

# PATHFINDER SOCIETY

## YEAR OF THE STOLEN STORM



## TO SEAL THE SHADOW

By Jason Keeley



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### GM RESOURCES

*To Seal the Shadow* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Advanced Race Guide (ARG)*, *Pathfinder RPG Ultimate Equipment (UE)*, and *Pathfinder RPG Ultimate Intrigue (UI)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the *Bestiary* volumes are reprinted at the back of the adventure for the GM's convenience.

### HOW TO PLAY

*Pathfinder Society Scenario #8-14: To Seal the Shadow* 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](http://paizo.com/pathfinderSociety).

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# TO SEAL THE SHADOW

By Jason Keeley



The wayangs, creatures of the Shadow Plane, traveled to the Material Plane via several portals during the Age of Darkness. The dark shadows cast by clouds of debris in the air stabilized these otherwise tenuous passages. As the skies cleared, these portals collapsed under oppressive sunlight, and the wayangs found themselves stranded. Most wayangs carved out a new life on the Material Plane, gradually adapting to long-term residency, while watching for some means of returning home. Their opportunity arrived during the Age of Destiny (the tail end of the Age of Ashes, according to Tian Xia's Imperial Calendar) with the eruption of Mount Shibotai, a volcano in the archipelago nation of Minata. Ash blanketed Tian Xia in a short-lived reprise of the Age of Darkness. Leaping on this chance, the wayangs braved the shattered remains of northern Minata to reopen dormant portals to the Shadow Plane.

As the passages reactivated, the wayangs found not a way home, but instead, terrible presences waiting on the other side. The wayangs managed to sever the conduits in time to avert total catastrophe, but not quickly enough to prevent several powerful entities from slipping through. The wayangs captured one of these dark creatures and bound it in the rapidly flooding crater that was once Mount Shibotai—the former mountain now the center of a circle of islands that would become known as the Shibobekas. The wayangs' Minatan neighbors assisted in the binding, despite their early reservations in assisting the mysterious shadowkin.

While many of the Minatan wayangs have since withdrawn into the wilds, others feel responsible for having risked their new home in an attempt to return to their place of origin, and they settled a city named Inahiyl in Minata. Although most visitors struggle to see past the wayangs' morbid and even nihilistic traditions, the small humanoids that live in Inahiyl are devout in their opposition to the abominations their ancestors released. They gather annually to reinforce the powerful ritual magic that binds the shadowy beast in the crater in a festival they call Abbinthurtaa, and on especially auspicious anniversaries, they invite a congregation of foreigners to participate, representing the non-wayang allies who helped them weave the ancient incantation. For

## WHERE ON GOLARION?

*To Seal the Shadow* takes place in the wayang city of Inahiyl in the island nation of Minata in Tian Xia. For more information about this area, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*. For more information about wayangs, see *Pathfinder Campaign Setting: Inner Sea Races* and *Pathfinder Player Companion: Blood of Shadows*.



millennia, the rituals have proceeded without incident, and any sign of the slumbering darkness seems a distant memory.

In recent years, the wayang Eynemb—a local scholar with a cranky disposition—has grown dissatisfied with his town's slavish devotion to these rituals. He believes that there is no real danger bound within the crater and that the stories his people tell are simply metaphors. As an important anniversary for this celebration approaches, requiring outsiders to join in the ritual, Eynemb intends to sabotage the ceremony to prove to wayangs and their visitors that these long-held beliefs are nothing more than mere fancies.

## SUMMARY

The PCs meet with Old Pak, a loyal Pathfinder operating on behalf of Venture-Captain Amara Li, in his store in Dtang Ma's capital, Ramparassad. He explains that the wayangs of Inahiyl require a handful of outsiders to participate in

## WAYANG PCs

It is possible that one or more of the PCs is a wayang, though this shouldn't prove a problem with this scenario. Given the mysterious history of the wayangs, the particular PC is likely unaware of the shadow-sealing ceremony. Regardless, the wayangs of Inahiyl mostly treat foreign wayangs as they would treat any other outsider. However, the wayangs of Inahiyl are generally predisposed to trust other wayangs. Whenever a group with at least one wayang PC loses Trust Points due to their actions, they lose 1 fewer Trust Point.

their yearly festival of Abbinthurtaa. Normally, the wayangs perform the ceremony themselves, but this year is an important anniversary that also falls on an equinox. During this time the ritual can only be performed with the help of non-wayangs (see the Wayang PCs sidebar above). Old Pak also sees this as an opportunity to learn more about wayang culture, of which little is known.

Once the PCs arrive in Inahiyl, they have a couple of hours to look around, enjoy the festivities, and ask questions. They learn that they are expected to participate in three events, playing the parts of ancient Minatans. The PCs are given the option to take on roles of specific figures from the actual historical events by wearing stylized masks. Each mask grants that PC a bonus in the final conflict if he or she performs actions that match the personality of that figure during the trials ahead.

The first event is a mock gladiatorial combat, representing the early clashes between wayangs and native Minatans, complicated by the fact that Eynemb has magically coerced their wayang opponents into applying lethal force. With a large audience watching, the PCs must subdue the charmed wayangs while trying not to kill them—any deaths make future dealings with wayangs much more strained.

The second event is a verbal duel, representing diplomatic negotiations between wayangs and Minatans, with a twist: the PCs, portraying the ancient Minatans, are expected to lose while making a show of good effort. However, they are debating against Eynemb, who is also trying to lose the duel. This trial requires the PCs to think of ways to undermine the verbal duel system while still working within it.

The final event is a large feast, complete with elaborate dancing and a shadow-puppet play (which is part of the occult ritual to strengthen the binding seals). At this point, Eynemb drops all pretense and attacks the PCs outright, bringing the shadow puppets to life as his minions. The wayward wayang hopes to disrupt the ritual, and prove the futility of it to his people. The PCs need to survive the against Eynemb's summoned shadows, but also complete the ritual, or the sealed shadow frees itself from its bonds. After a few rounds, the PCs also have to deal with fragments

of shadows escaping from their prison. Triumphant in this combat allows wayang bystanders enough breathing room to intervene and fully seal the breach.

Depending on how the PCs comport themselves during the festival, the wayangs of Inahiyl may strengthen their communication with the rest of the world and, more importantly, the Pathfinder Society.

## GETTING STARTED

Read or paraphrase the following to get the adventure underway.

A dismal downpour of rain accompanies the humidity-laced streets of Dtang Ma's capital, Ramparassad. The brief scent of thick tobacco fills the air just outside the appropriately named storefront: "Pak's Tobacco and Spice". Inside, Old Pak sits behind a counter in the otherwise closed shop, enjoying a pull from his long pipe. He is accompanied by a small, pale figure with multiple tattoos and piercings who wanders down the rows of collected masks opposite the entrance.

"Greetings, Pathfinders. I am glad you could make it. The tea is already boiling and should be ready soon! My guest here, is Harjandi, who joins us from the usually reclusive Minatan city of Inahiyl with a request for aid. It's rare for the wayangs of that region to venture out of their homeland, and I've decided to hear her message; and based on your prompt arrival, it seems you have too!"

The wayang woman nods, turning from her tour of the masks. "Though Inahiyl has few visitors, we have heard tales of the great Pathfinder Society and their interest in and respect for history and ritual. My city holds an annual festival to commemorate its founding, which was also when we came to friendly terms with the locals of Minata. The celebration includes ceremonial reenactments of our dealings with those ancient humans, roles that my fellow wayangs usually don masks and costumes to portray. Approximately every half a century, however, the festival falls on the autumnal equinox and tradition requires that outsiders participate."

Harjandi continues, "The celebration is only a few days away, and if you accompany me back home, we will be happy to compensate you for your time. You'll also have the esteem of being among the very few outsiders to witness our rituals. And, of course, you will be treated as guests of honor at the festival."

"Not to mention the possibility of strengthening ties between the Society and Inahiyl," Old Pak adds, suddenly coughing as the sound of a boiling kettle startles him from the last inhalation from his pipe. "Tea's ready!"

The PCs likely have questions for Old Pak and Harjandi. Below are some examples and the answers they give.

**What is the purpose of these rituals?** Harjandi answers, "They're important to the history of our people. Wayangs from all across Tian Xia were involved in an attempt to return to the Shadow Plane from the site that would become

my home of Inahiyl. While we did not succeed, we honor the attempt by means of these rituals.”

**What are the reenactments?** Harjandi replies, “Nothing too strenuous. There is a mock fight, a debate, and a feast accompanied by a shadow-puppet play. Events that we hold every year. Anything you need for these rituals will be provided. They are very important to us.”

**What should we be doing as Pathfinders?**

Old Pak answers this question. “Try not to be too disruptive, and foster good relations with the locals. Any information you can bring back about their culture—and this festival in particular—will help the Society properly catalog the information for future use by field agents.”

## Knowledge (History) or Knowledge (Local)

Based on the result of a Knowledge (history) or Knowledge (local) check, the PCs might know more about the wayangs of Inahiyl and the history of the shadow sealing ceremony.

**10+:** Wayangs are short humanoids who are usually gaunt and have large noses. Their skin is often a muted gray, but many wayangs ritually bleach their skin and wear many piercings. As a species, wayangs originated on the Shadow Plane, but they were trapped on the Material Plane millennia ago when their portals home closed unexpectedly.

**15+:** Though it is one of the most populous settlements of the archipelago nation of Minata, Inahiyl has very little contact with the rest of the world. The settlement is located on the ring of islands known as the Shibobekas, which were once the immense volcano Mount Shibotai. The islands are now inhabited by various tribes of wayangs, with Inahiyl being their de facto capital.

**20+:** The wayangs of Inahiyl settled their city to keep watch over a shadowy presence they believe dwells within the remains of the volcano. History states that wayangs came to this location near the end of Tian Xia’s Age of Ashes to attempt to return to the Shadow Plane, but accidentally unleashed powerful, evil entities instead. With the help of a few Minatan heroes, they trapped one of the creatures and are now devoted to maintaining its prison.

**25+:** Very few people have heard of Abbinthurtaa, the Inahiyan festival that commemorates the city’s founding. Despite the wayangs’ reclusiveness, rumors have surfaced that the celebration is part of an elaborate ritual the wayangs

perform to keep a shadowy evil imprisoned. However, most believe that the rites are simply part of an elaborate allegory representing the wayangs’ inner struggle with their darker selves. Some outspoken wayangs have declared the rituals to be a hoax, and hope to one day reveal the pointlessness of their kindred’s ceremonies.

## ARRIVING AT INAHIYL

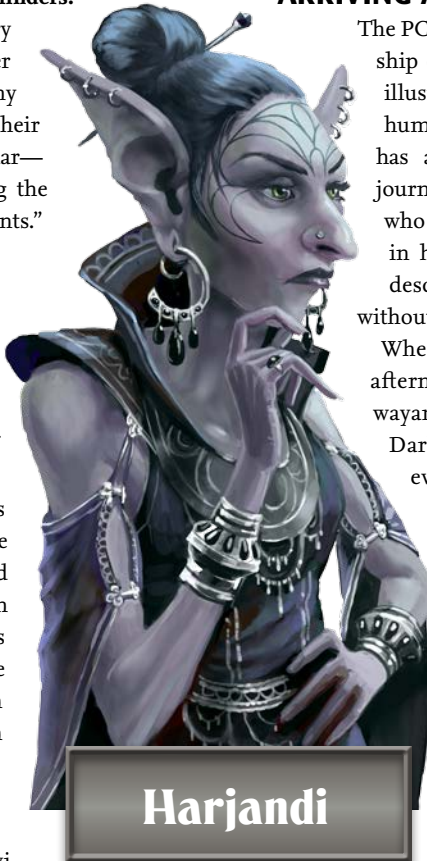
The PCs sail to Inahiyl on the *Spider’s Silk*, a trading ship chartered by **Harjandi** (N female wayang<sup>B4</sup> illusionist 3) for this very purpose. The mostly human crew is wary of the wayang, but she has apparently paid them well. During the journey, Harjandi explains the festival to any who ask, focusing on how each event is rooted in historical significance for the wayangs (as described in the Summary). The voyage passes without incident.

When the PCs arrive at Inahiyl in the early afternoon, they find the city of over 6,000 wayangs in the middle of bustling preparation.

Dark gray and black banners are visible on every street corner and stretch between the buildings. Stalls are erected all over, their occupants hawking special wares and services, such as piercings and skin bleaching. Strange paper lanterns that seem to shed darkness hang in most windows. Despite these obvious festive decorations, the mood of the town is a strange mix of somber and cheerful. The wayangs eagerly greet the PCs, but the streets are absent the cries of merriment or jaunty music that the PCs might expect during a celebration.

At the dock, the PCs are met by a wayang wearing an elaborate hat and a nose ring connected to an earring with a length of silver chain. This is Mayor **Farzhan** (CN male old wayang<sup>B4</sup> expert 2/wizard 2), who fawns over the Pathfinders, asking them about their trip, whether they are hungry or thirsty after the journey, and whether they are excited about the festival. Harjandi slightly rebuffs the mayor, noting that the PCs need some time to settle in before they are bombarded with questions and requests.

The PCs are given rooms in a boarding house run by a woman named **Unelda** (N female wayang<sup>B4</sup> expert 2). They are obviously sized for wayang visitors, but some attempt has been made to lengthen the beds with comfortable chairs and ottomans. However, the rooms are cramped for Medium PCs, which isn’t helped by the drab black and dark-purple decor. The PCs can use the rooms to store any gear they brought with them, and they are told they are free to



Harjandi

## TRUST POINTS

As the PCs explore the festival and participate in the events, they can either gain or lose the wayangs' trust, represented by Trust Points. These points determine how much help the wayangs will give them during the final encounter. The PCs start the scenario with 3 Trust Points. Trust Points are earned and lost as a party rather than tracked individually.

look around for a couple of hours before meeting outside the large arena on the outskirts of town.

The *Spider's Silk* returns to take them back to Ramparassad the following day.

### Diplomacy (Gather Information)

A PC who spends a few hours talking to the residents who are preparing for the festival can learn a few things that might help her prepare for the events.

**15+:** The local wayangs eagerly await outsider participation in this year's festival. The past few celebrations have been a bit dull, and many hope that newcomers can inject some excitement into the proceedings. In particular, Mayor Farzhan has been practicing his part of the final midnight festival all week.

**20+:** The wayangs participating in the mock combat have seemed a bit distracted all morning. They've secluded themselves until the fight. Some say it is a bit of stage fright, while others think they are nervous to be facing off against a group of strangers.

**25+:** Eynemb, a local scholar, is leading the wayang team during the second event. He is an accomplished debater, and most citizens believe he is going to win handily, though they are interested in seeing how the Pathfinders acquit themselves.

### Enjoying the Festival

If the PCs wish to wander through the town, they can find a number of entertainments and services offered by the townsfolk. They might be surprised to find that, as honored guests, they aren't expected to pay for anything. Of course, this doesn't apply to non-festival services, so the PCs can't obtain free weapons and magic items. They can, however, enjoy edible delights such as boiled snails dripping with butter, incredibly spicy roasted nuts, and creamy tarts filled with dark, sour berries. They can also drink a fermented

beverage made from the same berries. Elaborate paper hats, similar to the one Mayor Farzhan wears, are also available.

**Trust Points:** More adventurous PCs can visit the booths that offer common wayang body modifications: skin bleaching, piercings, and ritual scarification. These services are relatively painless, but they are permanent. These represent important wayang traditions, and the PCs gain 1 Trust Point if at least one PC participates. The PCs can only earn this Trust Point once, but the Pathfinders have the opportunity to visit these stalls in between each of the events. Beyond the Trust Point, getting these modifications has no additional impact within Inahiya during the ceremonial festivals. Old Pak can reverse these permanent effects when the PCs return to the Ramparassad, if so desired.

### The Minatan Heroes

As the first ritual event nears, Harjandi and Mayor Farzhan approach the PCs, carrying a tray filled with colorful masks and ribbons. They explain that as part of the festival, each of the PCs should take on the role of a different historical Minatan hero, wearing the appropriate mask and matching ribbon so that the spectators know which hero each is portraying. Harjandi names the six heroes (give the players **Player Handout #1**) and hints that the spirits of these heroes will be watching over the PCs; if a PC does a good job embodying his chosen hero (as explained in the Heroic Actions sidebars on pages 8 and 10), he receives a bonus during encounter

**B2.** The masks cover the eyes and the bridge of the nose and each is a different color. A ribbon can be pinned anywhere on a PC's body, as long as it remains visible.

Once each PCs selects his mask, Mayor Farzhan ushers them to the arena in the center of town.

**Trust Points:** Tradition forbids the PCs from removing the mark and ribbon until the end of the ceremony. If a PC removes their mask or ribbon during the course of the adventure, the PCs lose 2 Trust Points.

## A. NOT-SO-FEIGNED FIGHT (CR 3 OR CR 6)

Hundreds upon hundreds of wayangs sit in the stands of this large arena, many of them solemnly waving black pennants. A number of low walls and raised platforms are scattered across the dusty arena floor. The air is charged with an electric undercurrent of excitement.



Mayor Farzhan

# A. Not-So-Feigned Fight



PCs Start Here

Barricades

Raised Platforms

Raised Platforms

Barricades

Wayang Brawlers Start Here



1 square = 5 feet

Pathfinder Flip-Mat Classic: Arena

## SCALING ENCOUNTER A

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

**Both Subtiers:** Due to the tenuous hold Eynemb's magic has over the wayang combatants, each one has a 25% chance each round to lose all of her actions.

## HEROIC ACTIONS

During the supposedly mock combat trial, performing the action described below attunes that PC to her chosen hero. Each PC wearing the appropriate mask receives a flash of insight at the beginning of the encounter and knows which of the following actions to take to impress the spirit he or she represents.

**Bu Lo Dama:** Fight defensively for at least 1 round while threatened by a foe.

**Ilyamakano:** Perform the aid another action at least once.

**Lai Ligau:** Successfully use Acrobatics to tumble through a threatened square at least once, or unsuccessfully attempt Acrobatics checks to tumble through a threatened square at least three times.

**Nobali Hohachi:** Charge an enemy.

**Tiqa Vastrokardoyo:** Gain cover from an attack from one of the low walls or gain a bonus from fighting from higher ground.

**Whaoxi Sennen:** Successfully use Bluff to feint against an opponent at least once, or unsuccessfully attempt Bluff checks to feint at least three times.

The first event of the festival, which takes place just before sunset, is a mock combat in which the PCs face off against a quartet of wayang champions. In a quick briefing at the center of the arena, Harjandi asks the PCs to deal nonlethal damage when possible, and to definitely not kill their opponents. She offers the PCs wooden versions of any non-exotic melee weapons the PCs might use, which deal nonlethal damage without taking the usual penalty to attacks. These wooden weapons count as the standard versions of the weapons for the purposes of feats like Weapon Focus.

The arena floor has a few pieces of terrain: two 5-foot-tall raised platforms that allow creatures to gain high ground, and a series of low walls that can be used as barricades to gain cover. These are marked on the associated map. The PCs begin the encounter in the indicated area.

**Creatures:** The PCs face four wayang brawlers. These martial champions take on the roles of wayang heroes from ages past. Earlier in the day, the wayang scholar Eynemb used his *wand of charm person* on each of the warriors. With some well-chosen words, Eynemb convinced the brawlers that

the PCs are here to disrupt the ritual and destroy the town. As a result, the brawlers fight using lethal force, a fact that becomes immediately obvious when the first PC is struck. A DC 25 Sense Motive check reveals that the wayang brawlers are under the effect of an enchantment. If PCs manage to break the *charm person* effect on a wayang (CL 4th in Subtier 1–2, or CL 7th in Subtier 4–5), that wayang stops fighting.

## Subtier 1–2 (CR 3)

### WAYANG BRAWLERS (4)

CR 1/2

Wayang brawler 1 (*Pathfinder RPG Bestiary 4 274, Pathfinder RPG Advanced Class Guide 23*)

N Small humanoid (wayang)

**Init** +7; **Senses** darkvision 60 ft.; Perception +6

#### DEFENSE

**AC** 15, touch 14, flat-footed 12 (+1 armor, +3 Dex, +1 size)

**hp** 12 each (1d10+2)

**Fort** +3, **Ref** +5, **Will** +0; +2 vs. shadow spells

#### OFFENSE

**Speed** 20 ft.

**Melee** unarmed strike +4 (1d4+2)

**Special Attacks** martial flexibility 4/day

#### TACTICS

**Before Combat** In the round before the start of the battle, two brawlers use martial flexibility to gain the benefits of Power Attack, while the remaining two use martial flexibility to gain the benefits of Improved Grapple.

**During Combat** In the first round, the two wayang brawlers with Power Attack move to flank the most armored PC. The remaining two attempt to grapple other PCs, preferring obvious spellcasters or those with large weapons. If the brawlers have trouble hitting, they use martial flexibility to gain the benefits of Weapon Focus (unarmed strike), and proceed to make lethal unarmed attacks.

**Morale** While under the *charm person* effect, the wayang brawlers do not surrender. If the enchantment is somehow removed, the affected brawler immediately stops fighting.

#### STATISTICS

**Str** 15, **Dex** 16, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 15 (17 vs. grapple)

**Feats** Improved Initiative, Improved Unarmed Strike

**Skills** Acrobatics +7, Escape Artist +7, Intimidate +4, Perception +6, Stealth +9; **Racial Modifiers** +2 Perception, +2 Stealth

**Languages** Common, Minatan, Wayang

**SQ** brawler's cunning, light and dark, martial training, shadow magic

**Gear** haramaki<sup>UE</sup>

## Subtier 4–5 (CR 6)

### WAYANG GLADIATORS (4)

CR 2

Wayang brawler 3 (*Pathfinder RPG Bestiary 4 274, Pathfinder RPG Advanced Class Guide 23*)



N Small humanoid (wayang)

**Init** +7; **Senses** darkvision 60 ft.; Perception +8

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**DEFENSE**

**AC** 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

**hp** 33 each (3d10+12)

**Fort** +6, **Ref** +6, **Will** +1; +2 vs. shadow spells

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**OFFENSE**

**Speed** 20 ft.

**Melee** *unarmed strike* +8 (1d4+3) or

*unarmed strike* flurry of blows +6/+6 (1d4+3)

**Special Attacks** brawler's flurry, maneuver training (grapple +1), martial flexibility 4/day

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**TACTICS**

**Before Combat** The wayang gladiators drink their *potions of magic fang* and *portions of bear's endurance*. They use their martial flexibility to gain the benefits of Power Attack in the round before combat commences.

**During Combat** Two of the wayang gladiators move to flank the PCs and make attacks combining flurry of blows and Power Attack. The remaining two split up and attempt to grapple obvious spellcasters or those with large weapons. If Power Attack fails to hit consistently or the gladiators are being struck too often, they use martial flexibility to gain the benefit of Dodge.

**Morale** While under the *charm person* effect, the wayang gladiators do not surrender. If the enchantment is somehow removed, the affected gladiator immediately stops fighting.

**Base Statistics** Without quaffing their *potions of bear's endurance* or *potions of magic fang*, the gladiators' statistics are **hp** 27; **Fort** +4; **Melee** unarmed strike +7 (1d4+2); **Con** 13.

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**STATISTICS**

**Str** 15, **Dex** 16, **Con** 17, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +4 (+7 grapple); **CMD** 17 (20 vs. grapple)

**Feats** Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Focus (unarmed strike)

**Skills** Acrobatics +9, Escape Artist +9, Intimidate +6, Perception +8, Stealth +9; **Racial Modifiers** +2 Perception, +2 Stealth

**Languages** Common, Minatan, Wayang

**SQ** brawler's cunning, light and dark, martial training, shadow magic

**Combat Gear** *potion of bear's endurance*, *potion of magic fang*;

**Other Gear** mwk studded leather

**Treasure:** If the PCs didn't kill any wayangs, the mayor offers them two *potions of cure light wounds*, a *potion of mage armor*, a *potion of remove fear*, and 175 gp as compensation for being attacked. In Subtier 4–5, replace the *potions of cure light wounds* with *potions of cure moderate wounds*, and the monetary reward is increased to 300 gp.

**Development:** When the dust settles on the battle, Mayor Farzhan and Harjandi rush to the arena floor, apologizing profusely. They indicate that no one noticed anything was amiss until the mock combat began; by then it was too late. If pressed further, they admit that tradition demanded they let the fight play out, no matter the consequences. The

audience begins to quietly file out, the expressions on their faces unreadable. Mayor Farzhan tells the PCs they have 4 hours to prepare for the following ritual: a debate, taking place at the border of Inahiya.

Most likely, at least one of the wayang brawlers survived. However, Eynemb timed the *charm person* effect to end at the conclusion of the combat. If the PCs question any of the wayangs, they only get a smattering of information. The wayangs remember that a hooded figure cast a spell on them with a wand and convinced them that the PCs needed to be killed to save Inahiya, but not much else.

**Trust Points:** The PCs lose 1 Trust Points for each wayang they kill during the fight. The PCs gain 2 Trust Points if all the brawlers survive the fight.

**Rewards:** If the PCs kill a wayang combatant, reduce the treasure as noted.

*Subtier 1–2:* Reduce each PC's gold earned by 46 gp.

*Out of Subtier:* Reduce each PC's gold earned by 160 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 274 gp.

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## DEBATE STAGE (CR 3 OR CR 6)

A large stage has been erected on one edge of the town square. A few nearby lanterns shed dim light onto the area. The audience is noticeably smaller than that of previous event, but the space is still packed with wayangs.

The PCs have a few more hours to rest and recuperate or explore the festival before the second event, which occurs after sundown. The event is a debate between the PCs and a council of wayangs.

Once again, Harjandi and Mayor Farzhan brief the PCs before the event starts. They explain that the PCs, as a group, are to debate the merits and flaws of outsiders assisting the wayangs of Inahiya. As the outsiders, the PCs are to take the position against such involvement. The mayor reminds the PCs to stay in character whenever possible. With a slight apologetic tone, Harjandi says that the audience is expecting them to lose the debate, as it reflects the precedent set by history. They still need to put on a good show, though, so they should at least appear to be attempting to win. The two wayangs wish the PCs luck and rush off to confer with the others that make up the PCs' opposition.

The full rules for verbal duels are presented in **Appendix #1** beginning on page 17. At this point, give the PCs an overview of how the debate works and give them **Player Handout #2**, which explains specific tactics. Also provide **Player Handout #3**, an abbreviated step-by-step guide to running verbal exchanges as part of a verbal duel.

Calculate the PC team's determination (normally the average of a single PC's Intelligence, Wisdom, and Charisma modifiers + that PC's total Hit Dice, but in this case the minimum determination is equal to the number of PCs)

## HEROIC ACTIONS

During the Debate Stage encounter, performing the action described below attunes that PC to her chosen hero. Each PC wearing the appropriate mask receives a flash of insight at the beginning of the encounter and knows which of the following actions to take to impress the spirit he or she represents.

**Bu Lo Dama:** Use the flattery tactic.

**Ilyamakano:** Use the allegory tactic.

**Lai Ligau:** Use the mockery tactic.

**Nobali Hohachi:** Use the presence tactic.

**Tiqa Vastrokardoyo:** Use the logic tactic.

**Whaoxi Sennen:** Use the red herring tactic.

and ascertain whether they gain any edges (from feats and spells). The need for the PCs to appear to be attempting to win imposes the following limitations: when assigning skills to tactics, they must choose the associated skill with the highest bonus; they can only use tactics to which they have assigned skills; they can't concede the duel; they must counter exchange openings; they must counter whenever the current exchange's ante is 1 or less; and no PC who has won an exchange can contribute to an exchange unless each other PC has won an equal number of exchanges.

Before the debate starts, the PCs have a chance to seed a bias in the audience (as described in **Appendix #1**). To start, the audience already has a positive bias to allegory and a negative bias to mockery. As the PCs are outsiders, the DC of this check is 16 in Subtier 1–2 and 20 in Subtier 4–5. An edge gained in this fashion can be used by any PC duelist during the debate. A character who succeeds at a Perception check (DC 18 in Subtier 1–2 and DC 22 in Subtier 4–5) notices that Eynemb appears to be doing the same thing, though he is having some difficulty. With a successful Sense Motive check (DC 20 in Subtier 1–2 and DC 24 in Subtier 4–5), the same PC can tell that Eynemb is failing on purpose.

**Creatures:** The wayang debaters consist of Mayor Farzhan, Harjandi, and Unelda, with Eynemb as the leader of the team. In between exchanges, they discuss strategy, but Eynemb does the majority of the talking. By wayang standards, Eynemb is handsome and charming. He wears scholar's robes and pair of bifocals that he often takes off for dramatic effect. His dark hair is cut short, and he has slicked it back for the ceremony. The statistics he uses for the debate are presented below, but his general tactics require more explanation.

Eynemb is subtly trying to lose the debate, hoping to undermine the normal outcome of this event and eventually prove that the entire festival is nothing but a collection of silly traditions. He does this by singling out individual PCs and using tactics that he believes that PC can effectively counter. He also counters with tactics that are weak against the ones

the PCs use. Finally, he ends an exchange if the DC is over 25 in Subtier 1–2 or 30 in Subtier 4–5. However, he continues the debate until his team's determination is reduced to 0.

Eynemb opens the first exchange using presence, targeting the PC portraying Bu Lo Dama (if there is one). His argument revolves around the importance of the task at hand—allying to seal away a dreadful shadow that could destroy all of Minata. His further tactics include using mockery against the PC portraying Nobali Hohachi (calling her “bird-brained” in the process) and using a tactic that has negative bias against it (if one exists) against the PC portraying Lai Ligau (granting her the opportunity to use mockery against him). From here, the verbal duel should take on a more fluid approach, with a focus on Eynemb's subtle attempts to lose the debate.

A single PC need not be the only debater to participate in a particular exchange, but if Eynemb directs a tactic at a particular PC, that PC must be the one to answer. If one PC decides to end an exchange, any other PC can open the next exchange.

### Subtier 1–2 (CR 3)

#### WAYANG COUNCIL

Wayang dignitaries (4)

**Determination** 7

#### TACTICS

**Allegory** Perform (oratory) +10

**Baiting** Not used

**Emotional Appeal** Sense Motive +10

**Flattery** Diplomacy +10

**Logic** Knowledge (arcana) +12

**Mockery** Perform (comedy) +8

**Presence** Intimidate +10

**Red Herring** Bluff +10

**Rhetoric** Perform (act) +10

**Wit** Linguistics +8

### Subtier 4–5 (CR 6)

#### WAYANG COUNCIL

Wayang dignitaries (4)

**Determination** 9

#### TACTICS

**Allegory** Perform (oratory) +13

**Baiting** Not used

**Emotional Appeal** Sense Motive +13

**Flattery** Diplomacy +13

**Logic** Knowledge (arcana) +16

**Mockery** Perform (comedy) +10

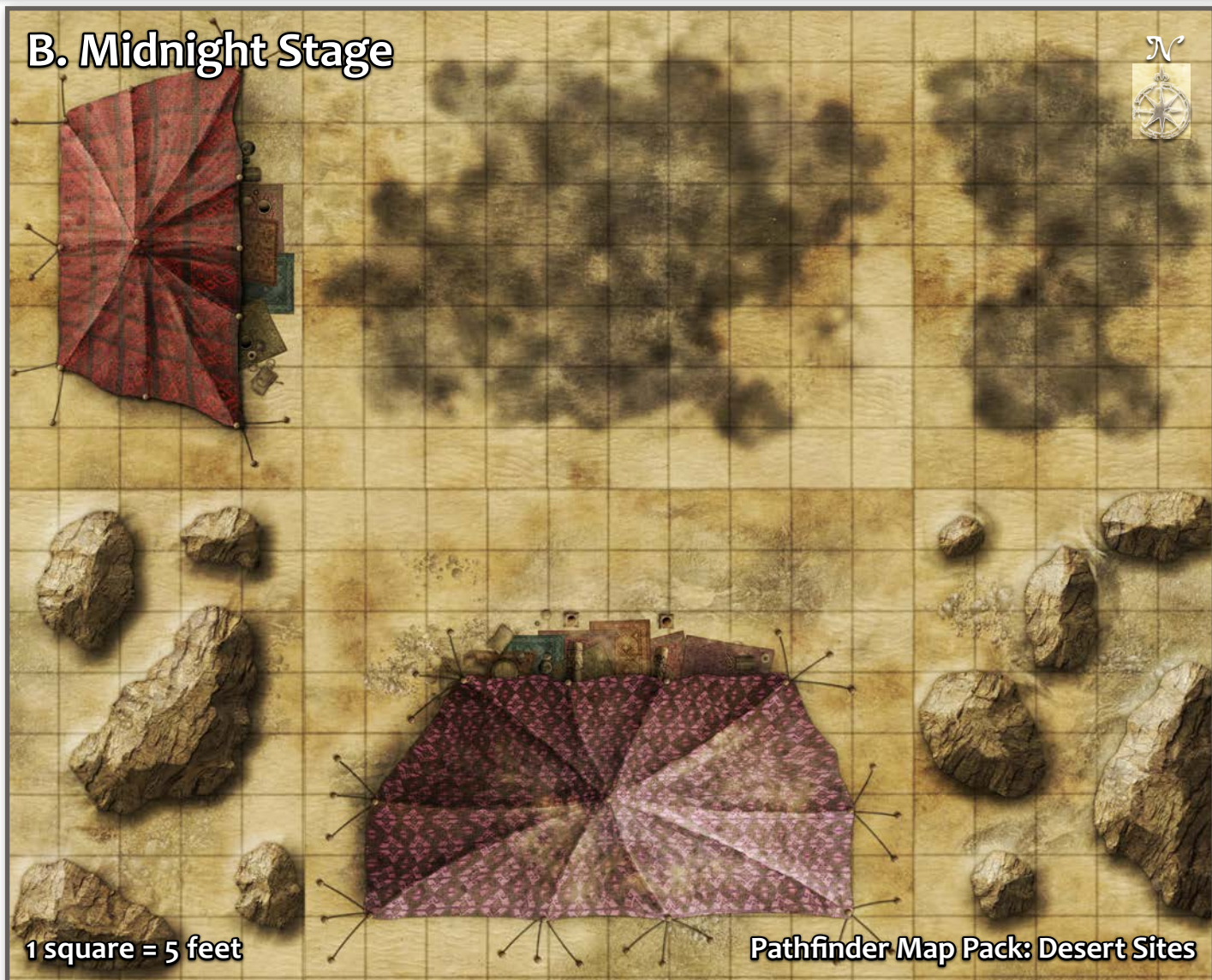
**Presence** Intimidate +13

**Red Herring** Bluff +13

**Rhetoric** Perform (act) +13

**Wit** Linguistics +9

## B. Midnight Stage



**Treasure:** If the PCs lose the debate but do so in good faith, then Mayor Farzhan presents them with *seer's tea*<sup>UE</sup> as a token of the city's appreciation. In Subtier 4–5, the mayor instead presents the PCs with a *circlet of persuasion*.

**Development:** If the PCs win the debate, the audience is noticeably disappointed, but they still offer up some polite applause for the victors. A character who succeeds at a DC 20 Sense Motive check notices that Eynemb is actually pleased with the result, despite having lost.

If the PCs lose the debate, the audience gives a thunderous round of applause for the wayang team. A character who succeeds at a DC 20 Sense Motive check notices that Eynemb isn't particularly happy with the outcome, though he hides it behind smiles and expressions of thanks to well-wishers.

**Trust Points:** If the PCs win the debate or didn't debate in good faith, they lose 2 Trust Points. If the PCs conducted the debate in good faith and gracefully conceded (lost all their determination), then they gain 2 Trust Points.

**Rewards:** If the PCs win the debate, or fail to lose gracefully (by conceding with more than a third of their determination remaining), reduce the treasure as noted.

*Subtier 1–2:* Reduce each PC's gold earned by 45 gp.

*Out of Subtier:* Reduce each PC's gold earned by 210 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 375 gp.

## B. MIDNIGHT STAGE

The final event the PCs are asked to participate in takes place at midnight, just outside Inahiyyi on a large stretch of beach that overlooks the former location of the volcano, Mount Shibotai. A number of small bonfires are lit all along the shore, providing dim light in the majority of the area, through which wayang children frolic and caper. The fires also give off a pleasant scent of sandalwood, and their smoke seems to be quickly whisked out to sea.

The entire population of the town is gathered on the beach, but they reverently make way for the PCs. Harjandi

## RITUAL AID

During the encounters at the midnight feast, if the PCs have more than 0 Trust Points, Harjandi (and potentially other wayang bystanders) provides aid in performing the necessary skill checks to complete the ritual. She grants a +2 bonus to at least one of the ritual's required skill checks, depending on how many Trust Points the PCs have.

**1–2 Trust Points:** One skill check.

**3–4 Trust Points:** Two skill checks.

**5–6 Trust Points:** Three skill checks.

**7 or More Trust Points:** Five skill checks.

and Mayor Farzhan join the PCs, directing the party to approach a set of pavilions at the center of the gathering. Most of the food vendors have relocated to the outskirts of this clearing, though they are now giving away what remains of their stock.

Harjandi explains that the PCs need to participate in a final ritual that strengthens the bindings on the otherworldly presence entrapped by the wayangs.

This ritual takes the form of a

shadow puppet show that retells the story of the original wayangs and Minatan heroes the PCs have been emulating.

Mayor Farzhan explains that once the play begins, the distant bull's-eye lantern magically projects the images across the dark waters north of the beach. Harjandi remains with the PCs to direct their actions, while the mayor adjusts the light from afar. Most of Inahiya's citizens are already in the midst of relocating to higher ground, where the visual play will be most observable. Farzhan quickly departs, indicating that he'll be operating the remote lantern. As the mayor leaves, Harjandi adds that she'll remain to assist the PCs in controlling figures of their respective Minatan heroes.

**The Ritual Play:** Prior to the start of the encounter, Harjandi insists that at least one PC must attempt the ritual skill checks. Depending on the number of Trust Points the PCs have, she offers to assist them (see the Ritual Aid sidebar above). Because of her need to focus on the ritual, Harjandi remains out of combat, and none of the PCs' foes attack her during the following encounters.

To accomplish their part of the ritual, the PCs must succeed at six skill checks. These checks can be attempted by any PC within the southern pavilion, though only one PC can make these checks in a round, as that PC controls the Minatan puppets. Up to two allies can assist the PC performing the ritual, making an aid another action as appropriate. The PCs can perform the ritual by using either broad or refined skills.

Broad skills include Acrobatics to move around the stage to best display the shadows, Bluff to make it look like the PCs know what she's doing, Intimidate to put on terrifying performances, and Sleight of Hand to create elaborate hand puppets. The DC of these checks is 20 in Subtier 1–2 and 24 in Subtier 4–5.

Refined skills include Knowledge (planes) to understand the underlying cosmic principles of the ritual, Perform (act) to operate the shadow puppets effectively, and Perform (oratory) to tell the story to the onlookers. The DC of these checks is 16 in Subtier 1–2 and 20 in Subtier 4–5.

Succeeding at six skill checks, regardless of any failed attempts in between, completes the ritual. The ritual's completion is further detailed in the Development section of encounter B2.

## B1. Shadow Games (CR 3 or CR 6)

A large, tent-covered stage is set up between two sets of rocks, facing the nearby waters. A bull's-eye lantern is positioned several hundred feet south of the stage, shedding light onto the stage and beyond. A number of two-dimensional cutouts of humanoid figures lay scattered on the sand near the pavilion, with hundreds more stacked in a second tent to the northwest. The smaller red tent is also filled with additional puppet props and ritual items, from incense sticks to pale-hued banners.



**Eynemb**

The southern tent is the site of the final ritual. The PCs and Harjandi arrive from the northwest. Harjandi indicates that Eynemb, the wayang the PCs earlier debated against, will soon arrive to handle the puppetry of the wayang portion of the play. Before Eynemb arrives, Harjandi spends some time reviewing the ritual with the PCs (as detailed above).

**Creatures:** The wayang Eynemb arrived prior to the PCs in order to lay an ambush. He's already summoned a shadow puppet that hides among the stored goods in the western tent. Once the PCs approach the stage tent and Harjandi finishes explaining the ritual, read or paraphrase the following.

Before the ritual can begin in earnest, Harjandi mutters to herself, "Where is Eynemb? He is supposed to be here for this..." There is a sudden gasp from the few surrounding wayang stragglers as a shadowy shape moves within the western tent. Meanwhile, Eynemb darts between set of large rocks to the east of the stage, his shadow taking on a life of its own as it glides toward the pavilion housing the stage.

"Fools! You've been slaves to tradition for far too long. Cease this nonsense this instant or I will be forced to stop you myself!" Eynemb shouts.

Harjandi replies, "Don't do this, Eynemb! If we don't strengthen the bindings, the shadow will escape!"

"Then you leave me no choice."

Eynemb appears among the southeastern set of rocks. He believes that stopping the ritual is his last chance to show his fellow wayangs that their devotion to tradition is holding them back. The wayang puppeteer moves among the rocks, having already directed his shadow servant to disrupt the PCs' actions on the stage—this has no impact on the PCs' skill checks to perform the ritual, but it is a thematic tool that can be used to better describe the failures and successes of the PC performing the ritual.

Prior to the PCs' arrival, Eynemb summoned a shadow puppet (the type varies based on subtier; see Eynemb's stat blocks below and on page 14). The shadow puppet emerges as Eynemb directs his shadow servant to disrupt the ritual. The puppet, along with Eynemb, attacks the PCs.

## Subtier 1–2 (CR 3)

### EYNEMB

CR 3

Male wayang bard (shadow puppeteer) 4 (*Pathfinder RPG Bestiary* 4 274, *Pathfinder RPG Advanced Race Guide* 210)

LE Small humanoid (wayang)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

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

**hp** 25 (4d8+4)

**Fort** +1, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic; +2 vs. shadow spells

## SCALING ENCOUNTER B1

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

**Both Subtiers:** Due to the influence of the ritual, Eynemb's shadow puppets are sickened. Also, reduce the DC for saves against Eynemb's spells by 1.

#### OFFENSE

**Speed** 20 ft.

**Melee** rapier +3 (1d4–1/18–20)

**Ranged** mwk shortbow +7 (1d4–1/×3)

**Special Attacks** bardic performance 13 rounds/day (countersong, distraction, fascinate [DC 15], shadow puppets, shadow servant)

**Spell-Like Abilities** (CL 4th; concentration +7)

1/day—*ghost sound* (DC 13), *pass without trace*, *ventriloquism* (DC 14)

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

2nd (2/day)—*mirror image*, *misdirection*

1st (4/day)—*cause fear* (DC 14), *charm person* (DC 14), *lesser confusion* (DC 14), *silent image* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *read magic*

#### TACTICS

**Before Combat** Eynemb casts *mirror image* on himself and uses his shadow puppets ability to summon a shadowy fiendish giant spider (DC 15 Will save to treat as 20% real; see page 17) before interrupting the play.

**During Combat** While letting his giant spider do the fighting, Eynemb casts *cause fear* and *lesser confusion* on those PCs who seem like obvious fighters. He summons another giant spider when the first one is destroyed, and he otherwise tries to use the nearby rocks as cover from the PCs. He also calls the PCs the "true puppets" of the wayangs and their "silly ritual."

**Morale** Eynemb surrenders if reduced to 6 or fewer hit points, calling off his shadows in the process. It's unlikely the PCs have time to properly interrogate him, as after 3 rounds of combat, the ritual disruption creates a more pressing concern (see encounter B2).

#### STATISTICS

**Str** 8, **Dex** 15, **Con** 10, **Int** 16, **Wis** 10, **Cha** 16

**Base Atk** +3; **CMB** +1; **CMD** 13

**Feats** Point-Blank Shot, Precise Shot

**Skills** Acrobatics +2, Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (arcana) +12, Knowledge (planes) +12, Linguistics +8, Perception +9, Perform (act) +10, Perform (comedy) +8, Perform (oratory) +10, Sense Motive +10, Stealth +15; **Racial Modifiers** +2 Perception, +2 Stealth

**Languages** Abyssal, Aklo, Common, Infernal, Minatan, Shadowtongue, Wayang

## SCALING ENCOUNTER B2

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

**Subtier 1-2:** Remove the shadow dire wolf's SR and reduce the amount of damage its bite does to 1d8+2.

**Subtier 4-5:** Reduce the shadow girallon's starting hit points by 20.

**SQ** bardic knowledge +2, light and dark, shadow magic, shadow play, versatile performance (oratory)

**Combat Gear** *wand of charm person* (CL 4th, 6 charges); **Other**

**Gear** mwk shortbow with 20 arrows, rapier, *bracers of armor* +1

### Subtier 4-5 (CR 6)

#### EYNEMB CR 6

Male wayang bard (shadow puppeteer) 7 (*Pathfinder RPG*

*Bestiary* 4 274, *Pathfinder RPG Advanced Race Guide* 210)

LE Small humanoid (wayang)

**Init** +6; **Senses** darkvision 60 ft.; Perception +12

#### DEFENSE

**AC** 16, touch 14, flat-footed 14 (+2 armor, +1 deflection, +2 Dex, +1 size)

**hp** 42 (7d8+7)

**Fort** +2, **Ref** +7, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic; +2 vs. shadow spells

#### OFFENSE

**Speed** 20 ft.

**Melee** rapier +5 (1d4-1/18-20)

**Ranged** mwk shortbow +10 (1d4-1/×3)

**Special Attacks** bardic performance 19 rounds/day (move action; countersong, distraction, fascinate [DC 16], shadow puppets, shadow servant, suggestion [DC 16])

**Spell-Like Abilities** (CL 7th; concentration +10)

1/day—*ghost sound* (DC 13), *pass without trace*, *ventriloquism* (DC 14)

**Bard Spells Known** (CL 7th; concentration +10)

3rd (2/day)—*crushing despair* (DC 16), *major image* (DC 16)

2nd (4/day)—*daze monster* (DC 15), *mirror image*, *misdirection*, *sound burst* (DC 15)

1st (5/day)—*cause fear* (DC 14), *charm person* (DC 14), *lesser confusion* (DC 14), *silent image* (DC 14), *ventriloquism* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *read magic*

#### TACTICS

**Before Combat** Eynemb casts *mirror image* on himself and uses his shadow puppets ability to summon a shadowy fiendish constrictor snake (DC 16 Will save to treat as 20% real; see page 17) before interrupting the festival.

**During Combat** While letting his giant snake do the fighting, Eynemb casts *crushing despair* and *daze monster* on those

PCs who seem like obvious fighters. He summons another constrictor snake when the first one is destroyed, and he otherwise tries to use the nearby rocks as cover from the PCs. He also calls the PCs the “true puppets” of the wayangs and their “silly ritual.”

**Morale** Eynemb surrenders if reduced to 12 or fewer hit points, calling off his shadows in the process. It's unlikely the PCs have time to properly interrogate him, as after 3 rounds of combat, the ritual disruption creates a more pressing concern (see encounter **B2**).

#### STATISTICS

**Str** 8, **Dex** 15, **Con** 10, **Int** 16, **Wis** 10, **Cha** 16

**Base Atk** +5; **CMB** +3; **CMD** 16

**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)

**Skills** Acrobatics +12, Bluff +13, Diplomacy +13, Disguise +13, Intimidate +13, Knowledge (arcana) +16, Knowledge (planes) +16, Linguistics +9, Perception +12, Perform (act) +13, Perform (comedy) +10, Perform (oratory) +13, Sense Motive +13, Stealth +18; **Racial Modifiers** +2 Perception, +2 Stealth

**Languages** Abyssal, Aklo, Common, Gnome, Infernal, Minatan, Shadowtongue, Wayang

**SQ** bardic knowledge +3, light and dark, lore master 1/day, shadow magic, shadow play, versatile performances (act, oratory)

**Combat Gear** *wand of charm person* (CL 7th, 8 charges); **Other**

**Gear** mwk shortbow, rapier, *bracers of armor* +2, *ring of protection* +1, 20 arrows

**Development:** This encounter transitions into encounter **B2** after 3 rounds.

### B2. Darkness Rises (CR 4 or CR 7)

After 3 rounds of fighting Eynemb and his shadow puppets (or as soon as they are defeated, if that occurs earlier), the bindings holding the evil presence begin to fray at the edges. The color drains out of the area, and incorporeal black tentacles snake out from behind the stage. Any remaining wayangs on the beach flee back to the city.

Luckily for the PCs, this also awakens the spirits of the Minatan heroes who helped seal away the shadowy evil long ago. Any PC that performed at least one action that attuned him to his chosen hero (see the Heroic Actions sidebars on pages 8 and 10) feels a comforting presence watching over him and infusing him with power, even if he isn't wearing his mask or ribbon. That PC can choose to gain a +1 enhancement bonus to a single weapon or a single piece of armor. If he performed both heroic actions, he can increase this bonus to +2 or can apply a +1 enhancement bonus to two weapons, two pieces of armor, or one weapon and one piece of armor. This makes the item magical (if it isn't already) for the purpose of overcoming damage reduction. This effect lasts until the end of the encounter.

**Creature:** The shadowy tentacles wriggle from the stage,

infesting the Material Plane. They eventually coalesce in the open area north of the stage, manifesting as a hideous shadowy rendition of an animal. In Subtier 1–2, the tentacles form into the shape of a large wolf, replete with ferocious obsidian spikes. In Subtier 4–5, the tentacles form into a vast four-armed gorilla. The shadow animal forms on the beach 2 rounds after the shadow infection overtakes the area (5 rounds since combat likely commenced). The possessed animal seeks to kill any creature near the stage of the final ritual.

If the PCs succeeded at two of the six ritual skill checks, the shadow puppet stage glows briefly with a dark light, and the emerging shadow creature is staggered for 1d3 rounds.

If Eynemb is still conscious when the shadow animal appears, he gives up the fight against the PCs and stands flabbergasted at the scene for 1 round. He then joins the battle against the shadow animal, creating shadow puppets to help the PCs flank the beast.

## Subtier 1–2 (CR 4)

### SHADOW DIRE WOLF CR 4

NE Large outsider (augmented animal)  
**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent;  
 Perception +10

#### DEFENSE

**AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)  
**hp** 37 (5d8+15)  
**Fort** +7, **Ref** +6, **Will** +2

**Defensive Abilities** shadow blend; **DR** 5/magic; **Resist** cold 10, electricity 10; **SR** 9

#### OFFENSE

**Speed** 50 ft.  
**Melee** bite +7 (1d8+6 plus trip)  
**Space** 10 ft.; **Reach** 5 ft.

#### TACTICS

**During Combat** The shadow dire wolf sticks to the shadows, biting and tripping any foes it can get close to.

**Morale** If half or more of the PCs are unconscious or dying, the shadow dire wolf flees into the night.

#### STATISTICS

**Str** 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10  
**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)  
**Feats** Run, Skill Focus (Perception), Weapon Focus (bite)  
**Skills** Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

#### SPECIAL ABILITIES

**Shadow Blend (Su)** In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). The shadow dire wolf can suspend or resume this ability as a free action.

## Subtier 4–5 (CR 7)

### SHADOW GIRALLON CR 7

NE Large outsider (augmented magical beast)  
**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent;  
 Perception +11

#### DEFENSE

**AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)  
**hp** 73 (7d10+35)  
**Fort** +9, **Ref** +8, **Will** +5

**Defensive Abilities** shadow blend; **DR** 5/magic; **Resist** cold 10, electricity 10; **SR** 12

#### OFFENSE

**Speed** 40 ft., climb 40 ft.  
**Melee** bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** rend (4 claws, 1d4+6)

#### TACTICS

**During Combat** The shadow girallon focuses on a single foe at a time, attempting to rend his flesh.

**Morale** If half or more of the PCs are unconscious or dying, the shadow girallon flees into the night.

#### STATISTICS

**Str** 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7  
**Base Atk** +7; **CMB** +12; **CMD** 25  
**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

**Skills** Climb +12, Perception +11, Stealth +5

#### SPECIAL ABILITIES

**Shadow Blend (Su)** As per Subtier 1–2.

**Treasure:** As a parting gift, assuming the PCs completed the ritual or banished the shadow creature, Mayor Farzhan hands the PCs a decoratively carved box that contains an *aegis of recovery*<sup>UE</sup> and a pair of *heavyload belts*<sup>UE</sup>. In Subtier 4–5, this box instead contains a set of *needles of fleshgraving*<sup>UE</sup>.

**Development:** The sixth successful skill check associated with the ritual play completes the ceremony and immediately ends the encounter. The shadow creature is struck down by rays of moonlight, causing it to burn in monochrome fire. The moon is briefly swallowed by an immense shadow, and when it returns, color has returned to the landscape and everything is calm. If the PCs defeat the shadow monster in combat, this gives the wayangs enough breathing room to put the final touches on the ritual (whether or not the PCs succeeded at their own checks) and rebind the dark presence within the volcanic crater. Either way, Mayor Farzhan, upon his hasty return, demonstrates his gratitude with hearty handshakes that quickly transform into warm embraces, while Harjandi looks on in bemusement.

If the shadow monster flees (likely due to most of the

PCs being knocked unconscious), the mood is much more somber. This area of the beach is permanently drained of color and all the remaining food from the feast turns to ash. Harjandi tries to assist those who survived the attack, reassuring them that they did all they could. Mayor Farzhan sits by the dark water and weeps silently. The wayangs of Inahiyl will need some time to recover before they begin the daunting task of hunting down and destroying the shadowy evil.

Should Eynemb survives, he realizes the error of his ways and is extremely contrite. He explains his motivations to any PC who asks, and he begs for mercy. Mayor Farzhan assures the PCs that Eynemb will receive appropriate punishment—he will be barred from participation in any future ceremonies.

**Rewards:** If the PCs fail to defeat the shadow monster, reduce the treasure as indicated.

*Subtier 1–2:* Reduce each PC's gold earned by 291 gp.

*Out of Subtier:* Reduce each PC's gold earned by 479 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 666 gp.

## CONCLUSION

Following the completion of the ritual or the escape of the shadow creature, the PCs are escorted back to Inahiyl to rest. The morning after the ceremony, the *Spider's Silk* returns to take the PCs back to Ramparassad. The wayangs offer a quiet or a cheery farewell (depending on the circumstances).

Whether the PCs completed the binding ritual or not, Old Pak is interested in hearing about their experiences, though if a great shadow escaped into the world, he is disappointed to learn this. However, he encourages the PCs to give details about the ritual (and the festival in general), which either tempers his chagrin or provokes a flurry of further questions. If the PCs did complete the

ritual, they earn the Inahiyl's Gratitude boon on their Chronicle sheet. Additionally, any PCs who performed at least one action attuned to the hero of their respective mask earns the Grace of Minatan Heroes boon on their Chronicle sheet.

Old Pak takes note of any PCs who accepted any of the wayang body modifications available during the festival. He, on behalf of Amara Li from Goka's Lantern Lodge, offers to pay for their reversal, free of charge, if the PCs aren't content with the changes. Any PC that keeps her modifications earns the Wayang Body Modification boon on their Chronicle sheet.

At the conclusion of the debriefing, Old Pak thanks the Pathfinders for their service and notes that he will send their findings to the Lantern Lodge in Goka, where Amara Li will hear of the PCs actions.

## REPORTING NOTES

If Eynemb survives the scenario, check box A on the reporting sheet. If the shadow creature manages to escape before its destruction or the ritual's completion, check box B.

## PRIMARY SUCCESS CONDITIONS

The PCs complete their primary mission if they defeat the escaped shadow creature and help the wayangs complete the binding ritual. Doing so earns each PC 1 Prestige Point.

## SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary objective as long as they have 3 or more Trust Points at the end of the scenario and either lost the debate of the second trial gracefully or didn't kill any wayang brawlers in the first trial. Fulfilling the secondary success condition earns each PC 1 additional Prestige Point.



## APPENDIX #1: STAT BLOCKS

The following stat blocks are used in this adventure.

### Snake, Constrictor

*This large snake has a thick, muscular body and dull green scales decorated with dirty brown stripes.*

#### CONSTRUCTOR SNAKE CR 2

N Medium animal

**Init** +3; **Senses** scent; Perception +12

#### DEFENSE

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

**hp** 19 (3d8+6)

**Fort** +4, **Ref** +6, **Will** +2

#### OFFENSE

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

**Melee** bite +5 (1d4+4 plus grab)

**Special Attacks** constrict (1d4+4)

#### STATISTICS

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

**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

**Feats** Skill Focus (Perception), Toughness

**Skills** Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

### Spider, Giant

*A spider the size of a man crawls silently from the depths of its funnel-shaped web.*

#### GIANT SPIDER CR 1

N Medium vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

#### DEFENSE

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

**hp** 16 (3d8+3)

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

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +2 (1d6 plus poison)

**Special Attack** web (+5 ranged, DC 12, hp 2)

#### STATISTICS

**Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)

**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

## APPENDIX #2: VERBAL DUELS

Sticks and stones may break your bones, but words can crush your spirit. Verbal duels are battles of words rather than swords, in which skilled duelists use facts, wordplay, and rhetorical flourishes against each other to win arguments or sway crowds. This kind of duel typically takes place in front of an audience, but the rules presented below can also be used for private discussions, or even large debates where multiple viewpoints conflict in an arena of opinion.

Many of the following rules assume the duel is between two chief opponents and is conducted in front of onlookers the duelists are attempting to sway—indeed, sometimes a duelist and her allies can improve their odds by discerning the crowd's biases and playing to them. A verbal duel's audience might be an angry mob, the members of a ruling council or senate, the jury during a court proceeding, or socialites at a party—anywhere two characters might best each other with wit and cutting remarks.

### Assessing an Audience

A duelist and any of her allies who have at least 10 minutes to interact with the crowd before a verbal duel begins can attempt a check to determine an audience bias (see below).

Succeeding at a DC 15 Sense Motive check allows a duelist or one of her allies to learn one of the crowd's biases.

Sometimes assessing an audience can have a higher DC if the GM feels the crowd is particularly tight-lipped or their biases are otherwise obscured. Once a character attempts a Sense Motive check to assess an audience's biases, she can't retry that check, even if she has more time to study the audience.

### Audience Biases

When a verbal duel features an audience that can be swayed, the GM determines any types of dueling tactics that the audience either favors or disfavors. If a crowd has a negative bias against a particular tactic, duelists take a –2 penalty on the associated skill check when using that tactic. If the audience has a positive bias toward a tactic, duelists gain a +2 bonus on the associated skill check when using that tactic. Some audiences may have even stronger biases, imparting penalties and bonuses that range from –5 to +5.

### Seeding an Audience

Once she knows one or more of the crowd's biases, a character can attempt to seed the crowd and gain benefits for her side of the verbal duel. A GM may rule that seeding a crowd is impossible or very difficult. For example, seeding a jury in a lawful society may be very difficult, and is probably illegal or even practically impossible.

Audiences that can be seeded allow allies of each duelist to urge the argument in other directions.

To attempt to seed an audience, a character must spend

at least 10 minutes with members of the crowd before the verbal duel begins, choose one of the audience's biases she knows, and succeed at a Bluff, Diplomacy, or Intimidate check with a DC of at least 15. The GM may rule that the DC is higher due to the ally's lack of familiarity with the crowd or other factors—as high as the duelist's level + 15 or 20 for especially challenging situations.

If the character chose to seed a positive bias and succeeds at the check, the duelist of her choice gains an edge that can be spent when that duelist uses the tactic associated with the positive bias during the verbal duel. If the character fails the check, she can't attempt to seed the same audience again. If the character fails the check by 5 or more, no one can attempt to seed that positive bias again in her duelist's favor.

If the character chose to seed a negative bias and succeeds at the check, the duelist of her choice gains an edge that can be spent when that duelist counters the tactic associated with the negative bias. If the character fails the check, she can't attempt to seed the same audience again. If the character fails the check by 5 or more, no one can attempt to seed that negative bias again in her duelist's favor.

Both sides can attempt to seed the audience before the duel begins and can even seed the same biases, but a given duelist can only benefit from a single successful seeding of a particular bias.

## Edges

Edges are gained either by seeding a bias, using some trick of a verbal dueling tactic, when an opponent decides to end an exchange, or due to some other effect. A duelist can spend an edge to reroll an associated skill check for a verbal duel tactic. Sometimes you are limited as to when you can spend an edge. For instance, edges gained by seeding positive biases can only be spent when using the tactic associated with that bias.

**Gaining Edges From Skill-Modifying Abilities:** Only effects and abilities that modify an ability score, modify ranks, or specifically affect a tactic apply directly to the associated skill check in verbal duels. However, effects that increase the modifier of an entire associated skill (not just circumstantial uses of the skill) grant edges instead. For instance, the spell *glibness* neither adds to the associated skill check nor grants edges because it only grants a bonus to some cases in which Bluff can be used, and does not increase the skill's general modifier.

For spells and effects that do apply to a verbal duel, such as a *circlet of persuasion* or Skill Focus, instead of the normal modifiers to skill rolls, they grant a number of edges equal to  $1/3$  of the total bonus they would otherwise grant.

For example, a character with Skill Focus (Diplomacy) and 10 ranks in that skill would gain two edges instead of a +6 bonus. Total up all such bonuses before dividing by 3.

All edges gained in this way are limited to the particular

tactic associated with the skill.

In many cases, using magic to enhance one's verbal dueling skills is often considered gauche or even illegal.

The more official the verbal duel, the more likely the chance magic will be restricted or even banned. This is often particularly true during the course of duels in a legal setting.

## Dueling With Words

Often, how a duel starts and which duelist goes first is determined by the particulars of the scene. For instance, if the dueling PC is the defendant in a court case, she may be on the defensive, being forced to counter in the first exchange after the prosecution opens the duel. A PC trying to elicit the duke's help may open the duel, asking for favor and presenting the case for why granting aid is in the duchy's best interest. A playful battle of wits during a dinner party might start when the party's host chooses a guest to begin the first exchange.

At the start of a verbal duel, each duelist gains a pool of determination. Determination is a mix of personal magnetism, native intelligence, the ability to gauge and react to an opponent's tactics, and any other mitigating factors pertinent to the duel. As the verbal duel progresses, exchanges take place and the stakes increase. A duelist loses determination equal to the exchange's ante each time she either concedes or loses an exchange.

Other factors may also decrease a duelist's determination.

When a duelist's determination is reduced to 0 or lower, the verbal duel ends with her defeat.

**Determination:** A duelist's base determination is the average (rounded down) of her Intelligence, Wisdom, and Charisma modifiers (minimum 0) + her total Hit Dice.

**Adjusting Determination:** Circumstances and effects might increase this pool of determination points, at the GM's discretion. For instance, for a particular type of verbal duel, it might make sense to use a single ability modifier rather than the average. For a longer verbal duel, especially at low levels, it might make sense to use the highest of a character's three mental ability modifiers or even add two or all three together.

One of the main ways to adjust determination is to consider if one of the characters has a social advantage or disadvantage. While the GM is free to determine the particulars of a character's social advantage or disadvantage in a situation, the four default categories are extreme advantage, significant advantage, significant disadvantage, and extreme disadvantage. A character at an extreme advantage multiplies her determination by 2 and gains 5 edges. A character with a significant advantage multiplies her determination by 1.5 and gains 3 edges. A character at a significant disadvantage multiplies her determination by  $3/4$ . Finally, a character at an extreme disadvantage multiplies her determination by  $1/2$  and loses 3 of her starting edges (minimum 0).

## Tactics

Tactics are the weapons of verbal dueling. At the start of each duel, each duelist can assign her skills to tactics that have those skills associated with them. A duelist can only assign a given skill to a single tactic, so if a duelist assigned Perform (oratory) to allegory, she couldn't also assign it to emotional appeal. For the purpose of a verbal duel, a character calculates her associated skill bonus by adding her ranks in the skill (including the +3 bonus for having ranks in the skill if it is a class skill) and her Charisma modifier (regardless of which skill she chooses, unless she has the Ironclad Logic feat). If she has other modifiers to the skill, they grant her edges (see page 18). The bard's versatile performance ability allows two skills to use the bonus from a Perform skill, and a character with that ability can assign all three of those skills to different tactics, even though he technically might only have ranks in the Perform skill.

A duelist might apply bonuses or penalties to a tactic's associated skill check due to the audience's bias, as well as from the following considerations.

**Last Tactic:** It's often considered bad form and awkward to counter with the last tactic used against you. When you do so, you'll take a -2 penalty on the associated skill check for the tactic. For instance, if your opponent uses mockery against you, countering with a mockery tactic is possible, but you take the -2 penalty on your associated skill check when you do.

**Repetition of Tactics:** Using the same tactic over and over again is not an effective way to win verbal duels. Over the course of a duel, each time you win an exchange with a particular tactic, you take a cumulative -2 penalty on all associated skill checks when you use the tactic again.

At that point, the audience and your opponent have both seen some of the best you had to offer with that tactic.

**Tactic Interaction:** Some tactics are not as effective at countering other tactics. Others are more effective at countering specific tactics. For instance, it is harder to counter a logical argument with mockery, and most tactics have a hard time foiling a verbal trap set by baiting.

Most tactic descriptions feature an "Interaction" entry detailing that tactic's conflicts and synergies. The tactics are listed in full for your players in **Player Handout #1**.

## Verbal Exchanges

Verbal duels are fought in a series of exchanges. Each exchange is an argumentative back-and-forth in which each duelist attempts to gain the upper hand over her opponent and decrease the opponent's determination to continue the debate. The end of an exchange might signal the end of

the verbal duel or mark a change in the flow of the debate's conversation.

At the start of each exchange, one of the duelists chooses a tactic as an opening, makes his associated skill check for that tactic, increases the ante of the exchange from 0 to 1, and sets the current exchange DC to the result of his check. The ante of the exchange is an ever-changing (usually increasing) value within an exchange; the duelist who either loses the exchange or decides to end the exchange reduces his determination by an amount equal to the exchange's ante.

At this point, the opponent must decide whether to counter the opening or end the exchange. If she still has 1 or more determination remaining, she can then choose to open a new exchange or concede the duel. If she decides to counter the opening, she first increases the ante by 1, then chooses a tactic, and attempts the associated skill check.

If that skill check exceeds the current DC of the exchange, the exchange continues. That roll sets the new exchange DC for the original duelist to counter if he decides not to end the exchange. If the countering duelist's check does not exceed the current DC of the exchange, she loses the exchange (reducing her determination as appropriate), though she can spend one or more of her edges to reroll the associated skill check, potentially multiple times.

If she decides to end the exchange, she reduces her determination by the exchange's ante, and her opponent gains 1 edge.

Duelists repeat this cycle until one decides to end an exchange, a duelist fails to counter her opponent's tactic, or the duel otherwise ends. When a duelist decides to end an exchange or fails to counter her opponent's tactic, her determination is reduced by an amount equal to the current ante of the exchange. Whichever duelist ends an exchange or fails to counter her opponent's tactic can either open a new exchange or concede the verbal duel if she still has determination remaining.

## Ending a Duel

At the end of any exchange, either duelist can call to end the duel, and set the terms for ending the duel. When they do this, it can be considered a tie if both sides agree, or one side can call for the other to concede. A verbal duel ends immediately if one duelist's determination is reduced to 0 or lower. In these cases, the other duelist wins. In either case where there is a victor, the victorious duelist achieves some social advantage from his success, usually defined by the scene of the verbal duel. A victory or a defeat in a verbal duel might also lead to unexpected complications.

## PLAYER HANDOUT #1: MINATAN HEROES

Each of you will be taking on the role of one of six historical heroes who eventually aided the wayangs of Inahiyl in sealing away a dangerous darkness within the remnants of a volcano. Each hero is listed with the color of that hero's mask, as well as the personality traits immortalized by that hero. If you successfully portray your chosen hero during the events of Abbinthurtaa, the spirit of that hero may look favorably upon you.

### Bu Lo Dama

Captain of the ship *Nine Rings*, this charismatic human was one of the first to encounter the wayangs as they sought aid.

**Color:** Bu Lo Dama's mask is the deep blue of the sea.

**Personality:** Bu Lo Dama was known to be cautious in battle, having once lost many of his crew to a vicious tribe of sahuagin. However, he was said to have a silver tongue, charming his way into many profitable trade contracts.

### Ilyamakano

An elven druid from the Valashmai Jungle, Ilyamakano journeyed to the ruins of Mount Shibotai to study the cause of its fateful eruption.

**Color:** Ilyamakano's mask is the vibrant green of the forest.

**Personality:** Not wishing to be the center of attention, Ilyamakano was said to help his allies in a fight whenever he could. He was also known to be quite discursive, spouting story after story whose morals were sometimes hidden deep within flowery prose.

### Lai Ligau

Born into a traveling circus, this agile human set out on her own to fill her pockets with riches from other islands.

**Color:** Lai Ligau's mask is a shiny gold.

**Personality:** Lai Ligau was known to be quite acrobatic, flitting between her foes in combat. Legends also say that her tongue was as sharp as her blade, and that she would insult just about anyone who crossed her path.

### Nobali Hohachi

This tengu priest of Hei Feng felt it was her destiny to bring the holy word of the Duke of Thunder down upon the Minatan isles.

**Color:** Nobali Hohachi's mask is as black as a starless midnight.

**Personality:** Like a bolt of lightning, Nobali Hohachi was said to be very brash, often rushing into combat and leaving her allies behind. This confidence spilled over into her personal dealings, and no manner of slight or insult would fail to set her off.

### Tiqa Vastrokardoyo

A samsaran sage who claimed to have wandered Minata for several lifetimes, Tiqa Vastrokardoyo wanted to learn about the wayangs, but was unsure of their motives.

**Color:** Tiqa Vastrokardoyo's mask is a royal purple.

**Personality:** Tales speak of Tiqa Vastrokardoyo's tactical acumen during battle; she knew just where to stand to take advantage of the environment. She was also known to have knowledge on a variety of topics and could present a relevant fact in just about any conversation.

### Whaoxi Sennen

An inveterate trickster, this kitsune had his own mysterious reasons for getting involved with the wayangs—reasons that have been lost to history.

**Color:** Whaoxi Sennen's mask is the bright orange of a setting sun.

**Personality:** Whaoxi Sennen's opponents found him difficult to read in a fight, as he always seemed to strike from unexpected directions. He acted quite similarly in most conversations, going off on distracting tangents.

## PLAYER HANDOUT #2: VERBAL DUEL TACTICS

Tactics are the weapons of verbal dueling. At the start of each duel, each duelist can assign her skills to tactics that have those skills associated with them. A duelist can only assign a given skill to a single tactic, so if a duelist assigned Perform (oratory) to allegory, she couldn't also assign it to emotional appeal. For the purpose of a verbal duel, a character calculates her associated skill bonus by adding her ranks in the skill (including the +3 bonus for having ranks in the skill if it is a class skill) and her Charisma modifier (regardless of which skill she chooses, unless she has the Ironclad Logic feat). If she has other modifiers to the skill, they grant her edges. A bard's versatile performance ability allows two skills to use the bonus from a Perform skill, and a character with that ability can assign all three of those skills to different tactics, even though he technically might only have ranks in the Perform skill.

A duelist might apply bonuses or penalties to a tactic's associated skill check due to the audience's bias, as well as from the following considerations.

**Last Tactic:** It's often considered bad form and awkward to counter with the last tactic used against you. When you do so, you'll take a -2 penalty on the associated skill check for the tactic. For instance, if your opponent uses mockery against you, countering with a mockery tactic is possible, but you take the -2 penalty on your associated skill check when you do.

**Repetition of Tactics:** Using the same tactic over and over again is not an effective way to win verbal duels. Over the course of a duel, each time you win an exchange with a particular tactic, you take a cumulative -2 penalty on all associated skill checks when you use the tactic again.

At that point, the audience and your opponent have both seen some of the best you had to offer with that tactic.

**Tactic Interaction:** Some tactics are not as effective at countering other tactics. Others are more effective at countering specific tactics. For instance, it is harder to counter a logical argument with mockery, and most tactics have a hard time foiling a verbal trap set by baiting.

Most tactic descriptions feature an "Interaction" entry detailing that tactic's conflicts and synergies.

## Allegory

You use a fable or parable featuring an underlying message to frame the debate. While it is sometimes difficult to use allegory in the heat of an exchange, it makes a very effective opener.

**Associated Skills:** Knowledge (history), Knowledge (religion), Perform (act), Perform (oratory).

**Interaction:** You take a -2 penalty on the associated skill checks when using allegory as a counter.

**Special:** If you use allegory to open an exchange, and your opponent chooses to end the exchange rather than attempt to counter your allegory, increase the exchange's current ante by 2 (before your opponent's determination is reduced) instead of gaining an edge.

## Baiting

You hurl taunts and barbs, or level false dichotomies, goading your opponent into a trap. Baiting works best when the stakes are already high, since in that case backing down can be even more damaging than blundering into your trap.

**Associated Skills:** Bluff, Intimidate, Perform (comedy), Sense Motive.

**Interaction:** A duelist using a tactic other than presence takes a -2 penalty on the associated skill check when countering baiting.

**Special:** Baiting can't be employed to open an exchange. If your opponent ends an exchange rather than counter your baiting, your baiting doesn't take the normal -2 penalty on future associated skill checks for winning an exchange.

## Emotional Appeal

You make an argument appealing to the emotional desires of your opponent or audience. This tactic is particularly useful against an opponent with an advantage in status or knowledge; raising the emotional stakes can be rewarding, but it can also be dangerous.

**Associated Skills:** Bluff, Perform (oratory), Sense Motive.

**Interaction:** You gain a +2 bonus on the associated skill check when using an emotional appeal to counter logic, presence, and rhetoric.

**Special:** Successfully countering with an emotional appeal increases the exchange's ante by an additional 1.

### Flattery

You ingratiate yourself to your opponent, causing him to either let down his guard or to gain some other advantage.

While usually deceptive and manipulative, this tactic also covers the actions of characters who are genuinely likeable and friendly.

**Associated Skills:** Bluff, Diplomacy, Knowledge (nobility).

**Interaction:** You take a -2 penalty on the associated skill check when using flattery to counter mockery. You gain a +2 bonus on the associated skill check when using flattery to counter presence.

**Special:** If you win an exchange with flattery, reduce the ante of the exchange by 2 (minimum 0) and gain an edge that can be used with any skill check in a verbal duel.

### Logic

When you use logic, you present facts, figures, and expert testimony. While logic can still be used to mislead your adversary or the audience, unlike most other tactics, it still requires a strong understanding of the subject matter to do so.

**Associated Skills:** Knowledge (any pertinent); occasionally, other skills will apply instead, such as Appraise (for a verbal duel involving barter or haggling) or Profession (for a verbal duel involving knowledge or practice of that profession's skill set, such as Profession [barrister] during a trial).

**Interaction:** You gain a +2 bonus on the associated skill check when you use logic as an opener. You take a -2 penalty on the associated skill check when you use logic to counter baiting, emotional appeal, mockery, red herring, or wit.

**Special:** When you win an exchange with logic, you gain 1 edge that you can only use with logic.

### Mockery

You use personal attacks, mudslinging, or creative insults to belittle your opponent. Mockery works best when you capitalize on your opponent's use of an unpopular tactic.

**Associated Skills:** Bluff, Intimidate, Perform (comedy).

**Interaction:** You take a -2 penalty on the associated skill check when you use mockery to counter logic and wit.

**Special:** You gain a +2 bonus on the associated skill check when you use mockery to counter a tactic with a negative audience bias, and if you win the exchange with mockery against such a tactic, increase the ante by 1. You take a -2 penalty on the associated skill check when you use mockery to counter a tactic with a positive audience bias, though if you succeed, reduce the ante by 1.



## Presence

You make a show of confidence or true nobility or you simply put on airs, and an opponent's claims slide off and bounce back against him, leaving you unscathed. This tactic works to deflect baiting and mockery but is less effective against other tricks.

**Associated Skills:** Intimidate, Knowledge (nobility).

**Interaction:** You gain a +2 bonus on the associated skill check when you use presence to counter baiting or mockery. You take a -2 penalty on the associated skill check when using presence to counter allegory, emotional appeal, or red herring.

**Special:** If you win an exchange with presence, you regain 1 determination (to a maximum amount equal to your starting determination).

## Red Herring

You use this tactic to distract your opponent or the audience from the heart of the debate, avoiding the danger of the current exchange. While a red herring can't be used as an opener, it can be used to quickly end an exchange that is getting too dangerous to continue.

**Associated Skills:** Bluff, Perform (oratory).

**Special:** You can't use red herring as an opener.

When using a red herring as a counter, you can choose to gain a +4 bonus on the associated skill check. If you do so and succeed, instead of continuing and escalating the exchange as normal, you reduce the ante to 0 and automatically win the exchange. Unlike normal, you start the next exchange.

## Rhetoric

You use versatile debating tactics, applying advantageous rhetorical devices to squash your opponent's arguments.

Most of the verbal maneuvers included in this tactic are simple and forthright linguistic devices; deceptive debating gambits are often included as part of other tactics such as baiting, emotional appeal, mockery, or red herring. Rhetoric is a multipurpose tactic that lacks some of the dangers of other tactics, but doesn't offer any significant rewards either.

**Associated Skills:** Diplomacy, Linguistics, Perform (act), Perform (oratory).

**Special:** Since rhetoric involves subtle word choices that most audiences don't notice consciously, it is very rare for an audience to have a negative bias toward rhetoric.

### Wit

You use humor or cleverness to gain an advantage over your opponent, but the tactic can backfire if your jokes and jibes fall flat.

**Associated Skills:** Linguistics, Perform (comedy).

**Special:** When using wit, you can choose to gain a +2 bonus on the associated skill check. If you do so and fail the associated skill check, decrease your determination by 1. If you fail by 5 or more, you take a -2 penalty on wit's associated skill checks for the rest of the duel.

### PLAYER HANDOUT #3: VERBAL EXCHANGES SUMMARY

The following is an abbreviated summary of the rules for how to run verbal exchanges within a verbal duel. This handout is for PCs to reference during such encounters. Verbal exchanges represent duelists (or teams of duelists) working against one another to win over an audience.

**Opening Exchange:** The opening duelist initiates the first verbal duel exchange. This involves the following steps.

- 1) Choose a tactic (see **Player Handout #2**).
- 2) Roll an associated skill check. This sets the ongoing DC of the exchange.
- 3) Up the ante from 0 to 1.

**Subsequent Exchanges:** Once the opening exchange has set the DC, the opponent must decide to counter or end the verbal exchange. If the exchange is ended, the side choosing to end the exchange loses determination equal to the current ante. Also, the opposing team gains 1 edge.

If the current team chooses to counter, use the following steps:

- 1) Raise the ante by 1.
- 2) Choose a tactic (see **Player Handout #2**).
- 3) Roll an associated skill check.

**Counter Results:** If the check succeeds, the current DC is set to whatever result the team scored to beat the previous set DC. If the check fails, the current exchange is lost. The losing team immediately loses an amount of determination equal to the current ante. The losing team, if it has any remaining determination, can then choose to begin a new verbal exchange, following the rules above. If a team is reduced to 0 determination, then the verbal duel immediately ends.

**Edge:** Edges can be used to reroll skill checks. Unlike normal reroll rules, edges can be spent to reroll a skill check multiple times, if enough edges are available.

**Verbal Duel Tactics:** Additional rules for how verbal tactics affect these duels are presented in **Player Handout #2**.

# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #8-14: To Seal the Shadow

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

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

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Pathfinder Society Scenario #8-14: To Seal the Shadow © 2017, Paizo Inc.; Author: Jason Keeley.



# Pathfinder Society Scenario #8-14: To Seal the Shadow

Character Chronicle #

Core Campaign

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

**This Chronicle sheet grants access to the following:**

**Grace of Minatan Heroes:** You've earned the attention of powerful Minatan spirits, who now watch over your travels. As a standard action, you may cross this boon off your Chronicle sheet to gain the effects of *greater magic fang* or *greater magic weapon* (CL = your total HD). Regardless of which spell is selected, this effect only lasts for 1 minute per effective caster level.

**Inahiyi's Gratitude:** By participating in the ritual of Inahiyi, you've become intertwined in the wayang's connection to the Shadow Plane. You may, as an immediate action, check a box that precedes this boon to treat positive and negative energy effects as though you were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts 1 minute once activated.

If you are a wayang, your mastery over shadow is such that when you use your light and dark racial ability, you can check both boxes that precede this boon. When you do so, you allow both positive and negative energy to heal you, though this benefit lasts for only 5 rounds.

**Wayang Body Modification:** During your time in the wayang city of Inahiyi, you underwent some form of wayang body alteration. Be it ritual piercings, tattoos, or even skin bleaching, you've committed to keeping the modifications you received. While the alteration is noticeable, it bears real significance only when viewed by other wayangs. You gain a +2 on all Charisma-based skill checks made to influence wayangs.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	262	524

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	609	1,219

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	957	1,914

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

<b>MAX GOLD</b>	Starting XP
	XP Gained (GM ONLY)
	Final XP Total
	Initial Prestige
	Initial Fame

<b>EXPERIENCE</b>	GM's Initials
	Prestige Gained (GM ONLY)
	Prestige Spent
	Current Prestige
	Final Fame

<b>FAME</b>	GM's Initials
	GP Gained (GM ONLY)
	Day Job (GM ONLY)
	Gold Spent
	Total

All Subtiers	Subtier 4-5
<p><i>aegis of recovery</i> (1,500 gp; <i>Pathfinder RPG Ultimate Equipment</i> 254)</p> <p><i>bracers of armor +1</i> (1,000 gp)</p> <p><i>haramaki</i> (3 gp; <i>Ultimate Equipment</i> 11)</p> <p><i>heavyload belt</i> (2,000 gp; <i>Ultimate Equipment</i> 212)</p> <p><i>potion of cure light wounds</i> (50 gp)</p> <p><i>potion of mage armor</i> (50 gp)</p> <p><i>potion of remove fear</i> (50 gp)</p> <p><i>seer's tea</i> (550 gp; <i>Ultimate Equipment</i> 319)</p> <p><i>wand of charm person</i> (6 charges; 360 gp; CL 4th)</p>	<p><i>bracers of armor +2</i> (4,000 gp)</p> <p><i>circlet of persuasion</i> (4,500 gp)</p> <p><i>needles of fleshgraving</i> (8,000 gp; <i>Ultimate Equipment</i> 312)</p> <p><i>potion of bear's endurance</i> (300 gp)</p> <p><i>potion of cure moderate wounds</i> (300 gp)</p> <p><i>potion of magic fang</i> (50 gp)</p> <p><i>ring of protection +1</i> (2,000 gp)</p> <p><i>wand of charm person</i> (8 charges; 840 gp; CL 7th)</p>

**For GM Only**

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