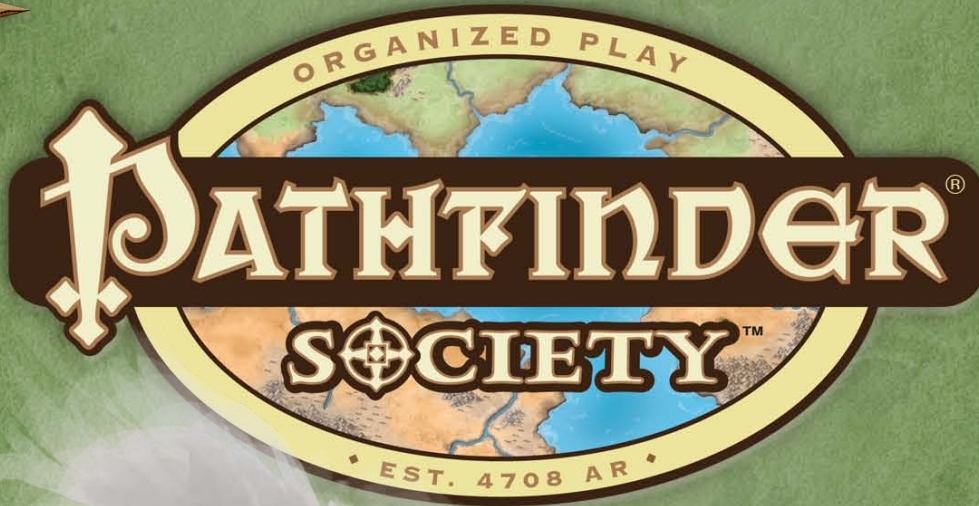


Pathfinder Society Scenario #3-15



THE HAUNTING OF HINOJAI

By Jim Groves



THE HAUNTING OF HINOJAI

PATHFINDER SOCIETY SCENARIO #3–15

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Pathfinder Society Scenario #3–15: The Haunting of Hinojai is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, the *Pathfinder RPG Bestiary 3*, the *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG: Ultimate Combat*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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THE HAUNTING OF HINOJAI

BY JIM GROVES

Over a hundred years ago, a wealthy noblewoman from Minkai named Minasako Himiju was a prominent member of an organization known as the Way of the Kirin. She administrated the Way's interests in her homeland. But in 7106 IC (4606 AR), the vast empire of Lung Wa collapsed, and Minasako saw many members of the Way of the Kirin killed or subsumed by other groups in the ensuing chaos. She maintained her personal wealth and influence from Minkai, which remained relatively stable through Lung Wa's collapse. With so many of her allies and colleagues unable to continue carrying out the Way's work, she quietly obsessed over rebuilding the organization, whose tenets of social and economic justice she so believed in. Her dedication to this goal was so consuming that it drove her to the point of madness.

Desperate to return the Way to its former glory, Minasako sought out a local wise-woman named Garrigai who had once offered her the means to cheat death, as she believed that given enough time, she could serve as an anchor for her scattered brethren and bring the Way of the Kirin back into prominence. What Minasako didn't know, however, was that Garrigai was in fact a green hag, who played on Minasako's doubts, fears, and insecurities to gradually introduce the otherwise good noblewoman to dark magic. Minasako's drive to save the Way of the Kirin eventually led her to betray every principle that defined the it, and in the end, she performed a lengthy ritual to transform into an undying abomination called a penanggalen—a vile mix between a vampire and a lich. The ritual demanded that Minasako cast aside former friends and lovers and feed upon the degradation and slaughter of the common folk she once fought to protect. One black night Minasako achieved her goal of living forever; she has since remained eternally young and beautiful by day, but is damned to feed upon the helpless as a bodiless mass of organs during the night.

As she fell to evil and began seeking victims for the final stages of her transformation, Minasako masqueraded as a local boogeyman to frighten and discourage intruders to her manor house, called Hinojai, spreading rumors that the place was haunted. Ironically, after her “ascension,”

WHERE ON GOLARION?

The Haunting of Hinojai takes place in the nation of Minkai, in the northeastern part of the continent of Tian Xia. Minkai is one of the largest existing empires on the continent, but rumblings of a pending civil war over the disappearance of the emperor and legitimacy of his regent call the land's stability into question. For more information on Minkai, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, *Pathfinder Player Companion: Dragon Empires Primer*, and the Jade Regent Adventure Path, all available in bookstores and game stores everywhere, and online at paizo.com.



rumor became fact. The carefully cultivated suffering of her victims tore at the walls between life and death and created a true haunting. She no longer cared what people thought but deepened Hinojai's reputation as a haunted house to keep her lair safe. Minasako has recently adopted an alter ego so she might walk freely in the local community without being connected to a woman believed dead for the last century. And thus she has continued for nearly a hundred years, her sole confidante a wayang wizard named Dagagal, who works to keep the foolish, the greedy, and the curious away from Hinojai. Ever cognizant of the potential consequences of a killing spree in the area, the penanggalen feeds only when necessary, alternating her unwholesome appetites between various surrounding villages. And like its

mistress, the mysterious manor of Hinojai was lost to the shadows of time and degradation.

SUMMARY

Not every mission assigned to Pathfinder agents is steeped in political intrigue. In many cases, the Society's motivation is nothing more than the discovery of long-lost secrets. The advent of the Lantern Lodge in the Inner Sea has facilitated the exploration of Tian Xia far beyond what was previously practical, and many Pathfinders are eager to plumb the continent for new legends and stories in the hopes of being immortalized in the periodic chapbooks published by the Society—the *Pathfinder Chronicles*—often the pinnacle of a Pathfinder's career. Venture-Captain Amara Li sends the PCs on just such a mission, assigning them to travel to Minkai to explore the haunted mansion known as Hinojai to determine whether it is truly haunted, and if so, to identify the source of the mansion's disturbance. Li, as well as several other faction leaders, are also interested in the mysterious Way of the Kirin, as some have connected the once-influential organization to Hinojai, though the dark history of the manor's final mistress, Minasako Himiju, has fallen into obscurity.

The house sits between three small, rural settlements; the largest of these, Nagura, is the PCs' first destination. There, they have an opportunity to investigate local legends about the mansion and obtain any last minute provisions before setting off to Hinojai itself. The townsfolk of Nagura discourage the PCs as best they can during the day, citing periods of retaliation by supernatural forces whenever the reckless disturb the cursed manor. Night is thus the easiest time for the PCs to explore the location without running into resistance from locals who fear for their own safety. If the PCs are not discreet in their investigation of the town, Minasako may learn of them while disguised as a normal human woman working in Nagura.

Unquiet spirits and restless dead await the PCs once they investigate Hinojai, whether they attempt it by light of day or dark of night. Minasako and her assistant Dagagal array the mansion against the PCs to wear down the party's strength and resolve, before the pair strikes at the intruders themselves. Minasako's aim is to quash further curiosity about Hinojai by silencing the Pathfinders forever, ensuring she will be left alone for another century.

GETTING STARTED

Read the following to get the adventure underway:

Arriving at the Lantern Lodge in Absalom's Petal District, the team is ushered into an immaculately maintained garden

where Venture-Captain Amara Li is found pruning a rose bush. She rises gracefully while handing the gardening shears to a servant and tugging off her gloves. "Thank you for coming," she says, gesturing for the group to walk with her through the garden.

"I am sending you to Minkai, on the other side of Golarion. The lands of Tian Xia are rich in mysteries unknown here in the Inner Sea. There is one legend in particular that has intrigued me for many years, and astute agents many find it an opportunity to see their investigations chronicled for their colleagues to read and admire. In the land of Minkai, a mansion sits atop a hill, where no one dares to venture. It is called Hinojai, and stories tell that it was the home of a wealthy and powerful woman before the fall of Imperial Lung Wa a century ago. It is a long trip, but I strongly suspect the manifestations are genuine and worth the trek. You see, there is but one thing more interesting than discovering a haunting—discovering how it came to be.

"Your transportation is arranged, of course. Hinojai sits in a triangle between two villages and a small town named Nagura. Nagura is large enough to allow you to do any last minute provisioning you require, as well as any background investigation you may wish to do. Remember that the Pathfinder Society is not as well-known in Minkai as it is in the Inner Sea. Be mindful of local traditions and represent the Pathfinder Society in a positive light—do not upset the local people! Damaged relationships only hurt future agents who may be following up on your discoveries. Finally, remember your mission is to discover what happened at Hinojai, not burn it to the ground. Protect and defend yourself, by all means, but we seek the truth, we do not destroy it."

Allow the PCs time to purchase anything they may need in Absalom before setting out. Maps and travel routes to Nagura and Hinojai are provided for them. Remind the players that the dominant languages of the region they're visiting are Minkaian and Tien, so they may want to invest in scrolls of *comprehend languages* or *tongues* if they don't read and speak those languages, or the party may hire an interpreter in Nagura for 5 sp per day (the interpreter will not go to Hinojai until it is clear of monsters and haunts). If the players want to make Knowledge (local) or Diplomacy checks to gather information, explain that these checks are better made when they get to Nagura; what is common information in Minkai may be completely unknown in Absalom.

Hearing that they are headed into a supposedly haunted house, some PCs may—wisely—wish to prepare for facing undead and other dangers of such spirit-infested locations. A PC can learn how to detect, bypass, and subvert haunts with a successful DC 15 Knowledge (religion) check. Provide any players whose PCs succeed at such a check with the mechanical information on haunts

presented in the sidebar on page 7 or allow them to read over the haunt rules in the *Pathfinder RPG GameMastery Guide* while other members of the team roleplay their preparations or investigations in Part One.

Additionally, the PCs may have questions for Amara Li before setting out for Minkai. The most likely questions and the venture-captain's responses follow.

Why go to all this effort for a mere haunted house? “The noblewoman who lived in Hinojai prior to its haunting has been linked to an organization called the Way of the Kirin, which the Pathfinder Society also has an interest in.”

What is the Way of the Kirin? “An organization that existed before the fall of Imperial Lung Wa, with an extensive trading network and mercenary armies that they contracted only to clients who met certain criteria. Their outlook would not have been incompatible with that of the Pathfinder Society.” Amara Li has nothing further to say about the Way of the Kirin, but a successful DC 20 Sense Motive check reveals that the Way of the Kirin is of greater personal interest to her than she is letting on.

Mission Notes: Shadow Lodge faction PCs can only complete their assignment prior to leaving Absalom for Minkai, as they must deduce Amara Li's true motives for sending PCs on this mission. A successful DC 20 Sense Motive check against the venture-captain while she briefs the PCs is enough to indicate that she has ulterior motives, and that her personal interest is more in the Way of the Kirin than the haunted house itself. A PC who fails to notice Amara Li's body language may not attempt to use coercion to get the information out of her and fails at the mission. Shadow Faction PCs who discern Amara Li's true interest earn 1 Prestige Point.

ACT 1: STRANGERS IN TOWN

The PCs arrive in Nagura and have an opportunity to do some preliminary investigation and make any last-minute purchases. The townsfolk welcome the Pathfinders' trade, but offer a chilly reception if the PCs show too much interest in Hinojai. Ironically, the adventure's villainess is likely to be one of the many people the PCs encounter, but due to her separate racial ability, she does not detect as undead while in her human form (though she remains an undead creature, and wholly evil). Thus, there is no chance for the PCs to discover her true form at this time. There are no combat encounters in this act.

Nagura

Nagura is a small but active town at the crossroads of three major highways. It serves as a hub for transportation

NAGURA

The town of Nagura is a bustling trade town at a strategic intersection between several other settlements in southern Minkai.

NAGURA

NG small town

Corruption +0; **Crime** –1; **Economy** –3; **Law** –5; **Lore** +0;
Society +0

Qualities insular, rumormongering citizens, strategic location

Danger +20; **Disadvantages** hunted

DEMOGRAPHICS

Government council

Population 351 (316 humans [Tian-Min], 17 kitsune, 12 tengu, 4 samsaran, 1 wayang, 1 penanggalen)

NOTABLE NPCS

Councilman Dono Koshiso (LG male human expert 4)

Priestess Silhita (CG female samsaran cleric of Desna 5)

Regency Spy Horujito Zahi (LE male human rogue 3)

Samurai Kaikama Ayuna (LN female human samurai 7)

Clever Emiya (NG female kitsune bard 3)

MARKETPLACE

Base Value 880 gp; **Purchase Limit** 5,000 gp;

Spellcasting 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

and the distribution of lumber, rice, and other foodstuffs between several smaller villages and two larger cities. Besides numerous residences, the town offers accommodation for merchants and travelers, a general store, and a number of cottage industries such as pottery and weaving. Smoke wafts in the sky from the chimney's of active ceramic kilns, while the street is filled with the scents and sounds of vendors selling both raw and cooked food items from booths. To the west of town, a large residence for government officials sits empty and waiting, reserved for the local samurai or the representative of the regency. To the east are a number of shrines to various gods, separated from the rest of town by a bright red torii gate.

Nagura and the surrounding communities have been the hunting grounds of a monster for most of a century. Like most people of Tian Xia, the residents are accustomed to the supernatural living among them, and they have rules, customs, and traditions that they believe serve to keep them safe. They're not entirely wrong.

While she was consummating the lengthy penanggalen ritual, Minasako Himiju required many victims. After she obtained her immortality, she needed to slake her thirst for blood only occasionally. In order to avoid

undue attention, she chooses her victims carefully from merchants, travelers, criminals, and outcasts whenever possible. Those who discourage curiosity in Hinojai survive as living examples, whereas the inquisitive vanish, never to be seen again. Thus, over the decades the people of Nagura have been conditioned not to rile whatever dwells within Hinojai, and to admonish others from doing so as well. If the PCs make their intention to go to the house public, add +5 to the DC of Diplomacy checks to gather information and Knowledge (local) checks, and shift attitudes one step toward hostile, to a limit of unfriendly. Keeping quiet about their intentions or going at night circumvents these penalties.

Mission Notes: Andoran faction PCs have little difficulty locating the Regent's tax collector stationed in Nagura, which takes only a DC 10 Diplomacy or Knowledge (local) check. **Watabe Yori** (LN human aristocrat 4) lords his authority over Nagura with the arrogance of one who has forgotten that he derives his power from an appointed position and not his own innate superiority. He is disliked by Nagura's citizens, who don't hesitate to point him out. He can be put in his place and driven from town with a DC 20 Intimidate check, earning Andoran faction PCs 1 Prestige Point.

With a DC 10 Knowledge (local) or Diplomacy check, Qadira faction PCs hear rumors of a local business aided by a mysterious benefactor. Nagura's stable master, **Yoshiro Shizuko** (NG female human commoner 2) had been bullied by some powerful merchants to tend to their animals for free or suffer reprisals from their allies in the regency. A traveling samurai asked her the details and promised Yoshiro the abuse would end, but warned that she should never speak of it. If a Qadira faction PC succeeds at a DC 20 Diplomacy check against Yoshiro, she tells her story and the samurai's name (Takahasa Uro), provided the PCs promise not to mention it to anyone local. Qadira faction PCs who obtain Takahasa's name earn 1 Prestige Point.

Sczarni faction PCs find that members of the Golden League don't advertise themselves in Minkai, where an ancient Emperor banned them ages ago, but they're still recognizable by certain tattoos. Sczarni faction PCs can locate a woman with the markings—named **Tamada Gisa** (LE female human warrior 3)—with a DC 10 Knowledge (local) or Perception check, but she refuses to give her name or admit to anything. A successful DC 20 Bluff or Intimidate check prompts her to listen with a knowing look, and she accepts the faction's list of contacts, earning Sczarni faction PCs 1 Prestige Point.

With a DC 10 Knowledge (local) or Diplomacy check, player characters allied with the Taldor faction can locate a traveling merchant named **Fumigo Zataki** (N male human commoner 1/expert 2) who plans to pass through

Amanandar in the coming months. Fumigo is willing to forward sealed correspondence to the postal service in Amanandar when he arrives. Determining whether he can be trusted not to look at it and sell it to the wrong party is more difficult, however. A successful DC 20 Bluff convinces the merchant that the message not important enough to tamper with; alternatively, a DC 20 Sense Motive assures the PCs of Fumigo's trustworthiness. Finding Fumigo and succeeding at either of the latter two checks earns Taldor faction PCs 1 Prestige Point.

Hinojai Rumors

PCs seeking to learn more about Hinojai and its haunting can learn the following facts from the townsfolk of Nagura by making a Diplomacy check to gather information or a Knowledge (local) check.

15+ Hinojai was originally owned by a benevolent noblewoman named Minasako Himiju. She disappeared around the same time as many unsolved murders and atrocities associated with the manor began, approximately 90 years ago.

20+ Hinojai is abandoned but always appears in fair condition even today. Shadowy figures have been seen on the property from a distance, but have never been identified.

25+ Over the last century, the worst supernatural events concerning Hinojai have involved a mysterious fog descending from the house. No one who goes into that fog is ever seen again.

30+ Few victims have ever been found since the original spate of murders 90 years ago, but over the years a few bodies have been found near the estate—all were drained of blood. Stranger still, no tracks were ever found around them.

Way of the Kirin Lore

PCs who seek to learn more about the Way of the Kirin (and about Minasako Himiju's role in the organization) can learn the following facts from the townsfolk with a Knowledge (history) check or a Diplomacy check to gather information.

15+ The Way of the Kirin was dedicated to fairness for common people and to opposing political corruption.

20+ When the empire of Lung Wa fell a century ago, there was a strong backlash against the Way of the Kirin, and the exploitation and corruption the Way had held at bay ran rampant throughout the Successor States. Hinojai remained a bastion of the Way's ideals, since it was safely in Minkai, but without the power of her network to support her, Minasako's influence in the area began to wane.

25+ After 1 or 2 years, Minasako could represent the Way in name only, as she no longer had any means to enforce its doctrines. The Hinojai manor eventually fell

into disrepair and Minasako disappeared, but no body was ever found.

30+ Shortly before her disappearance, Minasako took on strange advisors, and became obsessed with maintaining the influence of the Way at any cost.

ACT 2: HORROR AT HINOJAI

Hinojai mansion rests atop a sloping hill with a sharp drop on its northwestern corner. A lightly overgrown wood has grown up around it in the last century, though during the day one can still easily see approaching parties.

The mansion itself is mostly wood construction, both inside and out, built on a stone foundation. The interior walls are lacquered and durable. Except where noted, the 1-inch-thick wooden doors slide in and out of the adjacent walls on waxed tracks and are unlocked. See pages 411 and 413 of the *Pathfinder RPG Core Rule Rulebook* for more information on breaking through walls and doors. The ceiling rises to a height of 12 feet on all levels. A wooden porch encircles most of the exterior of the house except areas **A8** and **A10**.

The adventure assumes that Minasako and Dagagal are aware of the PCs' approach. Unless the PCs were particularly discreet in their information-gathering efforts in Nagura, Minasako either overheard their questions or chatter around town about strangers planning to go to Hinojai. In her human form, she goes by the name Ateji Kimie and works at the town's Kami's Whisper inn, and does not detect at undead when disguised—the penanggalen may have even given the PCs information herself. While aware of the PCs' intentions, Minasako and Dagagal have spent generations building up Hinojai's defenses and trust the haunts and traps within to defeat the PCs before they reach the second floor and pose a serious threat.

A1. Moon Gate Stairs (CR 7 or CR 10)

Meandering stone steps, overgrown with vegetation in places, climb the slope of a hill underneath sheltering trees. On the final landing before the mansion itself is a freestanding moon gate—a circular stone gate that opens between the trees. The surface of the landing itself is stone and decorated with a sundial fashioned from colored tiles. The sundial's blade rises two feet from the landing like a shark fin pointed toward the moon gate. Beyond the gate, a final set of stairs ascends to the house.

A DC 20 Survival check allows a PC to determine that there has been foot traffic on the outdoor steps to the mansion in the last 24 hours, but little else can be determined as the terrain is hard and exposed to the

HAUNTS: SPEAKERS FOR THE DEAD

Behind every scary haunted house is a good story, and *The Haunting of Hinojai* uses haunts as storytelling devices, as well as encounters and traps. Many of them employ brief flashbacks that hint at the terrible events that took place within the manor. PCs might be confused by the haunts, or feel they're not receiving a fair opportunity to act before something happens. GMs should bear in mind that these haunts follow the standard haunt rules, as presented in the *Pathfinder RPG GameMastery Guide*. Player characters have a chance to notice the haunt and potentially act before it does in a surprise round, and each haunt presents a Perception DC for PCs to notice the given hint that something is amiss. Any flashback sequences happen at initiative rank 10 in a surprise round, at the same time as the actual spell effect. Positive energy applied to the haunt on the surprise round during which it manifests can damage the haunt's hit points, and negate its effects entirely if the haunt is reduced to 0 hit points before fully manifesting. Haunts are a great way to impart backstory to the PCs in a fun and interactive way, and can go a long way toward creating a mood of horror. For the full haunt rules, see page 242 of the *GameMastery Guide* or on the Pathfinder Reference Document on paizo.com/pathfinder/prd.

weather. Examination of the sundial reveals that the masonry between the tiles is stained a rusty brown.

Dagagal routinely casts *alarm* on the moon gate to give him a mental alarm when trespassers approach. If the PC detect the spell and circumvent it, the wayang may be less prepared when the PCs face him in area **A8**.

Haunt: The lengthy rituals Minasako performed in her journey from mortality to her current state did not just demand violence and blood, but true suffering—the kind that stems from heartbreak and crushed hope. A common trick Minasako used before her disappearance was to lure an impoverished family to the mansion and then take all but one member hostage. After she threatened the lives of the rest should any third party be told, she assigned the free individual an errand (which often required running for miles) and told him that his success would save the lives of the others. But in every case the free individuals were set up to fail from the start, as a means of drawing out their desperation, shame, and guilt. When the free family members inevitably failed at their assignments, the hostages were killed before their eyes, often leading them to commit suicide. The stain of that cruelty lingers on the steps to Hinojai today.

If the PCs interacted with Minasako's alter ego while in town, allow them a DC 14 Wisdom check to recognize her from the visions of this haunt.

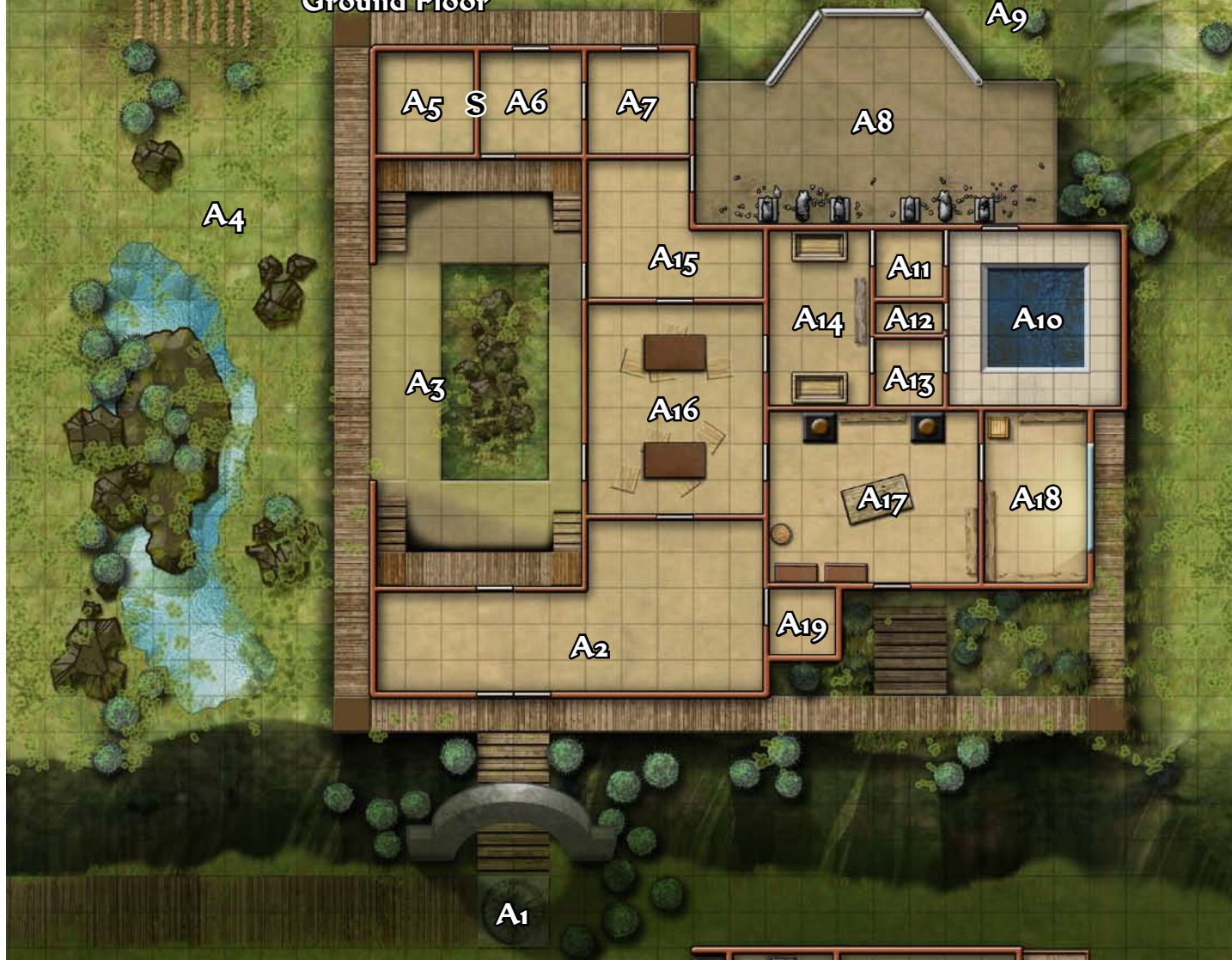


PATHFINDER SOCIETY SCENARIO

Hinojai

1 square = 5 feet

Ground Floor



Basement Level



Second Floor

Subtier 5–6 (CR 7)

FLEETING HOPE

CR 7

LE haunt (5-ft.-by-35-ft. staircase)

Caster Level 7th

Notice Perception DC 21 (to hear pleading cries to hurry)

hp 14; **Trigger** proximity; **Reset** 1 day

Effect Once the haunt has manifested, six ghostly figures appear on the landing. Apparitions of a woman and two small children huddle together, flanked by spectral armored figures with drawn blades. A robed and hooded woman stands apart from the others pointing down the stairs. The children sob as their mother pleads to some unseen person to hurry. The hooded figure calls out sharply, “You’re too late. It is sundown. Their lives are forfeit!” Despair, futility, and the feeling of being tricked wash over any witnesses standing on the staircase as the spectral soldiers raise their blades and fall upon the family. Each witness is targeted with the *waves of fatigue* spell as the apparitions fade away.

Destruction The psychic taint caused by these sadistic games can be dismissed with a *consecrate* spell targeting the moon gate or by destroying Minasako.

Subtier 8–9 (CR 10)

CRUSHED HOPE

CR 10

LE haunt (5-ft.-by-50-ft. staircase)

Caster Level 10th

Notice Perception DC 24 (to hear pleading cries to hurry)

hp 20; **Trigger** proximity; **Reset** 1 hour

Effect Once the haunt has manifested, six ghostly figures appear on the landing. Apparitions of a woman and two small children huddle together, flanked by two spectral armored figures with drawn blades. A robed and hooded woman stands apart from the others pointing down the stairs. The children sob, as their mother pleads to some unseen person to hurry. The hooded figure calls out sharply, “You’re too late. It is sundown. Their lives are forfeit!” Despair, futility, and the feeling of being tricked wash over witnesses standing on the staircase as the spectral soldiers raise their blades and fall upon the family. Each witness is targeted with the *waves of exhaustion* spell as the apparitions fade away.

Destruction The psychic trauma created by these cruel games can be dismissed with a *hallow* spell targeting the moon gate, or by destroying Minasako.

A2. Entry Hall

The walls of this large, L-shaped room are painted with depictions of soldiers and samurai in battle against the armies of nobles and daimyos, while receiving the adoration of peasants and common people. Little

furniture is to be found, but a once ornate wood-and-paper folding room divider lies in a broken ruin in the southeast corner. Metal hanging lanterns have been torn from the ceiling and now lie in ruins on the wood floor. Several ceremonial weapons have been pulled from the walls and discarded. The first PC who enters this area feels a sudden sense of dread and a split-second sensation of wrongness. This feeling causes the character to be shaken for 1d4 minutes if she fails a DC 15 Will save. This is a mind-affecting fear effect that only happens once.

A3. Atrium

The ceiling of this large spacious area extends two stories high, with staircases on the north and south walls leading to an overlooking balcony. A rock garden dominates the center of the room; a large wooden frame filled with clean sand and large stones, moss, and pruned trees. Adding to sense of luxury, paintings and woodcuts adorn the eastern wall. A balcony on the second floor overlooks the garden from the east side. On the ground floor there is no exterior western wall; rather, it opens out to a wooden porch and another outdoor garden.

The garden has been groomed even if other locations in the mansion are disheveled. A wooden extending rake leans in the southeastern corner. The western side of the room opens right out to area A4, but there is an overhanging wall that drops 8 feet from the ceiling (to a height of 16 feet) to prevent rain being driven from the east from blowing into the room.

Corridor C1 opens to the atrium as well, and there is a haunt whose effects may be seen and felt in this area. See page 16 for further details.

Treasure: At least two of the woodcuts are of exquisite beauty. A successful DC 20 Appraise check values them at 365 gp each in Subtier 5–6, and 665 gp each in Subtier 8–9.

Rewards: If the PCs identify the value of the woodcuts, reward each subtier thusly:

Subtier 5–6:

Give each PC 121 gp.

Subtier 8–9:

Give each PC 221 gp.

A4. Exterior Garden (CR 7 or CR 10)

This side of the mansion’s grounds is taken up by a neglected and overgrown garden. A shallow muddy pond has formed in the middle of the unattended rock garden, whose boulders are nearly swallowed up by uncut grass and plants that went wild long ago. A sprawling patch of wild vegetables and herbs has overgrown the small rectangular section of what was once

OPTIONAL ENCOUNTER AND GM TIPS

The encounter in area **A4** is an optional encounter. If the introduction ran long or the players have less than two and a half hours to finish the scenario, feel free to disregard it. There are no rewards or faction missions associated with it.

GMs should be especially careful with the hungry fog. Its ability to heal undead creates a potentially dangerous synergy that is not captured by the CR ratings. Nevertheless this encounter can be a great source of spooky atmosphere and dramatic tension. Feel free to use Garrigai and the hungry fog at any time you need them, together or separately, either to supplement the challenge or to redirect the players back into the house. Assume that Garrigai and Minasako have developed the ability to influence the hungry fog to depart the house if need be; after all, Minasako prefers blood from the living.

tilled earth to the north; beyond that the hillside drops down sharply away from the mansion.

No one has maintained the exterior of the property for over a century, so this once beautiful garden has long ago fallen into ruin. PCs who succeed at a DC 15 Perception or Survival check may discover the remains of a few dead animals, from recently dead birds to decayed remains of squirrels and rabbits. All appear to have dropped dead (even in mid-flight) with no discernible sign of violence. The pond likewise contains nothing but the skeletons of long dead koi.

Creatures: Garrigai was the original green hag who introduced Minasako to the ritual that allowed her to become immortal as a penanggalan, though she died before she could see Minasako complete her transformation. In Subtier 8–9, her incarnation rose again as a witchfire, but in Subtier 5–6, Minasako has brought her back as a wight. As a witchfire, Garrigai maintains contact with Minasako as they both hope to find a witch or hag to join them in a unique coven. She does not dwell in Hinojai, but haunts the area around it; like a mother and adult daughter, they find they each require their own space.

The sheer amount of death and spiritual malignancy concentrated in this one spot, has also attracted a hungry fog to the area. Over time Garrigai and Minasako have developed some degree of influence over it. Both Garrigai and the hungry fog can pursue the PCs into the mansion if the needs of the scenario require it (see the sidebar above for some considerations), but generally serve to force PCs who stray from the manor to return to the scenario's primary location. Although the hungry fog is a

Huge creature, its gaseous ability allows it to move about within the manor should it enter the building.

Subtier 5–6 (CR 7)

GARRIGAI**CR 3**Wight (*Pathfinder RPG Bestiary* 276)

hp 26

HUNGRY FOG**CR 6***Pathfinder RPG Bestiary* 3 152

N Huge ooze

Init –3; **Senses** Perception –5**Aura** bewitching brume (10 ft., DC 8)**DEFENSE****AC** 5, touch 5, flat-footed 5 (–3 Dex, –2 size)**hp** 59 (7d8+28)**Fort** +6, **Ref** –1, **Will** –3**Defensive Abilities** gaseous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, ooze traits, sonic; **Resist** cold 10**Weaknesses** vulnerable to wind**OFFENSE****Speed** fly 15 ft. (perfect)**Melee** +5 touch (6d6 negative energy)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** enveloping mists (DC 17, 3d6 negative energy and staggered)**STATISTICS****Str** —, **Dex** 4, **Con** 18, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +5; **CMB** +5; **CMD** 12 (can't be tripped)**SPECIAL ABILITIES**

Bewitching Brume (Su) Any creature that ventures within 10 feet of a hungry fog or that is currently being affected by its enveloping mists must succeed at a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

Enveloping Mists (Ex) A hungry fog can engulf foes. A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

Gaseous (Ex) A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Vulnerable to Wind (Ex) A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

Subtier 8–9 (CR 10)

GARRIGAI**CR 9**Witchfire (*Pathfinder RPG Bestiary* 2 284)

CE Medium undead (incorporeal)

Init +10; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 24, touch 24, flat-footed 17 (+7 deflection, +6 Dex, +1 dodge)**hp** 115 (10d8+70)**Fort** +10, **Ref** +11, **Will** +10**Defensive Abilities** incorporeal, witchflame; **Immune** fire, undead traits**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** incorporeal touch +13 (8d6 fire plus witchflame)**Ranged** witchflame bolt +13 (8d6 fire plus witchflame)**Spell-Like Abilities** (CL 9th)At will—*dancing lights*, *disguise self*, *ghost sound* (DC 17),
invisibility, *pyrotechnics* (DC 18), *ray of enfeeblement* (DC 18)
1/day—*summon* (level 4, 2 will-o'-wisps 50%)**STATISTICS****Str** —, **Dex** 22, **Con** —, **Int** 17, **Wis** 16, **Cha** 25**Base Atk** +7; **CMB** +13; **CMD** 31**Feats** Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility**Skills** Bluff +17, Fly +22, Intimidate +20, Knowledge (arcana) +13, Knowledge (local) +13, Perception +16, Sense Motive +11, Stealth +19**Languages** Auran, Minkaian, Tien**SQ** sound mimicry (animal noises)**SPECIAL ABILITIES**

Witchflame (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the witchflame is equal to the witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. The save DCs are Charisma-based.

HUNGRY FOG**CR 6****hp** 59 (use the stats from Subtier 5–6)

A5. Secret Barracks

Piles of bedding and storage chests fill this room, as well as a low table and several cushions, and a writing desk with a shelf of books above it. The room hasn't seen use in many years but otherwise appears to be in good repair.

This windowless room is accessible only through the secret door in the west wall of area A6. Publicly, Way of the Kirin military units were garrisoned in Nagura when in the area, not Hinojai, but this secret room provided Way mercenaries a means of eluding the local samurai for a while, or surprising enemies with a fast deployment.

The desk and small bookshelf contain documents and resources that the Way would not wish to leave lying around casually.

Mission Notes: Grand Lodge faction PCs should be interested in a dossier on the Golden League's agents and extended network. The documents are encoded, but can be deciphered with a successful DC 20 Knowledge (local) or Linguistics check. The information is outdated but satisfies the mission requirements, earning Grand Lodge faction PCs 1 Prestige Point.

Silver Crusade faction PCs may uncover information on the Way of the Kirin's code of conduct, by-laws, and tactical strategies, all described in a book of military history. The book is not written in code but does require the researcher to read between the lines. A successful DC 20 Knowledge (history) or Sense Motive check uncovers the relevant information, earning Silver Crusade faction PCs 1 Prestige Point.

A6. Servant's Quarters

When Hinojai was still in use by the living, this room acted as the servants' quarters. Here the PCs find a few piles of rotted bedding and a empty storage chests, but no objects of significant interest value. Ancient bloodstains mar the floor and the smell in this room is rank and foul, but has faded over time. A DC 15 Perception check along the room's western wall reveals a secret door, its outline visible rendered by the curling and chipping of the lacquer covering the wooden wall. This door leads to area A5.

A7. Scribe's Quarters

Paper, brushes, and dried ink stains cover a monk's writing desk; all are covered in a thin layer of dust. A chest containing clothes and carefully folded bedding sits in the corner.

A smear of rusty-brown dried blood runs from room A6 to halfway across the floor, where it abruptly stops. This room was used by Minasako's live-in scribe and

secretary. Faded, musty remains of bedding and clothing are heaped in a corner. Assorted books litter the floor, but there is nothing of interest or value in this room. A window offers a view to the north.

A8. Cliffside Patio

This area is open to the outside but sheltered by the roof two stories above. A simple waist-high metal railing separates this patio from the cliffside to the north. A few serviceable chairs rest near a large free-standing brass telescope aimed at the heavens. Broken statues of foo dogs and other mythological animals litter the floor along the southern walls.

This area is still in use by Minasako and Dagagal, who use the telescope to alternately study their horoscopes and spy on traffic on a nearby road. The telescope stands about 4 feet tall and weighs 200 pounds, and is in good repair. In bygone days, the Way of the Kirin also used this open space to practice martial arts and other martial training.

Creature: Dagagal the wayang wizard is found here. Bereft of community with his own kind and mistrustful of humans, he threw his lot in with Minasako decades ago. The penanggalen had no desire to taste his alien blood, so instead offered her home in return for his service. The wizard uses illusions and stronger magic to discourage visitors from approaching the manor, protecting Minasako so he can

study her unusual abilities. If Minasako encountered the PCs in Nagura or the Pathfinders triggered the *alarm* spell on the moon gate in area A1, the wayang may be expecting the PCs and is prepared to drive them off.

Subtier 5–6 (CR 7)

DAGAGAL

CR 7

Male wayang evoker 8 (*Pathfinder Campaign Setting: Dragon Empires Gazetteer* 13)

NE Small humanoid (wayang)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 size)

hp 54 (8d6+24)

Fort +5, **Ref** +7, **Will** +8; +2 vs. spells of the shadow subschool

OFFENSE

Speed 20 ft.

Melee mwk dagger +5 (1d3–1/19–20)

Special Attacks intense spells +4

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

1/day—*ghost sound* (DC 10), *pass without trace*, *ventriloquism* (DC 11)

Arcane School Spell-Like Abilities (CL 8th; concentration +12)

At Will—*elemental wall* (8 rounds/day)

7/day—*force missile* (1d4+4)

Evoker Spells Prepared (CL 8th; concentration +12)

4th—*ice storm*, *silent lightning bolt* (DC 19), *silent major image* (DC 17), *shout* (DC 20)

3rd—*displacement*, *fly*, *lightning bolt* (DC 19), *slow* (DC 17), *wind wall*

2nd—*blur*, *gust of wind* (DC 18), *invisibility*, *minor image* (DC 16), *scorching ray*

1st—*alarm*, *burning hands* (DC 17), *mage armor*, *magic missile*, *shocking grasp*, *shield*

o (at will)—*detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*

Opposition Schools Necromancy, Transmutation

TACTICS

Before Combat Dagagal casts *mage armor* at the start of every day.

During Combat Dagagal's favorite tactic is to cast *fly* and then *invisibility*. He can cast *major image* silently without losing his invisibility to project an image of himself, gathering his opponents into formation for a well-placed *ice storm* or *lightning bolt* spell.

Morale Dagagal attempts to flee if he is reduced to 16 or fewer hit points.

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 18, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +2; **CMD** 16

Feats Combat Casting, Greater Spell Focus (evocation), Scribe



Dagagal

Scroll, Silent Spell, Spell Focus (evocation), Toughness
Skills Fly +12, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (planes) +15, Perception +6, Spellcraft +15, Stealth +17; **Racial Modifiers** +2 Perception, +2 Stealth
Languages Aklo, Common, Minkaian, Tien, Wayang
SQ arcane bond (object [dagger]), light and dark, shadow magic
Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*, *wand of glitterdust* (10 charges); **Other Gear** masterwork dagger, *cloak of resistance* +2, *ring of protection* +1, spell component pouch

SPECIAL ABILITIES

Light and Dark (Su) Once per day as an immediate action, a wayang can treat positive energy and negative energy effects as if the wayang were an undead creature, taking damage from positive energy and healing from negative energy. This ability lasts for 1 minute once activated.
Shadow Magic (Ex) Wayang add +1 to the DC of any saving throws against spells of the shadow subschool that they cast.
Shadow Resistance (Ex) Wayangs get a +2 racial saving throw bonus against spells of the shadow subschool.

Subtier 8–9 (CR 10)

DAGAGAL **CR 10**
Male wayang evoker 11 (*Pathfinder Campaign Setting: Dragon Empires Gazetteer* 13)
NE Small humanoid (wayang)
Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 17, flat-footed 17 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +1 size)
hp 74 (11d6+33)
Fort +6, **Ref** +10, **Will** +9; +2 vs. spells of the shadow subschool

OFFENSE

Speed 20 ft.
Melee +1 dagger +6 (1d3/19–20)
Special Attacks intense spells +5
Spell-Like Abilities (CL 11th; concentration +11)
1/day—*ghost sound* (DC 10), *pass without trace*, *ventriloquism* (DC 11)
Arcane School Spell-Like Abilities (CL 11th; concentration +15)
At Will—*elemental wall* (11 rounds/day)
7/day—*force missile* (1d4+5)
Evoker Spells Prepared (CL 11th; concentration +15)
6th—*chain lightning* (DC 22), *quickened invisibility*
5th—*quickened burning hands* (DC 17), *interposing hand*, *telekinesis*
4th—*greater invisibility*, *ice storm*, *silent lightning bolt* (DC 19), *silent major image* (DC 17), *shout* (DC 20)
3rd—*dispel magic*, *displacement*, *fly*, *lightning bolt* (DC 19), *slow* (DC 17), *wind wall*
2nd—*blur*, *gust of wind* (DC 18), *invisibility*, *minor image* (DC 16), *scorching ray* (x2)

1st—*alarm*, *burning hands* (DC 17), *mage armor*, *magic missile*, *shocking grasp*, *shield*
o (at will)—*detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*

Opposition Schools Necromancy, Transmutation

TACTICS

Before Combat Dagagal casts *mage armor* at the start of every day. If given sufficient time to prepare, he also casts *shield*, *fly*, and *greater invisibility*.

During Combat Dagagal's favorite tactic is to cast *fly* and *greater invisibility* to harass the party from above. If push comes to shove, Dagagal can use *telekinesis* to throw a PC down the hill at A9.

Morale Dagagal attempts to flee if he is reduced to 22 or fewer hit points.

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 18, **Wis** 10, **Cha** 11
Base Atk +5; **CMB** +3; **CMD** 19
Feats Combat Casting, Dodge, Greater Spell Focus (evocation), Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Toughness
SQ arcane bond (object [dagger]), light and dark, shadow magic
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *wand of acid arrow* (5 charges), *wand of glitterdust* (10 charges); **Other Gear** +1 dagger, *cloak of resistance* +2, *ring of protection* +2, spell component pouch, 9 pp, 8 gp

SPECIAL ABILITIES

Light and Dark (Su) Once per day as an immediate action, a wayang can treat positive energy and negative energy effects as if the wayang were an undead creature, taking damage from positive energy and healing from negative energy. This ability lasts for 1 minute once activated.
Shadow Magic (Ex) Wayang add +1 to the DC of any saving throws against spells of the shadow subschool that they cast.
Shadow Resistance (Ex) Wayangs get a +2 racial saving throw bonus against spells of the shadow subschool.

Treasure: The telescope is an instrument of exceptional craftsmanship, worth 1,500 gp.

Rewards: If the PCs defeat Dagagal and confiscate the telescope at some point, reward each subtier thusly:

Subtier 5–6:

Give each PC 925 gp.

Subtier 8–9:

Give each PC 1,620 gp.

A9. Hillside

The northeast hillside affords a pleasant view of the countryside and the closest passing road. The hill drops off sharply here with a 30 foot drop. Scaling it requires a successful DC 15 Climb check.

A10. Bathing Pool (CR 6 or CR 9)

Tiles line the floor in this room, in the center of which stands what was once a luxurious communal bathing pool. Now, the water is filthy and dark, and an acrid odor lingers in the air.

The pool is only 5 feet deep in the center and 3 feet deep at the edges. Magic was once used to clean, fill, and warm it. While the waters do not look enticing, a DC 20 Knowledge (nature) reveals no algae or mold growing in the water. A PC who makes a successful DC 25 Perception check notices the shadow of a chest or box at the center bottom of the pool. The chest contains a reserve of gold from when the Way of the Kirin was still in operation. Minasako sank it in the pool to discourage Dagagal (and potential looters) from pilfering it while she is away. A successful DC 25 Disable Device unlocks it.

Haunt: This was the location of Minasako's first mass murder when a handful of ranking (and unsuspecting) members of the Way of the Kirin gathered to rally and coordinate at Hinojai. Already committed to her plans, Minasako seized the opportunity to be rid of local Way leaders before they could become suspicious. While her guests refreshed themselves in the pool, she poisoned the waters with a slow-acting paralytic agent. Pretending to arrange refreshments, she waited until the poison did its work, and then watched the horrified expressions of her guests as they slowly sank beneath the surface to drown in 5 feet of water. The haunt doesn't require a PC to touch the water, but triggers only when they show some interest in the pool and its contents.

If the PCs interacted with Minasako's alter ego while in town, allow them a DC 14 Wisdom check to recognize her from the visions of this haunt.

Subtier 5–6 (CR 6)

DROWNING POOL

CR 6

CE haunt (30-ft.-radius from point of manifestation)

Caster Level 6th

Notice Perception DC 15 (drop in temperature and a cold mist rising from the pool)

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

Effect The translucent image of an attractive Tian woman appears on the eastern side of the room, pointing scornfully to unseen figures in the pool. "Yes, go ahead and weep!" the manifestation cries. "Weep as I mourn for the years I devoted to this organization. And for what? To grow old and die? In my mercy, I will spare you one of those fates!" Ghostly bodies rise from the waters with frozen expressions of horror before being pulled into a single swirling blue sphere floating over a single 5-foot square of the pool. All witnesses within 30 feet are affected by the *freezing sphere* spell (DC 19 Reflex save for

half) as all the life and warmth are sucked out of the room.

Destruction An act of compassion performed in the name of each individual victim who drowned in this pool permits their souls to depart from this world; alternatively, the haunt fades 1 month after Minasako is destroyed.

Subtier 8–9 (CR 9)

ECTOPLASMIC MIASMA

CR 9

CE persistent haunt (30-ft.-radius ethereal cloud)

Caster Level 9th

Notice Perception DC 15 (to see congealing mist)

hp 40; **Weakness** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 day

Effect The translucent image of an attractive Tian woman appears on the eastern side of the room, pointing scornfully to unseen figures in the pool. "Yes, go ahead and weep!" the manifestation cries. "Weep as I mourn for the years I devoted to this organization. And for what? To grow old and die? In my mercy, I will spare you one of those fates!" Dozens of spectral visages coagulate above the pool in a swirling miasma of tangled limbs and frozen screams. The congealed apparitions surround those within the area, duplicating the effects of both *solid fog* and *acid fog*, but dealing untyped damage.

Destruction Draining and cleaning the pool, and sprinkling it with holy water every day for a month, presumably between manifestations, destroys the haunt; alternatively, the haunt fades 1 month after Minasako is destroyed.

Treasure: The gold reserve in the chest is 2,000 gp in Subtier 5–6, and 4,250 gp in Subtier 8–9.

Rewards: If the PCs retrieve the chest, reward each subtier thusly:

Subtier 5–6:

Give each PC 333 gp.

Subtier 8–9:

Give each PC 708 gp.

A11–A14. Utility Rooms

These chambers are utility rooms that saw more use when Hinojai was a living and active residence. They contain nothing more than very old and broken household items.

A11 and **A13** are restrooms.

A12 appears to be a storage area.

A14 contains two empty bathtubs and a rotting bench. Paintings of cherry blossoms decorate the walls.

A15. Receiving Room

The eastern portion of this L-shaped room has a raised floor where a finely crafted wooden chair—almost a throne—

sits. A half-dozen faded woven mats litter the floor. A small low table—another fine piece of furniture—rests tipped on its side. Scattered on the floor are the broken remains of a porcelain tea set. On the walls hang empty racks where commemorative weapons used to hang in places of honor.

The Way of the Kirin once held formal meetings in this room. The fine chair on the raised floor was reserved for the ranking member of the organization (be it Minasako, or a high ranking visitor). Other members knelt on mats on the floor. The word “LIARS” is scratched in the western wall.

A16. Dining Hall

Two long, low dining tables run parallel in the center of this room, surrounded by the tattered remains of seating mats. Iron lanterns hang from the ceiling but are dark now. The stench of death is particularly cloying under the lanterns.

The corpse of a man hangs suspended from a lantern in the center of the room. The body is not ancient, but there is a mummified quality to it. A successful DC 15 Heal check determines it is only a few weeks old and has been exsanguinated. There are no bloodstains underneath the body, which sports bruised bite marks. PCs walking within 10 feet of the body hear crunching underneath their boots. The cause is a swarm of flies that litter the floor, having abruptly dropped dead in midair.

The man was a traveling merchant that Minasako took as a lover in her human guise, and brought to Hinojai for cruel sport. She revealed her true nature after they had been intimate and then drove him to madness before drinking his blood. The dead flies are the work of the hungry fog that intermittently invades the mansion, killing everything in its wake.

A17. Kitchen

Two stoves sit in the southwestern corner of this large kitchen area. Multiple worktables and butcher's blocks occupy the center, while the other walls are covered with cabinets and other storage areas. A large wooden barrel sits, almost out of place, to the west. The scent of death that is so prevalent elsewhere is weaker here, replaced by the smell of overripe fruit.

It is here that Minasako prepares the vinegar she must soak in before she can reinsert her organs into her body after separation. She uses her job in Nagura to obtain yeast, rice, and fruit, since transporting large amounts of vinegar from town proved too conspicuous. One table is covered with earthenware jars filled with alcohol oxidizing into vinegar. The barrel on the floor is also filled with

vinegar. Reasonable inspection suggests that this room has seen recent use.

A18. Larder and Storage

Several barrels, storage bins, and stacks of very dry firewood line the walls of this room. Wall racks hold a number of earthen jars with lids. A single window is set in the east wall.

Most of the bins are empty as are the jars, but many are labeled for grains, vegetables, and fruit. One of the bins contains a modest amount of overripe fruit.

A poorly concealed secret door (DC 12 Perception check to notice it) is set in the floor in the northwest corner. Scratches in the wood suggest that stacking boxes and barrels once concealed it further. A ladder underneath the hatch leads to area B1.

A19. Guard Room

This simple room allowed guards to be discreetly stationed outside the main entrance. A single chair can be found in here. A set of peepholes set in the door can be discovered with a successful DC 25 Perception check.

B1. Passage

This is a simple passage with rough earthen walls and wooden supports. A heavy wooden door at the southern end is the only hinged door in Hinojai, and is locked. The keys are located in Minasako's room in C7, but a PC can unlock it with a successful DC 25 Disable Device check.

B2. Torture Chamber (CR 6 or CR 9)

The manacles and fetters set in the western wall leave little doubt as to the room's purpose. Ancient rusty-brown stains coat the walls and floor where prisoners once hung in chains. In the northeast corner, a small table is covered with torture instruments and a small stack of books. In the opposite corner of the room sits a very large barrel next to a stool with a hammer resting on it. The lid has been removed and the barrel is empty.

Here victims were tortured and tormented in private until the transformation ritual was near completion. The instruments on the table are designed to inflict physical pain, humiliation, and shame. The books are oddly eclectic: a collection of love poems, a religious treatise, and a manual on torture. A solitary lockbox sits in the corner by the barrel, another of Minasako's caches of the Way's funds. A successful DC 25 Disable Device check unlocks it.

Haunt: Garrigai's ritual formulae required Minasako to drink copious amounts of fluid from her victims after they had suffered at her hands. One of her more gruesome ways to make that more tolerable was to have two of her

mercenaries (not true members of the Way of the Kirin, but heartless thugs she recruited after the Way was essentially dead) to drown a victim in a barrel of wine, nailing the lid back down on them as they struggled. Later, Minasako choked down large amounts of the same wine to further her transformation. Touching the hammer triggers the haunt.

If the PCs interacted with Minasako's alter ego while in town, allow them a DC 14 Wisdom check to recognize her from the visions of this haunt.

Subtier 5–6 (CR 6)

SOUR WINE

CR 6

CE persistent haunt (30-ft.-radius)

Caster Level 6th

Notice Perception DC 18 (to notice the barrel silently filling with ectoplasmic wine)

hp 27; **Trigger** touch (hammer); **Reset** 1 day

Effect *Aqueous orb** spell (DC 14 Reflex save negates) is cast on the square of the closest available target to the barrel. Every round on the haunt's initiative, the orb (comprised of wine, not water) can move toward other witnesses in the room to ensnare them. The first person the orb targets is compelled to walk to the barrel, where two ghostly soldiers shove him face-first into the barrel (now filled with ectoplasm). By the 3rd round of the spell's effect, the ghostly soldiers have completely submerged him inside the barrel and have nailed the lid down. When the effect ends or the haunt is neutralized, a spectral woman appears for an instant. She raises a large chalice to her face in both hands and chokes down wine until it runs down her chin and robe, before the phantoms vanish altogether.

Destruction Burning up the hammer and barrel with holy fire (i.e., the flames produced by *flame strike* or similar spells) destroys the haunt. Alternatively, the haunt fades 1 month after Minasako is destroyed.

* See the *Advanced Players Guide*.

Subtier 8–9 (CR 9)

BITTER WINE

CR 9

CE persistent haunt (20-ft.-by-20-ft. room)

Caster Level 9th

Notice Perception DC 23 (to hear barrel filling with liquid)

hp 40; **Trigger** proximity; **Reset** 1 day

Effect *Suffocation** (DC 17 Fortitude save partial) is cast on the witness closest to the barrel. This witness is compelled to walk to the barrel, where two ghostly soldiers shove him face-first into the barrel (now filled with ectoplasm). By the 3rd round of the spell's effect, the ghostly soldiers have completely submerged him inside the barrel and have nailed the lid down. If the target is killed by the haunt, his

lungs are found filled with wine. When the effect ends or the haunt is neutralized, a spectral woman appears for an instant. She raises a large chalice to her face in both hands and chokes down wine until it runs down her chin and robe, before the phantoms vanish altogether.

Destruction The black deeds of this terrible room can be erased by a lawful good outsider with 5 HD or more casting *bleed* on the area; alternatively, the haunt fades 1 month after Minasako is destroyed.

* See the *Advanced Players Guide*.

Treasure: The lockbox contains a cache of gold and gems worth a total of 600 gp in Subtier 5–6, and 4,010 gp in Subtier 8–9.

Mission Notes: Cheliaz faction PCs should find the religious tome interesting. The *1,900 Teachings and Verses of Absolute Law of Lâu Kiritsu* concerns the worship of an infernal duke worshiped in Tian Xia, including provocative magic items created by his followers. The book is in poor condition and won't survive the trip to Absalom. Mending or similar magic preserves it if applied immediately. Otherwise the details may be copied down, but preventing the pages from falling apart requires a successful DC 20 Sleight of Hand check. Alternatively, a successful DC 15 Intelligence check permits a PC to remember the details precisely. Learning about the strange devices of Lâu Kiritsu earns Cheliaz faction PCs 1 Prestige Point.

Rewards: If the PCs evade the haunt and recover the strongbox reward each subtier thusly:

Subtier 5–6:

Give each PC 100 gp.

Subtier 8–9:

Give each PC 668 gp.

C1. Atrium Balcony (CR 6 or CR 9)

This area is unremarkable, except that it was the site of one of Minasako's worst crimes: the murder and defilement of the last man who truly loved her.

Haunt: Kiyaga Timoru was a paladin for the Way of the Kirin, and was Minasako's lover prior to Lung Wa's destruction. As she began her descent into darkness, Minasako never expected to see him again, but when he showed up on Hinojai's doorstep, she knew she must act before he realized the black deeds she had already committed. She seduced him, then blinded him with a spell. Still, she could not bring herself to strike him with a weapon, so she taunted him to follow her voice, until he stumbled over the atrium railing and fell to his death. Once Kiyaga was dead, Minasako was beyond all redemption; she decapitated her former love and transformed his skull into her new familiar.

If the PCs interacted with Minasako's alter ego while in town, allow them a DC 14 Wisdom check to recognize her from the visions of this haunt.

Subtier 5–6 (CR 6)

BLIND MAN'S BLUFF

CR 6

LE haunt (35-ft.-by-5-ft. balcony)

Caster Level 6th

Notice Perception DC 23 (to hear the giggle of a woman and a man's heavy footsteps)

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

Effect One witness within range is instantly blinded for the duration of the haunt's manifestation, and becomes the target of the *phantasmal killer* spell (save DC 16). The spectral image of a Tian woman in a flowing nightgown appears before the target. She laughs and beckons to him, ducking around him with ease. The target is compelled to plead, "I loved you! Why would you do this to me?" With a lurch he makes a blind grab for her, but instead tumbles over the railing. Should the *phantasmal killer* spell kill the target, he lands heavily on the floor below the balcony with his neck snapped; otherwise any damage that he takes is simply attributed to the fall itself. The apparition of the woman answers—whispering "Immortality" before fading away.

Destruction This haunt can only be destroyed by destroying Minasako, or by burying her familiar on hallowed ground.

Subtier 8–9 (CR 9)

TAINTED LOVE

CR 9

LE haunt (40-ft.-by-5-ft. balcony)

Caster Level 9th

Notice Perception DC 25 (to hear the giggle of a woman and a man's heavy footsteps)

hp 18; **Trigger** proximity; **Reset** 1 day

Effect One witness within range is immediately blinded for the duration of the haunt effect, and becomes the target of the *finger of death* spell (DC 20 Fortitude save). The spectral image of a Tian woman in a flowing nightgown appears before the target. The woman laughs and beckons to him, ducking around him with ease. The target is compelled to plead, "I loved you! Why would you do this to me?" With a lurch he makes blind grab for her, but instead tumbles over the railing. Should the spell kill the target, he lands heavily on the floor below the balcony with his neck snapped; otherwise any damage that he takes is simply attributed to the fall itself. The apparition of the woman answers—whispering "Immortality" before fading away.

Destruction This haunt can only be destroyed by destroying Minasako, or by burying her familiar on hallowed ground.

C2. Foyer

Closed sliding doors are set in all four walls of this stark room. The wood paneled floor is bare, but on the walls hang paintings depicting life and romance in the court of some great empire.

PCs walking across this room hear the distinct sound of chirping and warbling birdsong. This is an architectural effect caused by the pressure on the dry wooden floors. The floor nails run up against clamps creating the effect. So-called "nightingale floors" were installed in fine homes for aesthetics and additional security. PCs who succeed at a DC 15 Knowledge (engineering) check realize the cause, but a successful DC 25 Stealth check is required to bypass it altogether.

Development: If the PCs walk on the nightingale floor, this attracts the skeletal champions in C3 and C4, who throw open the doors and attempt to surprise the PCs.

C3 & C4. Bedrooms (CR 6 or CR 9)

These two chambers were once guest bedrooms. They have not suffered the depredations that other areas have seen. Each contains mildewed bedding, a chest of drawers, and a broken mirror. The furniture was once of fine quality but has been neglected for decades.

Creatures: Each of these rooms contains a skeletal champion. They were once mercenaries who were barred from the Way of the Kirin for being of low character. Once she had set her plan to attain immortality in motion, Minasako realized she needed more assistance than just what Garrigai could provide. She plied these thugs with all the gold they could ever want, knowing that the day would come when she would have it all back again. Though the champions have all but forgotten their own names, they remain bound to Minasako, just as they were in life. They wait separately in each bedroom, behind the doors, listening and waiting. If the skeletal champions hear intruders in area C3, they converge on the interlopers there.

Subtier 5–6 (CR 6)

FALLEN MERCENARIES (2)

CR 4

Human skeletal champion warrior 5 (*Pathfinder RPG Bestiary* 252)

LE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +2 natural, +1 shield)

hp 41 each (7 HD; 2d8+5d10+5)

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

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;

Immune cold, undead traits

OFFENSE

Speed 20 ft.**Melee** mwk katana +12/+7 (1d8+4/18–20)

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** 9, **Wis** 10, **Cha** 11**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Combat Reflexes, Exotic Weapon Proficiency (katana), Improved Initiative^a, Power Attack, Step Up, Weapon Focus (katana)**Skills** Intimidate +8, Perception +8, Sense Motive +8, Stealth +2**Languages** Minkaian**Gear** +1 horn lamellar*, light steel shield, masterwork katana** See *Ultimate Combat*.

Subtier 8–9 (CR 9)

FALLEN MERCENARIES (2)

CR 7

Human skeletal champion fighter 10 (*Pathfinder RPG**Bestiary* 252)

LE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 25, touch 14, flat-footed 21 (+6 armor, +3 Dex, +1 dodge, +2 natural, +3 shield)**hp** 98 each (12 HD; 2d8+10d10+34)**Fort** +12, **Ref** +7, **Will** +8; +3 vs. fear**Defensive Abilities** bravery +3, channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.**Melee** +1 katana +21/+16/+11 (1d8+10/18–20) or mwk wakizashi +18/+13/+8 (1d6+6/18–20)**Special Attacks** weapon training (heavy blades +2, light blades +1)

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 14**Base Atk** +11; **CMB** +16; **CMD** 30**Feats** Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (katana), Great Fortitude, Greater Weapon Focus (katana), Improved Initiative^a, Intimidating Prowess, Power Attack, Shield Focus, Step Up, Vital Strike, Weapon Focus (katana), Weapon Specialization (katana)**Skills** Intimidate +20, Perception +14, Sense Motive +14, Stealth +13**Languages** Minkaian**SQ** armor training 2**Gear** +1 horn lamellar*, +1 light steel shield, +1 katana*, masterwork wakizashi*, cloak of resistance +1* See *Ultimate Combat*.

Treasure: Both bedrooms are decorated with ancient ceremonial war masks inlaid with gold and other precious metals, dating from an era early in Minkai's

history. A successful DC 20 Appraise check collectively values these artworks at 1,580 gp in Subtier 5–6, and 480 gp in Subtier 8–9.

Rewards: If the PCs defeat the skeletal champions and take the masks, reward each subtier thusly:

Subtier 5–6:

Give each PC 531 gp.

Subtier 8–9:

Give each PC 1,096 gp.

C5. Library and Map Room

Bookshelves line the walls of this room, packed with any number of volumes, scrolls, and folios. In the center of the room and resting on a large colorful rug is a table covered with maps, papers, and writing implements.

This area immediately gives the impression of being in regular use. The maps depict the division of territories and nations prior to the fall of the Lung Wa empire. The papers are examples of recent attempts to practice calligraphy, as indicated by the relative freshness of the parchment and inks. Finally, the books cover a range of different topics from art and philosophy, to economics and military strategy.

C6. Dagagal's Quarters

This spacious room appears to be almost too large for its occupant. A small and rumpled futon sits in the corner, next to a low table covered dirty cups and plates. Books are casually strewn about the floor, and the entire room reeks of incense.

This is where Dagagal sleeps during the day and wee hours of the night. The dishes are dirty, and appear to have been used recently. The wayang burns incense here constantly in order to escape the pervasive scent of vinegar and death.

Treasure: Dagagal keeps his spellbook here, hidden under his futon; it can be discovered with a successful DC 15 Perception check. The tome contains all of his prepared spells in each subtier as well as the following spells: Subtier 5–6: *charm person*, *grease*, *shadow conjuration*, *wall of ice*; Subtier 8–9: *charm person*, *cone of cold*, *freezing sphere*, *grease*, *shadow conjuration*, *teleport*, *wall of ice*.

Mission Notes: Osirion faction PCs can find their mission objective among the books on the floor. Minasako destroyed all of her notes concerning the ritual of transformation, but Dagagal has been secretly reconstructing the process and documenting it in a book. He's disguised it as another volume so his ally won't discover it. A DC 20 Knowledge (arcana) or Linguistics

check can ferret out the book despite the misleading cover. Osirion faction PCs who do so earn 1 Prestige Point.

C7. Minasako's Lair (CR 8 or CR 11)

This spacious bedroom is finely appointed, with luxurious futon in the southeastern corner. Alongside it sits a writing desk with several ledgers and record books on top of it. To the northwest sits an enormous bathtub, almost the size of a vat. The furnishings in the room are intact and of good quality, but the scent of vinegar is almost overpowering.

Keys to the door in area **B1**, as well as the chests in **A10** and **B2** can be found in the desk. See mission notes for this below and the adventure conclusion for more information concerning the books.

Creature: During the day, Minasako Himiju can be found in Nagura and may become aware of the PCs. She works in an inn called the Kami's Whisper, under the guise of her alter-ego Ateji Kimie. At the GM's discretion she may even serve the PCs when they stop in town. She doesn't seek out the PCs or otherwise tips her hand, and when in human form she does not register as undead, so the PCs will be hard-pressed to discover her before meeting her here. She works from morning to early afternoon, at which point she returns discreetly home to Hinojai without being noticed.

If the PCs approach Hinojai during the day and were sufficiently stealthy while in Nagura, they find this room empty, as Minasako is currently at the Kami's Whisper. If they interacted with her while in town, allow them a DC 14 Wisdom check to recognize her from the portrait of her hanging on the wall in this chamber. Finding her in Nagura requires little effort once Minasako's alter-ego has been uncovered. If they did not encounter her in town, they may wait for her return here at dusk.

Minasako is a lithe Minkaian woman with an ageless face. Whether the PCs barge in on her while she patiently waits in her chambers for them or call her out in town, she remains calm and taunts them seductively while she separates her head and internal organs from their fleshy shell. While undergoing the disgusting transition, the villainess gazes mockingly at the PCs and speaks. "Don't presume to judge me. Countless others have done worse to secure their immortality. How many murders buy a single vial of *sun orchid elixir*? Or do you seek the Way of the Kirin?" She chuckles throatily as she looks pointedly at the ledgers on the desk. "You'll never find it! It's deader than I am!"

If any PCs express interest in the record books on the desk, Minasako elects to destroy them if she can (such as with a spell), just to deprive the PCs of them, and as a final act of contempt toward the Way of the Kirin. GMs should telegraph her intentions through words or actions so that PCs can try to stop her.

Subtier 5–6 (CR 8)

MINASAKO HIMIJU

CR 8

Female human penanggalen witch 8 (*Advanced Player's Guide* 65, *Pathfinder RPG Bestiary* 3 216)

LE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 Dex, +1 insight, +6 natural)

hp 70 (8d6+40); fast healing 5

Fort +6, **Ref** +6, **Will** +10

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

Weaknesses light sensitivity, penanggalen weaknesses

OFFENSE

Speed fly 60 ft. (good)

Melee bite +8 (1d6+4 plus disease), slam +8 (1d4+4 plus grab and wither)

Special Attacks blood drain (1d4 Constitution), create spawn, disease (DC 17, filth fever), hexes (DC 18; cackle, charm [2 steps, 4 rounds], evil eye [–4, 7 rounds], misfortune [2 rounds], slumber [8 rounds])

Witch Spells Prepared (CL 8th; concentration +12)

4th—*black tentacles*, *enervation*, *spite**

3rd—*bestow curse* (DC 17), *ray of exhaustion* (DC 17), *vampiric touch* (x2)

2nd—*blindness/deafness* (DC 16), *false life*, *glitterdust* (DC 16), *pox pustules** (DC 16)

1st—*burning hands* (DC 15), *mage armor*, *obscuring mist*, *ray of enfeeblement* (DC 15), *reduce person* (DC 15)

0 (at will)—*bleed* (DC 14), *daze* (DC 14), *detect magic*, *touch of fatigue* (DC 14)

Patron Plague

TACTICS

Before Combat If aware the PCs are coming sometime that day, Minasako casts *spite* (with *vampiric touch*) and *mage armor*. If she knows the PCs are close, she applies her *dust of emulation* to use her scroll without a chance of failure. Finally she may instruct her familiar, Kiyaga, to float above the door near the ceiling so that he might go unnoticed and surprise the PCs.

During Combat Minasako targets witches and females as a priority, but not to the exclusion of common sense. She uses spells and abilities that lower saving throws and AC (such as *bestow curse* and *evil eye*) to bring her blood drain and wither abilities to bear. Spells such as *black tentacles* and *glitterdust* provide crowd control, and her familiar can deliver both touch spells and hexes when required.

Morale She fights until destroyed to protect her lower half, but if it is destroyed she considers flight (out to the balcony if it is night) when reduced to 18 or fewer hit points.

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** 18, **Wis** 14, **Cha** 18

Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 22

Feats Ability Focus (wither), Eschew Materials, Flyby Attack, Improved Familiar, Iron Will

Skills Bluff +14, Craft (alchemy) +11, Diplomacy +8, Fly +16, Intimidate +12, Knowledge (arcana) +18, Knowledge (history) +15, Knowledge (local) +12, Knowledge (nature) +15, Perception +14, Profession (cook) +11, Sense Motive +10, Spellcraft +11, Stealth +12; **Racial Modifiers** +8 Bluff, +8 Fly, +8 Knowledge (arcana), +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Minkaian, Sylvan, Tien, Vudrani

SQ separate, witch's familiar (beheaded named Kiyaga)

Combat Gear *dust of emulation**, *scroll of protection from good*; **Other Gear** *dusty rose prism ioun stone*, 17 pp, 5 gp

SPECIAL ABILITIES

Create Spawn (Su) When a penanggalen slays a female humanoid via blood drain who had at least 10 Hit Dice in life, that slain humanoid rises as a manananggal at the next sunset. This manananggal is under the command of the penanggalen who created it, and remains enslaved until that penanggalen's destruction. A penanggalen may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead.

Hexes (Su) A penanggalen witch can use one of her hexes at will on any creature within 30 feet. Using a hex is a standard action (unless otherwise noted) that does not provoke an attack of opportunity. See the *Advanced Player's Guide* for specific hex descriptions.

Melee (Su) A penanggalen's bite and slam attacks count as magical for the purposes of overcoming damage reduction.

Penanggalen Weaknesses (Su) In addition to light sensitivity, a penanggalen is staggered while outside of her human body and exposed to direct sunlight.

Separate (Su) During the day, a penanggalen has the same appearance as she did in life, and does not detect as undead (though she is still an undead creature). At night, she can detach her head and entrails as a full-round action. Her physical but now hollow body exists as dead flesh, and can be destroyed if it suffers damage equal to the penanggalen's normal hit point total. Before a penanggalen can return to her body, she must soak her entrails in vinegar for 1 hour—she can then reattach to her body, at which point any damage done to the body immediately heals (although damage the penanggalen herself suffered remains). A



Minasako Himiju

penanggalen whose body is destroyed can never again walk the day in living form, but is otherwise unharmed (save for no longer having a safe way to travel in direct sunlight). When a penanggalen wears her body, she cannot use her natural attacks, her fly speed, or any of her special penanggalen attacks.

Wither (Su) A penanggalen's entrails drip with a foul bile that blisters and weakens living flesh. Any creature that is damaged by a penanggalen's slam attack must succeed at a DC 20 Fortitude save or take 1d4 Dexterity and 1d4 Charisma damage.

* See the *Advanced Player's Guide*.

KIYAGA (BEHEADED FAMILIAR) CR —

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NE Tiny undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 35 (8d8)

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

Immune undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee slam +6 (1d2)

TACTICS

During Combat Kiyaga floats toward the ceiling above the door, prepared to support Minasako as needed by delivering touch spells when it is most advantageous.

STATISTICS

Str 11, **Dex** 15, **Con** —, **Int** 9, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 14 (can't be tripped)

Skills Fly +10, Intimidate +8, Knowledge (arcana) +5, Perception +7, Spellcraft +10

SQ Alertness, improved evasion, share spells, emphatic link, deliver hexes and touch spells, speak with master, speak with others of its kind

Subtier 8–9 (CR 11)

MINASAKO HIMIJU

CR 11

Female human penanggalen witch 11 (*Pathfinder RPG*)

Advanced Player's Guide 65, *Pathfinder RPG Bestiary* 3 216)

LE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 armor, +4 Dex, +6 natural)

hp 107 (11d6+66); fast healing 5

THE HAUNTING OF HINOJAI

Fort +8, **Ref** +10, **Will** +12

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

Weaknesses light sensitivity, penanggalen weaknesses

OFFENSE

Speed fly 60 ft. (good)

Melee bite +9 (1d6+4 plus disease), slam +9 (1d4+4 plus grab and wither)

Special Attacks blood drain (1d4 Constitution), create spawn, disease, hexes (DC 19; cackle, charm [2 steps, 4 rounds], evil eye [-4, 7 rounds], misfortune [2 rounds], retribution [4 rounds], slumber [11 rounds])

Witch Spells Prepared (CL 11th; concentration +15)

6th—*unwilling shield** (DC 20)

5th—*mass pain strike** (DC 19), *suffocation** (DC 19)

4th—*black tentacles*, *dimension door*, *enervation*, *spite**

3rd—*bestow curse* (DC 17), *dispel magic*, *ray of exhaustion* (DC 17), *vampiric touch* (x2)

2nd—*blindness/deafness* (DC 16), *false life*, *glitterdust* (DC 16), *pox pustules** (DC 16), *see invisibility*

1st—*burning hands* (DC 15), *mage armor*, *obscuring mist*, *ray of enfeeblement* (DC 15), *unseen servant*

o (at will)—*bleed* (DC 14), *daze* (DC 14), *detect magic*, *touch of fatigue* (DC 14)

Patron Plague

TACTICS

Before Combat If aware the PCs are coming sometime that day, Minasako casts *mage armor* (reflected in her stat block) and *spite* (with *vampiric touch*). If she knows the PCs are close, she applies the *dust of emulation* to use her scroll to ensure she can use it without a chance of failure. Finally she may instruct her familiar, Kiyaga, to float above the door near the ceiling so that he might go unnoticed and surprise the PCs.

During Combat Minasako targets witches and females as a priority, but not to the exclusion of common sense. She uses spells and abilities that lower saving throws and ACs (such as *bestow curse* and *evil eye*) to bring her blood drain and wither abilities to bear. Her retribution hex and *unwilling ally* spell serve to provide healing while hurting enemies.

Morale Minasako fights until destroyed to protect her lower half, but if it is destroyed she considers flight (out to the balcony) once reduced to 27 hit points or fewer.

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** 18, **Wis** 14, **Cha** 18

Base Atk +5; **CMB** +9 (+13 grapple); **CMD** 23

Feats Ability Focus (wither), Eschew Materials, Flyby Attack, Improved Familiar, Iron Will, Lightning Reflexes, Toughness

Skills Bluff +14, Craft (alchemy) +11, Diplomacy +8, Fly +16, Intimidate +15, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (local) +15, Knowledge (nature) +18, Perception +17, Profession (cook) +14, Sense Motive +10, Spellcraft +14, Stealth +12; **Racial Modifiers** +8 Bluff, +8 Fly, +8 Knowledge (arcana), +8 Perception, +8 Sense

Motive, +8 Stealth

Languages Common, Minkaian, Sylvan, Tien, Vudrani

SQ separate, witch's familiar (beheaded named Kiyaga)

Combat Gear *scroll of protection from good*, *dust of emulation**;

Other Gear *amber spindle ioun stone* (Pathfinder Player

Companion: Seekers of Secrets 48), *hat of disguise*, 12 pp, 5 gp

SPECIAL ABILITIES

Create Spawn (Su) When a penanggalen slays a female humanoid via blood drain who had at least 10 Hit Dice in life, that slain humanoid rises as a manananggal at the next sunset. This manananggal is under the command of the penanggalen who created it, and remains enslaved until that penanggalen's destruction. A penanggalen may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead.

Hexes (Su) A penanggalen witch can use one of her hexes at will on any creature within 30 feet. Using a hex is a standard action (unless otherwise noted) that does not provoke an attack of opportunity. See the *Advanced Player's Guide* for specific hex descriptions.

Melee (Su) A penanggalen's bite and slam attacks count as magical for the purposes of overcoming damage reduction.

Penanggalen Weaknesses (Su) In addition to light sensitivity, a penanggalen is staggered while outside of her human body and exposed to direct sunlight.

Separate (Su) During the day, a penanggalen has the same appearance as she did in life, and does not detect as undead (though she is still an undead creature). At night, she can detach her head and entrails as a full-round action. Her physical but now hollow body exists as dead flesh, and can be destroyed if it suffers damage equal to the penanggalen's normal hit point total. Before a penanggalen can return to her body, she must soak her entrails in vinegar for 1 hour—she can then reattach to her body, at which point any damage done to the body immediately heals (although damage the penanggalen herself suffered remains). A penanggalen whose body is destroyed can never again walk the day in living form, but is otherwise unharmed (save for no longer having a safe way to travel in direct sunlight). When a penanggalen wears her body, she cannot use her natural attacks, her fly speed, or any of her special penanggalen attacks.

Wither (Su) A penanggalen's entrails drip with a foul bile that blisters and weakens living flesh. Any creature that is damaged by a penanggalen's slam attack must succeed at a DC 21 Fortitude save or take 1d4 Dexterity and 1d4 Charisma damage.

* See the *Advanced Player's Guide*.

KIYAGA (BEHEADED FAMILIAR)

CR —

Pathfinder Adventure Path #43 82

NE Tiny undead

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 53 (11d8)

Fort +3, **Ref** +5, **Will** +7

Immune undead traits; **SR** 16

OFFENSE

Speed fly 40 ft. (perfect)

Melee slam +7 (1d2)

TACTICS

During Combat Kiyaga floats toward the ceiling above the door prepared to support Minasako as needed by delivering touch spells if required.

STATISTICS

Str 11, **Dex** 15, **Con** —, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 14 (can't be tripped)

Skills Fly +21, Intimidate +7, Knowledge (arcana) +9,

Perception +11, Sense Motive +7, Spellcraft +14

SQ Alertness, improved evasion, share spells, emphatic link, deliver hexes and touch spells, speak with master, speak with others of its kind, spell resistance

Development: Along with the Way of the Kirin records located here, the PCs can also find Minasako's journal, which chronicles her quest for immortality, her betrayal of the tenets that she held so dear as a member of the Way of the Kirin, and how her atrocities tainted Hinojai with the stain of undeath (GMs should feel free to use the background section to elaborate).

Mission Notes: The ledgers on the desk contain a roster of many members of the Way of the Kirin from the previous century, not just from Minkai, but all across Tian Xia. Preventing Minasako from destroying it and then recovering it earns Lantern Lodge PCs 1 Prestige Point.

Rewards: If the PCs slay Minasako Himiju, reward each subtier thusly:

Subtier 5–6:

Give each PC 514 gp.

Subtier 8–9:

Give each PC 1,072 gp.

CONCLUSION

If the PCs succeed in slaying Minasako Himiju, life improves in Nagura—the townsfolk no longer fear to stay out after sundown or stray too far from home. Hinojai's haunts fade a month after Minasako's death. If Minasako manages to flee, she doesn't return to Hinojai, but neither does her evil end. Instead she seeks powerful women (preferably witches) to transform into manananggal, while nursing a grudge against explorers from the Inner Sea.

Any revelations concerning the Way of the Kirin set the Pathfinder Society abuzz. The Society has compelling

reasons to suspect that the Aspis Consortium stands poised to form an alliance with the Golden League. That has driven the undercurrent theme of this expedition, and the factions will be redoubling their effort to make contact. The Decemvirate makes discreet inquiries about acquiring the Hinojai property as a regional base (once the haunts fade or are exorcised), hoping to tempt the Way to initiate contact. The PCs should have a definite impression that the Way of the Kirin will be important in years to come.

Success Conditions

The PCs were tasked to discover the cause of the Hinojai haunting and its underlying story. Killing or driving off Minasako and locating her journal satisfies that requirement and earns the entire group 1 Prestige Point. Encountering all four haunts also gives a clear impression of how the house came to be disturbed and satisfies the requirement if the journal was destroyed or otherwise not recovered.

Faction Missions

Members of each faction have the ability to learn an additional Prestige Point for completing their respective faction missions as detailed below.

Andoran Faction: Andoran faction PCs who intimidate Watabe Yori in Act 1 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who uncover information on magic items sacred to Làu Kiritsu in area B2 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who decode information on the Golden League in area A5 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who recover the Way of the Kirin records and roster in area C7 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who find Dagagal's notes on the penanggalen ritual in area C6 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who discover the name of Takahasa Uro from Yoshiro Shizuko in Act 1 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who pass a contact list to Tamada Gisa without other factions knowing about it in Act 1 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who discern the true reason for Amara Li's interest in Hinojai in the adventure introduction earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who discover the by-laws and codes of the Way of the Kirin in area A5 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who arrange to have a message delivered to Amanandar in Act 1 earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Andoran



Defender of Freedom,

Minkai struggles with the same strife that many countries experience here. There is corruption and injustice everywhere, and we have to obligation to oppose it wherever we find it.

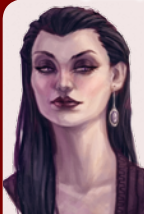
The tax collector in Nagura is a cruel man who is not only preying on the people, but is cheating the government as well. Let him know that Nagura pays its due—but not to him any longer. Give him a good scare and run him off. Don't worry about reprisals against the town; once his corruption has been exposed, the Regent will replace him with another—hopefully someone more upright.

For Justice,

Colson Maldris

Major Colson Maldris

Cheliax



My strong and steady hand,

A request made of me from a certain powerful and occasionally critical personage from Egorian has left the sour taste of hypocrisy in my mouth. There is an Infernal Duke worshiped in Tian Xia called Làu Kiritsu. By all accounts he's a dreadful bore, all discipline and no pleasure, and his faith is irrelevant if not heretical. Nevertheless his followers allegedly devise the most cunning and interesting magical toys, and I need a lead on how to acquire some. Find out what you can, should you come across anything in your travels.

Do this and you'll curry some favor with me back home—I might start looking at you as something more than just a momentary distraction. Gratitude I seldom offer, and my good graces are a lodging you want to be inside. Among others places.

Seize this opportunity,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Trusted Agent,

As you know, the Society has had more than its share of conflicts with the Aspis Consortium. When Amara Li established the Lantern Lodge here, we had initial hopes that Tian Xia would be free of the Consortium's influence, allowing us to pursue the Society's mission without interference. Unfortunately that is not to be—the Consortium has reached out to another organization with a similar disposition: the Golden League.

Hinojai is thought to have been the regional headquarters of a group called the Way of the Kirin that opposed the Golden League. When going through the site, look to see if the Way had any intelligence on the League. Even if it's outdated, it might inform us how they operate. I would trust few others with this task.

Stay safe,

Ambrus Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Honorable Servants,

The investigation of Hinojai is not a ruse, but I have another purpose in dispatching a mission there. The prosperity of our Lodge depends on reliable knowledge of the political landscape of Tian Xia.

The Way of the Kirin had an extensive trading and military network across the continent, and Hinojai was one of its centers of operation. By most accounts the Way no longer exists, but I have reason to suspect that is not true. Their fall was only two or three generations ago, and Tian cultures do not forget so quickly. We might track down the members' descendants, and see if this order survives in any form today. This may not seem important at present, but may become so in seasons to come. See what records or clues concerning its membership you can uncover within Hinojai.

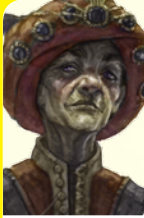
Many Blessings,

Amara Li

Venture-Captain Amara Li

THE HAUNTING OF HINOJAI

Osirion



Favored of the Ruby Prince,

We are sure that the other nations are wish to learn more about opportunities for trade in Tian Xia, yet the actual subject of this mission itself is of interest to us. The allegedly haunted structure is oddly well preserved for a start, and the behavior of the surrounding community is, shall we say, remarkably restrained. Either this site is either not truly haunted), or if Amara Li is right, it is a manifestation of unlife unlike anything we've encountered before—a creature with unknown abilities and powers. If this is an actual haunting and the specimen is remarkable in any way, discover how it came to be and report your finding.

Your soul be protected in our service,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



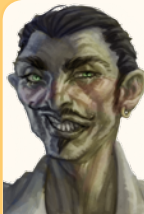
Trusted Servant,

Prior to the fall of the Lung Wa Empire, there existed an organization called the Way of the Kirin. The Way's primary mission was to ensure justice for the common people—which they occasionally enforced with military might. We learn more about the Dragon Empires daily, but if the Way of the Kirin still exists, we need to know it, and without delay so that we might make peaceful contact, subsume what remains of their infrastructure, or prepare to be at cross-purposes. Being caught uninformed and unprepared is inexcusable.

To that end, look for a local business or resident that once suffered misfortune and experienced a reversal of fortune at the hands of a wealthy or noble benefactor. Get me a name or clue as to the commoner's savior was, and I will thank you.

Your future reward is never-ending,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Hail, my friend!

Perhaps you have heard that there is a trading network in Tian Xia called the Golden League. They're big time, like us. Since they got no pull in Avistan, maybe we can work something out? Make some discreet inquiries, and if you should find one of them, pass along this list of contacts. Those are my agents, not the Society's. Getting a Golden League member to talk may be the hard part, and in Nagura, it'll probably be just a low-level flunky. No matter. And for pity's sake, don't talk about this with anybody! If old Ambrus Valsin hears word of this, you and I are going to have strong words. Lots of them.

Keep secrets close,
Guaril Karela
Guaril Karela

Shadow Lodge



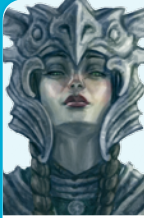
Loyal Pathfinder,

Lucky you, getting to go to the far reaches of Golarion to explore a haunted house! It seems strange, though, doesn't it, that the esteemed Venture-Captain Amara Li would send such a qualified team to do such simple work on the other side of the world? Are there no teams closer? What does she really want out of this? I know your time with her will be brief, but be sure to pay extra close attention to what elements of the mission she emphasizes—and what elements she diverts attention away from. By all means, don't show your superior any disrespect or do anything that could get you—and me—into trouble. But get me the information I seek.

Faithfully yours,
Torch
Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



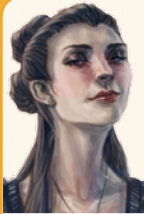
Shining Light,

I've made some inquiries regarding the area you've been sent to investigate. Prior to whatever dark events transpired there, Hinojai was a regional headquarters for an organization called the Way of the Kirin—which was remarkably similar to the Crusade, only with an emphasis on fairness and justice, especially for the common people. They also acted as a mercenary military group with a strong code of ethics regarding whose contracts they would accept. I would very much like to review their code, by-laws, and regulations. It might help the Crusade if we could present ourselves in a way that the peoples of Tian Xia would recognize and respond to favorably. Recover any such documents and records regarding the Way of the Kirin that you find.

May Her light protect you always,

Ollysta Zadrian

TALDOR



Beloved of the Empire,

Enclosed is sealed correspondence that I need delivered in such a manner that circumvents all official Imperial correspondence. The addressee happens to be the General of Amanandar in New Oppara, so your mission to Tian Xia is fortuitous. Amanandar represents one of the Empire's best hopes for revitalization, but somehow they forgot that Taldor has a hereditary line of succession, not a meritocracy. This situation is salvageable, but requires skilled and mature statecraft. That cuts Stavian right out.

Find someone, a merchant perhaps, to carry this on. Destroy it if you cannot. Employing an unknown third party is perilous, but sending it through official channels would be suicide. What I ask is treason, but treason that might just save the Empire.

In trust,

Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-15: THE HAUNTING OF HINOJAI

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER			
5-6	1,262	2,524	MAX GOLD
SUBTIER			
8-9	2,692	5,385	

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

--	--

Final Fame Current Prestige

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Subtotal

-	
---	--

Items Bought

=	
---	--

Total

Items Found During This Scenario

SUBTIER
5-6

Cloak of resistance +2 (4,000 gp)

Dust of emulation (800 gp; Pathfinder RPG

Advanced Player's Guide)

Dusty rose prism ioun stone (5,000 gp)

Potion of cure moderate wounds (300 gp)

Potion of invisibility (300 gp)

Ring of protection +1 (2,000 gp)

Scroll of blur (150 gp)

Scroll of displacement (375 gp)

Scroll of fly (375 gp)

Scroll of gust of wind (150 gp)

Scroll of ice storm (700 gp)

Scroll of invisibility (150 gp)

Scroll of lightning bolt (375 gp)

Scroll of minor image (150 gp)

Scroll of scorching ray (150 gp)

Scroll of shadow conjuration (700 gp)

Scroll of shout (700 gp)

Scroll of slow (375 gp)

Scroll of wall of ice (700 gp)

Scroll of wind wall (375 gp)

Wand of glitterdust (CL 3rd, 10 charges;
900 gp, limit 1)SUBTIER
8-9

Amber spindle ioun stone (10,000 gp;

Pathfinder Player Companion: Seekers
of Secrets, +1 resistance bonus on all
saves [stacks])

Hat of disguise (1,800 gp)

Ring of protection +2 (8,000 gp)

Scroll of chain lightning (1,650 gp)

Scroll of cone of cold (1,125 gp)

Scroll of dispel magic (375 gp)

Scroll of freezing sphere (1,650 gp)

Scroll of greater invisibility (700 gp)

Scroll of interposing hand (1,125 gp)

Scroll of telekinesis (1,125 gp)

Scroll of teleport (1,125 gp)

Wand of acid arrow (CL 3rd, 5 charges;
450 gp, limit 1)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #