

PATHFINDER SOCIETY

Year of Factions' Favor



SHRINE OF THE SACRED TEMPEST

By Justin Juan



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GM RESOURCES

Shrine of the Sacred Tempest makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Ultimate Combat (UC)*, and *Pathfinder RPG Ultimate Equipment*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant stat blocks from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #9-12: Shrine of the Sacred Tempest is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfindersociety.



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SHRINE OF THE SACRED TEMPEST

By Justin Juan



In the distant past, an army of primeval qliphoth created a rift onto the Material Plane to carry out their agenda of annihilation. Their invasion struck Golarion on Tian Xia, in what is now the nation of Tianjing. An alliance of celestials from every good-aligned plane flocked to Tian Xia's defense, protecting the continent from the brutal and relentless assault. Although the celestials managed to drive back the invaders, they were unable to fully seal the rifts that the qliphoth had torn in reality. A group of celestials remained on Golarion to watch over the rifts. As human populations in the region expanded, the celestials allowed a few skillful mortals of good character to live alongside them in their communities. These blended communities gave rise to generations of aasimars, mortals with traces of celestial blood. Eventually, the celestials departed Golarion, leaving the ongoing defense of the rifts in the capable hands of their descendants.

All was well for a time; however, as the generations passed, Tianjing's priests relaxed their vigilance. Due to the nation's spiritual status, it remained above the conflicts that ravaged the continent. Imperial Lung Wa gave Tianjing subsidies and military protection, allowing its citizens to live lives without want. When Lung Wa fell in 7106 IC (4606 AR), Tianjing was left with a military too small to protect its populace. Bandits began to raid in large numbers, and in the shadows, the qliphoth knew that their time had come.

In the deepest portions of Tianjing's Kaimuko Wood, a growing force of qliphoth prepares to reopen the rifts and begin their invasion anew. The aasimars have neglected their vigil, and now they barely keep watch over the lurking threat. The same cannot be said of celestials like the archon Zepha, who is observing the area with increasing trepidation.

Rather than take direct action by traveling to the perilous woods himself, Zepha has decided to steer trusted groups of mortals into finding proof of the growing threat. After the Pathfinder Society impressed him on a recent journey to Heaven, he decided to ask the Society to investigate a troubling mystery. Near the border between Tianjing and its northern neighbor Kwanlai, an ancient shrine dedicated to a group of fallen celestials stands vigil over the region and sends regular reports to Heaven. Recently, however, these

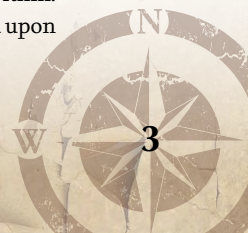
WHERE ON GOLARION?

This scenario takes place in Kwanlai, a tengu nation in eastern Tian Xia. It begins in Kwanlai's capital, Hisuikarasu, but the majority of the adventure takes place near the border between Kwanlai and Tianjing. The two nations have a peaceful relationship, though both are relatively weak in the aftermath of the fall of the Lung Wa Empire. More information about the region and its history appears in *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, available in bookstores and game stores everywhere and online at paizo.com.



reports have ceased. Zepha hopes that the missing reports have a benign explanation, but he fears that darker forces may be at play.

Zepha's fears are in fact true. An utukku qliphoth from the Kaimuko Wood called Shepherd of Apotheosis has been preying on several remote mountain settlements on the border between Tianjing and Kwanlai. When it found a shrine dedicated to celestial beings, it saw a grand opportunity. It infiltrated the shrine in the guise of the Storm Prophet, a traveling priest of Hei Feng, and killed everyone within. With the shrine's keepers slain, the qliphoth descended upon



Scaling Skill Checks

To accommodate a group of four PCs, lower the DC of every skill check listed in this scenario by 2.

a nearby town with terrible news. It told the local people that one of Tianjing's bandit clans has made compacts with dark forces and is preparing to invade Kwanlai. To make matters worse, it explained, the keepers of the shrine have chosen to respond to this threat by fleeing, abandoning their neighbors to a terrible fate. The qliptho promised the people glory and immortality if they rose up to resist this unholy force. They were his Chosen, destined to become the guardians against the destructive tide. With these promises, it sowed the seeds of its own ruinous cult.

ADVENTURE SUMMARY

The adventure begins when the Pathfinders receive a letter from Venture Captain Amara Li, bidding them to come at once to Hisuikarasu to meet and discuss a potential mission with Zepha. Zepha tells them to head to the small town of Yiangma, just outside of the shrine, so they may speak to the local mayor before visiting the sacred site.

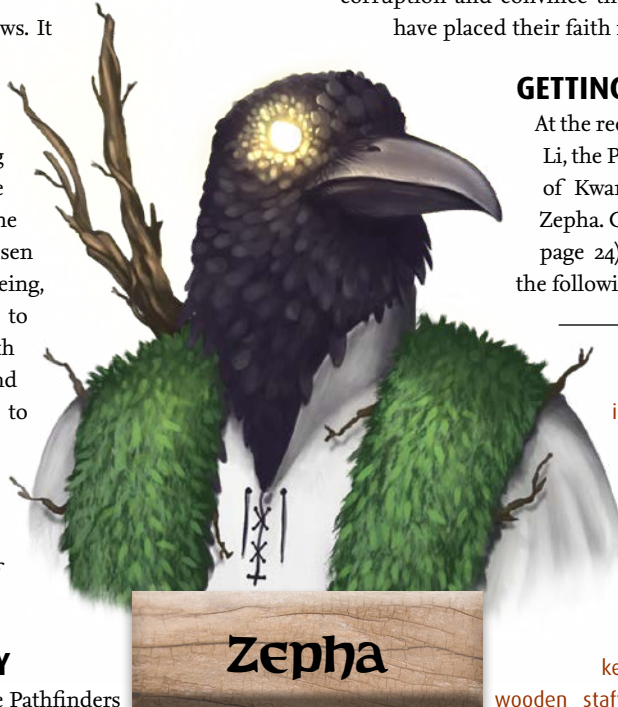
When the PCs arrive in Yiangma, they find a chilly reception. A few people are willing to speak with them, however, including Mayor Tenmya, who tells the PCs of the bandit invasion he believes is soon to strike. The PCs may also begin to uncover the truth by speaking with other tengus around town, including a young woman named Mitoko who was in training to become a priestess at the shrine before the Storm Prophet appeared. In the evening, the PCs witness a ritual to select those worthy of becoming the town's defenders. The violent and profane nature of this ritual may lead the PCs to come to blows with the believers. After the ritual, a horrified Mitoko asks the PCs to accompany her to the shrine and help her figure out what is truly happening.

As the PCs work their way up the mountain, they must overcome local wildlife twisted by Abyssal power into terrible abominations. If they arrive quickly, they can save the ritual's survivors from death at the hands of a gelatinous cube—otherwise, the cube provides clues of the villagers'

dire fate. The shrine itself is filled with deadly traps, as well as a small cadre of monks so twisted by the Shepherd of Apotheosis that they fully believe in murdering their own kin in order to appease the qliptho. In the aftermath of the conflict, the PCs and Mitoko work to purify the qliptho's corruption and convince the people of Yiangma that they have placed their faith in a false prophet.

GETTING STARTED

At the request of Venture-Captain Amara Li, the PCs travel to Hisuikarasu, capital of Kwanlai, to meet with the archon Zepha. Give the players **Handout #1** (see page 24), and then read or paraphrase the following to begin the adventure.



A light breeze wafts in through the windows of a private room in the Golden Lotus Teahouse, bringing with it the sound of chirping birds. Heat radiates from the small stove sunken into the floor in the center of the room. A bird-headed man with black feathers enters, carrying a large, heavy-looking kettle on the edge of a gnarled wooden staff. In a fluid, graceful motion, he sweeps the end of his staff in an arc and sets the kettle upon the stove. His eyes glow from within with golden light, and they twinkle as he softly speaks. "Welcome. Please, join me for tea."

Zepha is a preceptor archon, a raven-headed celestial being dedicated to gently steering mortals toward the path of righteousness. He doesn't openly judge, but he is curious about each of the PCs—specifically, their motivations for adventuring and becoming Pathfinders. He is quite prying, and he peppers the PCs with questions as he methodically performs an elaborate tea ceremony, occasionally asking the PCs to assist him. If the PCs ask him about himself, he deflects the subject back to the PCs. As he hears each PC's response, he pauses thoughtfully, and then offers a poetic piece of wisdom. See the sidebar Zepha's Replies on page 5 for some examples of wisdom that he might provide.

Each PC can attempt a skill check to determine how well she performs in the tea ceremony. A PC who succeeds at a DC 15 Knowledge (nobility) check, Knowledge (religion) check, or relevant Profession or Perform check can correctly follow the ceremony's steps. Alternatively, PCs can use trickery to disguise a lack of knowledge if he succeeds at a DC 18 Bluff check. In Subtier 4–5, Zepha's ceremony is more complicated—increase all of these DCs by 4. Each PC who



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succeeds at this skill check gains a benefit that can be used later in the scenario (see the Zepha's Blessing sidebar below). When the conversation begins to stall, Zepha changes the subject to the mission.

"I suppose we should discuss why I made a request of young Venture-Captain Li. There is a certain shrine near the southern border of Kwanlai that I would like you to visit. Its keepers are tasked with leading pure lives and standing vigil over a place where evil gathers, and I regret that it has been some time since they last sent their usual report to Heaven. I'd like you to ascertain the status of the shrine and investigate why we haven't heard from them. You had best start by visiting the village of Yiangma. It's a charming town in the mountains near the shrine that the keepers rely upon for supplies and new disciples. Its people aren't used to seeing visitors who aren't tengu, so they may be a bit cautious with you at first. Let the town's mayor know of your intentions and see if he has any information to share with you before venturing to the shrine itself. With luck, this is merely a bureaucratic issue and nothing more. May Andoletta grant you a pleasant journey and a safe return."

Zepha is willing to answer the PC's questions, but he only provides the following details if directly asked—in his view, only those who are ready to ask the right questions are ready to comprehend the answers.

Who is Andoletta? "She was once an archon, like myself, but she ascended to the ranks of the empyreal lords long before I came to be. She is Grandmother Crow, a wise and patient teacher. She sows the seeds of redemption in corrupted hearts, she protects the vulnerable, and she brings peace and solace to the suffering. She teaches respect for all beings, that we may heed the wisdom of our elders and guide those who look to us for advice with compassion."

What is the "place where evil gathers?" "Deep within Tianjing's Kaimuko Wood, just to the south of Kwanlai, foul beings that despise all life once tore a hole from their blighted realm through to your world. The forces of Heaven joined efforts with warriors from the other good planes, even the flighty azatas, to bring an end to their invasion. Yet the scars upon your world proved too difficult to heal, and so eternal vigil must be kept to ensure that such a catastrophe never again comes to pass."

Before the PCs leave the teahouse, Zepha gives them a paper talisman with the Tien character for "seal" written on it in elegant calligraphy, and tells them, "If properly used, this talisman can ward away any evil influence from a small area. Give it to the priests of the shrine as a gift, to remind them of their duties." Zepha also provides each PC with a riding horse and provisions for their travel across Kwanlai. Finally, he advises the PCs make any purchases they think they might need in Hisuikarasu before leaving—after all, Yiangma is a small and isolated town.

Zepha's Replies

Use the following comments as a guide to determine what wisdom Zepha shares with the PCs, tailoring his responses to information the PCs share with him. Zepha cannot directly sense most alignments—instead, the alignments below serve as shorthand for possible motivations and worldviews. However, he does have a constant *detect evil* spell-like ability.

Lawful Characters: "Your steadfastness is commendable, but heed your surroundings, for those who walk with eyes shut are sure to stumble."

Chaotic Characters: "Freedom of spirit brings life and creativity, but also recklessness. A flame that hurries to consume its fuel burns brightly, but soon goes out."

Good-Aligned Characters: "I find beauty in your virtue, but know that the highest towers are the most unstable. A heart filled with beautiful virtue is separated from a heart filled with ugly arrogance by the thinnest of veils."

Neutral-Aligned Characters: "Balance is a fine thing, for without shadows we would be unable to appreciate the light. However, take care, for when the righteous choose to observe cruelty without taking action, the sin becomes their own."

Characters with an Evil Aura: "Your path is clouded and filled with tainted desires. I will not lecture you, but know that when the allure of temptation leaves you feeling hollow, there is always a path back into the light."

Zepha's Blessing

Each PC who gained Zepha's blessing by successfully partaking in the tea ceremony (see page 4) can call down a spark of Heaven's grace. Once during this scenario, before that PC or an ally she can see attempts any d20 roll, she can add a +2 sacred bonus on the roll.

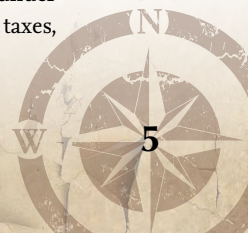
Faction Notes: If there are any members of the Silver Crusade faction present, Zepha praises their choice to use their membership in the Society to promote the cause of good. He suggests that they look for ways to spread that light among unsteady hearts while they are in Yiangma.

Knowledge (Geography, History, or Local)

The PCs might know more about Kwanlai. The PCs learn all of the information with a DC equal to or less than the result of their check.

10+: Kwanlai is a nation on the eastern coast of Tian Xia whose citizens are primarily tengu.

15+: For centuries, the tengu of Kwanlai suffered under the empire of Lung Wa, facing crippling high taxes,



discrimination, and poverty. As a result of this legacy, Kwanlai's people can be somewhat slow to trust outsiders. After the fall of Lung Wa just over a century ago, Kwanlai became a nation in its own right. Today, Kwanlai is a loose alliance of tengu clans that grants significant autonomy to local leaders. The popular leader of the capital Hisuikarasu, Lady Sutarai-Gongen, is gradually becoming a ruler for the whole nation.

20+ Yiangma is a remote mountain town outside of the purview of any of the five major clans. Its people primarily venerate Hei Feng, the patron deity of the tengu race.

YIANGMA

After a relatively uneventful journey across Kwanlai's hilly countryside, the PCs arrive at the base of the Kimu Mountains. Here, open terrain gives way to narrow and winding paths interspersed with flatter areas where forests flourish.

When the PCs reach the town of Yiangma, it becomes immediately clear that this isn't quite the quaint town that Zepha described. Doors and windows on every street are shut tight, and though people bustle about, there are no children in sight, nor farmers marketing goods in the square. From all directions, the faces of the tengu locals regard the PCs with cold suspicion. Whispers ripple through the crowds. Although the PCs can find various shops and an inn in the town, the locals do not provide them with service or information without substantial cajoling. A PC can attempt a DC 15 Diplomacy check to convince a local to sell equipment, food, or lodging, but the PCs are charged prices twice as high as usual.

Though the people of Yiangma are relatively tight-lipped, they are willing to guide the PCs to the mayor's residence. If the PCs search for information about the shrine before traveling to the mayor's house, see the Asking around Town section on page 7. The PCs can ask for general rumors about the shrine and speak to the preacher, but finding the hunter and the true believer is likely to require the mayor's assistance.

The Mayor's Residence

The mayor's home stands on the eastern edge of the village. Despite being the largest home in Yiangma, it would still be considered modest by the standards of Hisuikarasu. The house is surrounded by a wall inset with cutouts in the shape of cherry blossoms, and a small, well-kept garden and koi pond decorate the path leading from the open gate to the front of the house. A servant quickly comes out to greet anyone who passes through the gate. "My master has been expecting that the travelers the people are talking about would be visiting him. Please, follow me."

The servant leads the PCs into a spacious, empty room and directs them to be seated on floor mats before backing out of the room. A short time later, two other servants enter and announce **Tenmya Kanbayo** (N male tengu aristocrat 3), the

mayor of Yiangma. A rotund tengu wearing white robes enters the room, his feathers immaculately groomed and shining. The servants prepare a small seat for the mayor, placing his gaze above that of the PCs. They move to serve the party tea and a soft sweet made from rice flour. After a few moments of tense silence, the mayor speaks. "I'm sure you've noticed the mood in our village, and I apologize if you have been treated rudely, but after I've explained the situation, I'm sure you'll see why we are distrustful of strangers."

He first asks the PCs who they are and where they come from. His mood improves visibly if the PCs say they came from Hisuikarasu. Otherwise, he remains gruff throughout the exchange.

After hearing their stories, or if asked about the shrine or the prophet, the mayor relates the story of what has happened in Yiangma—at least, as he understands it. He explains that a messenger of the gods recently visited their village. A divine figure they know only as the Storm Prophet came to the village several months ago, descending from the mountain. He worked great miracles, calling the fury of the storm and guiding it by his will, and he gave them all a dire warning. One of the bandit clans raiding Tianjing to the south had made a pact with dark forces and gained great strength, and is now preparing to launch an assault on Kwanlai. The prophet brought his warning first to the keepers of the celestial shrine, but upon hearing his words, their bravery failed, and they fled. Without their old guardians, the Storm Prophet bid the villagers strengthen themselves, promising that they would become Hei Feng's chosen soldiers in the coming conflict. Mayor Tenmya then tells the PCs that the Storm Prophet left them to bring his word to other villages nearby. He assumes that the PCs are here because word of the Storm Prophet's mission has reached Hisuikarasu, and he hopes they return with a request for more government funding and soldiers to assist in the conflict.

If the PCs ask about investigating the shrine, Tenmya becomes stern and flatly refuses them. "That is a sacred place only the Chosen may enter. If you wish to see it, you must give yourself wholly to Hei Feng and prove yourselves worthy of becoming one of his Chosen Host."

Regardless, Tenmya suggests the PCs speak to three individuals in town who can tell them more about the prophet's wisdom and the coming threat: the preacher Megari, the hunter Yakuri, and the true believer Laiping. He also explains where the PCs can find each of these people.

Tenmya waves to one of his attendants, who brings him a scroll adorned with a red tassel along with a stamp block and ink. He applies his stamp onto the scroll, then rolls it up and hands it to the attendant, who presents it to the PCs. "Show this to the townsfolk, and they should agree to speak with you. I hope you will come to the west side of town tonight to witness the next Choosing. It is the first ritual since the Storm Prophet departed, and the first time that the



Chosen are allowing the public to view the ceremony. I feel it would be a most enlightening report for the magistrates in Hisuikarasu.”

Asking around Town

Before the Choosing ritual, the PCs have 6 hours to ask around town for information.

General Rumors: The PCs might try collecting rumors among the townsfolk. Most people are not eager to speak directly to the PCs, but if a PC can speak either Tengu or Tien and succeeds at a DC 22 Diplomacy check to gather information (DC 26 in Subtier 4–5), they find a tengu who quietly and fearfully informs them that his sister went out to the shrine to try to join the ranks of the Chosen 3 weeks ago and has not yet returned. He fears that the storm swallowed her for daring to rush in where she was not invited. If the PCs present the mayor’s scroll, they gain a +5 circumstance bonus on this skill check. If the PCs hear this tale, they gain 1 Purification Point.

The Hunter: Yakuri (N female human ranger 1) is Tian-Min and the only non-tengu resident of Yiangma. She has made a living selling meat and furs in Yiangma for over a decade, and the locals have gradually come to consider her as one of their own. She has no real information about the shrine, but she can tell the PCs about the foul twisted animals she has seen in the forest recently. With reverence, she tells the PCs that the Storm Prophet’s visions showed him the threat before it was clear to even her, despite all the time she spends in the woods. She only began to notice the blight a few days after the Storm Prophet began his protective rituals, and she shudders to think how bad the problem might have been had he not arrived when he did. Though Yakuri, like many of the townsfolk, has fallen for the Storm Prophet’s tale, her statement also hints at the truth—the Prophet’s rituals are in fact the cause of the blight. If the PCs come to the correct conclusion on their own, or if a PC succeeds at a DC 15 Wisdom check to consider this possibility, the PCs earn 1 Purification Point.

The Preacher: On the west edge of town, near stairs leading farther up the mountains, a tengu dressed in solid blue robes stands on a scaffold and preaches to a small throng. If the PCs approach the preacher, Chosen **Megari** (see page 11), she has harsh words for any of them who are not tengu, accusing them of being the first signs of ruin to come and calling upon them to dedicate themselves to Hei Feng on the spot and repent. The PCs can soften her demeanor by showing her the mayor’s scroll or proving that one or more of them worships Hei Feng, or if a PC succeeds at a DC 22 Diplomacy check to improve her attitude from unfriendly to friendly. In this case, she is happy to talk about the prophet of Hei Feng who visited recently, warning the village of an impending ruin, and encourages the PCs to come to the Choosing that evening, when the god will

Purification Points

The more the PCs learn about recent events in and around Yiangma, and the more sacred objects they gather in the shrine itself, the more effectively they can purify the region in the scenario’s conclusion (see page 22). The ways the PCs can earn Purification Points are summarized below, with more details in their respective sections.

Asking around Town: See below

General Rumors: 1 Purification Point

The Hunter: 1 Purification Point

The Preacher: 1 Purification Point

The True Believer: 1 Purification Point

A Troubled Acolyte: 2 Purification Points

The Choosing Ritual: Up to 3 Purification Points

Purification Well: 1 Purification Point per adherent

Shrine of the Sacred Tempest: See below

Ritual Dance Stage: 2 Purification Points

Administrative Office: 2 Purification Points

D4: 2 Purification Points

D5: 2 Purification Points

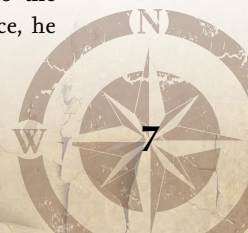
D11: 3 Purification Points

Ritual of Purification: Up to 4 Purification Points

select those among them who are fit to ascend to his House of Storms to join in the divine war host that will defend their way of life. She speaks with great fervor about the past Choosing ceremonies, recounting that each time the Storm Prophet performed the ceremony of Choosing, the skies would thunder in assent, proving that the Lord of Storms was watching over the event with approval. She is quite proud that he selected her to lead the next Choosing ceremony in his stead and gave her permission to show the ritual’s glory to everyone in town.

While speaking to the preacher, a PC can attempt a DC 15 Knowledge (religion) check to assess her holy symbol necklace, which depicts a ring of lightning bolts surrounding a four-petaled flower made of lightning (the same symbol that adorns the stole of the Fists of Hei Feng in area **D11**). A PC who succeeds at this check notices that there are significant differences between this symbol and a traditional holy symbol of Hei Feng, which typically includes clouds and seas, and knows that exclusion of these portions of Hei Feng’s portfolio is unusual. In Subtier 4–5, the PCs catch only a brief glimpse of the symbol, increasing the DC of this check to 19. If the PCs ask the priest about the difference, she proudly proclaims that it is the symbol of Hei Feng’s Chosen. If the PCs notice this oddity in the holy symbol, they earn 1 Purification Point.

The True Believer: Laiping (N male tengu expert 2) openly and publicly encourages people to listen to the preacher’s words. In a pinched and frightened voice, he



makes a show of telling horror stories of what the bandits might do to their town, providing overwrought accounts of burning homes and brutal slaughter. However, if the PCs succeed at a DC 15 Sense Motive check (DC 19 in Subtier 4–5), they can tell that his dramatic stories are hiding another motive beneath. The DC of this check increases by 4 if none of the PCs speaks Tengu or Tien, as Laiping is forced to tell his stories in halting Common instead of his native tongue. If the PCs make clear to him that they recognize another motive in his tales, he winces and explains the truth, hoping that the PCs as outsiders might be able to help. A few weeks ago, Laiping went to the shrine in hopes of catching a glimpse of the glory of the Storm Prophet’s power. Instead, he witnessed the Storm Prophet dragging one of the Chosen to the well in front of the shrine, drowning the victim, and dumping the body into the water. He’s terrified that someone might have seen him, or that the Hei Feng may smite him if he doesn’t properly demonstrate his faith. If the PCs learn what Laiping witnessed by the shrine, they earn 1 Purification Point.

A Troubled Acolyte

Once the PCs have finished gathering information around town, a young tengu woman in vermilion robes approaches and asks what they think of the town’s current situation. **Mitoko** (NG female tengu oracle^{APC} 1; see page 25) has been growing increasingly concerned about the situation in the town and the shrine. After the PCs share their findings, or if they ask her about herself, she explains that she had been training to become a priestess of the shrine. When the Storm Prophet came into town, however, her training immediately halted. She finds it hard to believe that the shrine’s keepers would have simply abandoned the people in a time of need, but whenever she tried to dig further, the Storm Prophet harshly admonished her, belittled her, and implied that if she continued to doubt Hei Feng’s power, her own god would likely bring down vengeance upon her. Despite these threats, Mitoko is unwilling to abandon her concerns entirely, and in the PCs she sees a new opportunity to discuss the situation with outsiders.

A PC can earn her full trust and convince her to believe her suspicions with a successful DC 22 Diplomacy check (DC 26 in Subtier 4–5). The PC gains a +2 bonus on this skill check for each piece of evidence the party presents. Each fact tied to a Purification Point in the Asking around Town section counts as a piece of evidence, and the GM may award

additional bonuses. On a successful check, Mitoko asks the PCs to meet up with her after the Choosing ritual so that she can help them travel quickly to the shrine without being noticed. The PCs also earn 2 Purification Points.

She answers all of the PCs’ questions to the best of her ability.

Don’t you work with the Storm Prophet, Chosen Megari, and the others in town?

Mitoko’s face takes on a pained expression. “I venerate Hei Feng, but I’ve never focused my faith on the ways of destruction. To me, he has always been the bringer of winds and rain, which give life to the land. I know there are many others who follow his more destructive aspects, but that has never appealed to me. Still, who am I to question Hei Feng’s blessing in our town’s hour of greatest need? Perhaps, as they say, I am simply naive to the harsh realities of this world. This is the dilemma I face.”

What do you know about the shrine’s keepers? “I still find it hard to believe they would just flee. They are good people, devoted to the service of others. The shrine welcomed priests of good heart from many faiths. Anyone who was willing to maintain the shrine, live a pure life, and keep watch over the area was welcome to train there. Since Hei Feng is the patron of the tengu people, his faith was more common than most.”

What do you know about the shrine? Mitoko says simply, “It is a sacred place. I was allowed to visit a few times in the course of my training.” If a PC succeeded at the Diplomacy check to earn her trust, she adds, “I can draw you a map, if you’d like.” The map she gives the PCs is the small inset map on page 18—she has not memorized the interior layout of the building, as she spent the majority of her time praying in areas **D5** and **D11**.

Can you tell us anything about this talisman? If the PCs show Mitoko Zepha’s talisman, her eyes light up in wonder. “I’ve never seen one like this before. The head priest would make paper talismans and sell them to the villagers to protect them from disease, misfortune, and pests, but this one is so much prettier. There should be some books about the proper incantations to activate it at the shrine.”

A. THE CHOOSING RITUAL (CR 3 OR CR 6)

That evening, a few dozen townsfolk gather on the western edge of town for the Choosing ritual. These appear to be the most devout followers of the Storm Prophet, and attempting to talk to them elicits fervent proselytization and words of praise for Hei Feng and the three adherents who hope to be



SHRINE OF THE SACRED TEMPEST

Chosen tonight. The PCs note that Laiping is in attendance and Mitoko watches from a distance, though none of the other NPCs they've encountered so far seem to be here. The group falls into a reverent silence as Chosen Megari arrives with a group of hooded figures, two (or four, in Subtier 4–5) wearing blue robes with flanged maces dangling at their sides, and three in simple white robes. The armed figures take up posts between the townsfolk and the altar as the people settle into orderly rows to begin the ceremony.

The air smells sharply of incense and the wood smoke. Three white-robed tengus, two male and one female, ascend a wooden stage and drop to their knees in front of a small altar carved with thunderbolts, their eyes cast down as they chant a strange incantation. Megari presides over the ceremony, walking around the pledged while waving a censer over each. The hooded and armed figures keep silent watch over the gathered faithful. As Megari leads them, the villagers begin to chant in a strange language in unison, at first low and quiet, but slowly rising in a crescendo. The priest then calls out in a clear voice. "We are gathered once more to mark the ascension of our Chosen brothers and sisters. The Storm Lord has called us to prepare worthy vessels for his host, and we have done so! Witness your brothers and sister at the hour of their ascension into immortality and glory!"

With this proclamation, the three adherents cast off the top of their robes, revealing torsos covered in ghastly scars and a bone structure twisted from what appears to be multiple fractures that healed improperly. Caught up in a frenzy of faith, the worshipers hardly seem to notice the scars. The chanting builds up to a fever pitch as the sound of thunder rolls down the mountain from the south. Flashes of lightning cut through the darkened sky, and swirling thunderclouds coalesce around the mountain's summit. Each PC who succeeds at a DC 15 Linguistics check or who speaks Abyssal recognizes the language of the chant as a strangely accented form of Abyssal. Though the words are pronounced correctly, the cadence is strange, as if the people are just mimicking the noises without understanding the words. A PC who succeeds at the check and is fluent in Abyssal, or who casts *comprehend languages*, can immediately identify the chant as a simple prayer to Hei Feng for guidance, power, and everlasting glory, but the choice of language may lead players to attempt a DC 15 Knowledge (religion) check to identify it (DC 19 in Subtier 4–5). If a PC succeeds at this check, she realizes that the prayer has been altered to focus on the destructive aspects of battle: rather than praising the freedom that comes of overthrowing oppressors, the chant hails the freedom found in the madness of sack and pillage, which is not part of Hei Feng's portfolio.

As the storm picks up, the sound of wind and rain reaching new levels of violence, Megari opens a black

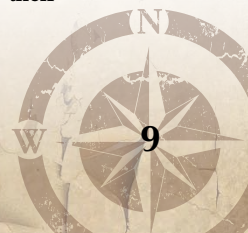
lacquered chest and produces a red whip lined with cruel barbs. The adherents cry out in pain as she lashes each of them several times across the back, opening terrible wounds, but their screams are drowned out by the crash of thunder and howl of wind. A PC who succeeds at a DC 18 Perception check notices strangely shaped black globs in the blood that are not simply pieces of feathers or other detritus, but something that has emerged from within the tengus' bodies. A PC who succeeds at a DC 15 Heal check can confirm that these globules are distinctly supernatural in nature, and that they are harmful to the body. Finally, a PC who succeeds at a DC 15 Knowledge (planes) check recognizes that these globs are Abyssal in nature. In Subtier 4–5, the rain and thunder make it much harder for the PCs to analyze the situation, increasing all of these DCs by 4. Lightning crackles, illuminating the priests' manic expressions as Megari continues to draw blood until one of the two male tengus collapses in a pool of blood. Through it all, the enduring adherents make no move to help themselves or their fallen ally.

Accompanied by a roar of thunder, Chosen Megari declares that the other two have withstood Hei Feng's ordeals and have proven themselves worthy of ascension. The crowd cheers as the body of the fallen is surreptitiously dragged off the stage and out of sight. The priestess produces a chalice from the black chest and uses it to collect the blood running from the wounds of the adherents. Offering it up to mix with the rainwater of the storm, she then bids the adherents drink from the chalice. A PC can attempt a DC 15 Knowledge (religion) check (DC 19 in Subtier 4–5) to confirm that this ritual is distinctly Abyssal in nature and that no ritual of Hei Feng describes such a profane action.

At some point during the grisly ritual, the PCs are likely to want to put a stop to the proceedings. Should they intervene, the hooded figures quickly move to intercept them. If combat breaks out, the assembled crowd quickly flees, clearing space for the PCs to face the priestess and her fellow officiants. Note that rain reduces visibility by half, imposes a –4 penalty on Perception checks and ranged attacks, and can extinguish even protected flames (*Pathfinder RPG Core Rulebook* 438).

If the PCs choose not to interrupt the ritual, it becomes increasingly clear that the injured adherent is not moving. The Chosen lead the surviving adherents out to the shrine, and if the PCs attempt to pursue or interfere in any way, they attack, triggering the combat below.

Creatures: Chosen Megari and the other Chosen are prepared to fight against anyone who stands in their way. While the PCs handle this group, the rest of the townsfolk scatter and flee. The adherents flee into the mountains in the direction of the shrine. If statistics for the adherents are necessary, see page 15; if they have been lashed, their remaining hit points are 9.



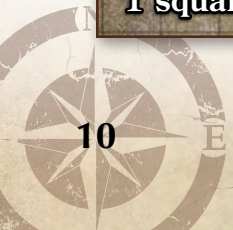
A. Ascension Ceremony



- A : Adherent
- C : Chosen Megari
- D : Devotee/Zealot

1 square = 5 feet

Pathfinder Flip-Mat Classics: Town Square



Subtier 1–2 (CR 3)

CHOSEN MEGARI CR 1/2

Female tengu bard 1 (*Pathfinder RPG Bestiary* 263)

CE Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +2

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 9 (1d8+1)

Fort +0, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee short sword +0 (1d6/19–20), bite –5 (1d3) or bite +0 (1d3)

Ranged shortbow +3 (1d6/×3)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate [DC 12], inspire courage +1)

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*cause fear* (DC 13), *charm person* (DC 13)

0 (at will)—*know direction, light, mage hand, message*

TACTICS

During Combat Megari activates her bardic performance on the first round of combat. She tries to stay out of the fray, throwing her tanglefoot bags and casting *cause fear* to keep the PCs away.

Morale If she is reduced to 2 or fewer hit points, Megari attempts to activate her *scroll of invisibility* and run away.

STATISTICS

Str 10, **Dex** 16, **Con** 11, **Int** 12, **Wis** 10, **Cha** 15

Base Atk +0; **CMB** +0; **CMD** 13

Feats Point-Blank Shot

Skills Bluff +6, Diplomacy +6, Intimidate +6, Knowledge (arcana) +6, Knowledge (religion) +6, Perception +2, Perform (oratory) +6, Spellcraft +5, Stealth +5; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common, Tengu, Tien

SQ bardic knowledge +1, gifted linguist, swordtrained

Combat Gear *potion of cure light wounds*, *potion of resist energy* (electricity), *scroll of invisibility*, tanglefoot bags (2);

Other Gear leather armor, short sword, shortbow with 20 arrows, spell component pouch, 34 gp

DEVOTEES (3) CR 1/2

Tengu rogue 1 (*Pathfinder RPG Bestiary* 263)

NE Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 each (1d8+4)

Fort +0, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee light mace +2 (1d6+2), bite +2 (1d3+1) or bite –3 (1d3+3)

Scaling Encounter A

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

Subtier 1–2: Remove one devotee.

Subtier 4–5: Remove two zealots.

Ranged shortbow +3 (1d6/×3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The devotees seek to flank the PCs and keep their attention.

Morale The devotees are true believers, willing to fight to the death against what they see as a threat to their town's safety.

STATISTICS

Str 14, **Dex** 17, **Con** 11, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 15

Feats Toughness

Skills Acrobatics +7, Bluff +5, Climb +6, Intimidate +5,

Knowledge (local) +3, Perception +7, Stealth +9; **Racial**

Modifiers +2 Perception, +2 Stealth

Languages Tengu, Tien

SQ gifted linguist, swordtrained, trapfinding +1

Gear mwk studded leather armor, light mace, shortbow with 20 arrows, robes, 25 gp

Subtier 4–5 (CR 6)

CHOSEN MEGARI CR 3

Female tengu bard 4 (*Pathfinder RPG Bestiary* 263)

CE Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 25 (4d8+4)

Fort +2, **Ref** +8, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee short sword +3 (1d6/19–20), bite –2 (1d3) or bite +3 (1d3)

Ranged mwk shortbow +7 (1d6/×3)

Special Attacks bardic performance 13 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +7)

2nd (2/day)—*scare* (DC 15), *sound burst* (DC 15)

1st (4/day)—*charm person* (DC 14), *comprehend languages, grease, hideous laughter* (DC 14)

0 (at will)—*dancing lights, daze* (DC 13), *know direction, light, mage hand, message*



TACTICS

During Combat Megari activates her bardic performance on the first round of combat. She tries to stay out of the fray, using her spells to hamper the PCs.

Morale If she is reduced to 5 or fewer hit points, Megari attempts to activate her *scroll of invisibility* and run away.

STATISTICS

Str 10, **Dex** 16, **Con** 11, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 16

Feats Lingering Performance^{APG}, Point-Blank Shot

Skills Acrobatics +0 (–4 when jumping), Bluff +10, Intimidate +10, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +9, Perform (oratory) +10, Spellcraft +8, Stealth +2;

Racial Modifiers +2 Perception, +2 Stealth

Languages Common, Tengu, Tien

SQ bardic knowledge +2, gifted linguist, swordtrained, versatile performance (oratory)

Combat Gear *potion of cure light wounds*, *potion of resist energy* (electricity), *scroll of invisibility*, tanglefoot bags (2);

Other Gear mwk chain shirt, mwk shortbow with 20 arrows, short sword, *cloak of resistance +1*, spell component pouch, 40 gp

ZEALOTS (4)

CR 1

Tengu fighter 1/rogue 1 (*Pathfinder RPG Bestiary* 263)

NE Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 18 each (2 HD; 1d8+1d10+4)

Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk light mace +4 (1d6+3), bite –2 (1d3+1) or bite +3 (1d3+3)

Ranged composite shortbow +4 (1d6+2/×3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The zealots seek to flank the PCs and keep their attention.

Morale The zealots are true believers, willing to fight to the death against what they see as a threat to their town's safety.

STATISTICS

Str 14, **Dex** 17, **Con** 11, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 16

Feats Improved Initiative, Toughness

Skills Acrobatics +7, Bluff +5, Climb +6, Intimidate +5, Knowledge (local) +3, Perception +8, Stealth +9; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Tengu, Tien

SQ gifted linguist, swordtrained, trapfinding +1

Gear mwk studded leather, mwk light mace, composite shortbow (+2 Str) with 20 arrows, robes, 25 gp

Development: At the end of this fight, it is likely that the adherents have a slight advantage over the PCs. Though they are injured, they know the most direct way to the temple, and they slip into the forest as quickly as they can to elude pursuers. If the PCs convinced Mitoko to trust them in A Troubled Acolyte on page 8 or allowed the ritual to progress to the point where an adherent shed blood, Mitoko rushes to the PCs' side and asks them to travel with her to the shrine to uncover what is truly going on. She speaks first in rushed Celestial before calming herself enough to switch to another language. If the PCs agree to travel with her, she leads the way. If they refuse, she informs them that she will travel on her own if they do not accept her aid. She explains, "The way may be dangerous, but if what they say is true, I am the only one left with training at the shrine. I cannot let myself be blind for a moment longer."

The path to the shrine is slow and arduous. Corruption surrounding the temple has diseased the nearby foliage, removing several landmarks that Mitoko counted on for navigation. Mitoko casts *light* to provide illumination that the rain cannot extinguish. PCs can attempt a DC 15 Survival check (19 in Subtier 4–5) to assist Mitoko in finding the temple swiftly.

If for whatever reason Mitoko does not accompany the PCs, the PCs can still follow the adherents' trail without her help. Though the adherents have only a slight lead, the driving storm limits visibility and obscures the path. Tracking efficiently in this way requires a PC to succeed at a DC 20 Survival check (DC 24 in Subtier 4–5).

Regardless of the result of this Survival check, the PCs find the temple eventually. However, with a successful Survival check (whether the PCs are on their own or assisting Mitoko's efforts), they have a chance to save the adherents from a deadly threat in area C (see page 15).

The PCs earn 1 Purification Point for each piece of information they gained with a successful skill check during the ritual (to a maximum of 3 Purification Points).

Rewards: If the PCs do not defeat the Chosen or succeed at two or more skill checks during the ritual, reduce each PCs' gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 103 gp.

Out of Subtier: Reduce each PC's gold earned by 221 gp.

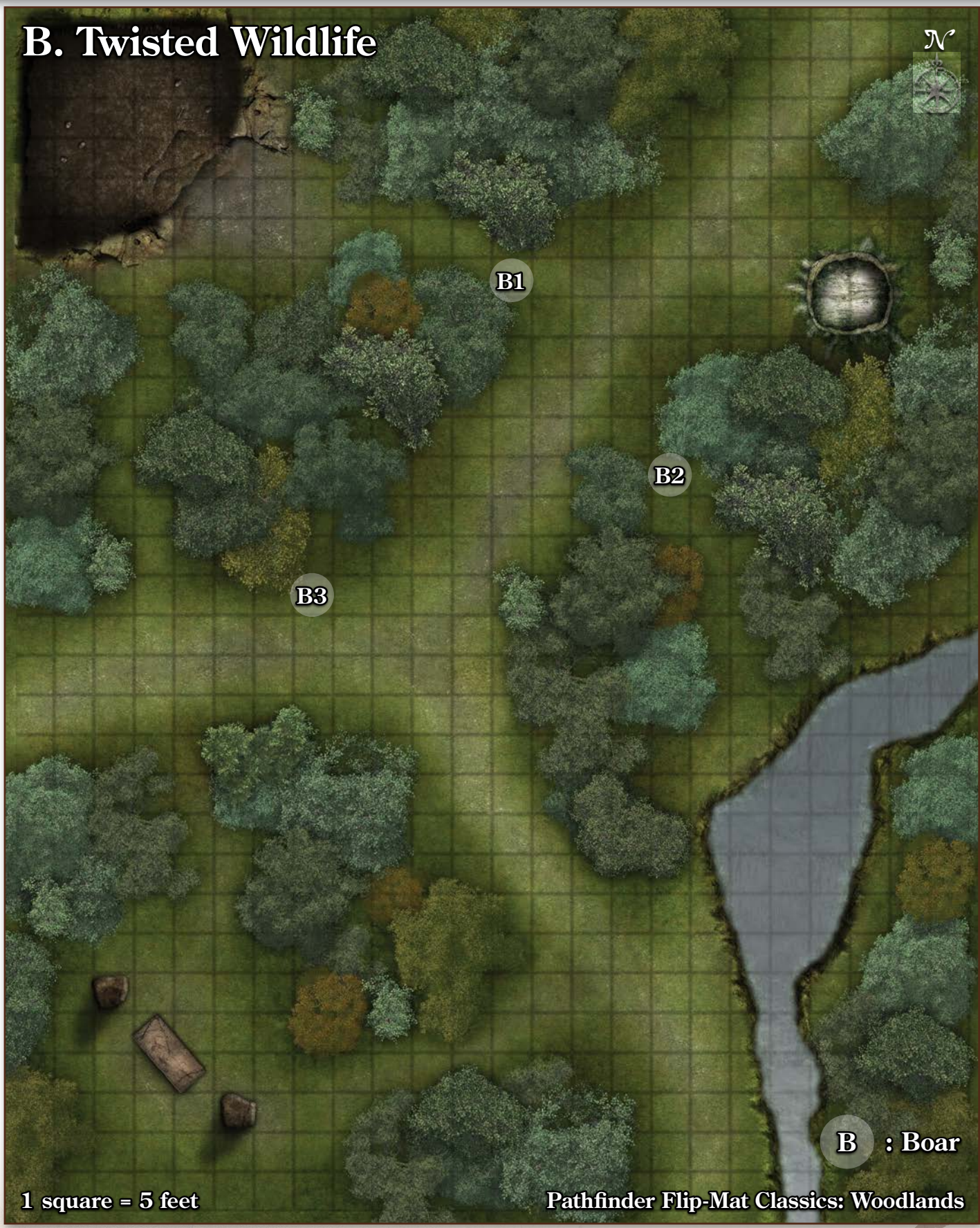
Subtier 4–5: Reduce each PC's gold earned by 339 gp.

B: TWISTED WILDLIFE (CR 3 OR CR 6)

The rain continues as the PCs slog their way through the mountainous forest.

Creatures: As the PCs travel toward the shrine, they attract the attention of some of the local wildlife. Unfortunately, the corrupted influence of Shepherd of Apotheosis and its cult has warped some of the nearby animals into abominations. Most of these creatures are unsettling but harmless to the PCs, like squirrels with large, twitching eyeballs on their

B. Twisted Wildlife



B1

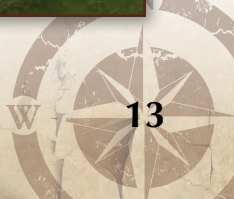
B2

B3

B : Boar

1 square = 5 feet

Pathfinder Flip-Mat Classics: Woodlands



Scaling Encounter B

To accommodate a group of four PCs, give all boars in the encounter the sickened condition.

backs, but the largest of these creatures pose a serious threat. A mutated boar (or a trio of such boars in Subtier 4–5) lurks in the dense undergrowth, waiting to ambush any large prey that wanders by.

Mitoko hangs back during the fight unless a PC falls unconscious, in which case she offers to move up and cast *cure light wounds* on that PC. She can cast the spell four times per day, and her casting does not provoke an attack of opportunity. She acts on initiative count 13. The boars do not target her as long as PCs are within range. Because of her oracle's curse, she can only speak in Celestial during combat. If Mitoko's statistics do become relevant, see the appendix on page 25.

Subtier 1–2 (CR 3)

MUTATED BOAR CR 3

Variant boar (*Pathfinder RPG Bestiary* 36; see page 25)

N Medium animal

hp 18 (2d8+9)

OFFENSE

Melee gore +4 (1d8+3), tentacle +4 (1d6+3)

TACTICS

During Combat The boar charges toward the closest PC.

Morale The boar flees if reduced below 10 hit points.

SPECIAL ABILITIES

Tentacle Growth (Ex) A horrid tentacle protrudes from the animal's back. The boar gains a tentacle attack as a primary natural attack.

Subtier 4–5 (CR 6)

MUTATED BOARS (3) CR 3

hp 18 each (see above)

TACTICS

Use the tactics from Subtier 1–2.

Treasure: A rotting, tusk-gored corpse is clearly visible nearby. While most of this person's possessions are broken or rotted, the PCs can still find a *wand of lesser restoration* with 7 charges remaining on his belt. In Subtier 4–5, he is also wearing a pair of *boots of the enduring march* (*Pathfinder RPG Ultimate Equipment* 229).

Development: After the PCs deal with the boars, other signs of the corruption become apparent in the foliage. Trees sport strange growths, and dark viscous sap drips from the boughs above. Though these sights are unsettling,

they are otherwise harmless. The PCs exit the woods onto the path leading to the shrine just a few hundred paces from the huge wooden arch that marks the entrance.

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

Subtier 1–2: Reduce each PC's gold earned by 52 gp.

Out of Subtier: Reduce each PC's gold earned by 84 gp.

Subtier 4–5: Reduce each PC's gold earned by 117 gp.

SHRINE OF THE SACRED TEMPEST

The intermittent light of the roiling heavens briefly illuminates the shrine. The storm is centered directly above the grounds, but neither torch nor brazier illuminates the sacred site. A massive wooden arch stands in front of the steps leading up to the main shrine complex.

The main courtyard consists of a path lined with stones and flanked on either side by grass, trees, and small statues of celestial beings. Grass grows between paving stones, delicate paper doors show numerous holes, and rainwater has stained the once-white walls of the buildings a dingy gray. Mitoko is dismayed by the state of the shrine.

If a PC succeeded at the Survival check to find the shrine quickly (or to assist Mitoko in doing so), the adherents from the Choosing ceremony are prostrated on the steps in front of the shrine. As soon as the PCs spot them, they stand together and walk immediately toward the purification well, where the PCs can save them from a terrible fate (see encounter C on page 15). If no PC succeeded at the Survival check, the courtyard is empty. If they also did not allow Mitoko to accompany them, she is waiting by the well.

The PCs can see the following buildings and structures, which are labeled on the map. If Mitoko is with the PCs, she identifies the buildings and describes their function.

1. Purification Well

Just past the stairs on the western side of the path is a round well with several metal cups on long sticks hanging from its edge. Traditionally, visitors to the shrine were expected to cleanse themselves here before entering the building. More information about this well appears in area C.

2. Ritual Dance Stage

A small staircase leads up to a raised wooden stage. The platform is covered by the same style of roof as the other buildings, with eaves that sweep out over the top of the walls. At the back of the stage is a decorative ceremonial chest with a mundane lock. A PC can open this lock with a successful DC 18 Disable Device check (DC 22 in Subtier 4–5), or by using the key at the bottom of the purification well (area C). Inside is a large clay pot with cords wrapped around it and tied in an ornate knot. The pot is filled

with rice wine of fair quality. A PC who succeeds at a DC 12 Knowledge (religion) check (DC 16 in Subtier 4–5) identifies this as sacramental wine that has been blessed by the priests of the shrine. The wine’s power appears to still be intact, and thus it can be used as holy water. The barrel contains enough to fill 4 flasks (6 in Subtier 4–5). If the PCs show the wine to Mitoko, she can also identify its properties. Finding this blessed sake grants the PCs 2 Purification Points.

3. Administrative Building

This small, aged office building is where the residents of the shrine would conduct the day-to-day business of managing the compound. A pair of low writing desks as well as several shelves packed with books and scrolls cram the sparsely decorated space. With a successful DC 14 Perception check while searching the shelves (DC 18 in Subtier 4–5), a PC turns up a number of texts detailing various rituals employed by the shrine and records of when they have been performed. Finding these texts grants the PCs 1 Purification Point. A PC can attempt a DC 16 Knowledge (arcana), Knowledge (religion), or Linguistics check (DC 20 in Subtier 4–5) to identify the ritual components necessary to call upon the power of Zepha’s talisman; if successful, the PCs earn 1 additional Purification Point.

Additionally, the PCs can find a number of lesser talismans and charms in this office. Together, the talismans and the silk and thread-of-gold charms are worth 20 gp total (or 100 gp, in Subtier 4–5). The PCs also find an unused *bottle of messages* (*Pathfinder RPG Ultimate Equipment* 284). The attendants once used such bottles to send messages to celestial couriers. In Subtier 4–5, the PCs also find a *lesser book of extended summoning* (good) in a case on the shelves (*Pathfinder RPG Ultimate Equipment* 283).

Rewards: If the PCs do not search the shrine’s administrative building, reduce each PC’s gold earned by the following amount.

Subtier 1–2: Reduce each PC’s gold earned by 36 gp.

Out of Subtier: Reduce each PC’s gold earned by 76 gp.

Subtier 4–5: Reduce each PC’s gold earned by 116 gp.

4. Main Building

This ornate, two-story building stands directly opposite the shrine’s entrance. Its elegantly sloped roof curves up to a soaring peak. The shrine’s keepers lived, worked, and meditated within this building. More details about this structure appear in areas **D1–D10**.

5. Celestial Shrine

This area houses the largest statues honoring celestials. Here, the shrine’s keepers would make offerings to the statues and pray for protection. This structure is described further in area **D11**.

Scaling Encounter C

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

Subtier 1–2: One of the cube’s earlier meals fought back well, and it has not fully recovered. Reduce the cube’s current hit points to 30.

Subtier 4–5: One of the cube’s earlier meals fought back well, and it has not fully recovered. Reduce the cube’s current hit points to 50.

C. PURIFICATION WELL (CR 2 OR CR 5)

This well is a common fixture in shrines and temples around Tian Xia. Visitors are invited to use the clear water contained within to purify themselves before proceeding to the main shrine to pray. An overgrown garden lies just to the west of the well. It provides difficult terrain for the PCs and the adherents, but it does not impede the movement of the creature that lurks in the well (see *Creatures* below).

If the PCs arrive in time to save the adherents, they witness the group walking over to the well. If the PCs stopped the ritual before the adherent dies from the flogging, then all three adherents are here; otherwise there are only two. After they gather next to the well, the first adherent reaches into the “water,” and the ooze within attacks (see *Creatures* below).

If the PCs have Mitoko in their company and do not arrive in time, the adherents are already dead, with a few scraps of white cloth near the well’s mouth left as the only clue to their fate. On the other hand, if the PCs arrived too late without Mitoko, the priestess-in-training is already here. Horrified, she approaches the PCs and explains what transpired in their absence. She attempted to save the adherents from death at the hands of the gelatinous cube in the well, but failed. Her clothes are badly burned by acid. She has expended all of her spells, first trying to heal the adherents, then healing herself after her efforts proved to be in vain.

Creatures: A hungry gelatinous cube lurks in the well.

Subtier 1–2 (CR 2)

ADHERENTS (2 OR 3) CR 1

Zealot (see page 12)

DEFENSE

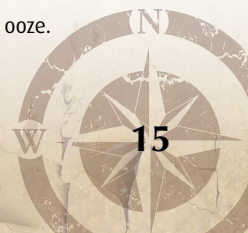
AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 18 each

TACTICS

Before Combat The first adherent fails its saving throw against the gelatinous cube’s paralysis. The adherents start combat with 9 hit points if they were lashed during the ritual.

During Combat The adherents do their best to flee from the ooze.



C. Purification Well



1 square = 5 feet



A : Adherent
G : Gelatinous Cube

GameMastery Map Pack: Farmstead

SLUGGISH GELATINOUS CUBE **CR 2**

hp 50 (*Pathfinder RPG Bestiary* 138; see page 25)

TACTICS

During Combat The ooze spreads out its attacks among the PCs it can reach, hoping to paralyze as many as possible.

Morale The ooze attempts to retreat if reduced below 10 hit points. It only drops the adherents if slain.

SPECIAL ABILITIES

Full (Ex) The ooze is busily attempting to digest its recent meal. It loses the engulf ability. Additionally, it has expended much of its slime. Reduce the DC of its paralysis ability by 4.

Subtier 4–5 (CR 5)

ADHERENTS (2 OR 3) **CR 1**

Zealots (see page 12)

DEFENSE

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

hp 18 each (currently 9)

TACTICS

Before Combat The first adherent fails its saving throw against the gelatinous cube's paralysis. Roll the saving throw normally for the other adherent.

During Combat The adherents do their best to escape and flee the ooze.

CAUSTIC GELATINOUS CUBE **CR 5**

Variant gelatinous cube (*Pathfinder RPG Bestiary* 138)

N Large ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 87 (7d8+56)

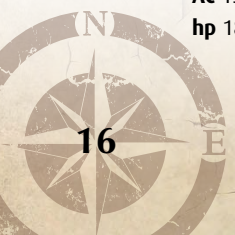
Fort +10, **Ref** –3, **Will** –3

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

Melee slam +6 (1d6+3 plus paralysis and 2d6 acid)



SHRINE OF THE SACRED TEMPEST

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

Special Attacks engulf (DC 15, 2d6 acid and paralysis), paralysis (3d6 rounds, DC 21)

TACTICS

During Combat The ooze spreads out its attacks among the PCs it can reach, hoping to paralyze as many as possible.

Morale The ooze attempts to retreat if reduced below 10 hit points. It drops the adherents only if slain.

STATISTICS

Str 14, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +8; **CMD** 13 (can't be tripped)

Skills Acrobatics –5 (–13 when jumping)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 15 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 21 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Treasure: The well contains the bones of many the shrine's former keepers. In addition to the bones, it contains a *potion of cure moderate wounds*, a necklace of pearls worth 200 gp, 10 silver holy symbols of Hei Feng and a smattering of good-aligned deities, and 30 gp worth of loose coins. In Subtier 4–5, one skeletal finger still bears a *ring of sustenance*.

Development: If the PCs arrived in time to see the ooze engulf the adherents, they have the opportunity to save them. The PCs earn 1 Purification Point for each adherent they save. The adherents are confused but grateful to the PCs. They either return to Yiangma or wait outside the shrine, depending upon which the PCs prefer.

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

Subtier 1–2: Reduce each PC's gold earned by 84 gp.

Out of Subtier: Reduce each PC's gold earned by 180 gp.

Subtier 4–5: Reduce each PC's gold earned by 267 gp.

D. SHRINE OF THE SACRED TEMPEST

The path leads to a short set of stairs ascending to the entrance of the main shrine. What must have once been a place that inspired reverence is now darkened and exudes menace. Faint light spills out from the torn and tattered window covers. Unless otherwise stated, the light level within the shrine is dim light, and all ceilings are 10 feet tall.

Mitoko hesitates to enter the main building, as the sense of danger is palpable, but she agrees to accompany the PCs with a little encouragement. If the PCs ask her to wait outside, she half-heartedly resists before sighing with relief and volunteering to watch the road, warning the PCs if anyone else approaches.

D1. Entryway

This simple, darkened entryway is used to store sandals and boots. Several pairs are scattered in front of the step up to the interior's wooden floors. Though the shoes appear to be covered in dust, the wooden floor is strangely clean and waxy, given the state of disrepair evident throughout the rest of the grounds.

D2. Receiving Room

Beyond the entry way is a room covered in straw mats and lit by a pair of hanging lanterns. A low table sits in the north of the room. To the south, a scroll hand-painted with mountain scenery hangs, flanked with bamboo vases that once held flowers. A sliding door leads north.

D3. Central Hall (CR 2 or CR 5)

This room appears to be a place where the shrine's attendants would take their meals. A large set of ornately decorated doors leading to the east are shut, while sliding doors lead to rooms in each other direction.

Trap: The room has been laid with a trap intended to drive intruders mad. It does not trigger against those who have completed the Choosing ritual, such as the Fists of Hei Feng in area D11.

Subtier 1–2 (CR 2)

LESSER CONFUSION TRAP

CR 2

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

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*lesser confusion*, confusion for 1 round, Will DC 12 negates)



D. Shrine of the Sacred Tempest



- 1. Purification Well
- 2. Ritual Dance Stage
- 3. Administrative Building
- 4. Main Building
- 5. Celestial Shrine

1 square = 5 feet

Subtier 4–5 (CR 5)

CONFUSION TRAP

CR 5

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*confusion*, confusion for 7 rounds, Will DC 16 negates); multiple targets (all creatures within area **D3**)

D4. Priests' Dorm

A row of beds are in this room, some of which appear to have been slept in recently. A PC who succeeds at a DC 16 Perception check (DC 20 in Subtier 4–5) spots the hidden door in the southeastern wall.

Treasure: Behind the door is a small storage room containing a large chest. Within are religious tools decorated with shining gold and silver inlays, as well as a collection of potions and scrolls. The most notable item is a teardrop-shaped jade bead the size of a normal human's palm. The collection also contains a silver holy symbol of Andoletta, three *potions of cure light wounds*, and two *scrolls of bless*. In Subtier 4–5, there are also two *scrolls of blessing of courage and life* (*Pathfinder RPG Advanced Player's Guide* 205). If the PCs search the dorm and find the jade bead, they earn 2 Purification Points.

Rewards: If the PCs do not search the priests' dorm, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 19 gp.

Out of Subtier: Reduce each PC's gold earned by 44 gp.

Subtier 4–5: Reduce each PC's gold earned by 69 gp.

D5. Shrine to Hei Feng

This smaller shrine is dedicated to Hei Feng himself, patron god of the tengu race. At the south end of the room is a 3-foot-tall offering box with a slatted cover over the top, behind which a huge statue of a tengu sitting cross-legged rises nearly to the ceiling. The statue holds the hilt of a sword in one hand, as if it had once held a sword across its knees.

If the PCs held any lingering idea that the Storm Priests worship Hei Feng, this room dispels it. The statue has been shockingly vandalized. White paint and what appears to be blood has been splattered over the god's stern countenance, while the sword it once held in its right hand has been broken off at the hilt, and the blade of the nine-ring sword has been driven deep into the statue's back.

Treasure: A PC who succeeds at a DC 18 Perception check while searching the statue (DC 22 in Subtier 4–5) discovers a hollow space in its base that appears to be locked by a strange mechanism. Further investigation reveals that the sword in the statue's hand is removable, and that the blade and rings line up with a somewhat T-shaped aperture in the base. A PC must succeed at a DC 15 Strength check to pull

Optional Encounter

If fewer than 2 hours remain in which to complete the scenario, remove the trap in area **D3**.

Scaling Encounter D3

To accommodate a group of four PCs, reduce the DC of the Will save to resist the trap's effects by 2.

the sword from the statue's back. Using the blade as a key causes a hidden drawer to slide out of the statue, presenting a beautiful ritual sword with a hilt and pommel styled in the shape of two celestial dragons entwined. In addition to its use in religious rituals, the blade is a masterwork silver short sword. In Subtier 4–5, it is instead a +1 *silver short sword*. If the PCs find this blade, they earn 2 Purification Points.

Rewards: If the PCs do not locate the silver blade, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 33 gp.

Out of Subtier: Reduce each PC's gold earned by 116 gp.

Subtier 4–5: Reduce each PC's gold earned by 200 gp.

D6. Training Hall

This room has an open and highly polished wooden floor. Hanging along all the walls are an assortment of weapons. On the southern wall hangs a portrait of an old tengu with silver-gray feathers. A deep gash has been cut across the painting, ruining it.

Trap: This room has been set with a deadly trap. The weapons in the room have been rigged to trigger a magical effect in the room, causing the rest of the weapons to spring from the walls and slice through the room.

Subtier 1–2 (CR 2)

SLICING BLADES TRAP

CR 2

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (1d8+1/19–20); multiple targets (all targets within 5 ft. of a wall in the room)

Subtier 4–5 (CR 5)

VICIOUS SLICING BLADES TRAP

CR 5

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (1d8+5/19–20); multiple targets (all targets within 5 ft. of a wall in the room)



Scaling the Training Hall

To accommodate a group of four PCs, lower the attack bonus of the trap by 5.

Scaling Encounter D11

To accommodate a group of four PCs, make the following adjustments to encounter **D11**.

Subtier 1-2: Pain from the rituals they have endured gives the Fists of Hei Feng the sickened condition.

Subtier 4-5: Remove two of the Fists of Hei Feng, one on the ground and one in the balcony.

D7. Storage

This small storage closet is full of ordinary living supplies, such as linens and plain clothing.

D8. Meditation Chamber

The floor this chamber is padded with several ornate carpets. The room is lit by only a few candles, which appear to have been changed recently. Priests in training would spend hours in meditation within this room.

D9. Larder

This cold, cedar-paneled room is filled with barrels of preserved food and water. Additionally, a recently slain and clumsily butchered deer carcass hangs from hooks against the back wall, looking as though it has been gnawed upon.

D10. Bridge to Celestial Shrine

The stairs ascend to a small, second-floor landing with ornate doors, which slide open to reveal a stout skybridge connecting the minor shrine to the elevated building behind it. Where the southern portion of the shrine might have once been tranquil and inviting, the main shrine was created as a work of praise to the celestials who once fought to protect this land from the qliphoth hordes. The structure itself is pure white with red accents. Unlike the rest of the compound, the walls of this building are unstained. Vibrant paintings of celestial dragons grace the outer walls. On closer inspection, the dragons appear to be in mourning, their heads bowed in grief.

This area is completely untouched by the storm, which appears to swirl directly above the apex of the building, creating a strange curtain of rain around the whole building. Two paper lanterns light the door to the main shrine. A pair of heavy wooden doors leads to the celestial shrine.

D11. Fallen Celestial Shrine (CR 4 or CR 7)

This entire building is one massive, open room. Balconies overhang the space 10 feet above the floor, and the ceiling rises

15 feet farther above the balconies. Along the room's walls are the remains of what must have been splendid mosaics of celestial figures, but they have been smashed and many tiles pried free of the walls. Pools of dried blood and desiccated remains turn what was once a place of faith into a charnel house. Fragments of robes similar to Mitoko's are scattered throughout the room, but the majority of the bodies are nowhere to be found. The various symbols of worship have all been utterly destroyed, leaving this room almost empty.

A skylight above allows a single shaft of light through to shine upon a space in the north of the room, between the stairs leading up to the balconies. A water mirror stands on the floor here, its surface showing the image of a roiling storm. A PC who casts *detect magic* can perceive a strong aura of illusion magic radiating from the mirror. Upsetting the water's surface in any way causes the vision of the swirling storm clouds above the shrine to immediately dissipate, revealing a night beset by normal rain clouds. A PC who analyzes the mirror's aura and succeeds at a DC 15 Knowledge (arcana) or Spellcraft check (DC 19 in Subtier 4-5) concludes that the mirror merely creates the illusion that an otherwise mundane rainstorm is more powerful and originating from the shrine. The priests of the cult timed their Choosing ceremonies based on natural weather conditions, using this illusion to make it seem that the shrine was the origin of the storm. This discovery grants the PCs 1 Purification Point.

Creatures: A group of tengus in bloodstained robes sits on their knees in the center of the room, eyes closed. When the PCs enter, one of them speaks. "You have done well to make it this far, Chosen. Hei Feng has seen it right to deliver you through the challenges that have prepared you for the conflict we soon face. Now, complete your final challenge. Defeat us, and replace us as the guardians of this place! Send us to join his heavenly host!"

Subtier 1-2 (CR 4)

FISTS OF HEI FENG (2)

CR 2

Tengu monk of the four winds 3 (*Pathfinder RPG Bestiary* 263, *Pathfinder Advanced Player's Guide* 112)

LE Medium humanoid (tengu)

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 17, touch 17, flat-footed 12 (+4 Dex, +1 dodge, +2 Wis)

hp 24 each (3d8+6)

Fort +4, **Ref** +7, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike flurry of blows +6/+6 (1d6+3) or

unarmed strike +7 (1d6+3) or

bite +6 (1d3+3)

Ranged heavy crossbow +6 (1d10/19-20)

Special Attacks elemental fist 3/day, flurry of blows

TACTICS

Before Combat The tengu monks have been preparing for the eventuality that someone might make it this far all evening. They have already consumed their *potions of magic fang*.

During Combat The tengus enter Panther Style as a swift action on the first round of combat. They stay mobile, hoping to bait the PCs into making attacks of opportunity against them so they can strike back. Each monk uses the Elemental Fist feat to deal 1d6 points of electricity damage on the first attack against a dangerous-looking foe. They target clerics and paladins openly wearing symbols of faith first.

Morale The Fists of Hei Feng fight to the death.

Base Statistics Without *magic fang*, the tengus' statistics are

Melee unarmed strike flurry of blows +5/+5 (1d6+2), bite +1 (1d3+1) or unarmed strike +6 (1d6+2).

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 21

Feats Combat Reflexes, Dodge, Elemental Fist^{APG}, Improved Unarmed Strike, Panther Style^{UC}, Stunning Fist, Weapon Finesse

Skills Acrobatics +10 (+14 when jumping), Intimidate +4, Knowledge (religion) +5, Linguistics +5, Perception +8, Stealth +12; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

Languages Common, Dtag, Tengu, Tien

SQ fast movement, gifted linguist, maneuver training, swordtrained

Combat Gear *potion of magic fang*, unholy water (2); **Other Gear** heavy crossbow with 20 bolts, iron unholy symbol

Subtier 4–5 (CR 7)

FISTS OF HEI FENG (6)

CR 2

hp 24 each (see page 20)

TACTICS

Use the tactics from Subtier 1–2, except that two of the Fists begin combat on the raised balconies, firing their crossbows at the PCs instead of engaging in melee.

Treasure: A few of the former priests' belongings lie scattered about the room, including two jade figurines worth 50 gp each and a flute. In Subtier 4–5, it is a finely crafted silver flute worth 200 gp. Additionally the high priest's body is slumped on the ground near one of the shattered statues, still clutching an ornate staff. In Subtier 1–2, this is a finely carved quarterstaff worth 300 gp, and the abbot also carries a *lesser merciful metamagic rod* (*Pathfinder RPG Advanced Player's Guide* 295). In Subtier 4–5, the abbot does not carry the rod, but the quarterstaff

Scaling the Conclusion

To accommodate a group of four PCs, give the PCs 2 bonus Purification Points to represent additional power stored within Zepha's talisman.

is instead a *staff of blessed relief* (*Pathfinder RPG Ultimate Equipment* 195).

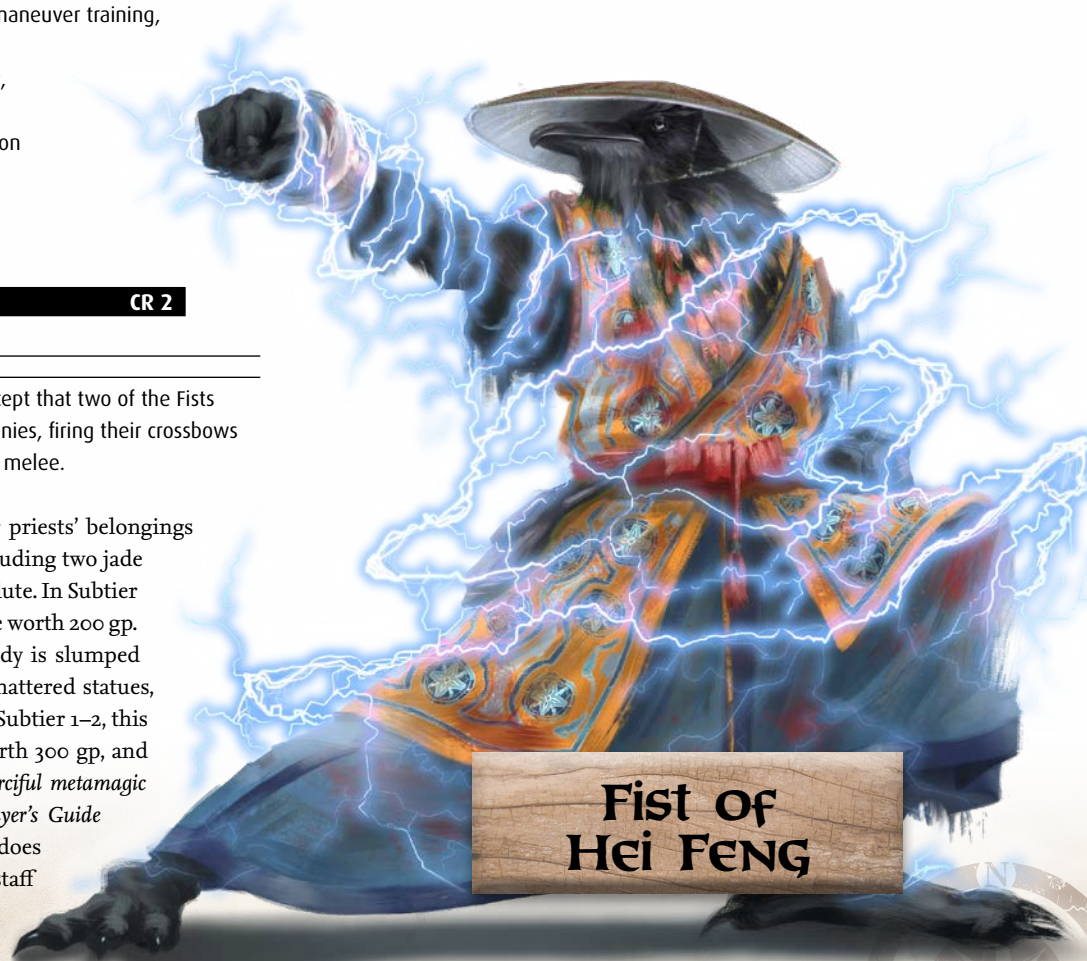
Development: If the PCs capture a Fist of Hei Feng alive, the tengu assumes that anyone capable of defeating them must also be worthy of the truth. The tengu explains that what Storm Prophet told the uninitiated was not entirely true. According to the Prophet's teachings, ascension into the storm requires eschewing worship of all gods in favor of growing the storm's essence within themselves. If the PCs learn this piece of information, they gain PCs 2 Purification Points. None of the Fists knows the Storm Prophet's true identity or intentions.

Rewards: If the PCs do not defeat the Fists of Hei Feng, reduce each PC's gold earned by the following amount.

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

Out of Subtier: Reduce each PC's gold earned by 441 gp.

Subtier 4–5: Reduce each PC's gold earned by 700 gp.



Fist of Hei Feng

CONCLUSION

Mitoko is horrified by the revelation that her friends at the shrine have been killed, but the evidence that the cult of the Storm Prophet is actually under the influence of Abyssal forces is even more terrifying. Before returning to Yiangma, she suggests the PCs help her perform a sealing ritual using Zepha's talisman in order to end the corruption that is causing the strange mutations in the animals and cultists. The sealing ritual requires an hour of prayer, and the amount of power it can draw from the talisman depends on how many Purification Points the PCs collected throughout the scenario, in the form of the artifacts recovered from the shrine and knowledge gained about the corruption's nature.

The books found in the shrine's office detail a ritual to draw Abyssal influences into a closed space and seal them behind a door upon which the talisman is affixed. Mitoko understands the rituals well enough to participate in them, but she asks the PCs to assist her. If Mitoko somehow died during the adventure, the PCs lose 4 Purification Points, but they can still perform the ritual. Participants must spend an hour in preparation for the ritual, and the ritual itself takes another hour. Have each participating PC attempt her choice of a Knowledge (arcana), Knowledge (religion), Spellcraft, Use Magic Device, or Wisdom check. For each PC with a result of at least 15, the party earns 1 Purification Point (to a maximum of 4 Purification Points). PCs who worship good-aligned deities receive a +2 bonus on this check, and PCs who are divine spellcasters of good-aligned deities instead receive a +4 bonus. In Subtier 4–5, the ritual is more challenging, requiring a result of 18 or higher to earn a Purification Point with a skill check to 18, but the Wisdom check remains unchanged. The end result of the ritual depends upon how many of the 27 possible Purification Points the PCs have obtained.

0–7 Purification Points: If the PCs obtained fewer than 8 Purification Points, the ritual fails. A putrid smell fills the room as the temple's corruption lashes out at the PCs. All participants in the ritual take 1d6 points of damage from a wave of malevolent energy (or 3d6 points in Subtier 4–5), and Zepha's talisman disintegrates into dust. Dismayed at the outcome, Mitoko departs for Hisuikarasu in the hope of finding aid for her blighted home. If the PCs report their findings back in Yiangma, the people are aghast and confused. Ultimately, in the absence of a better path forward, the people decide to put their trust in the Storm Prophet and pray for his swift return. If the PCs report back to Zepha in Hisuikarasu, he listens intently to their account. Once they have finished, he says, "Clearly, this situation is more dangerous than I had feared. Now, I ask you to reflect on what you can learn from your experiences. Do not trouble yourselves overmuch about the fate of people you could not save. I have contacts beyond the Pathfinder Society who will be most interested to hear of what you have discovered."

8–14 Purification Points: If they have between 8 and 14 Purification Points, the ritual succeeds. The air around the shrine immediately feels less oppressive. The clouds part and moonlight illuminates the grounds, exposing the true beauty of the architecture and artwork that surrounds the PCs. The impact on the village and surrounding wildlife isn't immediate, but Mitoko is confident that things will get better. The PCs are still unwelcome in Yiangma, and attempts to convince them of what happened at the shrine fall upon deaf ears; however, a glimmer of doubt can be seen on many faces through the town. Mitoko encourages the PCs to leave things in Yiangma to her and to leave before they start a conflict. When the PCs report back to Zepha in Hisuikarasu, he congratulates the PCs on successfully ending the corruption in that area, but his concern about the identity of the Storm Prophet is apparent. He laments that they may have stumbled upon a much more dangerous plot than he had originally expected. Still, with a twinkle in his eye, he lets the PCs know that he will call upon the Pathfinder Society again in the future.

15–19 Purification Points: If the PCs obtained between 15 and 19 Purification Points, however, a rumbling pulse sweeps outward from the shrine once the ritual is completed. The qliploth's influence upon the minds of the people of Yiangma fades, and trees and animals immediately revert to their natural forms. Upon returning the Yiangma, the PCs find the villagers awake and walking about the streets in mild shock. The mayor approaches them and asks what has happened. Upon presenting the evidence of what they found, he falls to his knees before the PCs, thanking them profusely for their assistance. The other villagers also bow deeply to the party. The mayor continues, "Just as the celestials once saved this world from the qliploth, so to have you saved our village. We will be ready when the Storm Prophet comes once more bearing his false words. You have our eternal gratitude." The townsfolk prepare a feast in the PCs' honor. When the PCs report back to Zepha in Hisuikarasu, he congratulates the PCs on successfully ending the corruption in that area, but his concern about the identity of the Storm Prophet is apparent. He praises the PCs for showing great virtue and learning much about the situation at hand. With a twinkle in his eye, he lets the PCs know that he will call upon the Pathfinder Society again in the future. Each PC earns the Zepha's Blessing boon on her Chronicle sheet.

20+ Purification Points: If the PCs obtained 20 or more Purification Points, a shining column of light descends from the sky when the ritual is completed. Great golden wings sweep over the shrine's grounds, restoring the buildings to their former beauty and burning away the bodies of the slain in golden flames. All surviving members of the Chosen immediately revert to their previous forms, free of the corrupting injuries the qliploth had inflicted

SHRINE OF THE SACRED TEMPEST

upon their bodies. From the column, Zepha appears, prompting Mitoko to let out a surprised gasp and collapse to the ground in adoration. Zepha bids her to rise and speaks to the PCs. “You have done an extraordinary thing. Not only has the Abyssal influence been purged from this place, but you have fully restored the shrine’s sacred power to that it held when my people still resided on this plane. This place will now stand as a bulwark against the Abyss for generations to come.” With a twinkle in his eye, he lets the PCs know that he will call upon the Pathfinder Society again in the future. Each PC earns the Zepha’s Blessing boon on her Chronicle sheet.

Reporting Notes

If the PCs earned between 8 and 14 Purification Points, check box A. If they earned between 15 and 19 Purification

Points, check box B. If they managed to earn 20 or more Purification Points, check box C.

Primary Success Conditions

If the PCs earned between at least 8 Purification Points, they earn 1 Prestige Point.

Secondary Success Conditions

If the PCs earned at least 15 Purification Points, they earn 1 additional Prestige Point.

Faction Notes

If the PCs earn Mitoko’s trust before the Choosing Ritual, or in the unlikely event that the PC earn 20 or more Purification Points, Silver Crusade PCs earn the Corvid Crusader boon on their Chronicle sheets.



Player Handout #1: Letter from Venture-Captain Amara Li

Pathfinders,

I recently received a letter from a most unusual and esteemed source. His name is Zepha, and he is one of the host of Heaven. He recently met a group of Pathfinders on a mission in Heaven, and, from his letter, it is clear that they made quite a positive impression. Zepha would like us to figure out why priests in an isolated temple have stopped sending reports to Heaven. In exchange, he has offered to allow the Pathfinder Society to examine and document the ancient treasures within the temple grounds. Zepha will be waiting for you in the Gilded Lotus Teahouse in Hisuikarasu to discuss the matter further.

Safe Travels,

Venture-Captain Amara Li



APPENDIX: STAT BLOCKS

The following stat blocks appear in this scenario.

BOAR

This ill-tempered beast's tiny, bloodshot eyes glare angrily above a mouth filled with sharp tusks.

BOAR	CR 2
N Medium animal	
Init +0; Senses low-light vision, scent; Perception +6	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+4 natural)	
hp 18 (2d8+9)	
Fort +6, Ref +3, Will +1	
Defensive Abilities ferocity	
OFFENSE	
Speed 40 ft.	
Melee gore +4 (1d8+4)	
STATISTICS	
Str 17, Dex 10, Con 17, Int 2, Wis 13, Cha 4	
Base Atk +1; CMB +4; CMD 14	
Feats Toughness	
Skills Perception +6	

GELATINOUS CUBE

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

GELATINOUS CUBE	CR 3
N Large ooze	
Init -5; Senses blindsight 60 ft.; Perception -5	
DEFENSE	
AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)	
hp 50 (4d8+32)	
Fort +9, Ref -4, Will -4	
Immune electricity, ooze traits	
OFFENSE	
Speed 15 ft.	
Melee slam +2 (1d6 plus 1d6 acid)	
Space 10 ft.; Reach 5 ft.	
Special Attacks engulf, paralysis	
STATISTICS	
Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1	
Base Atk +3; CMB +4; CMD 9 (can't be tripped)	
SQ transparent	
SPECIAL ABILITIES	
Acid (Ex) A gelatinous cube's acid does not harm metal or stone.	
Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube,	

but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

MITOKO

This colorfully dressed young tengu woman has painted her beak with colors to complement her stormy robes.

MITOKO	CR 1/2
Female tengu oracle 1 (<i>Pathfinder RPG Bestiary</i> 263, <i>Pathfinder RPG Advanced Player's Guide</i> 42)	
NG Medium humanoid (tengu)	
Init +3; Senses low-light vision; Perception +3	
DEFENSE	
AC 13, touch 13, flat-footed 10 (+3 Dex)	
hp 8 (1d8)	
Fort +0, Ref +3, Will +3	
OFFENSE	
Speed 30 ft.	
Melee dagger -1 (1d4-1/19-20) or bite -1 (1d3-1)	
Oracle Spells Known (CL 1st; concentration +3)	
1st (4/day)— <i>bless, cure light wounds, remove fear</i>	
0 (at will)— <i>create water, light, mending, stabilize</i>	
Mystery life	
STATISTICS	
Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 15	
Base Atk +0; CMB -1; CMD 12	
Feats Skill Focus (Craft [calligraphy])	
Skills Craft (calligraphy) +8, Knowledge (religion) +5, Linguistics +6, Perception +3, Perform (wind instruments) +5, Stealth +6, Survival +5; Racial Modifiers +4 Linguistics, +2 Perception, +2 Stealth	
Languages Celestial, Common, Minkaian, Tengu, Tien	
SQ gifted linguist, oracle's curse (tongues [Celestial]), revelation (safe curing), swordtrained	
Gear dagger, kimono, spell component pouch, masterwork calligrapher's tools, masterwork flute, 20 gp	



PATHFINDER SOCIETY SCENARIO



SHRINE OF THE SACRED TEMPEST

Pathfinder Society Scenario #9-12: Shrine of the Sacred Tempest

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ Prestige Points

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

Character # _____ Prestige Points

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

Character # _____ Prestige Points

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

Character # _____ Prestige Points

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

Character # _____ Prestige Points

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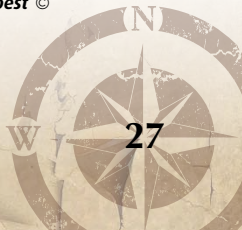
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Pathfinder Society Scenario #9-12: Shrine of the Sacred Tempest

Character Chronicle #

Core Campaign

A.K.A. _____ - _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Corvid Crusader (Silver Crusade): You have pleased the avian archon Zepha and recruited the tengu oracle Mitoko to the Silver Crusade's cause. You gain a +2 bonus on Diplomacy checks against good or neutral tengus and other good or neutral birdlike creatures. Additionally, you can check the box before this boon to channel a spark of Hei Feng's power to add 1d6 points of electricity damage to a successful weapon attack. You can use this effect without checking a box on your first successful attack against an evil birdlike creature.

Zepha's Blessing: The purification ritual that you helped perform impressed the archon Zepha, and he has given you his blessing. You can cross this boon off your Chronicle sheet to grant an ally that you can see a +2 sacred bonus on any d20 roll before she rolls it.

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	255	510
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	589	1,177
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-5	922	1,843
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal

EXPERIENCE	Starting XP
	XP Gained (GM ONLY)
	Final XP Total
	Initial Prestige

FAME	Initial Fame
	Prestige Gained (GM ONLY)
	Prestige Spent
	Current Prestige

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

Subtier 1-2	Subtier 4-5
<i>bottle of messages</i> (300 gp; <i>Pathfinder RPG Ultimate Equipment</i> 284) <i>lesser merciful metamagic rod</i> (1,500 gp; <i>Pathfinder RPG Advanced Player's Guide</i> 295) <i>potion of cure moderate wounds</i> (300 gp) <i>potion of resist energy</i> (electricity, 300 gp) <i>scroll of invisibility</i> (150 gp) <i>wand of lesser restoration</i> (7 charges; 630 gp; limit 1)	<i>boots of the enduring march</i> (1,500 gp; <i>Pathfinder RPG Ultimate Equipment</i> 229) <i>bottle of messages</i> (300 gp; <i>Ultimate Equipment</i> 284) <i>cloak of resistance +1</i> (1,000 gp) <i>lesser book of extended summoning</i> (good; 750 gp; <i>Ultimate Equipment</i> 283) <i>potion of cure moderate wounds</i> (300 gp) <i>potion of resist energy</i> (electricity; 300 gp) <i>ring of sustenance</i> (2,500 gp) <i>scroll of blessing of courage and life</i> (150 gp; <i>Pathfinder RPG Advanced Player's Guide</i> 205) <i>scroll of invisibility</i> (150 gp) <i>staff of blessed relief</i> (7,200 gp; <i>Ultimate Equipment</i> 195) <i>wand of lesser restoration</i> (7 charges; 630 gp; limit 1)

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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