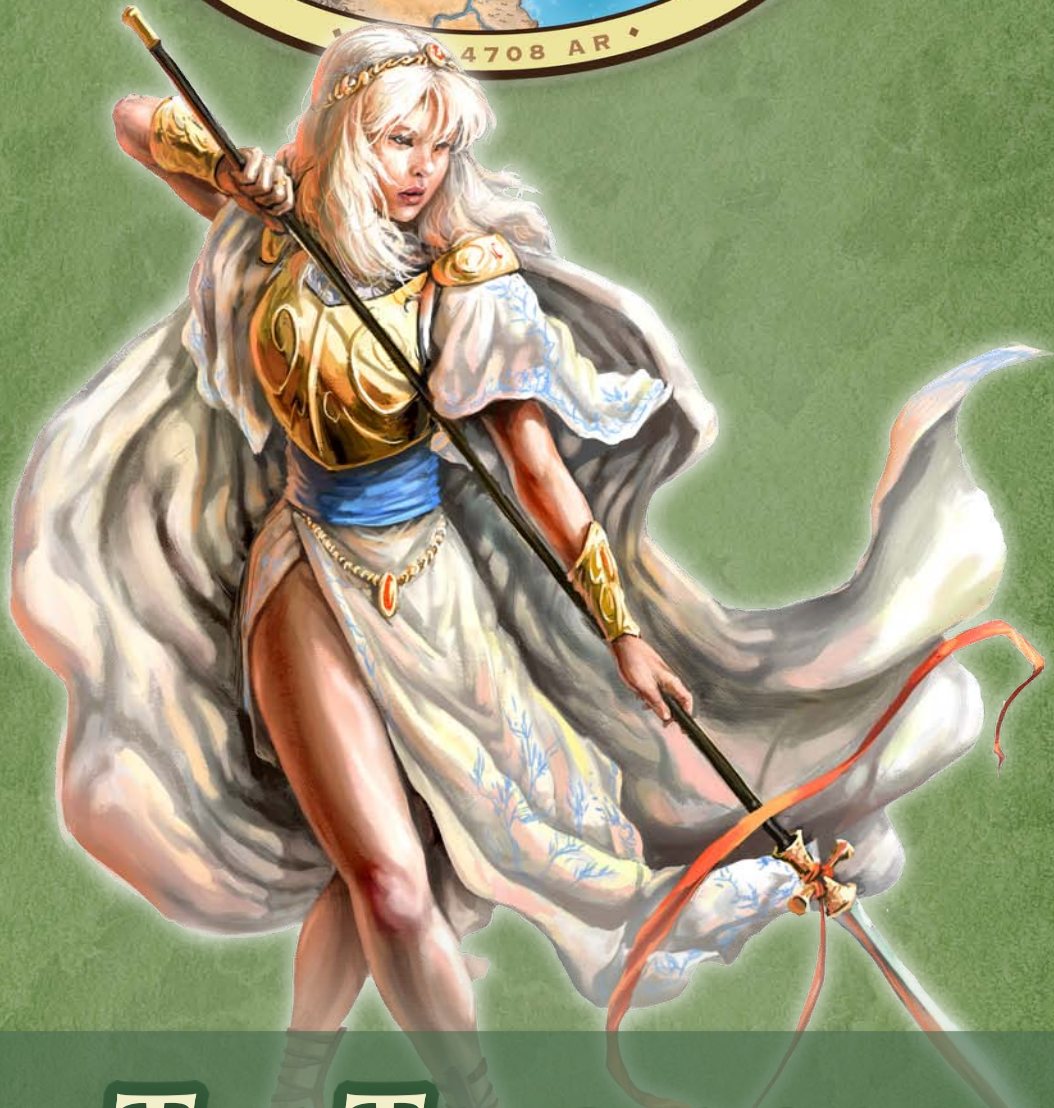
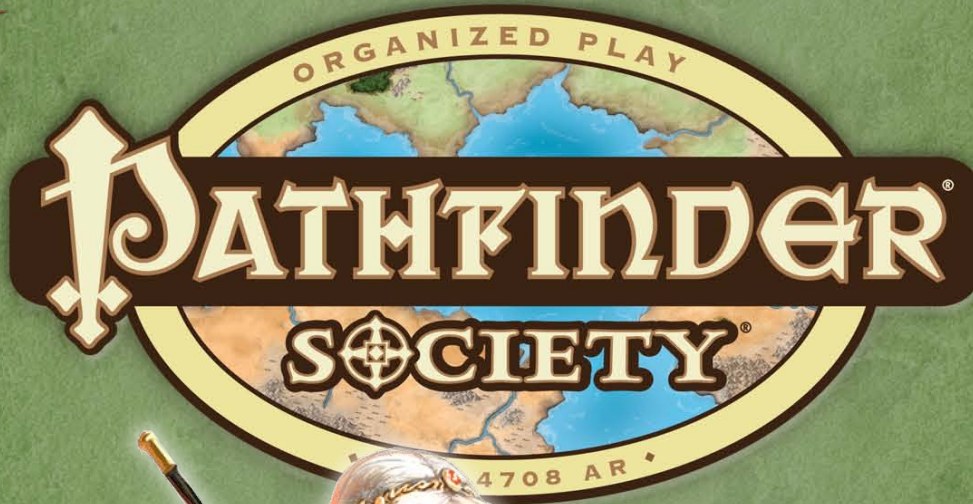


Pathfinder Society Scenario #3-21



THE TEMPLE OF EMPYREAL ENLIGHTENMENT

By Ron Lundeen



THE TEMPLE OF EMPYREAL ENLIGHTENMENT

PATHFINDER SOCIETY SCENARIO #3-21

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Pathfinder Society Scenario #3-21: The Temple of Empyreal Enlightenment is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Combat*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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THE TEMPLE OF EMPYREAL ENLIGHTENMENT

BY RON LUNDEEN

Tianjing, the Tian nation of aasimar scholars and philosophers, prospered under the protection of the Lung Wa empire. The powerful sorceress Hao Jin, herself a native of the independent city of Goka, further bolstered Tianjing's security by pinpointing locations susceptible to extraplanar incursion. Hao Jin's information allowed Tianjing to more easily defend against the nation's ancient qliphoth foes. Grateful for Hao Jin's aid and knowing she had ambitions of acquiring the most comprehensive collection of rarities and wonders in the multiverse, Tianjing's rulers presented Hao Jin with the Temple of Empyrean Enlightenment, a hilltop temple sacred to Korada, the Empyrean Lord of foresight, forgiveness, and peace. Hao Jin placed the work of architectural beauty within the fabulous *Hao Jin Tapestry*, a private pocket dimension contained within a ragged-looking tapestry, in which the sorceress stored other largest and most dangerous relics.

And while the temple was a bastion of good on Golarion, within the *Hao Jin Tapestry* it fell to wickedness at the hands of one of the very dangers Hao Jin hoped to keep sequestered in her museum realm. What was once a haven of celestial glory became a twisted mockery of Korada's faith, orchestrated by a sinister demon named Dakang. The wormlike vermlek demon was inadvertently pulled into the tapestry along with a nearby battlefield as it gorged on the fallen soldiers in the battlefield's countless shallow graves, and though originally disoriented by its new environment, Dakang eventually branched out from the battlefield to the greater reaches of the extraplanar realm. In its travels, Dakang discovered the abandoned temple and decided to use it to establish a false cult to Korada in honor of Sifkesh, demon lord of heresy and suicide.

Vermleks are horrid, wormlike monstrosities able to slither into humanoid corpses and wear their hosts like human costumes, an ability the impostor demon has used to lead astray a well-intentioned but misguided cult of followers, all natives or unlikely prisoners of the tapestry. Dakang found a suitably fresh corpse to wear as a disguise, and began corrupting the temple in earnest. When a few aasimars arrived at the temple, lost within

WHERE ON GOLARION?

This adventure takes place entirely within a hilltop temple dedicated to Korada, the Empyrean Lord of foresight and peace. The infamous Tian sorceress Hao Jin removed the temple from the aasimar nation of Tianjing centuries ago, sequestering it within an extradimensional realm held within a magical tapestry. The entrance to this private demiplane is the *Hao Jin Tapestry* itself, which rests in a well-guarded vault beneath the Grand Lodge in Absalom. For more information on Tianjing, check out *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available in bookstores and game stores everywhere, and online at paizo.com.

the *Hao Jin Tapestry* and seeking refuge, Dakang took them in, pretending to be a priest of Korada who had been transported into the tapestry along with the temple as its last guardian. These aasimars became Dakang's first disciples and his first dupes.

Over the course of more than 3 centuries, Dakang has carefully honed his deception and expanded his flock to over a dozen individuals, mostly descendants of other kindly drifters deceived by Dakang's guise of a benevolent priest. Nearly all of these residents are completely devoted to Dakang and Dakang's vision of Korada—which appears to be enlightened and peaceful but is in fact riddled with heresy. As the vermlek gradually tightens his web of lies and blasphemy over the innocent worshipers in the Temple of Empyrean Enlightenment, Sifkesh watches with approval.

Occasionally, a wicked creature stumbles upon the Temple of Empyrean Enlightenment. Dakang usually repels such overt threats to his authority or sets his servants upon them to maintain an air of goodness, but the vermlek has occasionally brought a few miscreants into the temple under the guise of holy pilgrims. So long as these malefactors pay lip service to Dakang, the demon lets them stay in his idyllic community. The most recent of these miscreants is a gnome herbalist named Gastidem

GM TIP: SECRET ROLLS

The *Temple of Empyrean Enlightenment* revolves around the PCs exploring a heretical cult of unknowing demon worshipers. In the same way classic horror movies like *The Stepford Wives* or *Rosemary's Baby* uncover a sinister plot disguised in the image of something benign and welcoming, the tension and mystery of this scenario may be heightened by not letting the players know what's going on. While it requires more work on the part of the GM, making secret rolls for Knowledge, Perception, and Sense Motive checks and Fortitude and Will saves can give players a sense of anticipation and unease not generally experienced in organized play adventures. Before the session starts, consider casually taking a glance at each player's character sheet. While you're looking over the stats, make note of each PC's Fortitude and Will saves and Knowledge (planes), Knowledge (religion), Perception, and Sense Motive bonus. Throughout the scenario, use these to make checks behind the screen, giving players a sense of surprise when they learn or intuit something that may not have been consciously aware they were on the verge of knowing. It's a delicate balance, however, between making too many and too few rolls on the players' behalf; the adventure will note good opportunities to do so to increase your players' sense of uncertainty.

who has occupied the temple's garden for 12 years, where he has transformed the central fountain into a horrific maiming device disguised as a religious icon.

Victory in the decennial Ruby Phoenix Tournament earned the Pathfinder Society a single selection from the fabulous treasure vaults of the sorceress Hao Jin. The Decemvirate selected the *Hao Jin Tapestry* as their reward, earning sole possession of Hao Jin's fabulous museum demiplane. The Pathfinder Society brought the secret-laden tapestry back to Absalom and has been slowly cataloging the locations within. One such location recently uncovered is the Temple of Empyrean Enlightenment, and Master of Spells Aram Zey has selected a team of inexperienced Pathfinders to explore what the Society understands to be an abandoned temple, without any knowledge of the population of misguided worshipers and the festering heresy within.

SUMMARY

The Pathfinder Society tasks the PCs with entering the *Hao Jin Tapestry* and exploring the Temple of Empyrean Enlightenment. In particular, the PCs must investigate four key locations in the temple (the meditation room, the library, the garden, and the crypt), in whatever order they choose.

The Pathfinder Society does not know that the temple is occupied by benign worshipers of Korada led by a subtle demon that is perverting innocent worship into veneration to the demon lord Sifkesh. In the course of their exploration of the four key locations, the PCs can learn that life in the temple is not as tranquil as it appears. Monstrous undead, gruesome maimings, and sudden suicides dog the PCs' investigation. When the PCs confront the cult leader Dakang (or when the PCs learn too much, forcing Dakang to take action against them), the demonic demagogue relies on his bodyguards to eliminate the PCs before fighting them directly.

Throughout the adventure, each PC gains Heresy Points if he unknowingly participates in heretical activities. The more Heresy Points a PC earns, the more difficult he finds confronting the vermlek demon in the scenario's conclusion.

GETTING STARTED

Read the following to get the adventure underway.

Victory in the Ruby Phoenix Tournament earned the Pathfinder Society a pick of the legendary treasures of the Tian sorceress Hao Jin, and the Decemvirate knew just what item to select: a frayed and dirty tapestry hidden deep in Hao Jin's vault. This unassuming tapestry acts as a doorway to another dimension in which Hao Jin stored her most massive items, including entire buildings, battlefields, and the ruins of ancient civilizations. The Pathfinder Society is now methodically exploring and cataloging the diverse locales tucked within this extradimensional space.

Deep beneath Absalom's Grand Lodge, the Pathfinder Society's Master of Spells, Aram Zey, gestures at the tapestry hung on the wall, surrounded by ladders and scaffolds. Scholars and diviners scurry around the tapestry, analyzing its abstract patterns and comparing insights.

Zey snaps his finger to quiet the room and speaks rapidly. "The aasimar nation of Tianjing contains a handful of temples to Korada, Empyrean Lord of forgiveness and foresight. The Pathfinder Society is interested in exploring these holy sites, but the aasimar disciples in Tianjing are reluctant to grant the Pathfinder Society full access to their faith's secrets. Fortunately, the custodian council of Tianjing gifted one such temple to Hao Jin centuries ago. This temple—the Temple of Empyrean Enlightenment—now sits vacant within the museum demiplane of the Hao Jin Tapestry. We need well-trained explorers to survey the isolated and abandoned site.

"We will transport you to the Temple of Empyrean Enlightenment within the Hao Jin Tapestry and provide you with a small cache of supplies. We need a complete report on the temple with a focus on four key locations. First, locate the temple's meditation room, find evidence of

any meditative techniques described there, and record any effects of performing those techniques. Second, prepare a comprehensive catalog of all works in the temple library. Third, find the temple gardens and draft a detailed plan of the garden's layout. Finally, enter the temple's crypt and take rubbings of the carvings on each sarcophagus.

"You will enter the tapestry within the hour. Any questions?"

The Pathfinder Society gives the PCs plenty of food, water, ink, charcoal, parchment, rice paper, and measuring twine. Aram Zey answers any questions he can, but he knows little about the Temple of Empyrean Enlightenment other than the information in the briefing above. If the PCs ask about the tapestry itself, share the information in the Hao Jin Tapestry sidebar on page 6.

Is the temple occupied? "We have no reason to think so. The temple is likely uninhabited except by ancient guardians or traps, although I suppose some scavengers may have found their way into the structure."

What is the environment like inside the tapestry? "Hao Jin created her museum demiplane with an environment identical to Golarion's. It has air, weather, and gravity just as you'd expect. However, in the centuries since Hao Jin's disappearance, the weather patterns within much of the tapestry demiplane have shifted, so we're uncertain of the precise environment around the Temple of Empyrean Enlightenment."

How long will this take? "I expect a full exploration might take several days, depending on the condition of the temple. Take all the time you need."

How do we get back out of the tapestry when we're done? "A creature entering the tapestry leaves a planar eddy in its wake. It looks like a ball of light about two feet across. The planar eddy is visible and usable only by that creature as long as it remains alive. Enter your planar eddy to return here."

When the PCs are ready to proceed, Aram Zey escorts them one by one onto the scaffold and instructs them to place their fingers upon a symbol of three linked circles the tapestry's weave. The Master of Spells utters a trigger word and the PC touching the tapestry disappears from the Material Plane, whisked into Hao Jin's demiplane. He repeats the process with each PC.

The PCs arrive in the *Hao Jin Tapestry* instantaneously, finding themselves standing atop a forested hill in front of a large, wide building of burnished white stone. The sky above is bright and the air smells clean and fresh. Behind each arriving creature floats a 2-foot-diameter

sphere of pulsing blue light, each visible only to the creature whose journey to the tapestry created it. A creature stepping into its own extraplanar eddy is shifted back to the Material Plane, to the same place it traveled from. If that space is occupied by another creature, the teleported creature appears in the nearest unoccupied square. Should a PC return to the Grand Lodge before exploring the Temple of Empyrean Enlightenment, Aram

Zey gives an exasperated sigh and mutters darkly about the PC wasting his valuable time before sending her back into the tapestry.



Master of Spells
Aram Zey

Knowledge (history)

PCs may recall the following information about Tianjing and the Temple of Empyrean Enlightenment.

15+ Tianjing is a nation of aasimars in the Dragon Empires. The empire of Lung Wa protected, rather than conquered, Tianjing, allowing philosophy and arts to flourish in the aasimar nation.

20+ Several centuries ago, Hao Jin performed a great service for Tianjing's custodian council. In gratitude, the council presented the sorceress with a temple of Korada, the Temple of Empyrean Enlightenment, to add to her collection.

25+ The temple to Korada was not a difficult gift for the custodian council to provide, as their architects were already designing a new temple to Korada that would replace the Temple of Empyrean Enlightenment anyway.

Knowledge (religion)

PCs may recall the following information about Korada.

15+ Korada is the Empyrean Lord of foresight, forgiveness, and peace. He is a force of good, dedicated to peace and contemplation. Korada spends his time meditating in the Dream Lotus on the plane of Nirvana, balancing the spheres of existence in his mind and conversing with other enlightened beings.

20+ Devotees of Korada are scholars and mystics who are often contemplative pacifists. Korada's worshipers meditate by spinning small glass spheres in their palms. Practiced disciples spin three glass spheres in each hand simultaneously while meditating.

25+ The Spiral of Korada is a symbol sacred to the Empyrean Lord. The Spiral of Korada is an outward-sweeping arc balancing three circles. The circles represent reflection on the past, focus on the present, and contemplation of the future. This symbol is often prominently displayed in temples to the Empyrean Lord, and devotees take care to keep the sacred symbol unobstructed.

THE HAO JIN TAPESTRY

The *Hao Jin Tapestry* is a centuries-old tapestry, measuring 5 feet by 7 feet. It is dirty and quite worn around the edges, though careful examination shows the wear to be structurally stable—the tapestry is in no danger of unraveling, and may have been woven that way on purpose to deter potential thieves. The patterns of the tapestry are highly abstract with lines, shapes, and patterns in a variety of colors, none of which are attractive on their own or in conjunction with each other.

The Pathfinder Society scholars laboring to understand the tapestry have determined that the seemingly abstract features of the tapestry correspond with the actual features of the demiplane held within it. Those who enter the plane determine where they appear inside by which point on the tapestry they are touching when they speak the command words. Exploration teams have set an elaborate scaffold in front of the tapestry so they can reach any point on it easily and touch the tapestry in the correct place without accidentally brushing up against the edges.

ACT 1: THE TEMPLE OF EMPYREAL ENLIGHTENMENT

The Temple of Empyrean Enlightenment is a wide structure atop a forested hill. The graceful building has no sharp corners; the white marble walls are carved with soft, round edges. The edifice appears well-scrubbed, but despite this obvious care black flecks of mold cover its surface. A gravel path leads into an airy courtyard and up to a pair of large wooden double doors. The doors are carved with an image of four spheres resting inside an open lotus flower.

How the PCs proceed through the Temple of Empyrean Enlightenment is largely up to them. Each room is described below, along with any encounters that take place within. These encounters may be run in any order, and some may be completely avoidable, though faction missions and their primary task of exploring the temple's crypt, garden, meditation chamber, and library will likely provide the PCs with ample opportunity to uncover the heresy being orchestrated by Dakang. Allow the PCs to take in the temple at their own pace, and in whatever order feels right for them; the more they feel welcomed and at home in the temple, the more likely they are to feel disgust and surprise when they uncover Dakang's vile deception.

The temple rooms and halls are 20 feet high and uniformly lit with hanging lanterns containing everburning torches. Walls are smooth, rounded white stone. None of the doors in the temple have locks, although

a few of the doors from the garden are boarded up (see the two doorways connecting areas **A13**, **A15**, and **A16**).

Creatures: The temple is home to 15 living inhabitants spread throughout its many rooms. These are presented in the specific rooms where they are likely to be encountered, but as the Temple of Empyrean Enlightenment is a living temple, some inhabitants may move organically through the building as you see fit.

The worshipers seem surprised to receive visitors but are uniformly polite, friendly, and helpful. The worshipers that the PCs initially meet are all humans and halflings of various ages. Each worshiper wears a simple white tunic with several small bells sewn into the hem and sleeves. A few of the worshipers carry small glass spheres the size of plums, which they casually spin in an open palm. Most of the worshipers are missing fingers or sections of fingers.

The worshipers are eager to describe what life in the temple is like to curious PCs. The worshipers explain that they are all devotees of Korada, the Empyrean Lord of foresight, forgiveness, and peace. They lead simple communal lives of meditation and harmony in the temple; in fact, none of the worshipers have ever left the temple grounds in their lives. The head of the temple is the immortal human Dakang, who has led the church for generations. The worshipers describe Dakang to the PCs—an obese middle-aged human—and invite the PCs to see Dakang speak at the upcoming service in the chapel (area **A10**).

If asked about the glass spheres, the worshipers explain that palm-spinning glass spheres is part of a meditative technique sacred to Korada. They direct the PCs to the meditation room (area **A9**) if the Pathfinders seem interested in learning more.

If asked about missing fingers, the worshipers explain that a holy pilgrim in the garden offers a rite sacred to Korada. This rite provides inspired visions to the pure of mind, but those with impure thoughts painlessly lose a finger as a penalty for seeking enlightenment while they are yet unclean. The worshipers with missing fingers express a modicum of shame for attempting the rite while spiritually unready. The pilgrim is a gnome named Gastidem, who has been a resident of the temple for 12 years. See area **A13** for more information on Gastidem and the garden.

When the PCs indicate interest in temple grounds, they find the worshipers eager to show off their sacred home. The worshipers give the PCs a quick tour of the temple, pointing out the most sacred places (the chapel, the garden, and the meditation room), the prohibited areas (Dakang's chambers and the private rooms of Dakang's loyal bodyguards) and the unused areas (the statuary corridor, crypt, kitchen, and pantry).

The Temple of Empyrean Enlightenment

1 square = 5 feet



A1. Courtyard

The ground in this open courtyard is covered with crushed white gravel. An ornate set of wooden double doors leads west into the temple, clearly the structure's main entrance. Functional wooden doors lead to the east, one set on each side of the flagstone path leading into the courtyard.

A2. Stable

Some tack and blankets for horses lie discarded in this stable. It has not been used for centuries, and any straw that once covered the floor here has been long since cleared away. Over time, the smell of horses has dissipated, and only the empty stalls and remaining equestrian equipment reveal the room's original purpose.

A3. Storage

This room contains mundane stores used by the temple's inhabitants. These include blankets, bandages, tools, empty barrels and crates, some wooden stools, several empty shelves, and rolls of the same white cloth the worshipers' robes are made of.

A4. Pantry

These areas are unused and long abandoned, as the inhabitants eat communally from the *banquet table of the autumn feast* in the refectory (area A7). A search of the room reveals empty tins, unsealed bottles and jars holding only remnants of their former contents, hole-filled burlap sacks, and mildewed barrels bereft of food or drink within.

A5. Kitchen (CR 1 or CR 4)

The temple kitchen is long abandoned and smells faintly musty. The kitchen's massive stove and rows of cooking implements are all covered with a patina of rust and dark flecks of mold. Dangling in the center of the room, above a solid oak table, swings a halfling man on a stout cord.

Like the pantry in A4, the kitchen is unused and long abandoned, as the inhabitants eat communally from the *banquet table of the autumn feast* in the refectory.

The room's disuse is actually a blessing in disguise to the worshipers of the Temple of Empyrean Enlightenment, as it is home to a malignant spirit—a manifestation of a former worshiper who committed suicide over 100 years ago—and the current inhabitants' avoidance of the room has resulted in their elusion of the threat it poses. Over the centuries of Dakang's deception, dozens of misguided worshipers have succumbed to the temptation of suicide, their desperation bolstered by Sifkesh's silent, heretical hand. Most simply took their own lives, but the victim of this particular act has remained here as a haunt.

When Wei—the patriarch of the halfling family living in the temple—crossed the room earlier today to take a shortcut from the refectory to his quarters, the haunt manifested and drove him to hang himself. A successful DC 12 Perception check identifies Wei's self-inflicted end: he stood on a large iron pot, tied a cord around his neck to a beam, and kicked the pot away. There is no evidence of any foul play. Any worshipers the PCs inform of the death are strangely ambivalent to this event, and say it comes as little surprise. Wei, they report, had been particularly moody and morose for the past several weeks, ever since he lost the final finger on his left hand to the “Kiss of Korada” ritual in the garden. With a successful DC 20 Diplomacy check to gather information from the cultists, the PCs may also learn that suicide is relatively common here, and that it is Korada's way of easing the pain of those who will never be worthy of true enlightenment.

Haunt: PCs approaching Wei's body are affected by the same tormented spirit that drove him to suicide. This haunt compels the PC nearest to the center table to pick up a large knife and slash his own throat. If there are multiple potential targets, this haunt targets the PC with the most Heresy Points. If you're making secret rolls for PCs, the Perception check to notice the haunt makes for a great chance to play up the sense of horror such an event really represents.

Subtier 1–2 (CR 3)

SUICIDE COMPULSION

CR 3

CE haunt (5-ft.-radius spread around the center of the table)

Caster Level 3rd

Notice Perception DC 15 (to notice a knife on the table move of its own accord)

hp 6; **Weakness** slow (manifests at Initiative rank 0); **Trigger** proximity; **Reset** 1 hour

Effect The haunted character must make a DC 15 Will save.

Failure indicates he moves over to the desk and attempts a coup de grace action on himself with the jagged length of wood, dealing 2d4 (plus twice his Strength modifier) points of damage to himself. He must make a successful Fortitude save (DC 10 + the damage dealt) to avoid being slain by this suicide attempt. If anyone tries to prevent the attempt, the haunted character instead makes a single attack against that person with the knife. If he hits, the supernaturally guided strike automatically scores a critical hit and delivers 2d4 points of damage plus twice the haunted character's Strength modifier.

Destruction The haunt may only be destroyed by removing Sifkesh's influence in the temple by defeating or driving away Dakang.

Subtier 4–5 (CR 6)

SUICIDE COMPULSION

CR 6

CE haunt (5-ft.-radius spread around the center of the table)

Caster Level 6th

Notice Perception DC 20 (to notice a knife on the table move of its own accord)

hp 12; **Trigger** proximity; **Reset** 1 hour

Effect The haunted character must make a DC 15 Will save.

Failure indicates he moves over to the desk and attempts a coup de grace action on himself with the jagged length of wood, dealing 2d4 (plus twice his Strength modifier) points of damage to himself. He must make a successful Fortitude save (DC 10 + the damage dealt) to avoid being slain by this suicide attempt. If anyone tries to prevent the attempt, the haunted character instead makes a single attack against that person with the knife. If he hits, the supernaturally guided strike automatically scores a critical hit and delivers 2d4 points of damage plus twice the haunted character's Strength modifier—in addition, this hit causes 1d4 points of bleed damage. After this attack, the knife vanishes.

Destruction The haunt may only be destroyed by removing Sifkesh's influence in the temple by defeating or driving away Dakang.

Development: Once the PCs have investigated Wei's suicide, the worshipers recover the corpse and wrap it in a sheet. The worshipers take the body into Dakang's chambers, as this is what they do with any dead worshiper. Worshipers' corpses are brought to Dakang's chambers and are never seen again. The worshipers believe that Dakang performs a private ritual to "celestially transcend" the dead, but in reality Dakang eats the corpses brought to him or turns them into undead minions.

A6. Entry

This wide entrance is a communal center of the temple. The floor here contains an engraved Spiral of Korada, but the spiral is badly scuffed from centuries of traffic. The Spiral of Korada retains a trace of magic despite its age and disrepair: every hour, the center of the spiral produces a weak mote of light that drifts up the ceiling and dissipates. This effect acts as a sort of clock, allowing the temple's inhabitants to maintain a regular schedule.

Mission Notes: Osirion faction PCs should investigate the hourly burst of light from the scuffed Spiral of Korada in the entry. A successful DC 20 Knowledge (arcana) check identifies the effect as a permanent *dancing lights* effect. Uncovering the secret of the arcane timepiece earns Osirion faction PCs 1 Prestige Point.

A7. Refectory

This dining room contains a magical artifact intended to supply the faithful of Korada with meals for special occasions: the *banquet table of the autumn feast*, a massive slab of darkwood that creates a bounty of simple vegetarian fare for up to 24 people once each day. While the aasimar

GM TIP: HAUNTS

Haunts are residual undead manifestations that function similarly to traps. When a haunt is triggered, it activates at initiative rank 10 in the surprise round (unless otherwise noted in its stat block). Any PC who notices a haunt can act on his own initiative in the surprise round. Normally, a PC can only make a Perception check to notice a haunt when it manifests, but spells such as *detect evil* or *detect undead* grant a free Perception check at a –4 penalty prior to the haunt's activation. A haunt may only be damaged by positive energy. Unless the haunt is reduced to 0 hit points by taking positive energy damage before acting in the surprise round, its effects occur as listed. Haunts are mind-affecting fear effects, and immunity to such effects grants immunity to a haunt's direct effects, but not from indirect effects. For more information on haunts, see page 242–243 of the *Pathfinder RPG GameMastery Guide*.

ascetics who occupied the temple in Tianjing generally cooked for themselves in the temple's kitchen, Dakang and his disciples take full advantage of the table's conjured sustenance, feeling no obligation to the sacredness of the table and its use. The worshipers generally enjoy a communal meal once each day (as this is the frequency at which the table functions), saving leftover food to eat individually later in the day.

When the PCs visit this room, they find **Di Duang** (LN human female commoner 2) preparing for the daily meal. She invites the PCs to partake as well, promising that "Korada will provide." Moments later, she rings an alarmingly loud hand bell, alerting the rest of the temple that a meal is ready. Gastidem and all 10 human and halfling residents of the temple enter the room and take seats at the table. Upon a command word from one of the worshipers, the *banquet table of the autumn feast* fills with fruits, grains, nuts, and juices sufficient to feed 24 creatures. One of the halflings piles three plates with food and takes them to the aasimar bodyguards, who remain at their posts in area **A11**. If the PCs inquire about Dakang's absence, his followers proudly assert that Dakang needs no food because he is sustained by the holy will of Korada alone.

The *banquet table of the autumn feast* has been subtly perverted by Sifkesh's influence over the centuries of her blasphemous worship within the temple. Any creature with at least one Heresy Point (which includes every inhabitant of the temple) finds the food nourishing and delicious. PCs with zero Heresy Points eating the food find it tastes like scorched dirt and must make a successful DC 10 Fortitude save or be sickened for 1 minute. If any PC insists the food tastes terrible, the anxious worshipers interpret this as a sign of apostasy

and try to convince the PCs of the need to meditate on their impurity.

In addition to tasting the food as flavorless, all creatures (regardless of Heresy Points) imbibe a potent poison if they partake in the food created by the table. This slow-acting ingested poison leaves those who succumb to its effects more easily susceptible to deception and manipulation. The save to resist the initial effects of this poison are a great time to make secret rolls on your players' behalf in order to maintain a mystery about what caused the ability damage when it goes into effect later in the adventure.

HERESY'S BOUNTY

Type poison, ingested; **Save** Fortitude DC 12

Onset 1 hour; **Frequency** 1/day for 6 days

Effect 1d3 Wis damage; **Cure** 2 consecutive saves

A8. Private Quarters

These private quarters are separated by paper walls into smaller compartments. Each compartment contains a bunk bed and a small basin for water. The human worshipers live in the private quarters nearest the refectory (A8c), the halfling family shares the quarters near the kitchen (A8b), and Gastidem sleeps in the single room farthest from the others (A8a). The human worshipers offer their suite of rooms to the PCs and squeeze in with the halfling worshipers for as long as the PCs stay at the temple.

Creatures: Here the PCs find the halfling family (not including the patriarch Wei, who can instead be found in area A5). The family consists of Wei's wife **Liso** (N middle-aged female halfling commoner 3) and the couple's three sons, **Pulao**, **Xifen**, and **Tamtei** (all N male halfling commoner 1). Two human inhabitants, **Hamada** and **Ziya** (N male and female human commoner 1) are resting in their quarters when the PCs approach.

A9. Meditation Room

The meditation room is a lofty, open space. The stone walls are carved with several figures in various meditative poses. A few large mats cover the stone floor. The only other furnishing is a rack containing a few wooden staves and several stacked glass spheres, each no bigger than a plum.

This room is one of the most commonly used areas of the temple. Although it was once a place to meditate to gain peace and enlightenment, Dakang has altered the meditations to subtly venerate Sifkesh. **Zhuang** (LN old male human monk 1), a worshiper and devotee, provides instruction in this room.

To complete their assigned task of communing in the meditation room, the PCs must perform the meditative

techniques described by the wall carvings. This task is straightforward, as the carvings are instructional. The indicated rites include a few gentle stretches (some of them involving stretching along a staff), sitting in a lotus position, and spinning three glass spheres on the palm of one hand. Spinning the glass spheres is difficult, requiring a successful DC 20 Sleight of Hand or Dexterity check. The entire exercise takes no more than 15 minutes and is mildly relaxing if performed correctly. A PC who successfully meditates (without chanting the mantra to Sifkesh below) receives the benefit of *bless* for 1 hour; this benefit may be bestowed once per day, each new attempt requiring a new Sleight of Hand or Dexterity check.

Creatures: Zhuang is a devotee of Korada and a loyal disciple of Dakang. He is a Tian man with hazel eyes and a streak of white in his hair. As long as the PCs show interest in the wall carvings or in meditation, Zhuang eagerly offers instruction. He encourages the PCs to perform the meditation together as a group. Zhuang explains that meditation to Korada has two components: the physical exercises depicted in the wall carvings and the repetition of a short mantra. Zhuang explains that the PCs must recite the following mantra while spinning the glass spheres:

*Light combined,
My peace find;
Calm my soul,
To control;
Woes I sift,
Catching gifts*

The mantra is a nonsense phrase perpetuated by Dakang with a dedication to Sifkesh woven throughout (the alternating last and first syllables of each line produce "Bind my soul to Sifkesh"). The true meditation to Korada is the technique depicted in the carvings, which does not require speaking.

Zhuang is completely innocent of the heresy perpetuated here. He believes that the mantra is an important component of meditation. Zhuang practices it often. Zhuang volunteers that Dakang has taught the mantra as the key part of the meditation ritual for longer than Zhuang has been alive.

Heresy Point: A PC repeating the full mantra gains a Heresy Point; however, if the PC successfully spins the glass spheres while reciting the mantra, the influence of Korada cancels the influence of Sifkesh and the PC does not gain the Heresy Point. No matter how many times a PC repeats the mantra, he gains no more than 1 Heresy Point from the recitation.

Mission Notes: Qadira faction PCs should examine the wall carving of the man with the staff to discover a hidden compartment containing a glass sphere. Removing the fragile glass sphere from the narrow

compartment without breaking it requires a DC 15 Disable Device check and earns Qadira faction PCs 1 Prestige Point (this skill check can be made untrained, but may only be attempted once).

Sczarni faction PCs should be interested in a particular prayer mat here in the meditation room. Sczarni faction PCs must recover the mat out of sight of the other PCs. If a Sczarni faction PC takes the mat while Zhuang is present (as he usually is), convincing Zhuang to keep quiet requires a successful DC 12 Bluff, Diplomacy, or Intimidate check.

Silver Crusade faction PCs should want to convince Zhuang to leave with them, but he is initially unwilling to leave the temple. After the PCs reveal Dakang as a demon, a successful DC 15 Diplomacy check is sufficient to convince Zhuang to depart the life he has always known. Convincing Zhuang to use the ancestral amulet to escape the tapestry and return to the Material Plane with the PCs earns Silver Crusade faction PCs 1 Prestige Point.

A10. Chapel

This is where Dakang's followers meet several times each day for religious services. Unlike the other rooms in the temple, the chapel's ceiling is 30 feet high. Tall windows look out into the riotous overgrowth of the garden. Several evenly spaced prayer mats cover the floor here. An elaborate stone font stands at one end of the chapel, although the font is empty. Once per day, this font fills with flowers when commanded by a creature with celestial blood (such as an aasimar or celestial bloodline sorcerer). In the chapel's farthest corner, a balcony 15 feet above the floor contains a podium from which Dakang presents "truths" about Korada to his flock. Services here secretly honor Sifkesh rather than Korada.

The fountain in the room's southwest corner is one of the few places within the temple not yet corrupted by Sifkesh's taint. Dakang doesn't fully understand its power, in part because he lacks the ability to activate it himself. When activated, the fountain fills with divine water from which blossom several perfect lotuses, seemingly out of nowhere. A weapon submerged in the fountain's water gains the effects of *bless weapon* (CL 10th). The aasimar guards are the only temple inhabitants who can activate the fountain without effort, but they only do so during special holidays. Thus, activating it is not a scheduled part of the service the PCs witness. However, the PCs can convince an aasimar to do so during the service with a successful DC 20 Diplomacy check. Alternatively, any aasimar or celestial bloodline sorcerer can activate the fountain with a successful DC 10 Use Magic Device check, while PCs of another race may do so by succeeding at a DC 25 Use Magic Device check. If the PCs convince the aasimars of Dakang's

heresy (see page 17), the guards offer to activate the fountain in order to bolster the PCs' weapons for their impending battle with the demon.

Creatures: When the PCs enter the chapel, they find the cultists gathering for one of their daily vespers. Dakang leads the service, and this is likely the first time the PCs meet the charismatic demagogue. Dakang's aasimar bodyguards stand along the west wall of the chapel during the entire service. All eleven worshipers and Gastidem participate in the service. Each takes a position on one of the prayer mats, and motions for the PCs to do the same.

Once everyone is in place, an obese human man steps confidently to the podium on the high balcony in the chapel. He is draped in layers of cloth trimmed with small bells that jingle lightly as he moves. The man's bald head is surrounded by a thin fringe of gray hair, but the lower half of his face is wrapped in a white silk scarf stitched with a line of unusual double-arrow symbols. While outwardly a peaceful priest of Korada, Dakang venerates Sifkesh, demon lord of heresy and suicide. Dakang is secretly a wormlike vermlek demon that has inhabited a human corpse for centuries, refreshing the corpse via regular castings of *gentle repose*. Dakang does not regularly consort with his followers. The worshipers see Dakang only on his high balcony during ceremonies or if Dakang summons them personally to his chamber.

Dakang is careful enough with his costume that casual observation does not expose him as a demon inhabiting a corpse, although spells such as *detect magic* and *detect evil* operate normally. A successful DC 20 Knowledge (religion) check identifies the double-arrow symbol as sacred to Sifkesh, a demon lord.

Dakang opens the service by welcoming the visiting PCs and leading his congregation in a few meditative stretches. Soon, Dakang launches into a lengthy sermon about Korada's holy city of Vantian, City of Open Windows, whose sacred residents are eternally engaged in prayer and maintenance of the city. A successful DC 20 Knowledge (planes) check identifies Vantian as a city in the Abyss that is not connected with Korada at all. A successful DC 25 Knowledge (planes) check identifies Vantian as the realm of Sifkesh, a demon lord.

After his sermon, Dakang instructs his worshipers to "assume the symbols of celestial silence and contemplation." The worshipers produce vials of ink and begin marking each other's faces with double-arrow symbols above and below the eyes and above and below the mouth. The worshipers attempt to do this in reverent silence. They gesture to the PCs, offering to decorate the PCs' mouths and eyes as well, although they do not press any PCs that refuse to participate. Neither the aasimars nor Dakang participate in this ritual (although Dakang

need not do so, as the symbols mark the scarf Dakang always wears over his mouth). A successful DC 15 Heal or Perception check indicates that the markings look much like stitches over the mouth and eyes. Succeeding at a DC 20 Knowledge (religion) check reveals the double-arrow symbol to be sacred to the demon lord Sifkesh. Once the face-inking is complete, Dakang breaks the silence with the command, “Wash the symbols from your face and enjoy the beautiful day Korada has provided.” The worshipers cheerfully wash the symbols from each other’s faces and exit the chapel to return to their normal business.

Heresy Point: Any PC participating in the face-inking during the service gains a Heresy Point.

Development: If the PCs react negatively to any discoveries during the service, the devout worshipers do their best to shush the PCs. The worshipers all believe that their rite venerates Korada, and none believe that the service has any connection to a demon lord. As the PCs have no proof other than their own knowledge, the worshipers are likely to dismiss the PCs’ claims out of hand.

Dakang counters any direct accusations with strident denials, insisting that the service venerates Korada and the PCs are apostates stirring up trouble. Unlike the worshipers, however, Dakang knows the true nature of the heretical service. A successful Sense Motive check opposed by Dakang’s Bluff check (Subtier 1–2: +10; Subtier 4–5: +11) reveals that the demagogue is aware of the demonic nature of the heretical service.

If the PCs threaten violence, Dakang retreats to his rooms and his bodyguards step forward to attempt to restrain the PCs. Refer to Act Two if the PCs are determined to confront Dakang.

Mission Notes: Shadow Lodge faction PCs should convince one of the aasimar bodyguards to activate the font during the service. Activating the fountain or getting one of the aasimar guards to do so for the party earns Shadow Lodge faction PCs 1 Prestige Point.

A11. Guard Rooms

This hall and suite of private rooms are occupied by Dakang’s three loyal aasimar followers. At least two aasimar guards are on duty in the hallway at all times, and often all three are awake and alert for danger. The guards restrict access to Dakang’s chambers and turn away both other inhabitants and the PCs should they request an audience with the high priest.

See Dakang’s Bodyguards on page 17 for more information on the aasimar guards here and for details on how to handle a more heightened confrontation.

A12. Library

This spacious room is crammed with narrow bookshelves and large tables. Many shelves are empty and the remaining scrolls and tomes seem tattered and sagging. A small open door looks into a tidy office. The room is clean and bright despite a general atmosphere of abandonment. Several windows look into a garden to the west.

Although worshipers rarely use this library, Dakang has carefully altered the knowledge available here by removing or revising key works. Now, rather than being a treasure trove of knowledge about Korada’s worship, the library subtly directs readers to heretical lore of Sifkesh.

To complete their assigned task of cataloging the library, the PCs might meticulously log each book and scroll here. Although several of the shelves are empty, thousands of items remain, some nearly illegible due to age. This time-consuming task takes 40 person-hours of labor, but discovery of the old catalog in the

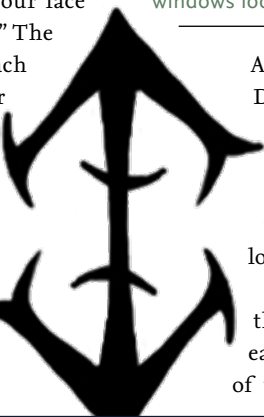
library office (area **A12a**) reduces this to only 6 person-hours of cross-checking.

Creature: The PCs find one of the temple’s youngest inhabitants here, a woman named **Miriya** (CN female human expert 1) poring over a tome. The book is just a random text from the library’s collection, but she reads it with eagerness and a yearning for knowledge. If the PCs are excessively noisy, she takes the book elsewhere to read in quiet.

Development: The PCs might uncover Dakang’s tampering here in the library in two ways. First, PCs that search the library office at **A12a** find a centuries-old catalog with a successful DC 22 Perception check. This old catalog dramatically reduces the time the PCs must spend inventorying the library and shows that about half of the holy texts to Korada are missing from the shelves.

Second, the PCs can read through the remaining books in detail and evaluate the lore they contain. The books here refer to Korada’s holy city of Vantian the Unshattered, which continually crumbles into the sea of Ishiar while residents continually rebuild on the far side of the city. The books also describe the double-arrow symbol of “celestial silence and contemplation” to be drawn over the mouth and eyes of adherents of Korada. Refer to the Truth Behind the Lies sidebar for information the PCs may know about the truth behind this lore.

Treasure: In addition to its mundane works, the library contains a *scroll of lesser restoration* and a *manual of calm reflection* (*Pathfinder Player Companion: Faiths of*



Unholy Symbol of Sifkesh

Balance), which Dakang has not yet altered, as neither are specifically sacred to Korada.

Mission Notes: Lantern Lodge faction PCs should find a book called *Eldrest Malignance* and copy out key passages. This convoluted treatise is written primarily in Celestial. Transcribing the necessary portions requires a successful DC 20 Linguistics check or DC 10 Linguistics check from a PC that speaks Celestial (the latter check can be made untrained). Successfully transcribing the passages earns Lantern Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs take the scroll and manual, give each PC 345 gp.

A13. Garden (CR 3 or CR 6)

The temple garden is badly overgrown with tangled vegetation. Vines and briars climb the temple walls on three sides, surrounding the large windows into the chapel and the smaller windows into the library. The garden itself is a profusion of flowering bushes and weeds. Except for a clear space in the center of the garden, the dense weeds grow taller than an adult human. At the center of the garden sits a crumbling fountain, long dry, with a statue of a noble turtle in the center. Heaps of foliage choke two similar fountains, each with a large stone orb resting in the fountain's center.

In Tianjing, the temple garden was carefully cultivated in the shape of the Spiral of Korada surrounding three ornate fountains. Today, the garden is a wild mass of overgrown vegetation and none of the fountains function. Two fountains are only barely visible beneath the overgrowth. The third is regularly tended by the gnome Gastidem, a malicious charlatan.

To complete their task of accurately sketching the original plan of the garden, the PCs must significantly prune back the overgrowth to see how the original beds were designed. This task takes 12 person-hours of labor, or only 6 person-hours if a PC succeeds at a DC 15 Knowledge (nature) or Profession (gardener) check. Gastidem does not interfere if the PCs cut back the garden, but neither does he assist them. PCs clearing the garden automatically discover a wiry shrub with red-brown leaves which a successful DC 10 Knowledge (nature) check identifies as flayleaf, the source of a mild recreational hallucinogen. Gastidem professes ignorance about the plant, but a successful DC 10 Survival check identifies Gastidem's bootprints around the shrub.

The doors into the temple near the library open easily, but the doors to the crypt and the statuary corridor are boarded up and require a successful DC 20 Strength check to break.

Creature: Gastidem is a gregarious gnome who professes devotion to Korada and Dakang, but uses false

THE TRUTH BEHIND THE LIES

PCs with their own knowledge of the planes and religions may be able to identify the truth behind the claims the altered books in the library make about Korada and his holy city.

Knowledge (planes)

PCs may recall the following information about the locations referenced in the library books.

15+ Vantian and Ishiar are not locations connected with Korada. They are not locations in Nirvana at all. These books have been altered.

20+ Ishiar is a great ocean in the Abyss. It is the realm of the demon lord Dagon and connects to several other Abyssal regions.

25+ Vantian, City of Open Windows, is the realm of Sifkesh, demon lord of heresy and suicide. Vantian is full of false temples and populated by fallen priests.

Knowledge (religion)

PCs may recall the following information about the rites referenced in the library books.

15+ None of the rites or symbols described are actually connected with Korada. There is no such "symbol of celestial silence and contemplation." These books have been altered.

20+ The double-arrow symbol is sacred to Sifkesh, demon lord of heresy and suicide. Drawing this symbol over and across the mouth and eyes would resemble stitching, and Sifkesh is depicted with eyes and mouth stitched shut.

devotion as a façade to maim the devout in an ersatz ritual for his own wicked amusement. Gastidem is dressed in a green tunic adorned with several small bells. He admits to being a pilgrim that has lived in the temple for the past 12 years. He invites the PCs to participate in a sacred ritual called the "Kiss of Korada," in which a supplicant places his hand deep into the mouth of the celestial turtle statue to receive inspirational visions. Gastidem does not pressure PCs that refuse. If the PCs ask the gnome to demonstrate the ritual, he initially protests, but then does so without effect (as he operates the trap's hidden bypass switch by stepping on it as he inserts his hand into the statue). If the PCs confront Gastidem about the worshipers with missing fingers, Gastidem admits that the ritual "carries some risk for the spiritually impure."

Gastidem takes no offensive action against the PCs, knowing that his ruse would be revealed were he to drop the deception of being a faithful follower of Korada. If pressed, however, he reveals that he knows Dakang is perverting Korada's faith to venerate a secret evil, but

he can't identify Sifkesh, nor does he suspect Dakang is himself a demon. Gastidem can be forced to reveal his true motivations and will agree to leave the temple and stop torturing the inhabitants here if the PCs destroy or threaten to destroy his flayleaf crop, as he is highly addicted to the drug.

GASTIDEM CR 1/2

Male gnome rogue 1
 CE Small humanoid (gnome)
Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size) (+4 dodge vs. giants)

hp 11 (1d8+3)

Fort +2, **Ref** +3, **Will** +0; +2 vs. illusions, +2 vs. mind-affecting effects

OFFENSE

Speed 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged dagger +2 (1d3–1/19–20)

Special Attacks sneak attack +1d6, +1 on attack rolls against goblinoid and reptilian humanoids

TACTICS

During Combat Gastidem knows he's outnumbered and not in any condition to fight. He does his best to defend himself, all the while trying to maintain the ruse of encouraging the PCs to attempt the Kiss of Korada.

Morale If reduced to 5 or fewer hit points, Gastidem surrenders and begs the PCs for forgiveness and mercy, hoping he can distract them by placing blame on Dakang.

STATISTICS

Str 9, **Dex** 13, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** –2; **CMD** 9

Feats Skill Focus (Craft [traps])

Skills Bluff +4, Craft (alchemy) +6, Craft (traps) +11, Disable Device +5, Escape Artist +5, Knowledge (engineering) +3, Knowledge (nature) +3, Perception +6, Sleight of Hand +5, Stealth +9; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Elven, Gnome, Tien

SQ flayleaf addiction, trapfinding +1

Gear leather armor, dagger, flayleaf (4 doses)

SPECIAL ABILITIES

Flayleaf Addiction (Ex) Gastidem is addicted to the potent drug flayleaf, which he grows himself and chews throughout the day. The narcotic grants him a +2 alchemical bonus on saves against mind-affecting effects, gives him the fatigued condition, and deals 1 point of Wisdom damage. The fatigued condition is already calculated into his statistics, but the ability damage is not enough to lower his effective Wisdom modifier (though it stacks with other Wisdom-damaging effects). For more information on flayleaf, drugs, and addictions, see pages 236–237 of the *Pathfinder RPG GameMastery Guide*.

Trap: Gastidem's Kiss of Korada is a vicious trap. Gastidem filled the statue's throat with several tiny blades lined with a concentrated toxin derived from flayleaf, a powerful hallucinogen and analgesic. Anyone willingly placing his hand into the statue experiences a tiny pin prick to deliver the toxin (1d2 Wisdom damage, DC 14 negates) which can be noticed with a successful DC 20 Perception check. A creature affected by this toxin experiences momentary hallucinations, and when the victim's senses are dulled, Gastidem encourages her to thrust her hand further, triggering the trap, as listed below. The hallucinations make the pain seem distant and divine, though any damage dealt is real enough. If the trap scores a critical hit on a target, the blades within deal significant damage to the creature's hand, imparting a –2 penalty on Sleight of Hand checks and requiring the victim to make Concentration checks to cast spells with somatic components (DC = 10 + spell level) until the target receives magical healing.

Despite the dire repercussions of using Gastidem's device, the inhabitants of the temple return year after year to test themselves, each believing that his failure to prove his purity is a terrible stigma.

Subtier 1–2 (CR 2)

KISS OF KORADA CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** automatic; **Bypass** hidden switch in ground below statue's mouth (DC 25 Perception to notice)

Effect Atk +6 (1d6+3/19–20)

Subtier 4–5 (CR 6)

KISS OF KORADA CR 6

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** automatic; **Bypass** hidden switch in ground below statue's mouth (DC 25 Perception to notice)

Effect Atk +14 (3d4+6/19–20)

Heresy Point: Any PC that puts an arm into the statue gains a Heresy Point.

Development: The PCs can uncover Gastidem's ruse in several ways. The blades are hidden deep within the statue's throat, but a successful DC 25 Perception check or DC 15 Disable Device check allows a PC to identify the blades without touching them. Once a PC is affected by the flayleaf, any PC can identify symptoms of flayleaf use with a DC 15 Heal check. A successful DC 15 Knowledge (religion) check reveals that Korada's worship contains no "sharp kiss" and further, that drug use and maiming is more often the purview of demon worship. If the PCs

confront Gastidem about his nasty device or the flayleaf shrub and succeed at a DC 12 Intimidate check, the gnome admits to inventing the Kiss of Korada, but adds that he operates with Dakang's full knowledge and approval.

Mission Notes: Cheliox faction PCs should carefully misalign the heavy orb in the northern fountain. This task requires a successful DC 25 Strength check or a successful bull rush combat maneuver against a CMD of 25, but this check may only be attempted after the PCs have cleared the garden. Successfully moving the heavy sphere earns Cheliox faction PCs 1 Prestige Point.

Taldor faction PCs should attempt to identify the temple's original orientation by evaluating the pattern of the original beds. This requires a DC 12 Knowledge (nature) check, but this check may only be attempted after the PCs have cleared the garden. Discerning the original direction of the sun's path across the sky above the garden earns Taldor faction PCs 1 Prestige Point.

Rewards: If the PCs defeat Gastidem or drive him away from the temple, give each PC 4 gp.

A14. Dakang's Room

Dakang's private room is ornately appointed and contains a stairway up to the balcony overlooking the chapel. For more information on this location and Dakang, see The Demon Himself on page 19.

A15. Statuary Hallway (CR 2 or CR 5)

Most of the everburning lanterns hanging in this hall are dark, but the dimness does not diminish the grandeur of this corridor. Along the north wall stand several statues, each depicting an angel or other good outsider. Some are depicted in dramatic poses befitting a holy warrior. Others have heads bowed in eternal contemplation and hands cupping glass spheres. The southern wall bears a large set of double doors, but these doors are boarded up. Smaller doors stand at opposite ends of the hall. A few bits of stone and other debris litter the floor and a musty odor hangs in the air.

The boarded double doors lead into the garden at area **A13**. They can be burst with a successful DC 20 Strength check. The other doors are unused but open easily.

Trap: Dakang, wanting to deter worshipers from finding the undead within the crypt at area **A16**, rigged the large angel statue closest to the crypt entrance to swing its heavy stone wings into anyone standing in front of the crypt door.

Subtier 1–2 (CR 2)

FALLING STATUE TRAP CR 2
Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect +10 melee (3d6); multiple targets (all targets in the 10-ft. square in front of the crypt door)

Subtier 4–5 (CR 5)

FALLING STATUE TRAP CR 5

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect +15 melee (6d6); multiple targets (all targets in the 10-ft. square in front of the crypt door)

Mission Notes: Grand Lodge faction PCs should catalog the statues here. Properly distinguishing the angels, archons, and agathions from each other by their features requires a successful DC 14 Knowledge (planes) check and earns members of the faction 1 Prestige Point.

A16. Crypt (CR 3 or CR 6)

This vaulted mausoleum holds six large sarcophagi, each bearing the carved image of an aasimar dressed in ornate robes and holding glass spheres in one hand and a bell, a book, or a lotus flower in the other. Innumerable runes crowd the top edges and sides of each sarcophagus. A solid wooden door stands near another door that has been boarded shut.

The temple's inhabitants avoid the statuary hallway and the crypt at Dakang's command. The false priest has pronounced that these areas are to be off-limits in order to protect the privacy of his undead allies in the crypt.

To acquire rubbings of the sarcophagi within the crypt, the PCs must enter the crypt through the statuary hallway or the boarded doorways and defeat the undead within. Taking a complete set of rubbings is time-consuming, as the sarcophagi are elaborately ornamented. This task requires 12 person-hours of labor.

The boarded door leading to area **A13** can be broken down with a successful DC 20 Strength check. The six elaborate sarcophagi contain nothing other than the bones and rags of their occupants. The central sarcophagus lists slightly to the side. A successful DC 15 Perception check identifies a crack beneath it that leads to a crooked hollow space roughly 8 feet long and 18 inches deep. At the rear of the crevice, out of sight from the entrance to the hollow space, rests a set of battered brass scales. Reaching the scales requires a tight squeeze into the narrow space (a DC 30 Escape Artist check for Medium creatures, a DC 20 Escape Artist check for small creatures, or automatic for smaller creatures).

IF THE PCS IGNORE DAKANG

This act assumes that the PCs uncover enough about the heresy in the temple to confront Dakang in his chambers, but this may not occur. The PCs might learn Dakang is a threat but choose to ignore him in order to finish their mission for the Pathfinder Society, or they could be oblivious to the heresy he's perpetrating. If the PCs do not approach Dakang directly, he initiates a confrontation after they have investigated all four key locations. In this case, Dakang believes the PCs have seen too much to be allowed to live. Even if it costs Dakang some of his followers in the short term, eliminating the PCs is his best option.

Dakang first sends a dretch to kill the PCs, wherever they are in the temple, and follows this onslaught by ordering his bodyguards to seek out the "threatening interlopers." These guards are devout but not bloodthirsty, so the PCs may defuse the impending combat through negotiation, as described on page 17. When the bodyguards fail to eliminate the PCs—either because the PCs have defeated them, or because the PCs convinced the bodyguards of Dakang's heresy—Dakang confronts the PCs personally, using the tactics described on page 19.

Creatures: Three undead creatures in this room await instructions from Dakang. If the PCs did not trigger the trap in the statuary corridor and did not burst through the door to the garden, they gain a surprise round as the undead shrug off the torpor of their long sleep to attack. Otherwise, the undead attack as soon as the PCs open a door to this room.

Subtier 1–2 (CR 3)

SKELETAL CHAMPION

CR 2

hp 17 (*Pathfinder RPG Bestiary* 252)

HUMAN SKELETONS (2)

CR 1/3

hp 4 each (*Pathfinder RPG Bestiary* 250)

Subtier 4–5 (CR 6)

JUJU ZOMBIES (3)

CR 3

Human juju zombie fighter (two-handed fighter) 3 (*Advanced Player's Guide* 108, *Pathfinder RPG Bestiary* 2 291)

LE Medium undead (augmented human)

Init +7; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)

hp 30 each (3d10+9)

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

Defensive Abilities channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 20 ft.

Melee mwk nodachi^{UC} +10 (1d10+10/18–20) or slam +8 (1d6+5)

Ranged javelin +6 (1d6+5)

Special Attacks overhand chop

TACTICS

During Combat These skilled fighters enter melee as soon as possible. If a doorway is obstructed so that melee is impossible, they exit through the other door (breaking down the door to the garden, if necessary) to surround the PCs.

Morale Relishing a challenge after years in torpor, these zombies fight until destroyed.

STATISTICS

Str 21, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +8; **CMD** 21

Feats Cleave, Combat Reflexes, Improved Initiative^B, Power Attack, Step Up, Toughness^B, Weapon Focus (nodachi)

Skills Climb +15, Intimidate +7, Perception +4; **Racial**

Modifiers +8 Climb

Languages Tien

SQ shattering strike

Combat Gear *potion of inflict light wounds*; **Other Gear** masterwork steel lamellar^{UC}, masterwork nodachi^{UC}, javelin

SPECIAL ABILITIES

Overhand Chop (Ex) When a two-handed fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, it adds double its Strength bonus on damage rolls. This bonus is already calculated into the juju zombie's stats above.

Shattering Strike (Ex) A two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and damage rolls made against objects.

^{UC} See *Ultimate Combat*.

Mission Notes: Andoran faction PCs should be interested in acquiring the brass scales hidden in the narrow space beneath the central sarcophagus. Doing so earns members of the Andoran faction 1 Prestige Point.

Rewards: If the PCs defeat the undead and take their gear, reward each subtier thusly:

Subtier 1–2:

Give each PC 58 gp.

Subtier 4–5:

Give each PC 178 gp.

ACT TWO: HERESY REVEALED

Eventually, the PCs learn enough about the heresy within the temple to confront Dakang. The PCs might not be intending to kill Dakang, only to ask some direct questions. In any case, Dakang refuses to meet with the PCs, forcing

them to contend with his bodyguards. Once the PCs bypass his bodyguards, Dakang understands the PCs are a dangerous challenge to his authority and attacks. The events of this act need not take place after the PCs have completed all their exploration and investigations in the rest of the temple. In fact, some groups may catch on to Dakang's deception and heresy very early in the adventure and force the confrontation. In these cases, run the encounters below as written and allow the PCs time after defeating Dakang to complete the rest of their tasks as time permits.

Demonic Ambush (CR 2 or CR 5)

If the PCs have spent enough time in enough areas of the temple to complete all four of their primary missions assigned by the Pathfinder Society, Dakang decides to eliminate the PCs in a manner that cannot be linked back to him. This is his way of keeping any knowledge the PCs may have gained of his heresy from escaping the temple's walls. In the privacy of his chambers, Dakang summons one or more dretches, which he telepathically instructs to find and attack the PCs. The dretches leave Dakang's chambers via the balcony into the chapel, and from there seek out the PCs while avoiding contact with any of the temple's permanent inhabitants. If Dakang has reason to believe the PCs will confront him soon, he might send these demons against the PCs while the PCs are resting, resulting in a more difficult combat should they have no one keeping watch in their quarters.

Creatures: One or more dretches move about the temple, looking for the PCs. When they find the PCs, the dretches point at them, shriek, and attack.

Subtier 1–2 (CR 2)

DRETCH CR 2
hp 18 (*Pathfinder RPG Bestiary* 60)

Subtier 4–5 (CR 5)

DRETCHES (3) CR 2
hp 18 each (*Pathfinder RPG Bestiary* 60)

Dakang's Bodyguards (CR 2 or CR 5)

Dakang favors a retinue of three aasimar bodyguards. They watch over Dakang during ceremonies and they guard the hallway to the high priest's chamber. The PCs likely encounter them in the narrow hallway to Dakang's chamber (A11) but Dakang may send them to expel the PCs from the temple if the Pathfinders fail to confront the demon before the scenario's conclusion.

Creatures: Dakang's aasimar bodyguards spend their time in the hallway leading to Dakang's chambers. As this is connected to their private rooms, the bodyguards

OPTIONAL ENCOUNTER

If the PCs confront Dakang before he has a chance to order his demonic underlings to kill them or you have less than 90 minutes remaining, omit the encounter with the dretches (in this event, Dakang's summoning fails).

rarely move far from this location. During services, the bodyguards stand just inside the chapel to keep Dakang in sight on the balcony. They do not grant visitors entry to Dakang's chambers for any reason. When Dakang wants to meet with one of the worshipers, he sends a bodyguard to escort the worshiper to his chambers. The worshipers consider these requests a high honor.

Dakang's bodyguards have venerated Korada for their entire lives. They are willing to lay down their lives for Dakang, as they believe he represents the pinnacle of devotion to Korada. Although naive and wholly indoctrinated into Dakang's distorted worship, these are good men. The bodyguards allow the PCs to pass only if the PCs convince them that Dakang permits heresy to flourish in the temple.

The aasimar bodyguards are willing to listen to the PCs, but they do not suffer fools. They warn the PCs away from Dakang. If the PCs press the issue and do not convince the bodyguards to step aside, they attack.

The bodyguards have a starting attitude of indifferent and consider any demands to grant the PCs access to step aside as requests for aid that could result in punishment (DC 32 Diplomacy check). If the PCs attempt a Diplomacy check against the guards with no evidence, this DC is likely impossible for low-level parties, and the aasimars' attitude shift to unfriendly with a failure by 5 or more should be very apparent to discourage the PCs from making a second attempt and potentially shifting their attitude to hostile. Every day that elapses since the PCs' last failure to convince the aasimars brings their attitude back to indifferent, unless the PCs shifted their attitude to hostile. The PCs can retry this roll only by returning later with further evidence.

Possible evidence to convince the guards of Dakang's deception includes the following.

- An admission from Gastidem that Dakang is aware of his drug use or the dire nature of the Kiss of Korada in the garden.
- Proof that the library books have been altered or that several holy texts are missing.
- An assertion that the city of Vantian is the home of the demon lord Sifkesh.
- An assertion that the double-arrow facial marking is sacred to the demon lord Sifkesh.
- Revealing the hidden message in the mantra from the meditation room.
- Evidence of the presence of a dretch within the temple.

- Proof of undead lairing in the crypt.
If the PCs attack the guards outright or shift their attitude to hostile, the aasimars fight furiously to defend the high priest, blocking the narrow hallway to his chambers to bottleneck the PCs' approach.

Subtier 1–2 (CR 2)

DEVOUT BODYGUARDS (3) **CR 1/2**

Aasimar fighter 1 (*Pathfinder RPG Bestiary 7*)
LN Medium outsider (native)
Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE
AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 11 each (1d10+1)



Aasimar Bodyguard

Fort +3, **Ref** +2, **Will** –2
Resist acid 5, cold 5, electricity 5

OFFENSE
Speed 20 ft.
Melee spear +4 (1d8+3/x3)
Spell-Like Abilities (CL 1st; concentration +3)
1/day—*daylight*

TACTICS
During Combat Unless convinced of Dakang's blasphemy, the bodyguards fight loyally to protect the priest and defend his quarters from intrusion.
Morale As long as they remain faithful to Dakang, the bodyguards do not surrender.

STATISTICS
Str 15, **Dex** 14, **Con** 13, **Int** 10, **Wis** 7, **Cha** 14
Base Atk +1; **CMB** +3; **CMD** 15
Feats Alertness, Weapon Focus (spear)
Skills Diplomacy +4, Intimidate +6, Perception +3, Sense Motive +1; **Racial Modifiers** +2 Diplomacy, +2 Perception
Languages Celestial, Common, Tien
Combat Gear tanglefoot bag; **Other Gear** breastplate, spear

SPECIAL ABILITIES
Heresy's Bounty (Ex) As is the case of most of the temple's inhabitants, the constant ingestion of heresy's bounty from the corrupted *banquet table of the autumn feast* has resulted in ongoing Wisdom damage to the aasimar guards, reducing their Wisdom scores to 7.

Subtier 4–5 (CR 5)

AASIMAR BODYGUARDS (3) **CR 3**

Aasimar fighter 4 (*Pathfinder RPG Bestiary 5*)
LN Medium outsider (native)
Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE
AC 19, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 dodge)
hp 38 each (4d10+12)

Fort +6, **Ref** +3, **Will** –1; +1 vs. fear
Defensive Abilities bravery +1; **Resist** acid 5, cold 5, electricity 5

OFFENSE
Speed 30 ft.
Melee mwk spear +8 (1d8+3/x3)
Spell-Like Abilities (CL 1st; concentration +3)
1/day—*daylight*

TACTICS
During Combat Unless convinced of Dakang's blasphemy, the bodyguards fight loyally to protect the priest and defend his quarters from intrusion.

Morale As long as they remain faithful to Dakang, the bodyguards do not surrender.

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 10, **Wis** 7, **Cha** 14

Base Atk +4; **CMB** +6; **CMD** 19

Feats Alertness, Dodge, Power Attack, Toughness, Weapon Focus (spear)

Skills Diplomacy +4, Intimidate +9, Perception +6, Sense Motive +4; **Racial Modifiers** +2 Diplomacy, +2 Perception

Languages Celestial, Common, Tien

SQ armor training 1

Combat Gear tanglefoot bag; **Other Gear** masterwork breastplate, masterwork spear

SPECIAL ABILITIES

Heresy's Bounty (Ex) As is the case of most of the temple's inhabitants, the constant ingestion of heresy's bounty from the corrupted *banquet table of the autumn feast* has resulted in ongoing Wisdom damage to the aasimar guards, reducing their Wisdom scores to 7.

Development: If the PCs convince the bodyguards of Dakang's heresy, the aasimars offer to activate the fountain in area A10. They advise that the fountain flows with blessed water and that Korada will aid them in their confrontation with the deceiver.

Heresy Point: Sifkesh thrives on blood shed by true believers in support of perverted doctrine. A PC that deals lethal damage to these bodyguards gains a Heresy Point.

Mission Notes: Shadow Lodge faction PCs might try to convince an aasimar to activate the font in the chapel. These bodyguards refuse to do so while they guard Dakang, believing the PCs are trying to trick them away from their posts, though they offer to activate it themselves if the PCs convince them of Dakang's treachery.

Rewards: If the PCs defeat the aasimar bodyguards or convince them to let the party pass, reward each subtier thusly:

Subtier 1–2:

Give each PC 64 gp.

Subtier 4–5:

Give each PC 175 gp.

The Demon Himself (CR 4 or CR 7)

This encounter assumes the PCs face off against Dakang in area A14. If they confront him elsewhere, see the sidebar on page 16.

This spacious chamber contains a simple bed, a writing desk, and an enormous armoire. A Spiral of Korada is drawn along the north wall, but the drawing is made up of several small marks resembling double-headed arrows. A short stairway leads up to an archway blocked with a heavy curtain.

Dakang is nearly always found in this room (area A14), planning his sermons and developing other methods of corrupting the temple. Dakang is obese, so the bed is large and the desk chair is very sturdy. The massive armoire contains clothes suitable for Dakang's prodigious girth (and in Subtier 4–5 several former followers whose corpses the demon animated and keeps on hand for emergencies). The desk contains the books of Korada's holy lore missing from the library, each carefully marked with notes on how the true faith of Korada can be circumvented to pay homage to the demon lord Sifkesh.

If the PCs enter these rooms, Dakang knows that they have defeated or evaded his bodyguards and are too dangerous to be allowed to survive. If the PCs seem willing to talk, Dakang feigns ignorance to their accusations and plays along to get into a good position to attack.

Creatures: Dakang is a crafty demon and confident in his abilities to confound and then kill the PCs. If he hears the sound of combat in the hallway outside his chambers, he prepares for the PCs' attack. When anyone confronts him, he denies his deception and heresy as long as he can, but ultimately gives up the ruse in favor of eliminating the PCs, who he fears will sow enough doubt in his followers to ruin his plans. Just before combat itself begins, the obese human head of his corpse disguise explodes, revealing Dakang's true form—a giant five-jawed worm—with which he hopes to intimidate his foes. Having ruined his extant disguise, Dakang fights ruthlessly to kill another PC, whose body the demon hopes to “wear” next, assuming the Pathfinder's identity and inventing a story to justify his or her supplanting of Dakang's role.

In Subtier 4–5, Dakang has four zombies crammed into his armoire, which he unlocks and unleashes into the room to distract the PCs while he climbs out of reach.

Subtier 1–2 (CR 4)

DAKANG	CR 4
Male vermlek demon cleric of Sifkesh 2 (<i>Pathfinder Campaign Setting: Lords of Chaos</i> 54)	
CE Medium outsider (chaotic, demon, evil, extraplanar)	
Init +1; Senses blindsense 30 ft., darkvision 60 ft., scent; Perception +10	
DEFENSE	
AC 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +3 natural)	
hp 51 (6 HD; 4d10+2d8+20)	
Fort +10, Ref +4, Will +10	
Defensive Abilities abandon flesh, flesh armor, negative energy affinity; DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 14	
OFFENSE	
Speed 30 ft., burrow 20 ft.	

Melee quarterstaff +8 (1d6+4), bite +3 (1d6+1)
Special Attacks channel negative energy 4/day (DC 12, 1d6)
Spell-Like Abilities (CL 3rd; concentration +4)
 3/day—*mass inflict light wounds* (DC 16), *spider climb*
 1/day—*gentle repose*, *summon* (level 2, 1d4 dretches 50%)
Domain Spell-Like Abilities (CL 2nd; concentration +5)
 6/day—*vision of madness* (+/-1)
 6/day—*copycat* (2 rounds)
Cleric Spells Prepared (CL 2nd; concentration +5)
 1st—*bane* (DC 14), *cause fear* (DC 14), *lesser confusion* (DC 14)^P,
shield of faith
 o (at will)—*bleed* (DC 13), *detect magic*, *resistance*, *stabilize*
 D Domain spell; **Domains** Madness, Trickery

TACTICS

Before Combat If Dakang is aware of the PCs' approach, he casts *shield of faith* and *spider climb*, preparing for the impending battle.

During Combat Dakang opens by casting *bane*, followed by *mass inflict light wounds*, trying to

climb to the ceiling to avoid melee combat. If a particular enemy seems especially threatening, Dakang casts *cause fear* on the foe to remove her from combat. If surrounded, Dakang casts *mass inflict light wounds* (targeting himself as one of the affected creatures), preferring to channel negative energy only to heal himself since his spell-like ability allows him to both heal himself and harm his attackers.

Morale If reduced to fewer than 10 hit points, Dakang sheds his humanoid form and attempts to escape by burrowing into the ground.

STATISTICS

Str 17, Dex 13, Con 16, Int 10, Wis 17, Cha 12

Base Atk +5; CMB +8; CMD 19

Feats Combat Casting, Deceitful, Lightning Reflexes

Skills Bluff +10, Disguise +10 (+18 when inhabiting a corpse), Escape Artist +8 (+16 when not inhabiting a corpse), Knowledge (religion) +7, Perception +10,

Sense Motive +10, Use Magic Device +8; **Racial**

Modifiers +8 Disguise when inhabiting a corpse+8

Escape Artist when not inhabiting a corpse

Languages Abyssal, Common, Tien; telepathy 100 ft.

SQ aura, inhabit body

Gear quarterstaff

SPECIAL ABILITIES

Abandon Flesh (Su) As a swift action, a vermlek can abandon an inhabited body, crawling hideously out of its host and leaving behind an empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points. A vermlek cannot later reclaim this body with its inhabit body ability.

Flesh Armor (Su) When a vermlek wears a humanoid body (see inhabit body, below), it treats the dead flesh and muscle as armor and gains a +3 armor bonus to its AC.

Inhabit Body (Su) A vermlek can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds for the vermlek to complete, during which it is considered flat-footed. Once the process is complete, the vermlek appears for all practical purposes to be a living but hideously obese version of the previous humanoid—it gains a +8 racial bonus on Disguise checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor. It loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).

Negative Energy Affinity (Ex) A vermlek is healed by negative energy and harmed by positive energy as if it were an undead creature.



Dakang

Subtier 4–5 (CR 7)

DAKANG

CR 6

Male vermlek demon cleric of Sifkesh 4 (*Pathfinder Campaign Setting: Lords of Chaos* 54)

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

Init +5; **Senses** blindsense 30 ft., darkvision 60 ft., scent; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +3 natural)

hp 68 (8 HD; 4d10+4d8+28)

Fort +11, **Ref** +5, **Will** +12

Defensive Abilities abandon flesh, flesh armor, negative energy affinity; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee +1 *spell storing quarterstaff* +11/+6 (1d6+5), bite +5 (1d6+1)

Special Attacks channel negative energy 4/day (DC 13, 2d6)

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mass inflict light wounds* (DC 16), *spider climb*

1/day—*gentle repose*, *summon* (level 2, 1d4 dretches 50%)

Domain Spell-Like Abilities (CL 4th; concentration +8)

7/day—*vision of madness* (+/-2)

7/day—*copycat* (4 rounds)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*death knell* (DC 16), *hold person* (DC 16), *invisibility*^D, *undetectable alignment*

1st—*bane* (DC 15), *cause fear* (DC 15), *divine favor*, *lesser confusion* (DC 15)^D, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *resistance*, *stabilize*

D Domain spell; **Domains** Madness, Trickery

TACTICS

Before Combat If Dakang is aware of the PCs' approach, he casts *shield of faith*, *spider climb*, and *divine favor*, preparing for the impending battle.

During Combat Dakang opens by casting *bane*, followed by *mass inflict light wounds*, trying to climb to the ceiling to avoid melee combat. If a particular enemy seems especially threatening, either through magical or martial might, Dakang casts *cause fear* on the foe to remove her from combat. If surrounded, Dakang casts *mass inflict light wounds* (keeping himself within the area of effect), preferring to channel negative energy only to heal himself since his spell-like ability allows him to both heal himself and harm his attackers. Dakang knows he can later inhabit a dead foe and works to kill any target that seems particularly vulnerable, using his stored *inflict moderate wounds* spell on a successful melee hit with his quarterstaff followed by *death knell* if the foe is knocked unconscious.

Morale If reduced to fewer than 10 hit points, Dakang sheds his humanoid form, casts *invisibility*, and attempts to escape by burrowing into the ground.

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 21

Feats Combat Casting, Deceitful, Improved Initiative, Lightning Reflexes

Skills Bluff +11, Disguise +11 (+19 when inhabiting a corpse), Escape Artist +8 (+16 when not inhabiting a corpse), Knowledge (religion) +9, Perception +11, Sense Motive +11, Use Magic Device +8; **Racial Modifiers** +8 Disguise when inhabiting a corpse, +8 Escape Artist when not inhabiting a corpse

Languages Abyssal, Common, Tien; telepathy 100 ft.

SQ aura, inhabit body

Gear +1/+1 *spell storing quarterstaff* (contains *inflict moderate wounds*)

SPECIAL ABILITIES

See Subtier 1–2.

CULTIST CORPSES (4)

CR 1/2

Fiendish aasimar fast zombie (*Pathfinder RPG Bestiary* 288, 294)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 12 each (2d8+3)

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

Immune undead traits; **Resist** cold 5, fire 5; **SR** 5

OFFENSE

Speed 40 ft.

Melee slam +4 (1d6+4)

Special Attacks quick strikes, smite good 1/day (+0 attack, +2 damage)

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Toughness^B

Heresy Points: Sifkesh's influence shields Dakang, so PCs with Heresy Points find confronting the demon more difficult. A PC can have a maximum of 4 Heresy Points (for participating in the face inking, reciting the mantra in the meditation room, participating in the Kiss of Korada ritual in the garden, and dealing lethal damage to the aasimar bodyguards). At the beginning of this combat, for every Heresy Point a PC possesses, he must roll twice for every attack roll, skill check, saving throw, or ability check, taking the lower of the two results.

Treasure: Dakang's quarterstaff is crafted of fine metals and exhibits exquisite craftsmanship, especially in its elegant representation of the Spiral of Korada. In Subtier 1–2, the staff is worth 415 gp total, while in Subtier 4–5, its fine quality is incorporated into its masterwork cost.

The holy texts of Korada are worth 50 gp in Subtier 1–2. In Subtier 4–5, the books themselves are worth 400 gp and are stored in a *bag of holding*, type I.

Rewards: If the PCs defeat Dakang, reward each subtier thusly:

Subtier 1–2:

Give each PC 42 gp.

Subtier 4–5:

Give each PC 1,158 gp.

CONCLUSION

Once the PCs have unmasked Dakang, the remaining worshipers are grateful and vow to spend their lives unraveling Korada's teachings from Dakang's perversions. The worshipers allow the PCs to remain at the temple for as long as they like to complete any of their ongoing investigations into the temple and Korada's true faith.

Success Conditions

The PCs complete their mission by providing an overview of the temple with detailed reports of the four key locations. The PCs must provide a description of the techniques carved into the walls of the meditation room and their performance of these techniques, a comprehensive catalog of the books remaining in the temple library, a sketch of the temple gardens after the overgrowth has been pruned back, and rubbings of each sarcophagus within the crypt. Unmasking Dakang is not necessary for the PCs to complete their mission for the Pathfinder Society.

Faction Missions

In addition to their primary mission for the Pathfinder Society, members of each faction can earn prestige for completing tasks on behalf of their respective factions, as outlined below.

Andoran Faction: Andoran faction PCs who recover the brass scales from area **A17** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who misalign the heavy orb in area **A13** earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who successfully distinguish and log the celestial heroes in area **A15** earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who successfully copy portions of the book *Eldest Malignance* in area **A12** earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who identify the *dancing lights* cantrip in the Spiral of Korada in area **A6** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who successfully remove the hidden glass sphere in area **A9** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who take the prayer mat from area **A9** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who activate the font in area **A10**, either by convincing an aasimar to do so or through their own devices, earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who convince Zhuang in area **A9** to leave the temple earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who recognize the temple's original orientation from the garden beds in area **A13** earn 1 Prestige Point.

THE TEMPLE OF EMPYREAL ENLIGHTENMENT

Andoran



Free Citizen,

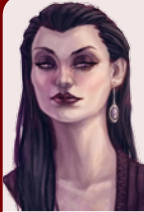
Would that each of our missives direct you to strike down those who would impose upon the liberty of others! Alas, we see very little opportunity for such heroics in an abandoned temple tucked into a little-trafficked demiplane. Still, be ever vigilant for any opportunity to bring freedom to those shackled in body or in mind.

One small task is now expedient: devotees of Korada were occasionally buried with a symbol representing something important to them in life, to meditate upon in death. If you can recover a set of brass scales from the crypt of the Temple of Empyrean Enlightenment, please do. It is an example of how justice transcends ages and continents.

May freedom prevail,

Major Colson Maldris

Chelax



Pious Factotum,

Rumors reach my perfect ears that you are to raid a temple of an Empyrean Lord. I shudder to consider the oppressively benevolent atmosphere that awaits you. It would please our superiors to see such a place subtly defiled.

Korada's temples are often constructed around a spiral and three precisely positioned orbs. These orbs continually generate an undetectable celestial resonance. Moving the orb farthest from the center of the spiral even an inch out of place retains the appearance of precision but destroys this resonance. With this one delicate push, you serve he whom we all adore.

Reverently,

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,

As ever, I expect you to go above and beyond the mission directives given to you. You will be assigned several investigative tasks in the Temple of Empyrean Enlightenment. Here is another. Temples of Korada often include statuary honoring heroes that performed noteworthy duties on behalf of that temple. Catalog the statues in the Temple of Empyrean Enlightenment for me as well as you are able, indicating the race and posture of each. You need not force your companions to assist you, but emphasize that comprehensive reporting should be the goal of every Pathfinder.

Cordially,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Comrade,

Our relations with the custodian council of Tianjing are strained, primarily due to our repeated requests to explore a functioning temple of the Empyrean Lords they venerate. Now that we no longer need to do so, we must patch our relationship with that august body. One piece of Koradan lore has been long lost to the aasimars of Tianjing: a book called *Eldest Malignance*. We can't simply deliver a copy of this work, as the custodian council would learn we merely plundered it from the Temple of Empyrean Enlightenment. Instead, I need you to copy out a few key passages, particularly anything concerning the qliphoth of Wandering Mountain, as accurately as possible. This would allow me to deliver the valuable content without exacerbating the present tension.

Gratefully,

Venture-Captain Amara Li

Osirion



Student of the Arcane,

Your pending visit to a former temple to Korada may allow me to answer a niggling question of strictly academic interest. It is said that devotees of Korada honor a spiral motif sacred to their contemplative god. In most temples, a carved spiral acts as something of a timepiece, radiating brightness on the hour. If the timepiece within the temple still operates, determine for me whether this effect is akin to a known magical effect and, if so, which one. Failure in this simple task will earn not only my disappointment, but several hours of remedial dweomercraft.



In knowledge we advance,
Amenopheus
 Amenopheus, the Sapphire Sage

Qadira



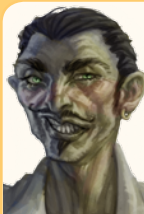
My Dear Associate,

I hope you have some time during your next mission to perform a personal favor for me. I would like you to recover a bauble from the Temple of Empyrean Enlightenment. The meditation room of the temple contains several wall carvings. Behind a figure with a staff is a secret compartment containing a very delicate glass sphere. Please cautiously remove this sphere and carefully pack it back to me. My daughters would enjoy just such a rare trinket and I will speak highly of you to our mutual acquaintances throughout Qadira.



Respectfully,
Aaqir al'Hakam
 Trade Prince Aaqir al'Hakam

SCZARNI



Light-Fingered Friend,

When you learned of your trip to an abandoned temple hidden away for ages, you probably thought, "Brother Guaril is going to have me steal something." How limited is your thinking! In fact, I will have you steal something and not let anyone know you've done it. The Temple of Empyrean Enlightenment once had a prayer mat inlaid with platinum thread spun to appear as mere cotton. This mat is incredibly valuable, and I would have you acquire it with no one else in the Pathfinder Society being any wiser.



Stay sharp,
Guaril
 Guaril Karela

SHADOW LODGE



Comrade-in-Arms,

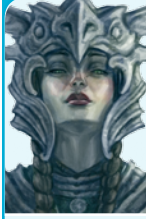
You know well my eclectic collection of relics from across the world. I amassed these oddities not just for my own amusement, but because they can serve as just the right diplomatic lever. When a mountain of gold cannot prove benevolent intentions, sometimes a simple gift of a flower will suffice. It is said that the holy font of a chapel of Korada can produce lotus blossoms when commanded by one of celestial ancestry. Collect some of these lotus blossoms for me. I do not care how. The Pathfinder Society has clumsily botched relations with the Tianjing custodian council and I intend to personally repair these relations with the lotus as proof of my celestial fidelities. Be professional. If you boast about bringing me a bouquet of flowers, I will see that you suffer.



For the Open Road,
Torch
 Grandmaster Torch

THE TEMPLE OF EMPYREAL ENLIGHTENMENT

Silver Crusade



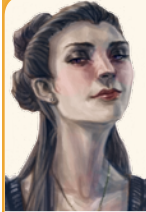
Humble Protector,

Few know that Hao Jin's fabulous museum is, for some, a prison. These unfortunates are carried into the tapestry along with a beautiful park or noteworthy battlefield. The paladin Bewei disappeared after the Battle of Eighteen Falling Stars centuries ago, when Hao Jin sequestered the battlefield in her tapestry. Bewei would be long dead by now, but he may have a descendant—recognized by brilliant hazel eyes and a streak of white hair across the brow—still alive somewhere within the tapestry. If you find such a descendant, please convince him or her to visit me. The enclosed amulet—an heirloom of Bewei—should allow Bewei's descendent to leave the tapestry with you. We could make good use of a living symbol of bygone heroism.

May Peace Prevail,

Ollysta Zadrian

TALDOR



Noble Friend,

Your visit to a former temple of Korada is decidedly auspicious, as we are constructing a replica of a celestial temple for an upcoming commemoration. The replica must have verisimilitude, as we anticipate a handful of influential aasimar invitees. Please be sure to bring me a copy of any drawings, sketches, or notes you make for the Pathfinder Society while investigating this temple. You must also answer a critical question as best you are able: when on the Material Plane, what was the orientation of the temple? Concepts like “north” or “west” are likely irrelevant in its current extraplanar location, but please do attempt to discover the temple's original positioning. If the temple has nothing as overt as an engraved compass rose, you may need to keep your eyes open for other clues.

Graciously,

Lady Gloriana Morilla

**PATHFINDER SOCIETY SCENARIO #3-21:
THE TEMPLE OF EMPYREAL ENLIGHTENMENT**

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

Character # _____ Prestige Points

Character Name _____

Andoran Cheliox Grand Lodge Lantern Lodge Osirion

Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ Prestige Points

Character Name _____

Andoran Cheliox Grand Lodge Lantern Lodge Osirion

Qadira Sczarni Shadow Lodge Silver Crusade Taldor

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PATHFINDER SOCIETY SCENARIO #3-21: THE TEMPLE OF EMPYREAL ENLIGHTENMENT

Scenario Chronicle #

Slow Normal

SUBTIER	256	512
1-2		
SUBTIER	930	1,860
4-5		

MAX GOLD

This Chronicle Certifies That

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

Has Completed This Scenario.

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
1-2

manual of calm reflection (4,000 gp; *Pathfinder Player Companion: Faiths of Balance*, after spending 1 hour reading this book, the reader gains a +1 bonus on saves against mind-affecting spells for the duration of that day. If Irori is your patron, the bonus increases to +2)

scroll of lesser restoration (150 gp)

SUBTIER
4-5

+1/+1 *spell storing quarterstaff* (10,600 gp; contains *inflict moderate wounds*)

bag of holding, type I (2,500 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #