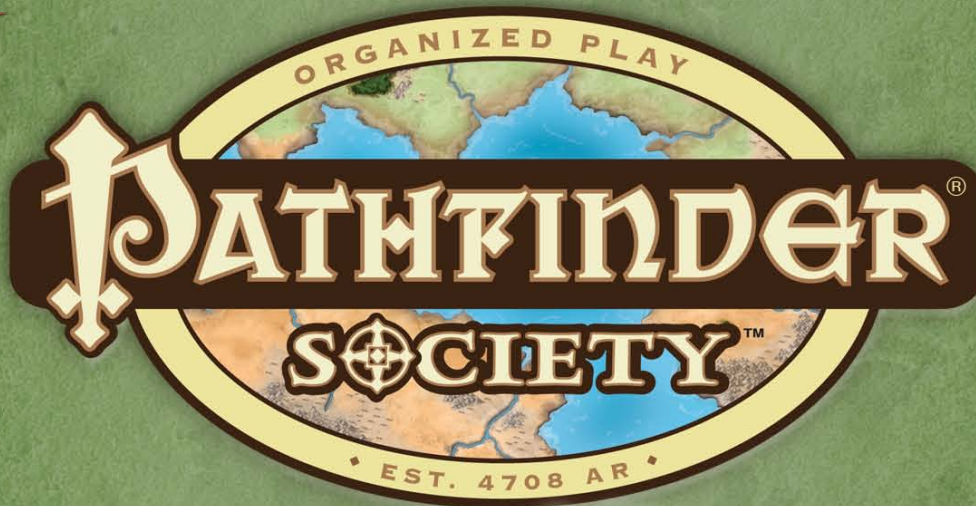


Pathfinder Society Scenario #3-11



The Quest for Perfection, Part II:
ON HOSTILE WATERS

By Benjamin Bruck



THE QUEST FOR PERFECTION, PART II: ON HOSTILE WATERS

PATHFINDER SOCIETY SCENARIO #3-11

Author • Benjamin Bruck
Contributing Artists • Miroslav Petrov, Ryan Portillo,
and Miguel Regodón
Cartographers • Jason Engle, Rob Lazzaretti, Sean
Macdonald, and Corey Macourek
Creative Director • James Jacobs
Senior Art Director • Sarah Robinson
Managing Editor • F. Wesley Schneider
Development Lead • Mark Moreland
Editing • Christopher Carey
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Pathfinder Society Campaign Coordinator • Mike Brock

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Pathfinder Society Scenario #3-11: The Quest for Perfection, Part II: On Hostile Waters is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

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THE QUEST FOR PERFECTION, PART II: ON HOSTILE WATERS

BY BENJAMIN BRUCK

The legendary Ruby Phoenix Tournament—held once every 10 years in the distant eastern lands of Tian Xia—is renowned as one of the greatest contests of martial prowess throughout all of Golarion. With the next tournament looming ever nearer, the Pathfinder Society has set its sights on the contest, and in particular, the incredible prizes available to the tournament’s winner. Lantern Lodge Venture-Captain Amara Li, having uncovered information about a mythical item that would vastly improve the Society’s representative’s chances of winning the next tournament, sent the PCs to the icy mountaintops of the Wall of Heaven to retrieve the relic known as the *Braid of a Hundred Masters*.

After infiltrating the Clouded Path Monastery and recovering the braid in *Pathfinder Society Scenario #3–09: The Quest for Perfection, Part I: The Edge of Heaven*, the PCs discovered that in order to reactivate the sacred relic’s dormant powers, they needed to perform a special ritual. In order to carry out this ritual, the PCs had to locate the braid’s last master, or his eldest descendant if the master was dead. Amara Li immediately set to work to find the master of the braid, and discovered that only viable descendant of Li Yao, the braid’s long-deceased rightful owner, is living in Shokuro, a woman by the name of Je Tsun.

Yet, all while the PCs go about their quest, they are surrounded on all sides by political turmoil, especially between Lingshen, Po Li, and Quain, the three most powerful Successor States left after the fall of Imperial Lung Wa 100 years ago. Quain preserved the rich martial arts traditions of Lung Wa, while Po Li sits atop the spiritual and religious heart of the former empire. Lingshen was founded on the back of Lung Wa’s military strength, and to this day it remains the mightiest of all the Successor States.

Relations between the three states have been chilly ever since their founding. Each sees itself as the true inheritor of imperial Lung Wa, and thus regards the other two nations as usurpers and traitors. Paradoxically, this political tension serves to stabilize the region, for no single nation has the strength or resources to best

WHERE ON GOLARION?

On Hostile Waters takes place along the Tuunma River, which runs along the border between Lingshen, Shaguang, and Kaoling in Tian Xia. While the PCs begin their journey near the Wall of Heaven Mountains, where the river originates, their ultimate destination is to the east in Shokuro, the Kingdom of Exiled Samurai. In order to reach Shokuro, the PCs must travel down this river and cross the expansive body of water known as the Sea of Eels. For more information on these nations and the continent of Tian Xia, check out *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available in bookstores and hobby stores worldwide, as well as online at paizo.com.



the other two in open combat. Yet the balance of power is slipping. Lingshen is beginning to win Quain over to its side, and an alliance between the nations seems forthcoming. With one rival pacified, nothing would stand in the way of Lingshen’s bloody conquest, first of Po Li, then of the other Successor States. The empire of Lung Wa would be reborn under Lingshen rule.

While the leaders of Lingshen draw up battle plans, the leaders of Quain dither. The idea of an alliance is unpopular, and is especially frowned upon by the church of Irori, which holds great sway in Quain. To seal this alliance, Lingshen needs a bargaining chip—something to impress the people of Quain and secure the blessing of the Master of Masters. Something very much like the

THE QUEST FOR PERFECTION SERIES

On *Hostile Waters* is the second chapter in the three-part Quest for Perfection adventure arc set in the western region of the massive continent of Tian Xia. All three parts are designed for Tier 1–5 and are intended to be played in order. As such, this scenario assumes the PCs played through the first part, *The Edge of Heaven*. For those PCs who did not play *The Edge of Heaven*, assume they met the others in Goka and decided to join them on their journey to Shokuro to locate Je Tsun. As long as at least one PC has played *The Edge of Heaven*, it can be assumed that the PCs obtained the *Braid of a Hundred Masters* from the Clouded Path Monastery. If none of the PCs have played *The Edge of Heaven*, let it be assumed that they received the braid from Venture-Captain Amara Li and have been tasked with taking it to Shokuro to locate Je Tsun so they can reactive the dormant relic.

Braid of a Hundred Masters, the relic that the Pathfinders recently recovered from the monastery in the Wall of Heaven. Lingshen's leaders are certain this relic is just what they need in order to strike a deal with Quain, and they will stop at nothing to get it.

SUMMARY

The PCs begin the adventure already traveling down the Tuunma River aboard the *Laughing Crow*, a modest two-masted junk provided to them by Venture-Captain Amara Li. They are tasked with transporting the inactive *Braid of a Hundred Masters* they recovered in *The Edge of Heaven* to the town of Nesting Swallow in the distant nation of Shokuro, where it can hopefully be reactivated. The river's current does most of the work driving the junk, though certain parts of the river are more treacherous than others, forcing the PCs to make Profession (sailor), Knowledge (nature), or Wisdom checks to steer safely past various obstacles while they fend off enemies.

On the first leg of the journey, the river follows the border between Shaguang and Lingshen, where the PCs face attacks from Mutabi-qi raiders from the north. Not long after this assault, the party must stop briefly to negotiate with a local shaman named Ogokai in order to secure rare herbs and incense—items they'll need during their ritual to awaken the braid once they reach Shokuro. Once the PCs reach the edge of Shaguang territory, they are stopped by Lingshen bureaucrats, who demand to search their cargo hold in order to assess taxes on trade goods being carried through Lingshen territory. This is a ruse meant to allow Lingshen to search passing boats

for the braid, and the PCs must either fight their way through the checkpoint or cooperate and try to sneak the relic past the border guards.

Once through the checkpoint, the PCs continue down the river along the border of Kaoling, where forested thickets line the rocky shore and make it difficult to spot potential enemies. Here they are ambushed by a group of furry goblinoid creatures called kijimunas, who attack the party as they pass through a canyon choked with banyan trees. At this point, the PCs may also run afoul of a family of giant leeches nesting in these waters.

Finally, the PCs must cross the Sea of Eels, a vast, shallow body of water that separates the nations of Kaoling and Shokuro. In the midst of crossing the great lake, they are ambushed and boarded by the crew of the *Hailong*, a Lingshen military vessel captained by the fearsome Xiao Wen. Captain Xiao is under direct orders from one of King Huang's most influential advisors to seize the *Braid of a Hundred Masters*, and will stop at nothing to acquire the Iroran artifact. Once the PCs fend off the enemy ship and its zealous captain, they are free to continue across the Sea of Eels to Shokuro, where the third part of this adventure arc, *Defenders of Nesting Swallow*, takes place.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

It's been three days since parting ways with Venture-Captain Amara Li, and the journey along the Tuunma River has been unusually quiet so far, with the two-masted junk called the *Laughing Crow* holding up surprisingly well, especially considering its simple design and relatively minute size. The journey has been peaceful so far, the endless processions of sand dunes and clear skies proving remarkably contrary to many of the warnings Amara Li provided during the meeting with her nearly half a week ago.

"No time to rest, Pathfinders!" she exclaimed late one night, barging into the bedroom of the ramshackle tavern in Goka. "I've looked into the situation surrounding the relic you found, the *Braid of a Hundred Masters*. As you may have noticed, the artifact appears to have been dormant for many years now, and in this state it's essentially worthless to us. Fortunately, it can be reactivated, but only by the descendant of the braid's last master, who, as you may know, was the master of the Clouded Path Monastery many years ago, a man by the name of Li Yao. I've discovered the whereabouts of his final living descendant—a woman by the name of Je Tsuin—but she now resides in the nation of Shokuro to the east, far from where her ancestor taught in his monastery in the Wall of Heaven. In order to reactivate the sacred relic,

you'll need to travel to the village of Nesting Swallow in Shokuro and find Je Tsuin to perform the necessary ritual.

"Unfortunately," she continued, "we're not the only group interested in Iroran artifacts. Our operatives claim that Lingshen, the Successor State to the southeast, is after the relic as well. Since Lingshen's armies have a stranglehold on the overland routes from here to Shokuro, you'll have to travel by river. Riding the Tuunma is faster anyway, though you might run into some hostile Mutabi-qi or goblinoids along the way. The river empties into the Sea of Eels—cross it and you're in Shokuro, and from there you can follow the map I've provided to reach Nesting Swallow.

"Ah, before I forget, you'll also need you to make a quick stop along the way. The ritual requires a large amount of rare incense—more than I could easily procure from any of my local suppliers—so I've contacted a nomadic tribe in Shaguang, the Jhemulit, and they have agreed to provide you with the prepared herbs. I've already paid their shaman, a man named Ogokai, and I've marked their approximate location on your map, so it's simply a matter of picking up the incense on your way to Shokuro."

Before continuing with the scenario, the PCs may retroactively ask questions of Amara Li if they wish. They should also take a moment to familiarize themselves with the layout of the *Laughing Crow*, which is where most of the adventure takes place.

What are the Mutabi-qi? "That's what the nomad tribes of Shaguang call themselves. Most are pretty aggressive toward outsiders, but if you can make friendly contact, you'll find them very hospitable. They travel from oasis to oasis across Shaguang, and frequently make stops along the Tuunma River to water their horses."

You mentioned goblinoids? "The second half of your trip will take you along the border of Kaoling, which was seized by hobgoblins shortly after the fall of Imperial Lung Wa. The hobgoblins probably won't bother you provided you don't venture inland, but even less civilized monsters are said to lurk around the border."

What can you tell us about Lingshen? "They've got the largest and mightiest army in all of Tian Xia, their soldiers fight with fanatical devotion, and they'll only offer you one chance to surrender—after that, they show no mercy. I'd avoid them if at all possible, but if confronted, your only option might be to fight."

What if we don't know how to sail a boat? "Can you hold a rudder? Then you can sail the *Laughing Crow*. She isn't a particularly difficult ship to handle. There might be a couple stretches of the Tuunma that give you a little trouble, but I'm sure you'll manage."

Driving The Laughing Crow

The *Laughing Crow* is a modest two-masted junk with a stylized crow painted along its bow. At this point in the scenario, the PCs should decide among themselves who will be the boat's primary driver, though the PCs may switch up this role at any time. Driving the ship while out of combat does not necessitate a driving check, but keeping the ship going while in combat requires a DC 20 driving check (a move action) each round in order for the boat to continue safely down the river. A driving check with the *Laughing Crow* is made using the driver's Knowledge (nature) or Profession (sailor) skill, or with a Wisdom check. A failed driving check or failure to make a driving check during a round of combat entails the possibility of a random mishap, as per the Mishap Table on page 7.

The ship has 600 hit points, AC 2, and hardness 5. If reduced to half its hit points or fewer, the ship gains the broken condition, applying a -2 penalty on any driving checks made to pilot it. Spells such as *mending* or *make whole* can be used to repair the *Laughing Crow*. If the ship is destroyed at any point, the PCs are essentially stranded and fail the scenario.

The rules for maneuvering the *Laughing Crow* are adapted from those detailed in Chapter 4 of *Ultimate Combat*, but are simplified to help expedite encounters due to the time limit of the scenario. The following notes correspond to the tags on the map of the *Laughing Crow* on page 6.

1. Main Deck: The deck of the *Laughing Crow* is sun-bleached and worn from weeks of exposure to the harsh mountain winds. The rigging and sails look to be in much better condition, having recently been replaced. A large hatch above the bow leads to the fore cargo hold, while a smaller hatch midship leads to the midship cargo hold.

2. Driving Area: The PC driving the ship must stand in either of the two squares adjacent to the rudder in order to make driving checks.

3. Cabin: This small cabin is plainly appointed. A small cook-stove sits in a niche on the port side of the room, while bunk beds line the aft wall. A hatch in the floor on the starboard side of the room leads down to the aft cargo hold.

4. Aft Cargo Hold: This small cargo hold is stocked with more than enough food and water to last the PCs on their journey to Shokuro. It's sealed apart from the other cargo holds by a watertight bulkhead.

5. Midship Cargo Hold: This cargo hold stores all the mundane supplies the PCs will need to run the ship, such



Amara Li

The Laughing Crow

1 square = 5 feet



as rope, spare sails, block and tackle, etc. As with the aft cargo hold, it's sealed by a watertight bulkhead.

6. Fore Cargo Hold: This cargo area is set up to stable any mounts or large animals the PCs have that won't fit abovedeck. As with the aft cargo hold, it's sealed by a watertight bulkhead.

ACT 1: SHAGUANG

It takes the PCs' ship 12 days to travel the Shaguang stretch of the river, during which time their journey is for the most part peaceful and uneventful. This portion of the Tuunma River averages 50 to 70 feet wide and 10 to 15 feet deep, and the current carries the boat forward at 40 feet per round.

1. Kogendu Basin Ambush (CR 2 or CR 5)

After several days of making their way down the river, the PCs reach a stretch of river known as the Kogendu Basin, which remains a popular hiding spot for raiders from Shaguang who hope to prey on passing trading ships. When the PCs reach this area, read or paraphrase the following.

The river slows as it leaves the sandy highlands and winds its way between the rolling hills of this dry, grassy basin. The breeze that blows from the north is dusty and warm, and a thicket of short gnarled trees lines the shore.

Creatures: A band of mounted Mutabi-qi raiders spots the PCs as they enter the basin. Thanks to the slow current and bends in the river, the raiders are able to catch up to the junk while staying out of sight behind the hills to the north. The PCs should make a DC 15 Perception check to notice the faint sound of hoofbeats coming from the far side of the hill or to catch a brief glimpse of the Mutabi-qi maneuvering into position. Those that succeed may act in the surprise round. Combat begins as the raiders mount the top of the hill 50 feet away from the PCs.

Subtier 1–2 (CR 2)

KHOQARIT CR 1/2

Male human fighter 1

CN Medium humanoid (human)

Init +3; **Senses** Perception +0

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 12 each (1d10+2)
Fort +3, **Ref** +3, **Will** +0

OFFENSE

Speed 20 ft., mounted 50 ft.
Melee scimitar +3 (1d6+2/18–20)
Ranged composite shortbow +5 (1d6+2/x3)

TACTICS

During Combat Khoqarit remains within 50 feet of the PCs' ship while attacking with his shortbow. He stays at the front of the raiding party whenever possible, and focuses his attacks on whichever PC is driving the ship, hoping to distract or disable the driver long enough to get the boat snagged on something. Once the ship comes to a stop, he dismounts and charges forward onto the ship's deck to fight in melee.

Morale Khoqarit retreats if reduced to 4 or fewer hit points.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +1; **CMB** +3; **CMD** 16
Feats Mounted Archery, Mounted Combat, Weapon Focus (composite shortbow)
Skills Intimidate +5, Ride +3
Languages Hon-La, Tien
Gear horn lamellar*, composite shortbow (+2 Str) with 40 arrows, scimitar, light horse (combat trained), military saddle
 *See *Ultimate Combat*.

MUTABI-QI RAIDERS (4) CR 1/3

Human warrior 1
 CN Medium humanoid (human)
Init +2; **Senses** Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
 hp 6 each (1d10+1)
Fort +2, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft., mounted 50 ft.
Melee scimitar +2 (1d6+1/18–20)
Ranged shortbow +3 (1d6/x3)

TACTICS

During Combat The raiders remains within 50 feet of the PCs' ship while attacking with their shortbows. They divide their ranged attacks between the PCs on deck. If given the opportunity, they board the vessel and switch to their scimitars.

Morale If Khoqarit falls or retreats, the raiders break off the attack and flee.

STATISTICS

Str 13, **Dex** 14, **Con** 11, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +1; **CMB** +2; **CMD** 14
Feats Mounted Archery, Mounted Combat
Skills Ride +6, Survival +1
Languages Hon-La, Tien

MISHAP TABLE

d20	Result
1–4	Smooth Sailing
5–8	Chop
9–12	Lurch
13–16	Snag
17–20	Collision

Smooth Sailing: The ship suffers no ill effects.

Chop: The ship sails into a patch of especially choppy water. All creatures aboard take a –1 penalty on attack rolls made this turn.

Lurch: The ship is jostled violently as it narrowly misses an obstacle. All creatures aboard slide 10 feet toward port or toward starboard (50% chance for either). This movement does not provoke attacks of opportunity. If this causes the creature to impact a solid object or another creature, it takes 1d3 points of damage and must succeed at a DC 15 Reflex save or be knocked prone. A creature that slides over the edge of the ship may make a second DC 15 Reflex save to catch itself on the vessel's railing; otherwise, it falls overboard.

Snag: The ship strikes a sandbar or other soft obstacle, coming to a temporary stop. This causes all creatures and objects aboard to slide a number of squares toward the bow equal to 1/2 the vehicle's speed before it came to the sudden stop (movement that pushes creatures past the bow causes them to fall overboard). This movement does not provoke attacks of opportunity. At the end of this movement, creatures take 1d6 points of damage and must succeed at a DC 20 Reflex saving throw or be knocked prone. The ship remains immobile until freed of the obstacle, which requires a DC 20 Strength check as a full-round action.

Collision: The ship strikes a submerged rock or a similar hard obstacle. The ship and its passengers suffer the same effects as a Snag, and the ship also takes 8d6 points of damage.

Gear lamellar cuirass*, scimitar, shortbow with 40 arrows, light horse (combat trained), riding saddle

* See *Ultimate Combat*.

Subtier 4–5 (CR 5)

KHOQARIT CR 3

Male human fighter 4
 CN Medium humanoid (human)
Init +3; **Senses** Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)
 hp 38 each (4d10+12)
Fort +6, **Ref** +4, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1

Kogendu Basin

1 square = 5 feet



GameMastery Flip-Mat: Pirate Island

OFFENSE

Speed 30 ft., mounted 50 ft.

Melee mwk scimitar +7 (1d6+2/18-20)

Ranged mwk composite shortbow +9 (1d6+2/x3)

TACTICS

During Combat Khoqarit remains within 50 feet of the PCs' ship while attacking with his shortbow. He stays at the front of the raiding party whenever possible, and focuses his attacks on whichever PC is driving the ship, hoping to distract or disable the driver long enough to get the boat snagged on something. Once the ship comes to a stop, he dismounts and charges forward onto the ship's deck to fight in melee.

Morale Khoqarit retreats if reduced to 10 or fewer hit points.

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 20

Feats Dodge, Mounted Archery, Mounted Combat, Point-Blank Shot, Precise Shot, Weapon Focus (composite shortbow)

Skills Intimidate +8, Ride +8

Languages Hon-La, Tien

SQ armor training 1

Gear +1 horn lamellar*, masterwork composite shortbow (+2 Str) with 40 arrows, masterwork scimitar, light horse (combat trained), military saddle

* See *Ultimate Combat*.

MUTABI-QI RAIDERS (4)

CR 1/2

Human warrior 2

CN Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

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

hp 13 each (2d10+2)

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

OFFENSE

Speed 30 ft., mounted 50 ft.

Melee scimitar +3 (1d6+1/18-20)

Ranged composite shortbow +4 (1d6+1/x3)

TACTICS

During Combat The raiders remain within 50 feet of the ship

while attacking with their shortbows. They divide their ranged attacks between the PCs on deck. If the ship snags, they follow Khoqarit aboard and engage the party in melee.

Morale If Khoqarit falls or retreats, the raiders break off the attack and flee.

STATISTICS

Str 13, **Dex** 14, **Con** 11, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 15

Feats Mounted Archery, Mounted Combat

Skills Ride +6, Survival +2

Languages Hon-La, Tien

Other Gear studded leather, composite shortbow with 40 arrows, scimitar, light horse (combat trained), military saddle

Development: During the combat encounter, the Mutabi-qi raiders are easily able to keep up with the ship, using their Ride skill to fight while riding war-trained mounts (DC 10) each round. If the ship hasn't snagged or they otherwise haven't been able to board it after 1d6+4 rounds of combat, however, the Mutabi-qi raiders give up and flee to the northwest.

Mission Notes: Guaril Karela's commissioned ship is reputed to have crashed not far from where the Mutabi-qi raiders attack the PCs. Sczarni faction PCs can make a DC 18 Perception check to locate the small crate with a red viper painted on it along the northern shore. If the ship suffers from a snag or collision or anchors at any time during the encounter with the Mutabi-qi raiders, Sczarni faction PCs can collect the box, earning them 1 Prestige Point.

Rewards: If the PCs defeat Khoqarit and his raiders, reward each subtier thusly:

Subtier 1–2:

Give each player 133 gp.

Subtier 4–5:

Give each player 340 gp.

2. Jhemulit Camp (CR 1 or CR 4)

The Jhemulit camp is a half-day's travel downriver from the Kogendu Basin. When the PCs reach this area, read or paraphrase the following.

Several horses and goats contentedly graze about the wide grassy plain on either side of the river, but the fields look as though they have been recently flooded. A half-dozen yurts, drenched from a recent storm, dot the northern shoreline, smoke curling from their rounded roofs. Two small shrines sits a few yards east of the camp, surrounded by wildflowers.

The nomadic Jhemulit have established themselves in this area in the past few weeks, having led their horses and goats here to graze on the plentiful grass. The runoff from the Wall of Heaven ensures that this area never

experiences drought, but like much of Shaguang it is caught in the mountains' rain shadow, and thus water is relatively sparse the farther one travels from the Tuunma.

Ogokai—the shaman of the Jhemulit and the PCs' contact for the incense they'll need to procure—is a short, middle-aged Tian-La man with graying hair and a scraggly beard. He sees the PCs' ship approach from around a bend in the river and waves them ashore on the northern bank of the Tuunma. Once the PCs have disembarked, he leads them to the small shrine a short distance away from the camp so they can discuss important matters in private.

Like his tribe's forefathers before him, Ogokai places great value on hospitality, and therefore offers to put the PCs up for the night in an extra yurt his small tribe has set up for them, and provides them with as much food and drink as they need. Ogokai possesses much information about the area as well as his people, and shares the following information with the PCs (whether or not they ask him directly).

Can we have the incense? “We have mixed the incense, but I am afraid we cannot give it to you. As soon as we placed the herbs in the crates the Gokan woman left, a terrible storm fell upon us. Many of our horses and goats were scared away by the thunder, and one man was struck by lightning. It is clear—the Sky Spirits are displeased we would give the sacred gifts of the land to outsiders. You may take back the hides the Gokan woman traded us, but you may not take the incense.”

What else can you tell us about the Sky Spirits? “The Sky Spirits work in mysterious ways, but they are found mostly in this western region of Shaguang, near the Wall of Heaven. They occasionally fly overhead, and we know to fear them, for in our ancestors' tales they have caused the ruin of many tribes.”

Is there anything we can do to change your mind? “I am afraid that the Sky Spirits have spoken, and unless you can provide proof that you are worthy of accepting these gifts of our land, then I do not wish to give you the incense.”

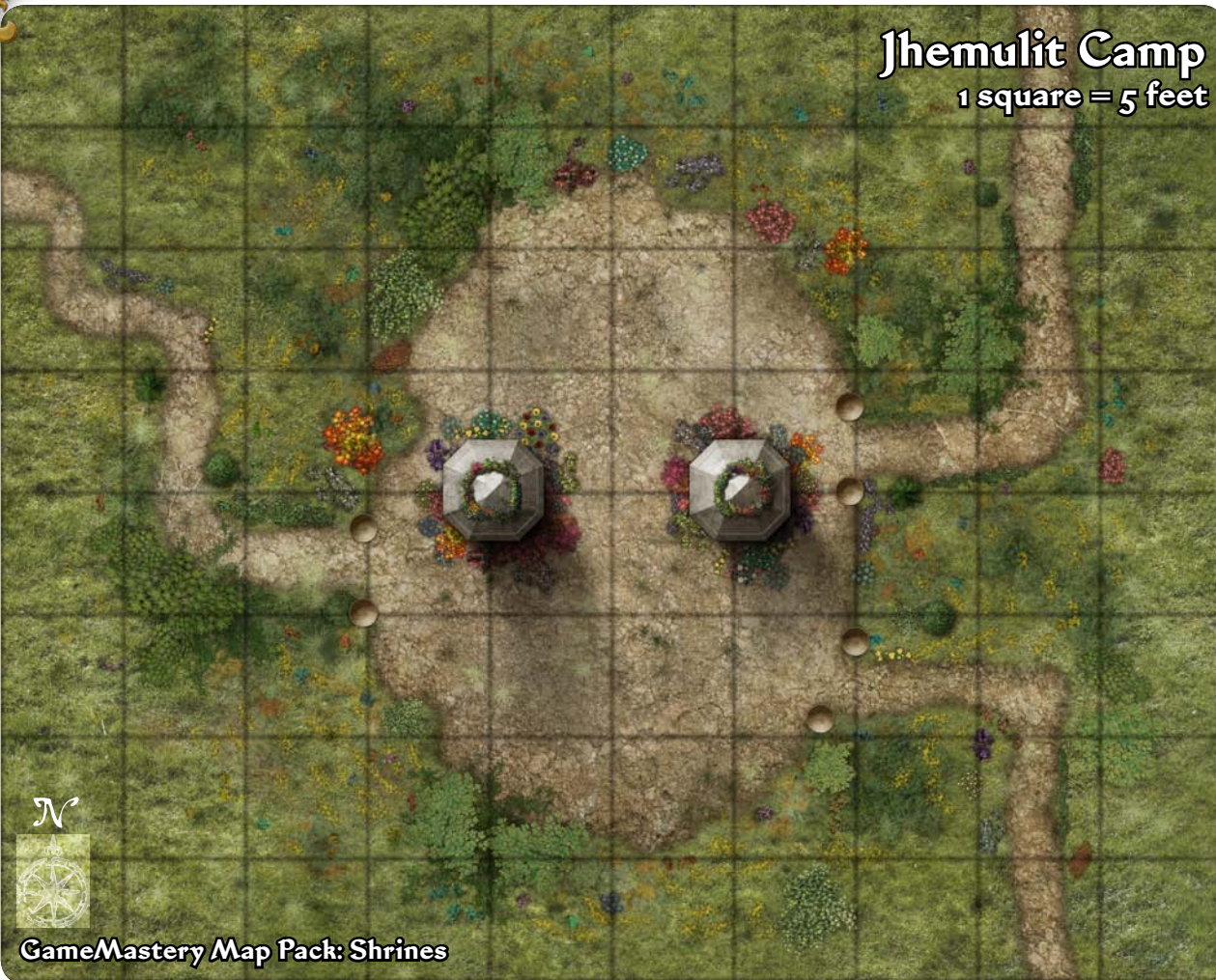
The PCs can try to acquire the incense in a few different ways. They may attempt to convince Ogokai to part with it willingly, which requires a DC 20 Diplomacy or Intimidate check. If one of the PCs in the party is a druid or can otherwise display some power over nature (such as a cleric with the Plant domain), that party member receives a +2 circumstance bonus on either check.

Alternatively, the PCs can accept Ogokai's offer to stay the night and use the opportunity to steal the incense from Ogokai's yurt. This requires Stealth checks from all participating PCs, opposed by a Perception check at a –10 penalty from the sleeping Ogokai and his warriors.

If negotiations fail, the PCs may try to acquire the herbs necessary for the incense themselves. A DC 15 Knowledge

Jhemulit Camp

1 square = 5 feet



GameMastery Map Pack: Shrines

(nature) check reveals to the PCs that the required herbs grow in some abundance around this area, and it takes 1d4 hours to acquire the plants. In addition, a DC 15 Craft (alchemy) check is required to successfully mix the herbs into the proper incense, which takes 1d4 hours as well.

Finally, the PCs may simply decide to fight Ogokai and his fellow tribe members for the incense.

Creatures: Besides Ogokai, only a small handful of Jhemulit tribespeople remain at the camp. The rest are away, searching for the horses lost during the storm. If the PCs make any move to steal the incense or harm their leader in some way, they move into position to attack.

Subtier 1–2 (CR 1)

OGOKAI	CR 1/2
Male middle-aged human druid 1	
NG Medium humanoid (human)	
Init +1; Senses Perception +7	
DEFENSE	
AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)	
hp 10 (1d8+2)	

Fort +0, Ref +1, Will +5
OFFENSE
Speed 20 ft.
Melee spear (1d8/x3)
Ranged javelin +1 (1d6)
Druid Spells Prepared (CL 1st; concentration +4)
1st— <i>entangle</i> (DC 14), <i>produce flame</i>
o (at will)— <i>create water</i> , <i>guidance</i> , <i>know direction</i>
TACTICS
During Combat Ogokai casts <i>entangle</i> in the first round of combat. In subsequent rounds he focuses on the closest entangled PC, attacking with his spear.
Morale Ogokai is a proud warrior and fights to the death.
STATISTICS
Str 11, Dex 12, Con 7, Int 13, Wis 16, Cha 15
Base Atk +0; CMB +0; CMD 11
Feats Combat Casting, Toughness
Skills Handle Animal +6, Heal +7, Knowledge (geography) +5, Knowledge (nature) +7, Perception +7, Survival +9
Languages Common, Druidic, Hon-La, Tien
SQ nature bond (animal companion), nature sense, wild empathy +3

Combat Gear *potions of cure light wounds* (2); **Other Gear** masterwork hide armor, javelins (5), spear, wolf pelt cloak worth 50 gp, 68 gp

DAR CR —

Hawk animal companion
N Small animal
Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 11 (2d8+2)
Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 10 ft., fly 80 ft. (average)
Melee bite +4 (1d4), 2 talons +4 (1d4)

TACTICS

During Combat Dar is trained to attack any enemy using a ranged weapon or casting spells. If no such target is present, she attacks the PC nearest to her master.

Morale Dar fights as long as Ogokai lives.

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6
Base Atk +1; **CMB** +0; **CMD** 12
Feats Weapon Finesse
Skills Fly +8, Perception +6

JHEMULIT WARRIORS (2) CR 1/3

Human warrior 1
N Medium humanoid (human)
Init +0; **Senses** Perception +3

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 6 each (1d10+1)

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

OFFENSE

Speed 20 ft.
Melee spear +3 (1d8+1/x3)
Ranged shortbow +1 (1d6/x3)

TACTICS

During Combat The loyal warriors do their best to defend Ogokai, and attack any creature that targets the shaman.

Morale If Ogokai falls, the warriors focus their attacks on the PC they deem most responsible for their leader's death. They fight to the death.

STATISTICS

Str 13, **Dex** 10, **Con** 11, **Int** 9, **Wis** 14, **Cha** 8
Base Atk +1; **CMB** +2; **CMD** 12
Feats Combat Reflexes, Weapon Focus (spear)
Skills Perception +3, Survival +3
Languages Hon-La, Tien



Ogokai

Other Gear hide armor, shortbow with 20 arrows, spear, wolf pelt cloak worth 50 gp

Subtier 4–5 (CR 4)

OGOKAI CR 3

Male middle-aged human druid 4
NG Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)
hp 25 (4d8+4)

Fort +3, **Ref** +2, **Will** +7; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

OFFENSE

Speed 20 ft.
Melee mwk spear +5 (1d8/x3)
Ranged javelin +4 (1d6)

Special Attacks wild shape 1/day

Druid Spells Prepared (CL 4th; concentration +7)
2nd—*barkskin*, *bull's strength*, *chill metal* (DC 15)

1st—*entangle* (DC 14), *magic fang*, *pass without trace*, *produce flame*

0 (at will)—*create water*, *guidance*, *know direction*, *stabilize*

TACTICS

During Combat Ogokai casts *bull's strength* in the first round of combat, then uses *entangle* to hinder opponents and *chill metal* to harm the most heavily armored foe. He focuses his melee attacks on the closest entangled PC.

Morale Ogokai is a proud warrior and fights to the death.

STATISTICS

Str 11, **Dex** 12, **Con** 8, **Int** 13, **Wis** 16, **Cha** 15
Base Atk +3; **CMB** +3; **CMD** 14
Feats Combat Casting, Toughness, Weapon Focus (spear)
Skills Handle Animal +9, Heal +10, Knowledge (geography) +8, Knowledge (nature) +10, Perception +10, Survival +12
Languages Common, Druidic, Hon-La, Tien
SQ nature bond (animal companion), nature sense, trackless step, wild empathy +6, woodland stride
Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 *hide armor*, masterwork spear, javelins (5), wolf pelt cloak worth 50 gp, 128 gp

DAR CR —

Hawk animal companion
N Small animal
Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
hp 26 (4d8+8)

Fort +6, **Ref** +7, **Will** +3

OFFENSE

Speed 10 ft., fly 80 ft. (average)
Melee bite +7 (1d4+1), 2 talons +7 (1d4+1)

TACTICS

During Combat Dar is trained to attack any enemy using a ranged weapon or casting spells. If no such target is present, she attacks the PC nearest to her master.

Morale Dar fights as long as Ogokai lives.

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6
Base Atk +3; **CMB** +3; **CMD** 16
Feats Flyby Attack, Weapon Finesse
Skills Fly +10, Perception +6

JHEMULIT WARRIORS (3) CR 1/3

hp 6 each (use the stats from Subtier 1–2)

Development: PCs who stay the night at the camp are given a comfortable place to sleep in a yurt of their own, as well as all the food and drink they wish. Ogokai is somewhat insulted if any PC refuses his hospitality, but remains friendly to the party so long as they don't insult his tribe or the Sky Spirits. In the evening, Ogokai and his tribesfolk set up a fire in the center of the encampment and offer to share stories with the PCs. If any PCs attempt to wander off at this time, Ogokai's suspicion is immediately aroused and he begins to act hostilely toward the party.

Mission Notes: Andoran faction PCs who stay overnight at the Jhemulit campsite have a chance to learn about the tribe's customs and traditions. Andoran faction PCs who make a DC 18 Knowledge (local) or Sense Motive check while listening to Ogokai and the other tribe members are able to learn of their ways, earning them 1 Prestige Point.

Osirion faction PCs who stay overnight can make a DC 18 Diplomacy check to convince Ogokai to share his story of how he once saw a Sky Spirit, earning them 1 Prestige Point.

Silver Crusade faction PCs who stay overnight can make a DC 18 Craft (alchemy) or Heal check to discuss herbalism and medicine with Ogokai, earning them 1 Prestige Point.

Rewards: If the PCs successfully acquire the incense, reward each subtier thusly:

Subtier 1–2:

Give each player 67 gp.

Subtier 4–5:

Give each player 200 gp.

3. Border Crossing (CR 2 or CR 5)

The PCs reach this outpost at the end of their final day's travel along the border of Shaguang. When the PCs reach this area, read or paraphrase the following.

Clumps of green lichen cling to the links of an iron chain that spans the river a few inches above the water, the chain holding several vertical, bobbing logs in place. On the north shore, the chain is bolted to a squat stone block half-buried in the ground. To the south, the chain attaches to a large metal crank handle mounted to a ruined stone wall. A short wooden dock stretches from the front of the stone wall out to the middle of the slow-flowing river.

An outpost once stood here marking the border between Shaguang and Kaoling, but it was destroyed by the hobgoblins that now rule the latter nation. Lingshen's agents recently occupied the area, and are using the chain boom to stop and search boats traveling downriver, under direct orders to locate and collect the *Braid of a Hundred Masters*.

Creatures: The checkpoint is overseen by an officious bureaucrat named Sun Cheyeng and his three guards, who motion for the ship to stop and dock. Cheyeng demands access to the PCs' boat on the grounds that their cargo is subject to Lingshen's tariffs, claiming that he must assess the value of whatever goods they're carrying in order to properly tax them. This is an outright falsehood, however; Cheyeng was commissioned by one of King Huang's advisors to find the *Braid of a Hundred Masters*, take it, and apprehend whoever possessed it. The PCs can detect that Cheyeng is lying with a Sense Motive check opposed by his own Bluff check. If the Pathfinders refuse to allow Cheyeng to board the ship, he orders his men to attack. The chain boom blocking the river is held fast to the stone blocks on either side of the water, ensuring that the PCs cannot force their way through the boom without inflicting massive damage to their ship's hull.

If the PCs allow Cheyeng to search the ship, they can attempt to hide the relic they are transporting by designating one character to make a Sleight of Hand check opposed by Cheyeng's Perception check. The other PCs may use the aid another action to improve the results of this check. Once aboard, Cheyeng and his guards search the ship for several minutes, taking 10 on their Perception checks. If they spot the braid, they try to apprehend it at all costs, attacking the PCs if necessary.

Subtier 1–2 (CR 2)

SUN CHEYENG CR 1/3

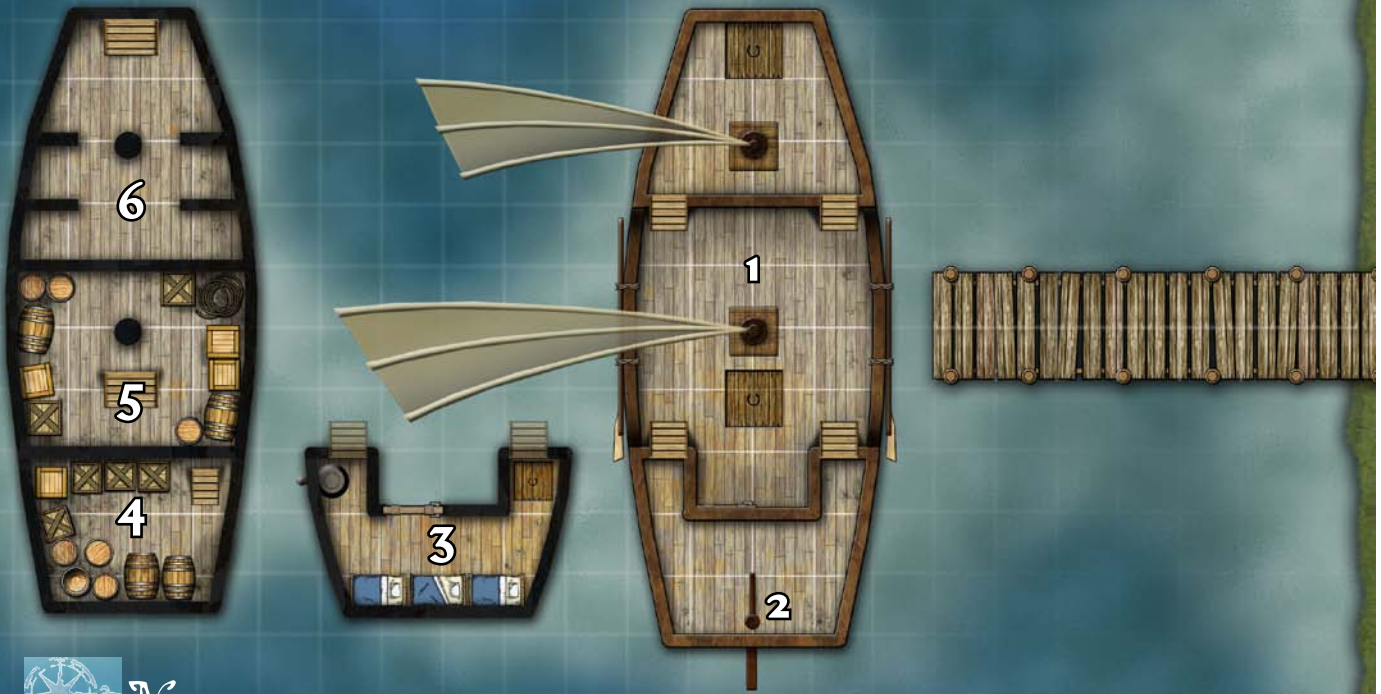
Male human aristocrat 1
 LE Medium humanoid (human)
Init –1; **Senses** Perception +7

DEFENSE

AC 10, touch 9, flat-footed 10 (+1 armor, –1 Dex)
hp 4 (1d8)
Fort +0, **Ref** –1, **Will** +3

The Laughing Crow, Docked

1 square = 5 feet



OFFENSE

Speed 30 ft.

Melee longsword -1 (1d8-1/19-20)

Ranged light crossbow -1 (1d8/19-20)

TACTICS

During Combat Cheyeng stays as far away from the PCs as he can, throwing his tanglefoot bags and firing his crossbow at any target not engaged in melee. If forced into melee, he uses Combat Expertise to increase his AC.

Morale Cheyeng attempts to flee once all his guards are slain. Failing that, he surrenders and begs the PCs to spare his life.

STATISTICS

Str 8, **Dex** 9, **Con** 10, **Int** 13, **Wis** 12, **Cha** 13

Base Atk +0; **CMB** -1; **CMD** 8

Feats Alertness, Combat Expertise

Skills Appraise +5, Bluff +5, Diplomacy +5, Intimidate +5, Linguistics +5, Perception +7, Sense Motive +7

Languages Common, Goblin, Hon-La, Tien

Combat Gear tanglefoot bags (2); **Other Gear** silken ceremonial armor*, light crossbow with 20 bolts, longsword, 79 gp

* See *Ultimate Combat*.

LINGSHEN BORDER GUARDS (3)

CR 1/2

Human rogue 1

LE Medium humanoid (human)

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

DEFENSE

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

hp 11 each (1d8+3)

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

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19-20)

Ranged composite shortbow +3 (1d6+1/x3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The border guards target melee fighters first, working together to flank opponents. They use their *potions of cure light wounds* if reduced to 5 hit points or fewer.

Morale The border guards fight to the death, knowing they will be reincarnated as terra-cotta warriors in Lingshen's esteemed army should they fall in battle.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Bluff +4, Climb +5, Disable Device +7,

Intimidate +4, Perception +5, Sleight of Hand +7, Stealth +7

SQ trapfinding +1

Combat Gear *potion of cure light wounds*; **Other Gear** lamellar cuirass*, composite shortbow (+1 Str) with 20 arrows, short sword, 23 gp

* See *Ultimate Combat*.

Subtier 4–5 (CR 5)

SUN CHEYENG CR 2

Male human aristocrat 1/bard 3
LE Medium humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 24 (4 HD; 3d8+1d8+3)

Fort +2, **Ref** +6, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk longsword +3 (1d8–1/19–20)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks bardic performance 11 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +6)

1st (4/day)—*cause fear* (DC 14), *hideous laughter* (DC 14), *silent image* (DC 14), *sleep* (DC 14)

o (at will)—*dancing lights*, *detect magic*, *know direction*, *light*, *mage hand*, *read magic*

TACTICS

During Combat Cheyeng activates his bardic performance to inspire courage on the first round, reciting jingoistic prose to spur his allies into combat. In subsequent rounds, he uses spells such as *hideous laughter* and *sleep* to disable PCs. He uses his light crossbow to attack foes from afar, and if drawn into melee, he moves to flank with the border guards, maintaining his bardic performance while attacking with his longsword. If reduced to 12 hit points or fewer, he applies the bonus from Combat Expertise to his AC.

Morale Cheyeng attempts to flee once all his guards are slain or he is reduced to 8 hit points or fewer. Failing that, he surrenders and begs the PCs to spare his life.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 14, **Wis** 12, **Cha** 17

Base Atk +2; **CMB** +1; **CMD** 13

Feats Alertness, Combat Expertise, Weapon Focus (longsword)

Skills Appraise +7, Bluff +10, Diplomacy +10, Intimidate +10, Linguistics +9, Perception +10, Perform (oratory) +10, Sense Motive +10, Spellcraft +9

Languages Common, Giant, Goblin, Hon-La, Hwan, Minkaian, Tien

SQ bardic knowledge +1, versatile performance (oratory)

Combat Gear tanglefoot bags (2); **Other Gear** masterwork

leather lamellar*, masterwork light crossbow with 20 bolts, masterwork longsword, *cloak of resistance* +1, 409 gp

* See *Ultimate Combat*.

LINGSHEN BORDER GUARDS CR 1

Human rogue 2

LE Medium humanoid (human)

Init +7; **Senses** Perception +6

DEFENSE

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

hp 16 (2d8+4)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+1/19–20)

Ranged mwk composite shortbow +5 (1d6+1/x3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The border guards target melee fighters first, working together to flank opponents.

Morale The border guards fight to the death, knowing they will be reincarnated as terra-cotta warriors in Lingshen's esteemed army should they fall in battle.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Bluff +5, Climb +6, Disable Device +8, Intimidate +5, Perception +6, Sense Motive +6, Sleight of Hand +8, Stealth +8

SQ rogue talents (bleeding attack +1), trapfinding +1

Combat Gear *potion of cure light wounds*; **Other Gear** lamellar cuirass*, masterwork composite shortbow with 20 arrows, short sword, 34 gp

* See *Ultimate Combat*.

Development: If Cheyeng fails to find the relic, he grudgingly orders his guards to lower the chain and allow the ship to pass. Otherwise, the PCs will need to deal with the chain themselves, either by leaving the ship to disengage the crank handle (a full-round action), or by breaking the chain (hardness 10, hp 20, Break DC 24).

Reinforcements from Lingshen are due to relieve Cheyeng and his guard patrol 2 days after this encounter. If the PCs don't kill Cheyeng and he escapes, he reports to his relief that a suspicious ship broke through his blockade and gives them a detailed description of the PCs and their vessel. If he was killed, the reinforcements have been ordered to report any suspicious findings to their superiors. Either way, the leaders of Lingshen are alerted to the PCs' presence at this point, and begin to make plans to send one of their ships, the *Hailong*, to intercept the PCs in the Sea of Eels in Act 3.

Mission Notes: If Sun Cheyeng survives the encounter, Cheliox faction PCs who pull him aside can make a DC 18 Diplomacy check to bribe him into working for Paracountess Zarta Dralneen, earning them 1 Prestige Point.

If Sun Cheyeng is captured, Lantern Lodge faction PCs can make a DC 18 Diplomacy or Intimidate check to interrogate him and learn that Lingshen wants the braid to win Quain's support against Po Li. Lantern Lodge PCs who uncover this information from either Sun Cheyeng or Xiao Wen in Act 3 earn 1 Prestige Point.

Rewards: If the PCs make it past Cheyeng and the chain boom, reward each subtier thusly:

Subtier 1–2:

Give each player 96 gp.

Subtier 4–5:

Give each player 367 gp.

ACT 2: KAOLING

It takes the PCs' ship 9 days to reach the Sea of Eels from the Shaguang-Kaoling border, during which time they sail alongside Kaoling to the north. The terrain of the river in this region is much rougher and more difficult to predict, making mishaps more dangerous for boats passing down the river. Any roll of Snag on the Mishap Table counts instead as a Collision, dealing 8d6 points of damage to the ship. A Collision does not deal additional damage to the ship.

The canyon is 30 feet wide on average, while the river sinks to an average depth of 60 feet, and the current moves the ship forward 40 feet per round. The cliffs are 30 feet high on either side, and can be scaled with a DC 10 Climb check thanks to banyan roots that cover their faces.

1. Cliffs of the Kijimunas (CR 3 or CR 6)

Four days after the PCs encountered the guards at the Shaguang-Kaoling border, they come across an area of the Tuunma River that the local goblinoids have recently made their lair. When the PCs reach this area, read or paraphrase the following.

The sickening stench of death and decay wafts out of this narrow sandstone canyon. Half-eaten fish and bloody humanoid bones litter swaths of the shore, attracting clouds of buzzing black flies. Banyan trees grow along the top of the ridge, partially concealing with their thick, leathery roots the network of holes and tunnels that riddle the face of either cliff.

The humanoid bones that litter the base of the canyon are the remains of prisoners executed by the local

hobgoblins, who like to throw live slaves into the canyon to be eaten by the kijimunas.

Creatures: As the PCs float through this canyon, a few dozen kijimunas emerge from the caverns on the northern cliff face and jabber in Goblin to the party. While the bulk of the hairy goblinoids remain in the relative safety of their caves, several of the more daring kijimunas drop onto the deck of the boat, disregarding the fact that their nets are already filled with fish and instead using the tools as weapons against the PCs. In Subtier 1–2, two of the younger kijimunas attack the PCs. In Subtier 4–5, four adults make the assault. They shriek challenges at the PCs in Goblin before lunging in to attack.

Subtier 1–2 (CR 3)

YOUNG TRIBAL KIJIMUNAS (2) CR 1

Reduced HD kijimuna (*Pathfinder Adventure Path* #53 84)

CN Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 13 each (2d8+4)

Fort +2, **Ref** +6, **Will** +0



Tribal Kijimuna

OFFENSE

Speed 30 ft.

Melee spear +3 (1d6+1/x3)

Ranged net +5 (special)

Special Attacks steal fire

TACTICS

During Combat The young kijimunas thirst for blood, and attack whichever PCs look the weakest.

Morale The young kijimunas know that their tribe's leaders will look down upon them if they flee, and so they fight to the death.

STATISTICS

Str 13, **Dex** 17, **Con** 15, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +1; **CMD** 15

Feats Dodge

Skills Profession (fisherman) +8, Sleight of Hand +4, Stealth +11, Survival +4, Swim +10; **Racial Modifiers** +4 Profession (fisherman), +4 Swim

Languages Common, Goblin

SPECIAL ABILITIES

Steal Fire (Su) As a standard action, a kijimuna can call out to a nonmagical fire within 30 feet equivalent in size to the flames of a burning torch. Doing so causes the flame to become a light similar to that created by a *dancing lights* spell, under the control of the kijimuna. An attended object can make a DC 13 Reflex saving throw to avoid this effect. Unlike a *dancing lights* spell, a kijimuna's steal fire ability can cause a stolen fire to strike a creature, either ringing the target in light as per the spell *faerie fire* for 5 minutes, or dealing 2d6 points of fire damage (DC 13 Reflex half). Both save DCs are Charisma-based. A lantern, candle, torch, or similar item that has its flame stolen cannot be relit by any means for 24 hours.

Subtier 4–5 (CR 6)

TRIBAL KIJIMUNAS (4)

CR 2

Kijimuna (*Pathfinder Adventure Path* #53 84)

CN Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 19 each (3d8+6)

Fort +3, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.

Melee spear +4 (1d6+1/x3)

Ranged net +6 (special)

Special Attacks steal fire

TACTICS

During Combat The tribal kijimunas thirst for blood, and attack whichever PCs look the weakest.

Morale The tribal kijimunas have no desire to die, and attempt

to flee if reduced to 7 hit points or fewer, jumping over the side of the boat to swim to safety.

STATISTICS

Str 13, **Dex** 17, **Con** 15, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +2; **CMD** 16

Feats Dodge, Stealthy

Skills Escape Artist +5, Profession (fisherman) +9, Sleight of Hand +5, Stealth +14, Survival +4, Swim +10; **Racial**

Modifiers +4 Profession (fisherman), +4 Swim

Languages Common, Goblin

SPECIAL ABILITIES

Steal Fire (Su) See Subtier 1–2.

Development: The kijimunas on the cliff face watch the battle with interest, shrieking with joy every time a PC is injured. Once the attacking kijimunas are dispatched, the spectators grow fearful and immediately retreat into their caverns.

Treasure: Along with the fish and debris trapped in the kijimunas' nets, the goblinoids sometimes manage to snag valuable items as well. In Subtier 1–2, PCs find a single *campfire bead* among the kijimunas' discarded fishing nets. In Subtier 4–5, they find a *javelin of lightning* inside an *efficient quiver* half-concealed among the rotting fish.

Mission Notes: Grand Lodge faction PCs can extract and preserve a gallbladder from a kijimuna by making a DC 18 Heal check, earning them 1 Prestige Point.

Taldor faction PCs that succeed at a DC 18 Perception check while searching among the kijimunas' hauls find the skull of Yasin among the loot, identifiable thanks to the blue silk eye patch still hanging over its empty socket. A Taldor faction PC who retrieves the skull earns 1 Prestige Point.

The Pathfinder Bahk-takir Rozashu piloted his Qadiran trading vessel through this canyon not long ago, but he and his crew fell prey to the kijimunas, their bodies torn to shreds as they were eaten alive. Qadira faction PCs who succeed at a DC 18 Perception check while searching among the kijimunas' fishing nets come across the onyx-set necklace Rozashu had planned to give to Venture-Captain Aaqir Al'Hakam's daughter, Alinzia. Qadira faction PCs who retrieve this necklace earn 1 Prestige Point.

Rewards: If the PCs survive the kijimunas' ambush, reward each subtier thusly:

Subtier 1–2:

Give each player 60 gp.

Subtier 4–5:

Give each player 275 gp.

2. Leech Nest (CR 2 or CR 5)

Half a day's travel from the kijimuna ambush site, the PCs come upon a wet, narrow gully, the top of which

is occupied by various denizens of the nearby marsh, including shocker lizards, giant frogs, and leeches. When the PCs reach this area, read or paraphrase the following.

The scent of rich earth permeates the air as the canyon narrows into a small gully barely wide enough to let the ship through, muddy cliffs bordering each side. The river lulls here, and mud from the overhangs of the walls drips onto the deck as the boat slowly makes its way toward a channel leading to the northeast.

Creatures: A number of leeches have made their homes in the mucky soil that makes up the walls of the gully. As the mud falls from the face of the cliffs onto the boat's deck, several of the vermin fall onto the ship as well. In Subtier 1–2, only one giant leech falls onto the deck. In Subtier 4–5, a giant leech and a swarm of smaller leeches make their way onto the ship.

Subtier 1–2 (CR 2)

GIANT LEECH CR 2
hp 19 (*Pathfinder RPG Bestiary* 187)

Subtier 4–5 (CR 5)

GIANT LEECH CR 2
hp 19 (*Pathfinder RPG Bestiary* 187)

LEECH SWARM CR 4
hp 39 (*Pathfinder RPG Bestiary* 187)

ACT 3: THE SEA OF EELS

Sailing across the Sea of Eels takes 3 days. The waters of the Sea of Eels are very different from those of the Tuunma River; since the large lake has no viable current, the *Laughing Crow* must rely on its sails and the wind to propel it along the water. Since there are virtually no obstacles that might impede the ship on its journey across the lake, PCs need not worry about making driving checks or possible mishaps for the rest of the scenario.

At the end of the first day of travel, the PCs are spotted by the *Hailong*, a patrolling Lingshen warship. Xiao Wen, captain of the *Hailong*, deduces that the PCs are the same group that broke through the checkpoint in Act 1, and sets a course to intercept them. PCs who succeed at a DC 15 Perception check notice the glint of the *Hailong*'s sails in the distance. On the morning of the second day, read or paraphrase the following.

The light of dawn reveals a ship some six hundred feet to port and fast approaching. Its banner bears a single upthrust spear, and its golden sails sparkle in the morning sun.

OPTIONAL ENCOUNTER

The leech nest encounter is optional. If more than 2 hours remain to complete the scenario, run this encounter as normal. If less than 2 hours remain, skip the encounter and move straight to Act 3.

A DC 13 Knowledge (local) or Knowledge (nobility) check identifies the ship's markings as belonging to Lingshen. The *Hailong* travels at 160 feet per round, closing the gap with the PC's vessel in 4 rounds (6 if the PCs attempt to flee). During this time, the PCs are free to attack the incoming vessel or prepare for combat as they wish. When the *Hailong* reaches the PCs' ship, its crew members latch onto the *Laughing Crow* with grappling hooks and pull it alongside for boarding. Leaping from one ship to the other requires a DC 10 Acrobatics check.

Creatures: As the *Hailong* grapples the *Laughing Crow*, Xiao Wen and three of her finest soldiers swing across the gap and attack the PCs.

Subtier 1–2 (CR 3)

XIAO WEN CR 1/2
Female human magus 1 (*Ultimate Magic* 9)

LN Medium humanoid (human)

Init +1; Senses Perception –1

DEFENSE

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

hp 10 (1d8+2)

Fort +3, Ref +1, Will +1

OFFENSE

Speed 30 ft.

Melee +1 scimitar +6 (1d6+4/18–20)

Special Attacks spell combat (–2 attack)

Magus Spells Prepared (CL 1st; concentration +3)

1st—*color spray* (DC 13), *magic missile*

o (at will)—*acid splash*, *daze* (DC 12), *ray of frost*

TACTICS

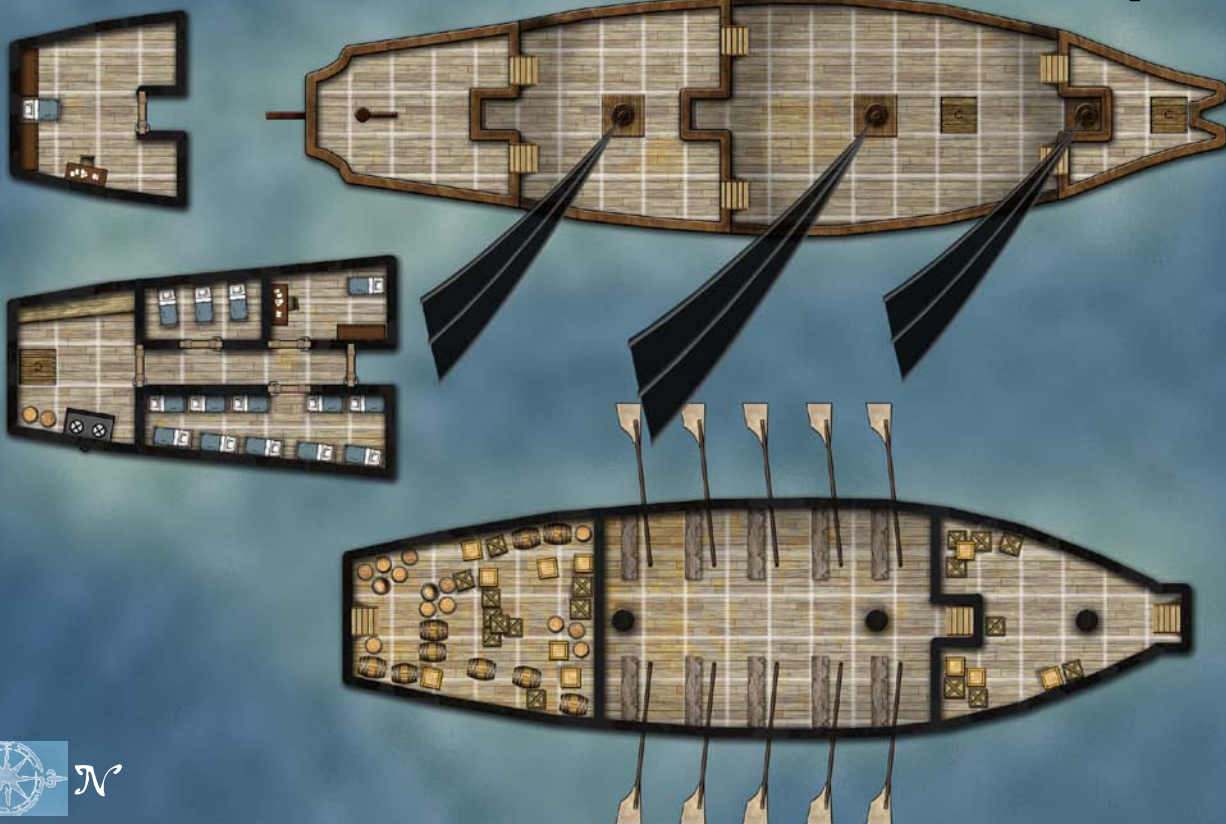
Before Combat Xiao waits belowdecks to avoid ranged attacks until she can board the PCs' ship. The round before boarding, Xiao uses her arcane pool ability to give her scimitar a +1 enhancement bonus on attacks.

During Combat Xiao uses *color spray* on the first round to hit as many PCs as possible. She then attacks any PCs who weren't affected by the *color spray* with her offensive spells and scimitar, using spell combat to both cast and attack each round.

Morale Xiao knows enough about the empire's plans for the *Braid of a Hundred Masters* to realize it is of crucial importance, and thus fights to the death for the glory of Lingshen.

The Hailong

1 square = 5 feet



Base Statistics When not enhancing her scimitar with her arcane pool ability, Xiao has the following statistics: **Melee** mwk scimitar +5 (1d6+3/18–20).

STATISTICS

Str 17, **Dex** 13, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +3; **CMD** 14

Feats Combat Casting, Weapon Focus (scimitar)

Skills Acrobatics +0, Knowledge (arcana) +6, Profession (sailor) +3, Spellcraft +6, Swim +5

Languages Common, Minkaian, Tien

SQ arcane pool (2 points, +1)

Gear leather lamellar*, masterwork scimitar, 112 gp

* See *Ultimate Combat*.

SPECIAL ABILITIES

Spell Combat (Ex) Xiao can cast spells while wielding a weapon at the same time. This ability functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. As a full-round action, she can make all of her attacks with his melee weapon at a –2 penalty and can also cast any of her prepared spells with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If Xiao casts this spell defensively, she can decide to take an additional penalty on her attack rolls, up to her Intelligence bonus, and add the same amount as a circumstance bonus on her concentration

check. If the check fails, the spell is wasted, but the attacks still take the penalty. Xiao can choose to cast the spell first or make the weapon attack first.

LINGSHENESE SOLDIERS (3) CR 1/2

Human monk 1

LN Medium humanoid (human)

Init +2; **Senses** Perception +2

DEFENSE

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

hp 10 each (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee unarmed strike +4 (1d6+3) or

flurry of blows +2/+2 (1d6+3)

Ranged light crossbow +2 (1d8/19–20)

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

TACTICS

Before Combat Xiao's favored crew members wait belowdecks to avoid ranged attacks until they can board the PCs' ship.

The round before boarding, each soldier uses his *oil of magic fang*.

During Combat In the first round of melee combat, the soldiers use their stunning fist attacks against the closest

PCs. They then concentrate their flurry of blows attacks and Power Attacks on stunned enemies.

Morale The soldiers refuse to retreat or surrender, seeing death in service to the empire as a great honor.

Base Statistics While not under the effects of *oil of magic fang*, the soldiers have the following statistics: **Melee** unarmed strike +3 (1d6+2) or flurry of blows +1/+1 (1d6+2).

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 16

Feats Combat Reflexes, Improved Unarmed Strike, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +6, Climb +6, Knowledge (religion) +4, Profession (sailor) +6, Swim +6

Languages Tien

Combat Gear *oil of magic fang*, *potion of cure light wounds*, alchemist's fire (2); **Other**

Gear light crossbow with 20 bolts, Lingshenese ring worth 155 gp

Subtier 4–5 (CR 6)

XIAO WEN **CR 4**

Female human magus 5 (*Ultimate Magic* 9)

LN Medium humanoid (human)

Init +5; **Senses** Perception –1

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 36 (5d8+10)

Fort +5, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee +1 *shock scimitar* +12 (1d6+7 plus 1d6 electricity/18–20)

Special Attacks spell combat (–2 attack), spellstrike

Magus Spells Prepared (CL 5th; concentration +7)

- 2nd—*blur*, *flaming sphere* (DC 14), *scorching ray*
- 1st—*chill touch* (DC 13), *color spray* (DC 13), *magic missile*, *ray of enfeeblement* (DC 13), *shocking grasp*
- 0 (at will)—*acid splash*, *daze* (DC 12), *ghost sound* (DC 12), *ray of frost*

TACTICS

Before Combat Xiao waits belowdecks to avoid ranged attacks until she can board the PCs' ship. In the rounds before boarding, Xiao uses her arcane pool ability to turn her scimitar into a +1 *shock scimitar*, imbibes her *potion of bull's strength*, and casts *blur* on herself.

During Combat Xiao uses spell combat to make a scimitar attack and cast a spell each round, starting with *scorching ray*. After exhausting her ranged spells, Xiao uses her spellstrike ability to deliver touch spells through her scimitar attacks. After expending all of her combative spells,

she uses spell recall to recover one use of either *chill touch* or *shocking grasp*.

Morale Xiao knows enough about the empire's plans for the *Braid of a Hundred Masters* to realize it is of crucial importance, and thus fights to the death for the glory of Lingshen.

Base Statistics When not under the effects of *blur*, *potion of bull's strength* or arcane pool, Xiao has the following statistics: **Melee** mwk scimitar +9 (1d6+4/18–20); **Str** 22; **CMB** +7; **CMD** 18; **Skills** Swim +11.

STATISTICS

Str 22, **Dex** 13, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +9; **CMD** 20

Feats Combat Casting, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (scimitar)

Skills Acrobatics +5, Knowledge (arcana) +10, Profession (sailor) +7, Spellcraft +10, Swim +13

Languages Common, Minkaian, Tien

SQ arcane pool (4 points, +2), magus arcana (pool strike +2d6) spell recall

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength*; **Other Gear** +1 *leather lamellar**, masterwork scimitar, jade pendant worth 100 gp, spellbook (contains all prepared spells plus *burning hands*, *expeditious retreat*, *fog cloud*, *magic weapon*, *mount*, and all cantrips), spell component pouch, 236 gp

* See *Ultimate Combat*.

SPECIAL ABILITIES

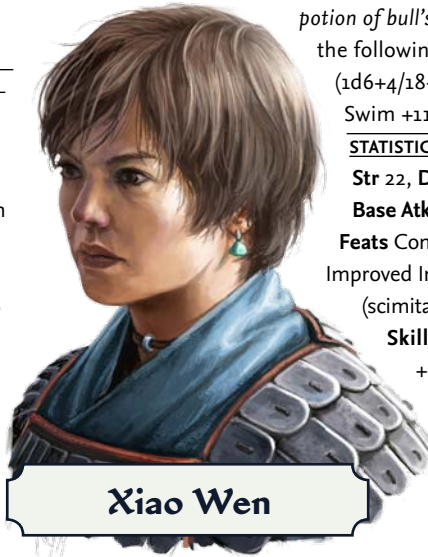
Spell Combat (Ex) See Subtier 1–2.

Spellstrike (Su) Whenever Xiao casts a spell with a range of "touch," she can deliver the spell through any weapon she wields as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, Xiao can make one free melee attack with her weapon (at her full base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If Xiao makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by her spell combat melee attacks. This attack uses the weapon's critical range, and the spell effect deals x2 damage on a successful critical hit.

Spell Recall (Su) With a swift action, Xiao can recall any single magus spell she has already prepared and cast that day by expending a number of points from her arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

LINGSHENESE SOLDIERS (3) **CR 1**

Human monk 2



Xiao Wen

LN Medium humanoid (human)

Init +2; Senses Perception +2

DEFENSE

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

hp 16 each (2d8+4)

Fort +4, Ref +5, Will +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +5 (1d6+3) or

flurry of blows +3/+3 (1d6+3)

Ranged mwk light crossbow +4 (1d8/19–20)

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

TACTICS

Before Combat Xiao's favored crew members wait belowdecks to avoid ranged attacks until they can board the PCs' ship.

The round before boarding, each soldier uses his *oil of magic fang*.

During Combat In the first round of melee combat, the soldiers use their stunning fist attacks against the closest PCs. They then concentrate their flurry of blows attacks and Power Attacks on stunned enemies.

Morale The soldiers refuse to retreat or surrender, seeing death in service to the empire as a great honor.

Base Statistics When not under the effects of *oil of magic fang*, the soldiers have the following statistics: **Melee** unarmed strike +4 (1d6+2) or flurry of blows +2/+2 (1d6+2).

STATISTICS

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

Base Atk +1; CMB +3; CMD 17

Feats Combat Reflexes, Deflect Arrows, Improved Unarmed Strike, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +7, Climb +7, Knowledge (religion) +5, Profession (sailor) +7, Swim +7

Languages Tien

Combat Gear *elixir of swimming*, *oil of magic fang*, *potion of cure light wounds*, alchemist's fire (2); **Other Gear** masterwork light crossbow with 20 bolts, Lingshenese ring worth 155 gp

Development: The remaining sailors aboard the *Hailong* surrender as soon as Xiao Wen is defeated. They can be coerced to accompany the PCs to Shokuro in the *Hailong* with a DC 20 Intimidate check, but otherwise they ask the PCs to let them go so they can return to their families in Xiwu.

Treasure: PCs who search the captain's cabin aboard the *Hailong* find an encrypted journal inside a desk drawer, as well as a dozen rare books on Lingshenese history. If sold to the right collector, these tomes are worth a total of 154 gp in Subtier 1–2 and 421 gp in Subtier 4–5.

Mission Notes: Captain Xiao Wen's journal is written using her own method of encryption, and contains highly important information regarding her mission to secure the braid, as well as her past tasks, many of which involved soiling the Pathfinder Society's name in Lingshen by perpetuating rumors of rogue Shadow Lodge cells within the nation. Shadow Lodge faction PCs who make a DC 18 Linguistics check to decode the journal earn 1 Prestige Point.

If Xiao Wen is captured, Lantern Lodge faction PCs can make a DC 18 Diplomacy or Intimidate check to interrogate her and learn that Lingshen wants the *Braid of a Hundred Masters* to win Quain's support against Po Li. Lantern Lodge PCs who uncover this information from either Xiao Wen or Sun Cheyeng in Act 1 earn 1 Prestige Point.

Rewards: If the PCs defeat Xiao Wen and evade capture, reward each subtier thusly:

Subtier 1–2:

Give each player 145 gp.

Subtier 4–5:

Give each player 657 gp.

CONCLUSION

After defeating Captain Xiao and eluding capture by the Hailong, the PCs are free to continue across the Sea of Eels in peace. Once they reach Shokuro, they rendezvous with a Pathfinder Society contact who is waiting to receive the *Laughing Crow*, convey any messages or items the PC's have for their various faction leaders, and deal with any prisoners the party may have taken during the adventure. From here the party travels onward to Nesting Swallow, where the third and final part of The Quest for Perfection story arc takes place.

Success Conditions

If the PCs successfully reach Shokuro with both the *Braid of a Hundred Masters* and the crates of incense they received from Ogokai, they are each rewarded 1 Prestige Point.

FACTION MISSIONS

Members of each faction have the ability to earn an additional Prestige Point for completing their respective faction's mission, as detailed below.

Andoran Faction: Andoran faction PCs who learn some Mutabi-qi traditions from the nomads in Act 1 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who bribe Sun Cheyeng in Act 1 earn 1 Prestige Point.

THE QUEST FOR PERFECTION, PART II: ON HOSTILE WATERS

Grand Lodge Faction: Grand Lodge faction PCs who collect and preserve a kijimuna's gallbladder in Act 2 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who interrogate one of Lingshen's agents in Act 1 or Act 3 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who listen to Ogokai's story of the Sky Spirit in Act 1 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who collect the onyx-set necklace from the kijimunas in Act 2 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who collect the hidden package in Act 1 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who decrypt the documents found in Act 3 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who learn what kinds of herbs and medicines the Mutabi-qi use in Act 1 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who recover the skull of Yasin Baalbaqi in Act 2 earn 1 Prestige Point.

ANDORAN



Defender of Freedom,

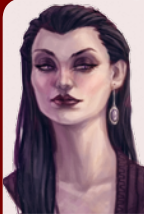
Lingshen commits terrible crimes against its people, and for this it must be opposed in the name of liberty. Chief among the horrors they perform is the enslaving of their soldiers' very souls to power an army of clay abominations. Upon each soldier's death, his soul is consigned to an eternity locked within a terracotta prison. This is absolutely intolerable.

I plan to dispatch advisors to Po Li and Quain to provide whatever assistance Andoran can to groups that might already oppose Lingshen. Getting the Mutabi-qi of Shaguang on our side in this fight is crucial. I want you to make peaceful contact with one of the tribes of the Mutabi-qi, and then learn everything you can about their traditions and customs, so we can put together a primer to help our people further befriend their tribes.

In democracy's name,

Major Colson Maldris

CHELIAX



My Sweet Servant,

You'll soon be passing along the border of Lingshen, probably the most interesting of the Successor States. Did you know that when King Huang's enemies refuse to surrender, he slaughters their entire families, down to the last man, woman, and child? He even puts the livestock to the sword! I like this king's style. With a little guidance from Cheliaz he could prove a valuable ally in the region.

Not that I expect you, a lowly thrall, to get anywhere near the king. Oh, no, I'm thinking you should set your sights a little lower. For now, find me a bureaucrat to lavish my attentions on, someone suitably pliant to gold and promises. Your sweet little tongue and the 100 gold pieces I've enclosed should be enough to put them in my pocket.

Don't disappoint me,

Paracountess Zarta Dralneen

PATHFINDER SOCIETY SCENARIO

GRAND LODGE



Respected Lodge Member,

I have a new task for you that is sure to earn you the gratitude of the Decemvirate! This is a task of the utmost importance, a fact I cannot stress enough.

In or around the area of the Successor State Kaoling there exists a race of short, furry, goblinlike beasts known as kijimunas. The Decemvirate requests that you make a concerted effort to locate one of these creatures during your travels. Once you've captured or killed one of these kijimunas, you are to extract and preserve its gallbladder.

This task is time sensitive in nature, and absolutely crucial to the Society's long-term goals in the region. I can tell you no more beyond that.

Ambrus Valsin
Good luck, Pathfinder,
Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Lantern-Bearer,

As I informed you earlier, Lingshen is after the braid that you are transporting. What confuses me is that Lingshen has never been particularly interested in Iroran artifacts, yet for some reason they're frothing at the mouth over this one. Something isn't right here. I have my suspicions, but we need more information.

If you happen to run across any Lingshen agents on your way to Nesting Swallow, try to coax some information out of them. I doubt the low-ranking conscripts will know anything, but if you can find a bureaucrat or high-ranking soldier, you might get lucky.

May your trip prove enlightening,
Amara Li
Venture-Captain Amara Li

Osirion



Seeker of Secrets,

Search the skies! If you are fortunate, you may catch a glimpse of an incredibly rare wonder—a flying city, floating through the skies above Shaguang. The tribespeople of the Mutabi-qi all agree that such a thing truly exists, believing it to be the home of the Sky Spirits they worship. As to what these Sky Spirits actually are, we have little idea thus far.

While the nomads of Shaguang do not possess a vast wealth of literature, I have it on good authority that their oral history is as far-reaching as our greatest libraries. Ingratiate yourself to the Mutabi-qi and try to find out what they know about these Sky Spirits.

In unfathomable gratitude,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Glorious Profiteer,

The Tuunma River has been an incredibly important trade route for Qadiran traders leaving Goka in recent years. The last ship I sent that way was captained by a spineless Qadiran Pathfinder by the name of Bahk-takir Rozashu, who fell prey to the goblinoid tribes that make their home in the cliffs of the Kaoling stretch of the river.

In addition to the other goods Rozashu was hauling when he lost his life and—more importantly—the ship, he had also acquired a beautiful necklace set with onyx, which he planned to give to my eldest daughter upon his return to Qadira. Should you stumble upon this necklace during your travels, my daughter would be most pleased, as would I.

Aaqir al'Hakam
Fair winds, full sails,
Trade Prince Aaqir al'Hakam

THE QUEST FOR PERFECTION, PART II: ON HOSTILE WATERS

SCZARNI



Associate,

A ship I commissioned to carry some very important cargo to Mukinami recently arrived in Xiwu with a completely different crew aboard. They say they found the ship wrecked and abandoned somewhere along the Tuunma River not far from the Kogendu Basin near the Wall of Heaven and claimed it under salvage rights, but made no mention of finding any cargo aboard.

If this story of the wreck is true, there's a chance the cargo was thrown clear, and may still be recovered. As you sail down the river, keep your eyes peeled for a small wooden crate, about a foot wide, with a red viper painted on it. If you recover it for me, I'll see to it that you're well rewarded.

Do me proud,

Gueril Karela

SHADOW LODGE



Ally in Arms,

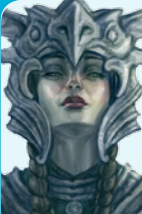
I'm disturbed to hear that our organization is having such a hard time keeping secrets from Lingshen. I can't help but wonder if this has something to do with the numerous rogue Shadow Lodge cells we've seen fleeing into Tian Xia. Perhaps it's merely a coincidence, but we can't take that risk.

I want you to do a little snooping. If I know Lingshen, they've left a paper trail we can follow back to the source of their information. If you run into any high-ranking members of Lingshen's military, capture and decode their most recent orders. Forward whatever information you find on the braid or the Society to me.

Faithfully yours,

Grandmaster Torch

Silver Crusade



Soldier of Mercy,

While Absalom and Goka have always had some level of contact, recent events have led to a huge influx of trade. An unfortunate side effect of this has been the spread of foreign diseases between east and west. To head off a potential epidemic before it threatens either city, I've decided to make the exchange of medicinal lore between our peoples a priority.

The nomads of Shaguang are skillful herbalists; as you travel among them, see what you can learn about the diseases they face and what plants they use to cure them. Report your findings, and I will see that they are put to good use.

I pray for your continued safety,

Ollysta Zadrian

TALDOR



Sword of the Crown,

You may not realize it, but you are hot on the tail of Yasin Baalbaqi, a former servant of that black-hearted assassin Muhlia al-Jakri. I have been tracking Yasin's movements, hoping he might lead us to the Pasha's whereabouts. My latest reports indicate he is fleeing toward the border of Lingshen and Kaoling, hoping to find passage on a vessel headed down the Tuunma River.

You can recognize Yasin by his missing eye, which he keeps hidden under a gaudy blue silk eye patch. If you find him, do your best to capture him. Failing that, return with his skull, and I'll have necromancers extract whatever information he possesses.

Long Live the Empire,

Lady Gloriana Morilla

**PATHFINDER SOCIETY SCENARIO #3-II:
THE QUEST FOR PERFECTION, PART II: ON HOSTILE WATERS**

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
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Pathfinder Society Scenario #3–11: The Quest for Perfection, Part II: On Hostile Waters © 2011, Paizo Publishing, LLC; Author: Benjamin Bruck.



PATHFINDER SOCIETY SCENARIO #3-II

THE QUEST FOR PERFECTION, PART II: ON HOSTILE WATERS

Scenario Chronicle #

Slow Normal

SUBTIER	250	501
1-2		
SUBTIER	919	1,839
4-5		

MAX GOLD

This Chronicle Certifies That

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

Has Completed This Scenario.

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
1-2

campfire bead (720 gp; *Advanced Player's Guide* 302)

SUBTIER
4-5

- cloak of resistance +1* (1,000 gp)
- efficient quiver* (1,800 gp)
- elixir of swimming* (250 gp)
- javelin of lightning* (1,500 gp, limit 1)
- potion of bull's strength* (300 gp)
- potion of cure moderate wounds* (300 gp)
- scroll of blur* (150 gp)
- scroll of flaming sphere* (150 gp)
- scroll of scorching ray* (150 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #