree branches, big enough for humans to walk across. As an extraplanar bubble, the festering forest obeys strange natural laws. Objects or creatures falling from one of the branches in the forest do not fall to the forest floor. Instead, they fall into the dark mist below and reappear at the top of the evil bubble, falling through the tree branches in an endless loop. Creatures stuck in a falling loop can use a move action to attempt a DC 15 Acrobatics or Fly check. On a success, the creature navigates back to the branch it originally fell from, falling prone in a square of its choice. Regardless of how long a creature falls, landing on a branch deals only 1d6 points of damage from falling (or 2d6 points of damage in Subtier 4–5).

As Skuroth warned, Ammoch hid himself deep within the festering forest and laid many traps to bedevil intruders. Safely locating the babau requires finding Ammoch's trail, avoiding his false trails, and evading his sentries. The details of each task and the associated skill check are provided below. Be sure to highlight the unsettling nature of the forest as the PCs attempt their checks to hunt Ammoch. Pulsating pustules cover the trees, strange shadows flit overhead, and an oppressive silence fills the air. For the Survival checks below, PCs can roll individually or aid each other on the checks, though each PC can roll only once.

**Finding the Trail:** Ammoch has been traveling the forest, cultivating the cysts of evil and transforming them into boilborn. Each transformed cyst leaves behind a scarred hole on the tree limb from which it was removed, leaving a trail for the PCs to follow. Following the trail requires a successful DC 18 Survival check. In Subtier 4–5, the trail is harder to find, increasing the DC by 4.

## Scaling the Hunt

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

**Both Subtiers:** Reduce all DCs in this section by 2.

**Spotting False Trails:** Paranoid and crafty, Ammoch regularly creates false trails to disguise his true route. Successfully avoiding all these false trails requires a successful DC 24 Survival check. In Subtier 4–5, the trails are more obscure, increasing the DC by 4.

**Avoiding Sentries:** Ammoch created hundreds of eyeballs, held aloft by bat wings, which constantly circle through the forest looking for foes. Stalking the forest without being spotted requires each PC to succeed at a DC 14 Stealth check (PCs cannot aid one another on these checks). As long as no more than two PCs fail this check, the eyes watch and wait, believing the threat is too minor to alert Ammoch. However, if three or more PCs fail their Stealth checks, the eyeballs instantly alert Ammoch via a psychic link. In Subtier 4–5, the eyeballs are more perceptive, increasing the DC by 3.

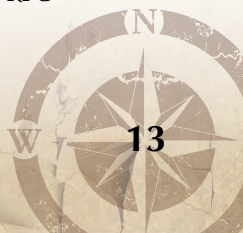
**Development:** If the PCs fail at all three tasks, Ammoch outwits them, and they run afoul of one of his traps. In this case, run the encounter described in The Ambush section below. If the PCs succeed at one or more checks, run the encounter described in the Facing Ammoch section on page 14. Note that both encounters use the same map, found on page 12. The branches are of roughly the same height, allowing the PCs and their foes to walk freely between sections of the map. Running and charging may prove more difficult; when a creature travels from one branch to another, treat the first square on the new branch that it steps in as difficult terrain.

## A. THE AMBUSH (CR 4 OR CR 7)

Ammoch has corrupted this section of the forest to create a fell trap for intruders.

**Creatures:** Ammoch left a handful of dormant boilborn behind to lay in wait for foes. In Subtier 1–2, there are two boilborn. In Subtier 4–5, there are six boilborn.

**Haunt:** Ammoch created a special cyst, infusing it with a haunt that reflects the anguish of the festering forest. Jagged barbs of twisted wood stick out from the haunted cyst, twitching constantly. A PC who succeeds at a DC 15 Knowledge (religion) or Knowledge (planes) check while examining the cyst realizes that the haunt is focused on the cyst and can likely be burned away by using fire. The CR of the haunt is one higher than normal to account for the haunt's expanded area and range. Rules about haunts appear in Chapter 8 of the *Pathfinder RPG GameMastery Guide*.





## Scaling the Ambush

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

**Subtier 1–2:** Remove one boilborn.

**Subtier 4–5:** Remove two boilborn.

## Scaling Facing Ammoch

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

**Subtier 1–2:** Remove the boilborn.

**Subtier 4–5:** Remove two boilborn.

### Subtier 1–2 (CR 4)

#### BOILBORN (2) CR 1

**hp** 15 each (*Pathfinder RPG Bestiary* 4 22, see page 22)

##### TACTICS

**During Combat** The boilborn advance relentlessly.

**Morale** These mindless pustules fight to the death.

#### FESTERING BARBS CR 1

CE persistent haunt (100-ft. radius)

**Caster Level** 1st

**Notice** Perception DC 12 (to notice the evil cyst preparing to launch a barb)

**hp** 4; **Weakness** damaged by fire, slow **Trigger** proximity;

**Reset** 1 day

**Effect** Once per round, the evil cyst fires a barb at a random PC. The barb's attack bonus is +1, and it deals 1d6+2 points of piercing damage on a successful hit. A creature that takes damage from a barb must succeed at a DC 11 Fortitude save or be sickened for 1 round.

**Destruction** Burning the evil cyst destroys the haunt.

### Subtier 4–5 (CR 7)

#### BOILBORN (6) CR 1

**hp** 15 each (*Pathfinder RPG Bestiary* 4 22, see page 22)

##### TACTICS

See Subtier 1–2.

#### FESTERING BARBS CR 3

CE persistent haunt (100-ft. radius)

**Caster Level** 3rd

**Notice** Perception DC 12 (to notice the evil cyst preparing to launch a barb)

**hp** 13; **Weakness** damaged by fire, slow **Trigger** proximity;

**Reset** 1 day

**Effect** Once per round, the evil cyst fires two barbs at random PCs. Each barb's attack bonus is +3, and it deals 1d6+2 points of piercing damage on a successful hit. A creature that takes damage from a barb must succeed at a DC 11 Fortitude save or be sickened for 1 round.

**Destruction** Burning the evil cyst destroys the haunt.

**Development:** When the PCs defeat the boilborn, the bubble immediately pops.

## B. FACING AMMOCH (CR 4 OR CR 7)

As long as the PCs succeed at one or more of the tasks to track Ammoch, they eventually find the demon. If they succeed at all three skill checks, they successfully sneak up on Ammoch while he croons over a festering boil, which grants them a surprise round. If the PCs succeed at two skill checks, they locate Ammoch, but he is aware of their approach and neither party is surprised. If the PCs succeed at only one skill check, Ammoch hides himself as the PCs approach and launches a surprise attack of his own. In this case, each PC must succeed at a DC 26 Perception check (DC 30 in Subtier 4–5) or be unable to act in the surprise round.

**Creatures:** Weakened by Thurl's cruel experiments and his merger with Valais, Ammoch is less dangerous than a typical babau, having lost many spell-like abilities, spell resistance, and other powers. At the start of the encounter, Ammoch lurks in the branches with a recently harvested boilborn servant. In Subtier 4–5, Ammoch has four boilborn servants. As long as the PCs haven't taken efforts to conceal the fact that they are Pathfinders, Ammoch delivers a quietly seething rant during the encounter about his hatred for Thurl. His voice sounds similar to Valais's voice whenever his remaining essence influences her speech. In addition to general threats, his rant includes the following information. Thurl is responsible for Ammoch's resurgence within Valais, and Ammoch

**Boilborn**



blames him for giving him only enough strength to fail. Ammoch is deeply resentful that Thurl has a powerful new body while Ammoch himself is reduced to mist and scraps. If the PCs press on the issue of Thurl's body, he mutters about a glabrezu making Thurl stronger with its magic. Ammoch also expresses his hopes that the glabrezu doesn't destroy Thurl first, before the babau has the chance to break free from Thurl's control and kill him.

## Subtier 1–2 (CR 4)

### AMMOCH

CR 3

Variant babau (*Pathfinder RPG Bestiary* 57)

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft.; Perception +12

#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +2, **Will** +4

**Defensive Abilities** protective slime; **DR** 5/cold iron or good;

**Immune** electricity, poison; **Resist** acid 5, cold 5, fire 5

#### OFFENSE

**Speed** 30 ft.

**Melee** longspear +6 (1d8+3/×3), bite +1 (1d6+1) or

bite +6 (1d6+2), 2 claws +6 (1d4+2)

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

**Special Attacks** sneak attack +1d6

#### TACTICS

**During Combat** When possible, Ammoch tries to flank with his boilborn minion to make use of his sneak attack ability.

**Morale** Ammoch fights to the death.

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 16, **Int** 14, **Wis** 13, **Cha** 16

**Base Atk** +4; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Iron Will

**Skills** Acrobatics +8, Climb +9, Disable Device +8, Escape

Artist +8, Perception +12, Sense Motive +8, Sleight of

Hand +8, Stealth +12; **Racial Modifiers**

+4 Perception, +4 Stealth

**Languages** Abyssal, Celestial,

Draconic; telepathy 100 ft.

#### SPECIAL ABILITIES

**Protective Slime (Su)** A layer of

acidic slime coats a babau's

skin. Any creature that strikes

a babau with a natural attack or

unarmed strike takes 1d6 points of

acid damage from this slime if it fails a DC 15

Reflex save or the weapon takes 1d6 points of acid damage;

if the damage penetrates the weapon's hardness, the

weapon gains the broken condition. Ammunition

that strikes a babau is automatically destroyed

after it inflicts its damage.

### BOILBORN

CR 1

**hp** 15 (*Pathfinder RPG Bestiary* 4 22, see page 22)

#### TACTICS

**During Combat** The boilborn advances relentlessly.

**Morale** The mindless pustule fights to the death.

## Subtier 4–5 (CR 7)

### AMMOCH

CR 5

Variant babau (*Pathfinder RPG Bestiary* 57)

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft.; Perception +18

#### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +3, **Will** +5

**Defensive Abilities** protective slime; **DR** 5/cold iron or good;

**Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

#### OFFENSE

**Speed** 30 ft.

**Melee** longspear +10/+5 (1d8+6/×3), bite +0 (1d6+2) or

bite +10 (1d6+4), 2 claws +10 (1d6+4)

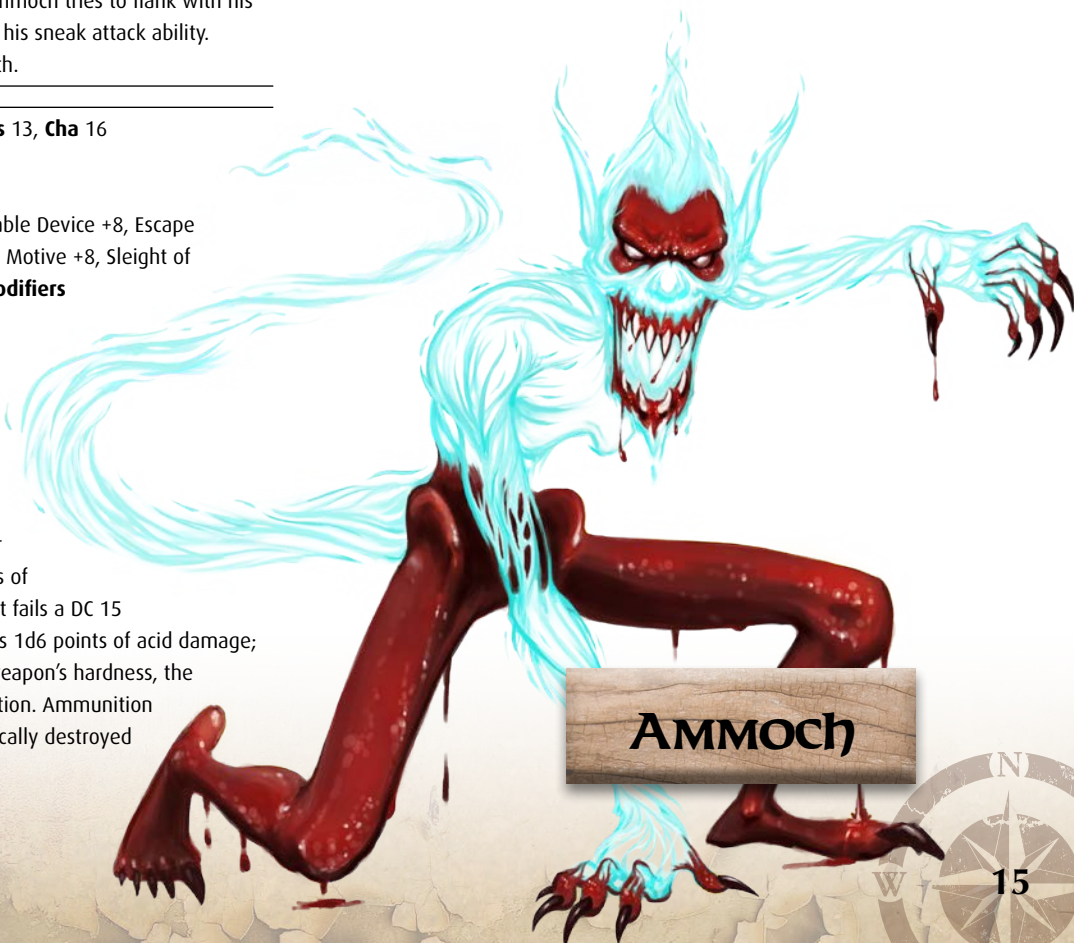
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Special Attacks** sneak attack +2d6

#### TACTICS

**During Combat** When possible, Ammoch tries to flank with one of his boilborn minions to make use of his sneak attack ability.

**Morale** Ammoch fights to the death.





## Scaling the King of Strings

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

**Subtier 1–2:** Laktharis is already suffering the effects of his humiliation vulnerability as if the PCs had succeeded at one check. The PCs need to succeed at only two checks to humiliate him to earn 1 Favor Point for this encounter.

**Subtier 4–5:** Remove one giant puppet.

### STATISTICS

**Str** 19, **Dex** 13, **Con** 16, **Int** 14, **Wis** 13, **Cha** 16

**Base Atk** +6; **CMB** +10; **CMD** 21

**Feats** Improved Initiative, Iron Will, Skill Focus (Stealth)

**Skills** Acrobatics +10, Climb +13, Disable Device +10, Escape Artist +10, Perception +18, Sense Motive +10, Sleight of Hand +10, Stealth +21; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

### SPECIAL ABILITIES

**Protective Slime (Su)** A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 17 Reflex save or the weapon takes 1d8 points of acid damage; if the damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

### BOILBORN (4)

**CR 1**

**hp** 15 each (*Pathfinder RPG Bestiary* 4 22, see page 22)

### TACTICS

Use the tactics from Subtier 1–2.

**Development:** When the PCs defeat Ammoch, the bubble immediately pops. See The Bubble Collapses below.

## THE BUBBLE COLLAPSES

At the end of either fight, the air around the PCs begins to waver and warp. With a faint popping sensation, the PCs suddenly find themselves standing within the soothing trees of the Unbent Forest.

If the PCs failed to locate Ammoch and ran afoul of his ambush, they see Skuroth the celestial owl perched on a tree nearby, with the writhing form of Ammoch grasped in his claw. With an air of superiority and relish, Skuroth informs them that he hunted down and defeated the babau personally. He deposits the babau at their feet with a flourish and says that they are free to do what they wish with Ammoch.

If the PCs managed to locate and defeat Ammoch on their own, the babau follows them back to reality. Skuroth earnestly congratulates them on their prowess as hunters and warriors.

Removed from his protective bubble of evil, Ammoch devolves into a sniveling weakling. He follows the PCs closely and shamelessly grovels at every opportunity.

**Treasure:** If the PCs defeated the babau, Skuroth apologizes for underestimating them. He gives them a *knight's pennon* (honor) to recognize their bravery (*Pathfinder RPG Ultimate Equipment* 307). The flag is covered in images of watchful green eyes. In Subtier 4–5, he also gives them a pair of *eyes of the owl* (*Ultimate Equipment* 225).

**Development:** If the PCs successfully avoided the ambush and defeated Ammoch, award them 1 Favor Point.

**Rewards:** If the PCs do not defeat Ammoch, reduce each PC's gold earned by the following amount.

*Subtier 1–2:* Reduce each PC's gold earned by 183 gp.

*Out of Subtier:* Reduce each PC's gold earned by 349 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 516 gp.

## C. THE KING OF STRINGS

When the PCs arrive in the Garden of Laughter, read or paraphrase the following.

Inside this trimmed clearing, an assortment of acrobats, mummors, and dancers twirl about to the delight of dozens of spectators. A chorus of laughter erupts from a group of children nearby, gathered around a colorful play wagon decorated with ribbons and filled with marionettes. Perched atop the wagon is an angelic figure, roughly the size of a halfling, with iridescent wings and flowing silver hair.

With a broad smile, the angel approaches and speaks, "Hello, mortals! I am so glad you have arrived. My name is Oneol. I believe I have something you are looking for."

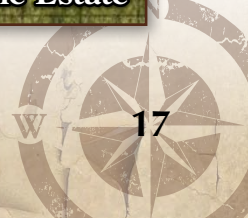
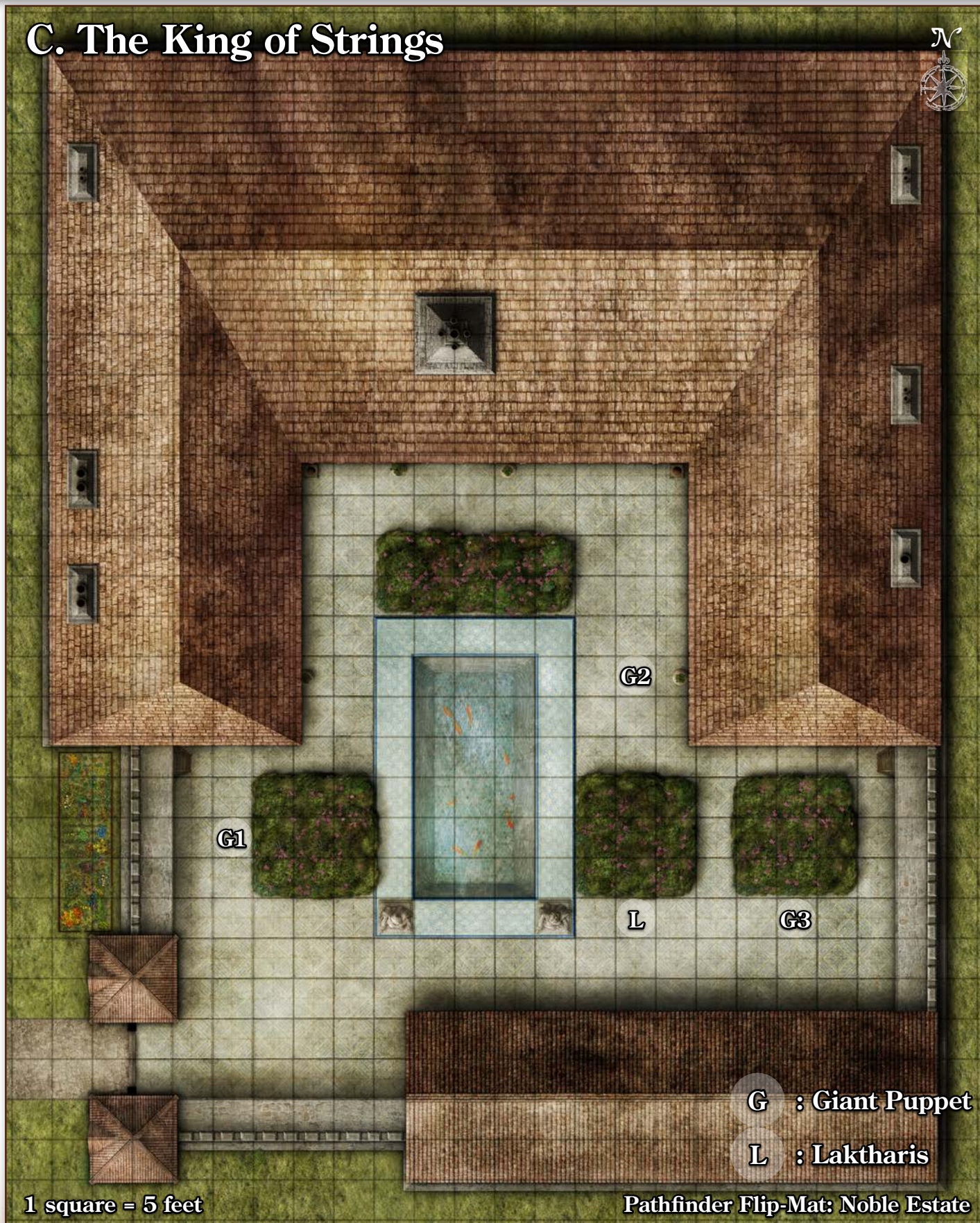
Leading the way through the crowd of children, Oneol opens the back of the wagon to reveal a miniature puppet stage. A hazy bubble covered with splotches of black fills the inside of the wagon. Dimly visible inside the bubble, a fearsome demonic puppet stands in the garden of an opulent manor and silently yells orders.

"I have captured the soul of Laktharis, the kalavakus demon that you set free," Oneol says with a grin. "After his release, Laktharis slithered his way down to Heaven's Shore, looking for creatures to subjugate. It is the nature of kalavakus demons to control and enslave, you see. Well, naturally, when I sensed the presence of an evil slaver, I pulled the demon's soul inside my marionette display. Now, the puppet demon has subjects to rule over that befit his status. He is a King of Strings, a ruler of puppets."

With another sly smile, Oneol steps away from the crowd of children and whispers, "I was hoping you could help me put on a show to entertain the children. Enter the bubble of evil, defeat Laktharis, and make him look silly. The soul of this demon craves domination, so any way that you can deny him that satisfaction will make him weaker. Let us teach these children that sometimes even great evil can give rise to laughter."



# C. The King of Strings





Oneol is a choral angel who runs a puppet show in Garden of Laughter. They explain to the PCs that merely touching the bubble of evil inside the wagon will pull them into the realm of Laktharis. Once inside, it is up to them to discover ways to humiliate the fearsome demon.

Once they enter the bubble, the PCs find themselves in the courtyard of a fine manor. Intricate carvings depicting Abyssal scenery decorate the manor's exterior walls. The manor has no doors, and in place of windows it has impassible walls of solid gray mist. Human-sized puppets in simple clothing lurk along the interior edges of the main building's roof, staring blankly at the courtyard below as if it were a grand stage. These puppets do not move or attack, but their eyes track the PCs' movements.

Beyond the boundaries of the map, the PCs find only walls of the same mist that fills the windows. The rooftops of all the buildings are 20 feet above the ground level and accessible to any PC who succeeds at a DC 15 Climb check to scale the wall carvings (DC 20 in Subtier 4–5). While there are no combatants on the roof, the PCs could use the roof to gain a higher vantage point.

**Creatures:** Laktharis roars commands to the unmoving puppets in the audience. He appears as an enormous puppet built to resemble a kalavakus demon, with long claws and razor-sharp horns emerging from its violet-colored skin. Hundreds of marionette strings hang from his arms and back. He sneers at the PCs when they arrive and welcomes the addition of new slaves to his collection. In Subtier 4–5, Laktharis has three puppet minions in the courtyard with him, which he can command to attack the PCs. A PC who succeeds at a DC 20 Perception check recognizes that these three puppets, unlike the ones on the roof, are animated.

**Comedic Flourishes:** Although the PCs can simply defeat Laktharis in a normal battle, to impress Oneol they must also humiliate the demon. A PC who succeeds at a DC 18 Intimidate check (DC 22 in Subtier 4–5) as a standard action can hurl enough insults to humiliate the demon puppet. Alternatively, a PC who succeeds at a DC 16 Perform check (DC 20 in Subtier 4–5) as a standard action creates a song or performance that humiliates Laktharis. Finally, PCs who succeed at a combat maneuver to push, trip, or otherwise bully Laktharis also humiliate the demon puppet. This encounter is intended to be more fun than challenging, so be sure to reward creative attempts to embarrass Laktharis, using the DCs above as a guide. Each method by which the PCs successfully humiliate Laktharis works only once, so the PCs must use a variety of methods to humiliate the demon.

After each success, Laktharis grows slightly smaller and his voice gets higher and shriller. With each comedic flourish, the PCs can hear the cheers and laughter of children from outside the bubble.

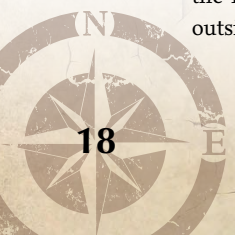
If a PC falls unconscious and is in danger of death, Oneol reaches into the bubble and pulls that PC out. The angel then uses the Heal skill to stabilize the PC. Oneol's +14 bonus on Heal checks is sufficient to automatically succeed to stabilize.

## Subtier 1–2 (CR 3)

LAKTHARIS	CR 3
Advanced clockwork servant ( <i>Pathfinder RPG Bestiary</i> 3 56)	
N Medium construct (clockwork)	
<b>Init</b> +8; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +2	
DEFENSE	
<b>AC</b> 20, touch 16, flat-footed 14 (+4 Dex, +2 dodge, +4 natural)	
<b>hp</b> 31 (2d10+20); fast healing 2	
<b>Fort</b> +0, <b>Ref</b> +6, <b>Will</b> +2	
<b>Immune</b> construct traits	
<b>Weaknesses</b> humiliation vulnerability, vulnerability to electricity	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> 2 claws +6 (1d4+4)	
<b>Ranged</b> net +4	
TACTICS	
<b>During Combat</b> Laktharis uses his net attack to entangle enemies who appear weak before engaging the PCs in melee.	
<b>Morale</b> Laktharis fights to the death.	
STATISTICS	
<b>Str</b> 19, <b>Dex</b> 18, <b>Con</b> —, <b>Int</b> 15, <b>Wis</b> 15, <b>Cha</b> 5	
<b>Base Atk</b> +2; <b>CMB</b> +6; <b>CMD</b> 22	
<b>Feats</b> Improved Initiative <sup>®</sup> , Lightning Reflexes <sup>®</sup>	
<b>SQ</b> repair clockwork, swift reactions, winding	
SPECIAL ABILITIES	
<b>Humiliation Vulnerability (Ex)</b> Each time a PC uses a comedic flourish to humiliate him, Laktharis shrinks and becomes more fragile. This causes his maximum number of hit points to decrease by 10 and gives him a cumulative –1 penalty on all d20 rolls.	
<b>Net (Ex)</b> As a standard action, Laktharis can launch a net from its shoulder ( <i>Pathfinder RPG Core Rulebook</i> 147). The launcher itself contains five nets. Loading a folded net into the launcher is a standard action.	
<b>Repair Clockwork (Ex)</b> Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke attacks of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, restoring 1d10 hit points to the target.	

## Subtier 4–5 (CR 6)

LAKTHARIS	CR 3
Advanced clockwork servant (see page 18)	
<b>hp</b> 31	





## TACTICS

**During Combat** Laktharis uses his net attack to entangle enemies who appear weak before engaging the PCs in melee.  
**Morale** Laktharis fights to the death.

## GIANT PUPPETS (3)

CR 2

Clockwork servant (*Pathfinder RPG Bestiary* 3 56, see page 22)  
 hp 31 each

## TACTICS

**Before Combat** The giant puppets remain motionless in their places, hoping to catch the PCs off guard. A puppet moves to attack if a PC strikes it first or on the second round of combat, whichever comes first.  
**During Combat** The three puppets take turns rotating between using their string nets, healing an ally, and attacking in melee.  
**Morale** The puppets fight until destroyed.

**Development:** After the PCs defeat Laktharis (as well as his animated puppet servants, in Subtier 4–5), the air in the courtyard wavers and pops, transporting the PCs back to reality. Standing at their feet is Laktharis, now a puppet standing only 2 feet high. He still tries to boss people around in a shrill voice, but is ultimately harmless. If the PCs succeeded at least three comedic flourishes, Oneol congratulates them on their performance while the children cheer. In this case, award the PCs 1 Favor Point.

**Treasure:** Oneol rewards the PCs with six well-crafted marionettes worth 20 gp each. He also hands them a prop that he uses in some of his other performances, a mithral heavy steel shield. In Subtier 4–5, this is a *lesser celestial shield*. This is +1 *blinding heavy steel shield* with the properties of a *celestial shield* (*Pathfinder RPG Ultimate Equipment* 131), except that it boosts the caster level of *celestial armor's* fly ability to CL 7th instead of replacing it with *overland flight*.

**Rewards:** If the PCs do not defeat Laktharis, reduce each PC's gold earned by the following amount.

*Subtier 1–2:* Reduce each PC's gold earned by 105 gp.

*Out of Subtier:* Reduce each PC's gold earned by 357 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 609 gp.

## FLOWERS AND HONEY

The final soul the PCs must retrieve is the soul of Valais herself. After the PCs have recaptured both the babau and kalavakus souls, a thriae seer approaches them in Heaven's Shore, leading Valais's unresponsive soul. The top half of the seer's body looks mostly human, aside from her light purple skin and insectile wings, while the bottom half of her body looks like the abdomen of a giant bee. Introducing herself as a Hivetender of the empyreal lord Andoletta, the thriae tells the PCs that Zepha asked her to use her divinations to help locate Valais's soul. She discovered the Pathfinder's soul wandering the slopes of Heaven and brought her here to Heaven's Shore.

## Scaling Flowers and Honey

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

**Both Subtiers:** Reduce the DCs of all skill checks in this section by 3.

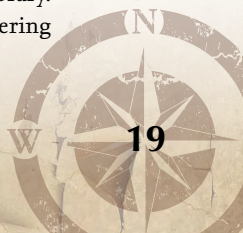
The Hivetender explains that the soul of Valais is badly damaged and has no memories of her former life. In order to heal Valais, the thriae asks the PCs to retrieve a variety of special flowers that she can use to make restorative honey. She produces honey in large batches that take a long time to prepare, but as fortune would have it, her next batch of honey will be ready to complete by the next time the sun sets in her home. If she adds nectar from just the right flowers, she can imbue some of the honey with the soul-healing properties. There is not enough time for her to collect all of the necessary flowers herself, but if the PCs can collect some of the flowers on Heaven's Shore, she can gather the rest from the fields surrounding her home. To collect all the necessary flowers, the PCs must succeed at each of the following checks: one DC 18 Knowledge (nature) or Knowledge (planes) check, one DC 18 Survival check or Diplomacy check to gather information, and one DC 18 Heal or Perception check. There is only enough time for the PCs to attempt one check each, but PCs may aid another in place of attempting a check. In Subtier 4–5, the flowers are harder to find, increasing the DCs of these skill checks by 4.

**Development:** If the PCs succeed at two or more checks, they gather enough flowers. The thriae finishes the honey and feeds it to the listless soul of Valais, who instantly livens up and regains some of her former memories. She tearfully thanks the PCs for healing her, and the PCs earn 1 Favor Point. Additionally, if the PCs succeeded at all three skill checks, the thriae gives the PCs samples of one of her other batches of honey. Eating this honey provides a mild feeling of drunkenness and grants the gift of honeyed speech for 24 hours. PCs who consume this honey receive a +2 bonus on skill checks during the Trial encounter.

If the PCs failed two or more checks, they are unable to gain enough flowers to make the restorative honey in time. The thriae sadly gives them custody of Valais's soul, who follows behind them wordlessly.

## THE TRIAL

After the PCs retrieve all three scattered souls, they must return to the Great Library of Harmonious Scripture to face judgment. Cheerful as always, Akarah happily bobs alongside the PCs and leads them back to the library. Kitarlo follows as well. Inside, they find Altha pondering





## Scaling the Trial

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

**Both Subtiers:** reduce the DCs of all skill checks during this encounter by 2.

over the ritual books. Altha indicates a row of chairs, one for each PC, and motions for them to sit. The archon points to another chair in the corner of the room as well, motioning for Kitarlo to take that seat. Read or paraphrase the following to begin the trial.

Altha the Scrivener stands at a podium in the center of circular chamber. The archon addresses the room in a booming voice. "Kitarlo, you are here as an observer, and I expect you to remain quiet and sit patiently until these proceedings have reached their conclusion. As for you, mortals, the time has come to form a proper account of what has happened here. From the evidence I have gathered, it seems most likely that you have come here with noble designs, but good intentions alone are insufficient. Mortals often show a careless disregard for order and a weakness toward evil influence. The halls of this library could not contain the accounts of all of the times that these tendencies have lead to ruin, from the scale of individual souls to the scales of nations and beyond. On your world, Golarion, mortal sins share some of the blame for the recent surge in fiendish incursions, from the creation of the Worldwound to the fall of Cheliox under devilish influence to the growing strength of qliploth forces in Tianjing. A soul that seeks righteousness should remain ever wary of the costs and effects of its actions. And so, to that end, I ask of you: what have been your actions since you first arrived in Heaven?"

The archon asks the PCs to relate their expedition from the beginning and interrogates them on the five subjects below. To navigate this encounter, the PCs must attempt a series of five Diplomacy checks, one for each subject. Altha insists that each PC relate at least one segment of the story, meaning that no PC can roll twice until every PC has spoken at least once. If the PC succeeds a DC 18 Diplomacy check (DC 23 in Subtier 4–5) while retelling her section of the story, the archon concedes that the party's actions were reasonable. Otherwise, he chastises them for their foolishness.

Each time a PC successfully retells a segment of the story, all PCs gain a cumulative +2 bonus on subsequent Diplomacy checks during the trial. For example, if the PCs successfully explained their arrival at the gates of Heaven, the next PC would receive a +2 bonus when discussing the purification ritual. If the players are at a loss as to who should speak first, remind them that while their opening arguments might

be difficult, each success makes their case stronger and the following arguments easier. PCs cannot aid one another on these Diplomacy checks.

**The Gates of Heaven:** Hoping to root out any efforts at deception or guile, Altha carefully questions the PCs on how they managed to enter Heaven and secure passage into the Great Library. If the PCs earned a Favor Point by avoiding questioning at the gates, they gain a +4 bonus on the Diplomacy check to relate this part of the story.

**The Purification Ritual:** Here, Altha attempts to prove that the PCs were reckless, concerned that they performed inadequate research or lacked the fortitude to complete the ritual. If the PCs earned a Favor Point by completing all three phases of the ritual, they gain a +4 bonus on the Diplomacy check to relate this part of the story.

**The Hunt for Ammoch:** At this point, Altha probes the competence of the PCs, insinuating that they might have foolishly bitten off more than they could chew. After all, if the PCs are unable to destroy demons, then they shouldn't be meddling in demonic affairs. If the PCs earned a Favor Point by finding and defeating Ammoch, they gain a +4 bonus on the Diplomacy check to relate this part of the story.

**Defeating the King of Strings:** Framing them as coldhearted mercenaries, Altha insinuates that perhaps healing Valais was merely an excuse for the Pathfinders to loot artifacts or knowledge from the halls of Heaven. If the PCs earned a Favor Point by humiliating Laktharis, Altha is reassured that anyone who can bring laughter to children cannot have an overly hard heart. The PCs gain a +4 bonus on the Diplomacy check to relate this part of the story.

**Healing Valais:** Following his previous line of thought, Altha wonders if the PCs are truly committed to healing Valais of her many scars. If the PCs earned a Favor Point by collecting flowers to create the restorative honey for Valais, they gain a +4 bonus on the Diplomacy check to relate this part of the story.

**Development:** If the PCs succeed at least two Diplomacy checks, Altha admits that their actions were pure enough, even if things did go awry with the ritual. He explains that to complete the ritual, the soul of Valais must extinguish the other two parts of her spirit. He asks the PCs to drag forward the babau and kalavakus souls (who mewl pitifully and beg for their lives). Altha hands the soul of Valais a sword and with grim determination, she swiftly executes the two demons. With a flash of light, the soul of Valais is drawn back into her comatose body, and Valais awakens.

If the PCs succeed at least four Diplomacy checks, Altha is impressed by their story and marvels at the resiliency Valais has demonstrated. He invites her to travel to the peak of Heaven's mountain and enter the Garden, where her spirit and body can be truly restored.

If the PCs fail to achieve at least two successful Diplomacy checks, Altha labels them as reckless mortals

who have taken advantage of Heaven's good graces. The archon further condemns the Pathfinder Society for sending such careless agents and formally forbids Kitarlo from ever returning to Heaven—Altha asserts that Kitarlo's rash behavior has proven to be a malign influence. After allowing Valais to execute the two demons and reunite her soul, he orders Akarah to escort Kitarlo, Valais, and the PCs out of Heaven.

**Treasure:** If the PCs succeeded at two or more Diplomacy checks, Kitarlo gives the PCs a selection of rare books from his personal collection back in Absalom worth a total of 100 gp (or 1,200 gp in Subtier 4–5). He also gives them a torch that he calls a “souvenir of Heaven.” This is an *archon's torch* (*Pathfinder RPG Ultimate Equipment* 281).

**Rewards:** If the PCs do not succeeded at two or more Diplomacy checks during this encounter, reduce each PC's gold earned by the following amount.

*Subtier 1–2:* Reduce each PC's gold earned by 79 gp.

*Out of Subtier:* Reduce each PC's gold earned by 170 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 262 gp.

## CONCLUSION

As long as the PCs succeeded at two or more Diplomacy checks during the trial, they are free to return to Heaven's Shore with Kitarlo. Kitarlo takes them to speak with Zepha, who is delighted to hear that the PCs have successfully restored Valais. Zepha apologizes that the situation ended up being so complicated, and offers his hospitality to any PCs who may wish to stay a while longer to enjoy Heaven's Shore. Zepha is particularly interested in talking to any PCs who have evil auras, as well as any PCs who seem receptive to Heaven's ideals. He tailors his invitation to each PC based on his observations of that PCs' behavior. For example, he may present the visit as a chance for the PC to take a rest from their worldly concerns and reflect upon their life's experiences in peace, or as a chance for a PC to engage him in spirited debate. Kitarlo uses *plane shift* to transport everyone who wishes to return back to Absalom. Regardless of whether the PCs choose to spend extra time with Zepha, they earn the Heaven's Redemption boon to represent the effects of their time in Heaven. In addition, the PCs earn the Heavenly Scholar boon.

If the PCs weren't able to achieve two or more successful Diplomacy checks during the trial, their journey out of

Heaven is far less leisurely. Kitarlo is visibly disappointed that he is no longer allowed to return to Heaven, but he blames the “stodgy and judgmental” nature of archons rather than the PCs and tells the PCs they should focus on how they helped Valais instead of how the trial worked out.

Regardless of the results of the trial, Kitarlo tells the PCs that with the information he found in the Great Library of Harmonious Scripture, he has several strong leads for ways to restore his arm.

If the PCs healed Valais using rituals alone, her mind is fully restored and she is finally free from the pain of the grafts. Her body shows lingering demonic elements, including small horns and fangs, and her race changes to tiefling. Alternatively, if Valais gained admittance to the Garden, she stays behind and ventures up the mountain on a solitary pilgrimage. One week later, she returns to Absalom with her body and mind fully restored. Moreover, her experience in the Garden imbued her with a fragment of heavenly essence, transforming her into an aasimar with radiant gold hair. In either case, she thanks the PCs profusely for finally restoring her mind to normal and promises to repay them someday in the future.

## REPORTING CONDITIONS

If the PCs heal Valais using rituals alone, check box **A**. If they earn Valais access to the Garden and a transformation into an aasimar, check box **B**.

## PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary goal if they succeed at two or more Diplomacy checks during the trial and accumulate at least 2 Favor Points during the scenario. Doing so earns each PC 1 Prestige Point.

## SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary goal if the gain at least 4 Favor Points in the scenario or if they succeed at all five Diplomacy checks during the trial. Do so earns each PC 1 additional Prestige Point.

## FACTION NOTES

If the PCs impress Altha the Scrivener sufficiently to secure Valais's transformation into an aasimar, members of the Silver Crusade earn the Sacred Champion boon.





## APPENDIX: STAT BLOCKS

The following stat blocks appear in this scenario.

### BOILBORN

*Like some taut pustule ready to burst, this mobile wound scuttles on a bristle of slick hairs.*

#### BOILBORN CR 1

*Pathfinder RPG Bestiary 4 22*

N Tiny ooze

**Init** -5; **Senses** blindsight 30 ft.; Perception -4

#### DEFENSE

**AC** 7, touch 7, flat-footed 7 (-5 Dex, +2 size)

**hp** 15 (2d8+6)

**Fort** +3, **Ref** -5, **Will** -4

**Immune** ooze traits; **Resist** acid 10

#### OFFENSE

**Speed** 10 ft., climb 10 ft., swim 10 ft.

**Melee** slam +4 (1d2+1 plus disease)

**Special Attacks** death throes, disease

**Space** 2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 12, **Dex** 1, **Con** 17, **Int** —, **Wis** 2, **Cha** 1

**Base Atk** +1; **CMB** -6; **CMD** 5 (can't be tripped)

**Skills** Climb +9, Swim +9

#### SPECIAL ABILITIES

**Death Throes (Su)** When killed, a boilborn pops in a 10-foot-radius burst that deals 2d6 points of acid damage (DC 14 Reflex half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract leprosy.

**Disease (Su)** Leprosy: Injury; *save* Fort DC 12; *onset* 2d4 weeks; *frequency* 1/week; *effect* 1d2 Cha damage; *cure* 2 consecutive saves. This save DC is Constitution-based.

### CLOCKWORK SERVANT

*This four-armed, human-sized clockwork construct balances on three legs that rise into a central body.*

#### CLOCKWORK SERVANT CR 2

*Pathfinder RPG Bestiary 3 56*

N Medium construct (clockwork)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

**hp** 31 (2d10+20); fast healing 2

**Fort** +0, **Ref** +4, **Will** +0

**Immune** construct traits

**Weaknesses** vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +6 (1d4+6)

**Ranged** net +4

#### STATISTICS

**Str** 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +2; **CMB** +6; **CMD** 20 (22 vs. trip)

**Feats** Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>

**SQ** repair clockwork, swift reactions, winding

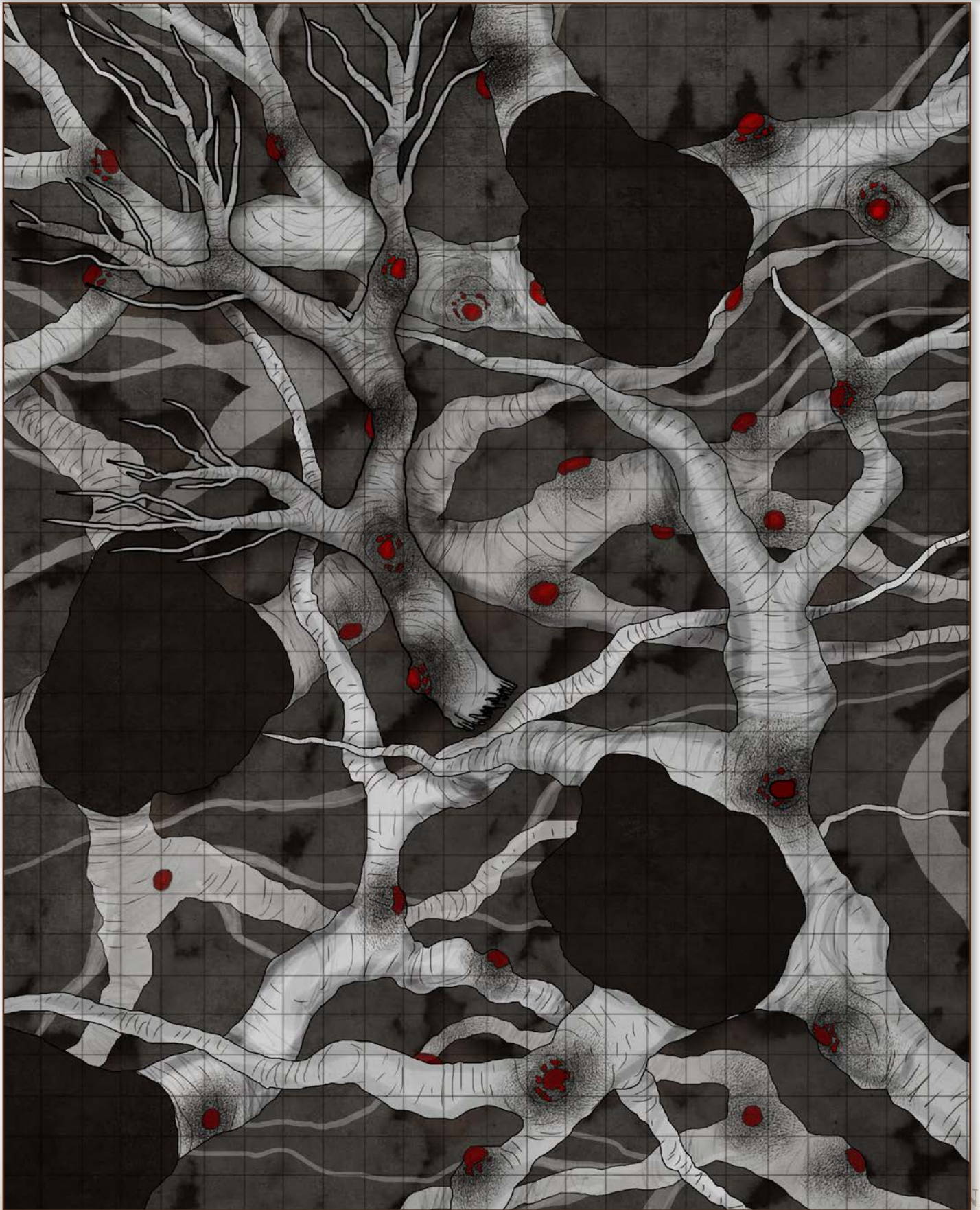
#### SPECIAL ABILITIES

**Net (Ex)** As a standard action, a clockwork servant can launch a net from its shoulder (*Pathfinder RPG Core Rulebook* 147). The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action.

**Repair Clockwork (Ex)** Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.









# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #9-06: The Shores of Heaven

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  
☐ 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

- ☐ Dark Archive   ☐ The Exchange   ☐ Grand Lodge   ☐ Liberty's Edge  
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Character #

Prestige Points

Character Name

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Prestige Points

Character Name

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☐ Scarab Sages   ☐ Silver Crusade   ☐ Sovereign Court

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Pathfinder Society Scenario #9-06: The Shores of Heaven © 2017, Paizo Inc.; Author: Cole Kronewitter.



# Pathfinder Society Scenario #9-06: The Shores of Heaven

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ **Heaven's Redemption:** Your experiences in Heaven have inspired you to change your philosophy. When you receive this Chronicle sheet, you can check the box that precedes this boon to change your patron deity to any legal lawful good deity, in the process changing your alignment to lawful good, lawful neutral, or neutral good. When you do so, you receive the benefits of an *atonement* spell without paying any associated costs. Additionally, you may freely retrain any class abilities, feats, or other features that no longer function with your new deity, as well as character abilities that are directly tied to your old deity's favored weapon, such as the Weapon Focus feat. This boon does not affect your character's items.

☐ ☐ **Heavenly Scholar:** Your studies of sacred scripture have enhanced your knowledge about matters of faith. If you are trained in Knowledge (religion), you can check a box that precedes this boon to add 1d6 to the result of one Knowledge (religion) check after rolling but before learning the results of your roll. Alternatively, you can check a box before rolling a Knowledge (religion) check to treat that check as if you were trained in the skill. You can use both boxes on a single skill check.

☐ **Sacred Champion (Silver Crusade):** You have been infused with a portion of Heaven's grace. You can check the box that precedes this boon to use the standard action version of lay on hands as if you were a paladin of your character level. If you already have lay on hands as a class feature, you can instead check this box to add 2d6 to the amount healing you provide with one of your uses of lay on hands.

**Elixir of Sacred Breath** (Aura moderate evocation; CL 11th; **Weight** —) This golden elixir functions as an *elixir of fire breath*, except that half of the damage it deals results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

**Lesser Celestial Shield** (Aura moderate evocation; CL 7th; **Weight** 7 lbs.) This gold-edged +1 *blinding shield* has all the properties of a *celestial shield* (Pathfinder RPG Ultimate Equipment 131), except that its synergy with *celestial armor* boosts the caster level of the armor's granted *fly* spell to 7th instead of replacing it with *overland flight*. It can be upgraded into a standard *celestial shield* by paying the difference in price.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	258	516

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	603	1,206

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	948	1,895

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	Starting XP
	XP Gained (GM ONLY)
	Final XP Total

FAME		
	Initial Prestige	Initial Fame
		GM's initials
	Prestige Gained (GM ONLY)	
	Prestige Spent	
	Current Prestige	Final Fame

GOLD		
	Starting GP	
		GM's initials
	GP Gained (GM ONLY)	
		GM's initials
	Day Job (GM ONLY)	
	Gold Spent	
	Total	

GOLD	Starting GP
	GP Gained (GM ONLY)
	Day Job (GM ONLY)
	Gold Spent
Total	

Subtier 1-2

Subtier 4-5

*alluring golden apple* (400 gp; Pathfinder RPG Ultimate Equipment 276)  
*archon's torch* (750 gp; Ultimate Equipment 281)  
*elixir of sacred breath* (discounted to 1,100 gp; limit 1)  
*knight's pennon* (honor; 2,200 gp; Ultimate Equipment 307)

*alluring golden apple* (400 gp; Pathfinder RPG Ultimate Equipment 276)  
*archon's torch* (750 gp; Ultimate Equipment 281)  
*elixir of sacred breath* (discounted to 1,100 gp; limit 1)  
*eyes of the owl* (4,000 gp; Ultimate Equipment 225)  
*knight's pennon* (honor; 2,200 gp; Ultimate Equipment 307)  
*lesser celestial shield* (7,070 gp)  
*ring of protection +1* (2,000 gp)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #