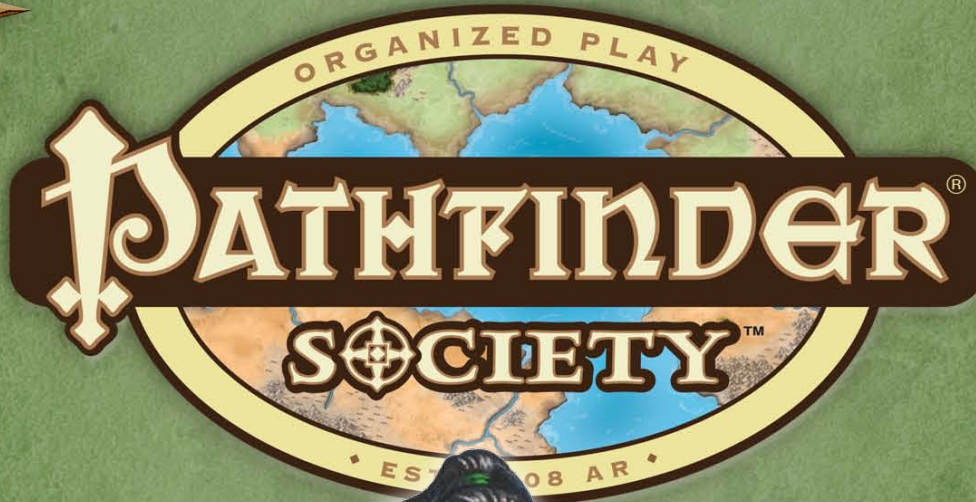


Pathfinder Society Scenario #3-17



# RED HARVEST

By Alex Greenshields





# RED HARVEST

PATHFINDER SOCIETY SCENARIO #3–17

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*Pathfinder Society Scenario #3–17: Red Harvest* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *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](http://paizo.com/pathfinderRPG/prd).

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# RED HARVEST

BY ALEX GREENSHIELDS

Thousands of years ago, the goddess Nalinivati was simply a powerful mortal naga sorceress, the first queen of the Tian Xia realm of Nagajor. She ruled her queendom not only through the careful use of her prodigious magical talents, but also through her many naga daughters, who formed a matriarchal caste to oversee the mountains and forests of their homeland. Nalinivati eventually achieved apotheosis in her old age, leaving Nagajor to be ruled by her many offspring.

One of these descendants was a royal naga named Holadi, the goddess's great-granddaughter. A quiet and thoughtful creature, she rejected her right to rule, preferring to compose poetry and study the mysteries of the natural world. As a young naga, she would follow her then-still mortal great-grandmother about, asking her countless questions about her life and experiences. Nalinivati saw in the young naga's youth and enthusiasm something she had lost a long time ago, and the two eventually became quite close.

After Nalinivati's ascension, Holadi withdrew from naga society, uninterested in her extended family's power struggles. She settled in the remote Kullan Dei mountains of western Nagajor, spending her remaining days writing down her thoughts and recollections, including many lessons and parables her great-grandmother had taught her. These writings became known as the *Lotus Annals*, named after the goddess's favorite flower, and were collected into enormous vellum scrolls after Holadi passed.

Although not considered one of Nalinivati's holy texts, the annals are still prized by the goddess's worshipers for their insight into her mortal life before achieving godhood. The original *Lotus Annals* were destroyed millennia ago thanks to the ravages of time, but a limited number of copies were made over the years, all of which were said to be kept in the forbidden libraries of the capital city of Zom Kullan.

Recently, the Lantern Lodge in the city of Goka learned that a remarkably well-preserved copy of the *Lotus Annals* had been found in the village of Nibung, a tiny coffee-growing settlement in the western foothills of Nagajor's Kullan Dei mountains. Venture-Captain Amara Li immediately contacted the Decemvirate, wishing to launch

## WHERE ON GOLARION?

*Red Harvest* takes place in the nation of Nagajor on the continent of Tian Xia, far to the east of the Inner Sea region. This mountainous, jungle-filled land is ruled by a matriarchal hierarchy of nagas, who govern from the capital city of Zom Kullan. Most of the people living in Nagajor are serpentine humanoids called nagaji, who have deeply rooted reverence for the nagas who rule them. For more information on nagaji and the nation of Nagajor, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available at your local game store or bookstore, or online at [paizo.com](http://paizo.com).



an expedition to this dangerous and far-away land in order to discover whether they were dealing with a genuine copy of the *Lotus Annals* or simply chasing a rumor.

## SUMMARY

Venture-Captain Amara Li tasks the PCs with investigating a rumor of an ancient historical artifact known as the *Lotus Annals*, said to be located in a remote nagaji mountain village called Nibung in the Tian realm of Nagajor. She informs them that they need to either make detailed copies of the document or somehow acquire it from the village leaders.

After an uneventful sea voyage from the metropolitan city of Goka to a small trading port on the east coast of

Nagajor, the PCs make their way inland into the hilly upcountry. On the outskirts of the village of Nibung, they encounter a nagaji coffee farmer who has been chased up a tree by two enormous beetles.

After dealing with the vermin, the grateful farmer states that the village of Nibung has nearly been destroyed by the fighting between two rival gangs. One faction, calling itself the Daughters of the Lotus, is led by a traditionalist guardian naga, while the second faction, known as the Ruby Circle, is under the control of a wealthy and well-respected spirit naga who wishes to loosen the strict cultural norms of nagaji society and expand trade. Both sides have been fighting for control of the village for months, but seem to have arrived at a stalemate; neither group has enough confidence to overpower the other.

Upon their arrival in Nibung's central square, the PCs stumble upon a tense stand-off between the two gangs and their lieutenants, who seem to be in the middle of a prisoner exchange, and judging from their tense demeanor are on the verge of violence. The Daughters of the Lotus are led by a samsaran bowman named Bakji, while the spirit naga's gang is commanded by Taicho, a tengu swordsman.

Not knowing who the PCs are, both parties assume that they are foreign mercenaries who have come to help the other side, and quickly withdraw. Only the two leaders remain to ascertain the PCs' true motives, and both try to convince them to join their respective sides. If they are unable to do so, they suggest the PCs take a look around Nibung, and perhaps check into the only remaining inn for the night.

At this point the scenario becomes less linear, although it is assumed that the PCs explore the village in order to get a better understanding of its politics, and perhaps make inquiries about the *Lotus Annals*. They can speak with any of the few remaining nagaji villagers or talk to one or both of the naga leaders. Each naga tries to sway the PCs to join her side, offering access to the *Lotus Annals* in exchange for the Pathfinders' support, but demanding that the PCs undertake a minor mission in order to prove their allegiance.

Once the PCs have completed their mission, whichever naga they support calls the other out, and a grand melee ensues in the village's central square. Once the other side has been defeated, the victorious naga grants the Pathfinders access to the *Lotus Annals* as promised.

## GETTING STARTED

Read or paraphrase the following to get the adventure underway.

---

The Lantern Lodge of the city of Goka has asked for assistance on a rather dangerous mission. Venture-Captain Amara Li

wishes to send a small contingent of Pathfinders to the jungles of Nagajor, the realm of the serpent-people known as the nagaji. Loosely governed by a naga matriarchy, the nagaji are fiercely loyal to their rulers, and although trade has existed between Nagajor and the outside world for thousands of years, very little is known about the nagaji themselves. Li believes that this needs to change, and that both the Lantern Lodge and the Pathfinder Society would benefit from a greater understanding of the serpentine realm. Luckily, a key to such understanding has recently come to light.

Coffee traders have brought rumors of an ancient document known as the *Lotus Annals* to Goka. It is said to have been written long ago by a naga mystic named Holadi, the great-granddaughter of Nalinivati, the founder of Nagajor who would eventually achieve divinity to become the patron goddess of Nagajor. These documents are among the earliest known descriptions of the nagaji people and their culture. What makes the *Lotus Annals* an even more important historical and religious artifact is that, during her youth, Holadi was a close friend of her great-grandmother, and recorded many of her stories and sayings. The *Lotus Annals* are therefore not only an important tool for understanding the nagaji people, but could also reveal a heretofore unknown path to godhood. The chance to study, or possibly even acquire, such a document is worth the risk of traveling to Nagajor.

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Before the team leaves for Nagajor, Amara Li conducts a short briefing. Read or paraphrase the following to inform the PCs of their mission.

---

"We believe that the *Lotus Annals* can be found in a small farming community called Nibung in western Nagajor. Other copies of the *Annals* are known to exist, but due to their cultural significance, they are kept under strict lock and key in Zom Kullan, the country's capital. If the copy in Nibung is authentic, it is most likely the only one we'll ever be granted access to.

"Your mission is to travel to Nibung and gain access to the scrolls. You can simply make a detailed copy of them for later study, although if you could actually acquire them, so much the better. I am sending with you a small cache of gems, as the village's naga ruler will doubtlessly want some form of compensation, if she can be convinced to grant access to the annals at all."

---

Venture-Captain Li emphasizes that it is unlikely that anyone in Nibung will speak Tien, and can guarantee that no one will speak Common. If no one speaks Tien or Nagaji, she strongly suggests that they hire someone in Goka to act as a translator, or bring along magical means of communication.

Li also gives them a small bag of very expensive gems to use in the bargaining process, worth approximately 5,000 gp.



Give the PCs a chance to ask Venture-Captain Li any further questions; what she knows is listed below. The PCs may also have some preexisting understanding of the places and people of Nagajor, as listed after the venture-captain's answers.

**Are the *Lotus Annals* magical?** "They are not a magical item, per se, although I would not be surprised if they are protected by some form of magic from tearing and aging. A vellum scroll would most likely have disintegrated in the heat and humidity of Nagajor if this were not the case."

**Do you know anything further about the village of Nibung?** "What little I know about Nibung comes from a nagaji coffee trader. It is ruled by a very old and benevolent guardian naga. There is very little international trade with the rural interior of Nagajor. Be prepared to be the first western—if not the first non-nagaji—people they have ever seen."

## Knowledge (dungeoneering)

Characters with knowledge of nagas and their kind may have insights into the ruling caste of Nagajor and the culture the PCs may expect to encounter there.

**15+** Nagas have the bodies of snakes and human-like faces. Most are poisonous and all possess spellcasting powers. Found throughout Golarion, they seem to be particularly concentrated in Nagajor. The term "wormfolk" is sometimes used synonymously with nagas, although they find the term highly offensive.

**20+** There are six known races of nagas. In order of ascending power, they are the reflective lunar naga, the bestial water naga, the Darklands-dwelling dark naga, the corruptive spirit naga, the benevolent guardian naga, and the five-headed royal naga.

**25+** Most scholars believe that nagas originated in Vudra and came to Nagajor thousands of years ago. This is contradicted by the nagas themselves, who say that Nagajor is their true home. Most nagas are aloof and believe themselves to be superior to all other creatures, and can sometimes be manipulated by appealing to their vanity.

## Knowledge (religion)

Allow PCs with knowledge of religions to make a check to remember information about the goddess Nalinivati and her faith.

**15+** Nalinivati was once a mortal naga sorceress who was able to achieve divinity thousands of years ago. She is said to have helped create the nagaji as a servitor race.

Whether this happened before or after she became a goddess is unknown.

**20+** The nagaji were given free thought many years ago, and are not a pure slave race. They are, however, extremely loyal to the naga.

**25+** Also known as the Serpent's Kiss, Nalinivati is a deity of fertility and sorcery. As such, she is worshiped by non-nagaji sorcerers, as well as those who wish to have large families or who are having trouble conceiving. She has been romantically linked with the kitsune goddess Daikitsu, although both goddesses deny this relationship.



**Venture-Captain  
Amara Li**

## ACT 1: THE TREED NAGAJI (CR 10 OR CR 12)

The PCs travel on a ship to a small trading port on Nagajor's western coast. From there they travel overland into the foothills of the western Kullan Dei mountains. The oppressive humidity of the jungle lowlands is soon replaced by cooler temperatures as the path climbs in elevation. As the party gets closer to Nibung, the dense forest gives way to

groves of carefully arranged coffee trees. Rows upon rows cover the hillsides, the red coffee cherries weighing down the branches. Closer inspection and a DC 15 Knowledge (nature) check reveals that although they look ready to be harvested, they have clearly been neglected by their growers for a period of weeks, if not months.

**Creatures:** Around the next hill, the PCs encounter a nagaji coffee farmer who has been chased up a large coffee tree by two enormous beetles. Standing on two pairs of their hind legs, their clacking mandibles are only moments away from tearing the nagaji apart.

PCs who make a DC 20 Knowledge (nature) check know that the beetles can be driven off by a large fire. Anyone who makes a lasting fire larger than a torch (not an instantaneous flame, such as that created by a *fireball* spell) will cause the vermin to flee as if under the effects of a *cause fear* spell (even though they are normally immune to this effect). Note that any non-instantaneous fire created by a 0 or 1st-level spell is not considered large enough for the purpose of this effect. There is also plenty of dry kindling and branches lying about. Collecting enough to create a large-enough fire requires two full-round actions. This fuel can then be lit by any logical means at the character's disposal.

The beetles continue trying to reach the nagaji farmer unless the PCs intervene. Once the vermin are hurt by

# The Treed Nagaji

1 square = 5 feet

Y = Yesmoro

B = Beetles

N



GameMastery Flip-Mat: Keep

a PC, they attack that PC instead. If the characters do nothing, one of the beetles grabs hold of the farmer on the second round of combat and kills him on the third. Both beetles are quite hungry and fight to the death.

## Subtier 7–8 (CR 10)

### GOLIATH STAG BEETLE

CR 8

(Pathfinder RPG Bestiary 2 44)

N Huge vermin

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

#### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+13 natural, –2 size)

**hp** 104 each (11d8+55)

**Fort** +12, **Ref** +3, **Will** +3

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 30 ft., fly 30 ft. (poor)

**Melee** bite +17 (3d8+16)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** trample (2d8+16, DC 26)

#### STATISTICS

**Str** 32, **Dex** 10, **Con** 21, **Int** —, **Wis** 10, **Cha** 4

**Base Atk** +8; **CMB** +21; **CMD** 31 (39 vs. trip)

**Skills** Fly –8

## Subtier 10–11 (CR 12)

### GREAT HORNED BEETLES (2)

CR 10

N Huge vermin

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

#### DEFENSE

**AC** 24, touch 6, flat-footed 24 (–2 Dex, +18 natural, –2 size)

**hp** 142 each (15d8+75)

**Fort** +14, **Ref** +3, **Will** +5

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 30 ft., fly 30 ft. (poor)



**Melee** bite +20 (3d8+11), gore +20 (2d6+11)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** trample (1d8+16, DC 28)

#### STATISTICS

**Str** 32, **Dex** 6, **Con** 20, **Int** —, **Wis** 10, **Cha** 9

**Base Atk** +11; **CMB** +24; **CMD** 32 (40 vs. trip)

**Skills** Fly –6

**Development:** Once the beetles have been dealt with, and assuming the nagaji farmer has survived, he climbs down from the tree, holds both arms over his head in a sign of respect and makes a low bow. He is tall for his kind, standing nearly 7 feet in height, but he has a slender frame. He dresses in a common homespun brown cotton tunic with matching pants and no shoes. A broad-brimmed hat made of reeds keeps the sun out of the farmer's sensitive eyes.

He introduces himself in his native tongue, Nagaji, stating that his name is **Yesmoro** (LN male middle-aged nagaji commoner 4) and that he is a coffee farmer. If no one in the group speaks Nagaji, he switches to broken Tien, of which he has a somewhat limited vocabulary. When speaking, his voice is filled with long, drawn out sibilants, and he is obviously impressed with the way the PCs handled the giant vermin.

As Yesmoro is the first citizen of Nibung they have met, the PCs probably have numerous questions for him. He is quite upset by the death and disruption of everyday life caused by the fighting in Nibung, and wishes it would just end so that he could get back to his farming. He assumes that the characters are mercenaries who have come to his village to work for one of the naga gangs. He is nevertheless polite, and answers any question they might have before excusing himself to get back to work.

**Where is the village of Nibung?** “The village you seek is just around the next hill, but there is little left of Nibung. It has become a battleground between two gangs, the Daughters of the Lotus and the Ruby Circle. They have been fighting for control of the village ever since the death of our last magistrate, Wise Owani. Almost everyone in the village has died or been driven off in the pointless fighting.”

**Tell us more about these gangs.** “The Daughters of the Lotus are led by Wise Owani's granddaughter, a young Hooded Protector Mother named Aishwarya. She's a bit naive and inexperienced, and wants to keep things as they've always been. It is also said that she has no friends in our capital city of Zom Kullan. The other gang is led

#### NAGAJI TERMINOLOGY

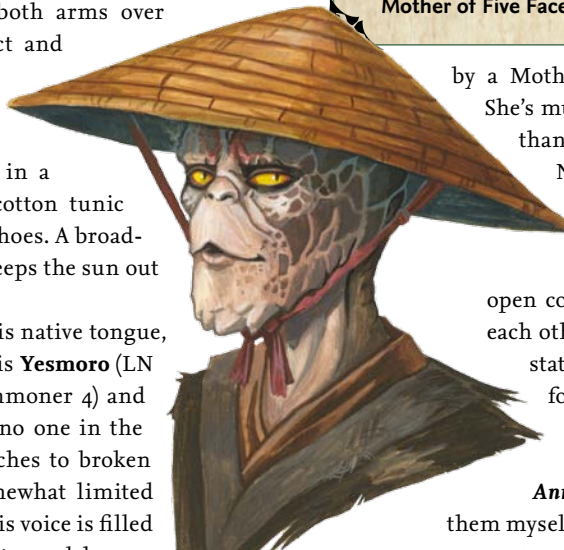
The Nagaji language and culture within Nagajor has been influenced by nagas since both were first formed. Even when translated to Common, some terms for nagas remains somewhat cryptic to those not familiar with the Nagaji language.

**Hooded Protector Mother:** Guardian naga.

**Mother:** A female naga.

**Mother of Change:** Spirit naga.

**Mother of Five Faces:** Royal naga.



**Yesmoro**

by a Mother of Change named Dhanishta. She's much shrewder and more connected than Aishwarya, and wants to open Nibung up to foreign trade. Both sides have reached a stalemate as of late. Neither feels powerful enough to take on the other in open combat, so they sit around plotting each other's destruction. It is a deplorable state of affairs that has been going on for months, and in the meantime, nothing gets done.”

**Have you heard of the Lotus**

**Annals?** “Of course. I have never seen them myself, but they are said to be under the care of our spiritual leader, Avinash, who dwells at the temple of Nalinivati.”

**Mission Notes:** Lantern Lodge faction PCs will want to help other faction members complete their missions during this scenario. As long as Lantern Lodge faction PCs make an effort to help at least two of their teammates, whether their efforts are effective or not, members of the Lantern Lodge faction earn 1 Prestige Point.

Qadira faction PCs who make a successful DC 25 Knowledge (nature) check find the most healthy-looking coffee tree in the orchard, from which they can take a cutting. If they ask Yesmoro for advice on finding an acceptable specimen, he gives them his expert opinion, granting a +2 circumstance bonus on the check. A Qadira faction PC who takes a cutting from such a tree earns 1 Prestige Point.

Shadow Lodge faction PCs can attempt to find a native Nagajori tree at any time during this scenario. Doing so requires a successful DC 25 Knowledge (nature) check, and earns members of the Shadow Lodge faction 1 Prestige Point.

Silver Crusade faction PCs can extend an offer to help Yesmoro with his harvest, which he happily accepts. Doing so requires no skill check, but is a full day's work, which the PCs can do at any time. Helping Yesmoro

or Sellaweti in Act 3 earns Silver Crusade faction PCs 1 Prestige Point.

Taldor faction PCs must strike a defeating blow against a foe in combat (either killing the opponent or rendering it unconscious) during this scenario in order to complete their faction mission and earn 1 Prestige Point.

## ACT 2: AN EXCHANGE OF PLEASANTRIES

Once the PCs have finished talking with Yesmoro and make their way into the village, read or paraphrase the following.

After a short walk through the coffee groves in the deepening shadows of evening, the path leads to what remains of the village of Nibung. It is built on two small hillsides that face each other, while a fountain marks the central market square constructed on the bit of level ground between them. Most buildings have suffered heavy fire damage, and almost all of them have been boarded up or stand in ruin. A few larger buildings look barely damaged and clearly stand out from the rest.

The first is a stone, monolithic structure that can just be seen peeking through the trees near the crown of the hill to the west. Even from this distance and silhouetted as it is by the westering sun, it is obvious that the structure is covered in carvings or murals. The largest intact building near the top of the hill to the east is a large red warehouse of sorts.

Only the sound of wind moving among the trees and whistling through the jagged corners of ruined buildings can be heard echoing through the empty streets. No other sound breaks the silence, and nobody can be seen walking among what must have once been a bustling farming community.

As the characters approach the central square, three loud gongs echo from the red warehouse on the eastern hill. Seconds later, heavily armed nagaji come pouring out of two buildings on opposite sides of the square, lining up in long lines facing each other. One member of each of the groups drags a bound and gagged nagaji prisoner. Once they are in place, a blue-skinned humanoid male carrying a longbow and dressed in black leather lamellar armor steps through the eastern line, while opposite him, a heavily armored tengu wielding a nine-ringed sword steps through the line on the western edge of the square. Both are the obvious leaders of their respective groups. The two gangs stare daggers at one another across the fountain, their hands close to their weapons.

The scene changes immediately if the characters say or do anything. If they remain quiet, the two groups notice them within a few seconds. Upon seeing the PCs, the members of the two groups take a few steps back in surprise, looking at each other and their leaders for assurance and guidance. Both leaders quickly signal

retreat, and the nagaji cautiously withdraw back to their buildings, dragging the bound captives behind them. Only the samsaran and the tengu remain, eyeing the PCs carefully. Both make their way over to the characters as casually as they can manage, but always keep the other in their peripheral vision.

The personality and goals of the two gang lieutenants is summarized below and should serve to guide the conversation.

A somewhat dour fellow, the samsaran **Bakji** (LN male samsaran ranger; see pages 18–21) is clearly convinced that his boss Aishwarya should be the town's leader, and that the spirit naga Dhanishta is an underhanded liar. He states that his mistress wishes to continue traditional nagaji society as it has existed for thousands of years, and that any other choice would lead to anarchy. Bakji is a renowned mercenary captain and has only recently joined the Daughters at Aishwarya's request, and therefore knows very little about the town. He has not heard of the *Lotus Annals*, but is willing to deliver any questions to his mistress, whom he is confident will be able to help.

The tengu **Taicho** (CN male tengu fighter/rogue; see pages 20–23) is a creature of great practicality and ambition, a mercenary whom Dhanishta spared no expense to rally to her cause. He states that his mistress is clearly the better choice for Nibung, as the spirit naga wishes to break down the old, outdated caste system and allow more foreign trade. He has heard of the *Lotus Annals* and believes that they are kept somewhere in town but knows little more than that. He boasts that Dhanishta has been hosting a royal tax collector for quite some time, and that it is only a matter of time before the bureaucracy in Zom Kullan appoints his mistress the legal ruler of Nibung.

The samsaran and tengu introduce themselves, believing that the PCs are foreign mercenaries who have come to join their mistress's cause. If the PCs agree to join one of the two feuding factions, the respective leader welcomes them, and points them towards the town's inn (see Act 3) to find a room for the night. The gang lieutenant states that his naga mistress will speak to the Pathfinders once they are settled.

If the characters need some convincing or have other questions, Taicho and Bakji do their best to promote their gang's particular cause, going to great lengths to denigrate the other. They both state that warriors of the Pathfinders' obvious caliber will be well compensated for their troubles, although they bicker with each other about whose boss will be the most generous to the PCs. If the characters wish to speak to the nagas first, both say that they will take those concerns to their mistresses on the PCs' behalf, and again direct the party to the inn.

The starting attitude for both Bakji and Taicho is indifferent. If this can be changed to helpful, they will



take the characters to see their naga mistress at her headquarters immediately (see Act 4 for full stats for both lieutenants in the party's given subtier). Aishwarya can be found at the Copper Mine Office, while Dhanishta spends most of her time at the red coffee warehouse; both locations are detailed in Act 3.

**Mission Notes:** Grand Lodge faction PCs can attempt to make an accurate sketch of Nibung at any point during this adventure. Each attempt takes about half an hour and either a successful DC 15 Intelligence and DC 15 Dexterity check, or one successful DC 15 Profession (artist) check.

## ACT 3: PLOTS WITHIN PLOTS

After finishing their conversations with the two gang lieutenants, the characters can visit any of the remaining intact buildings in order to learn more about the gangs or the *Lotus Annals*. As it is getting late in the day by this time, the characters may wish to find a place to sleep for the night. The obvious place to do so is in the inn just off the central square. Other places to visit in town are the Temple of Nalinivati, the Copper Mine Office (headquarters of the Daughters of the Lotus), and the red coffee warehouse known as the Exchange (the headquarters for the Ruby Circle gang).

### The Inn

The only inn in Nibung is a dilapidated single-story building with a slate roof located just off the central square. It looks to have been haphazardly repaired several times in the recent past, with ill-fitting boards nailed over broken doors and windows and stout wooden braces holding up the walls.

The inn is run by an old nagaji woman named **Sellaweti** (N female old nagaji commoner 2/expert 1; speaks Nagaji and Tien) who has not taken sides in the fighting. Because of this, the inn has become neutral territory, and is occasionally visited by members of both gangs. The bar fights that have erupted between her patrons as well as the street fighting outside have been the largest contributors to her inn's current state.

Since most villagers fled months ago and traders no longer visit Nibung, Sellaweti is desperate for any kind of business, and happily lets the characters stay in her rooms for a few silver pieces. She includes a hearty mushroom stew and fresh-baked rolls with the price of lodging, and is very interested in any news from the outside world.

Below are some answers Sellaweti might give to the characters' questions.

**What do you think of the fighting?** "The fighting between the two Mothers has destroyed Nibung, as surely as if Lady Nanbyo herself had set off all of Nagajor's volcanoes. I don't care about either side. Both have shown

### POLITICS IN THE SANDBOX

Acts 3 and 4 of *Red Harvest* allow the party to take a number of possible actions that ultimately determine Nibung's future. The adventure assumes that the party allies with one or the other naga to tip the balance of power, but it is possible they ally with neither, try to play both sides against one another, or even attack one or the other force without provocation. As GM, it is your task to keep the adventure on track and roll with any decisions the PCs may make that aren't accounted for in the adventure itself.

If the PCs attack a naga in her gang's base, run the final act's encounter there instead, and have the opposing naga and her lieutenant approach the PCs shortly thereafter to thank them for eliminating their competition. In this situation, the surviving naga should still request the PCs take care of the NPC standing in their way of ultimately taking control of the town, whether that is the tax collector Ilame or the town priest Avinash.

Particularly violent parties may find themselves without anyone to reveal the location of the *Lotus Annals* to them should they kill all three nagas in the village. In this case, the Pathfinders simply fail their primary mission, and representatives from Zom Kullan arrive a few days later to place a new magistrate in charge of the town.

that all they care about is filling their own pockets, gambling, and drinking the night away. Nobody cares about the people, about Nibung."

**Why have you not left town with all the others?** "I am an old woman. My mates and children are dead, and all I have is this inn. Where would I go?"

**Do you know anything about the *Lotus Annals* or the Temple of Nalinivati?** "Yes, I saw them once when I was a neonate, up near the Temple on the western hill. Our spiritual guide, Avinash, cares for them. But I wouldn't bother him. He's withdrawn since the fighting began and hardly speaks to anyone."

**What do you think of the two nagas?** "The Mothers? They both disgust me. All that Aishwarya cares about is her precious family honor. She claims to be related to the Mother who wrote the *Lotus Annals*. When our last Mother died, Aishwarya was too young to take on such an important leadership role. She alienated all the important nagaji in the village with her demands, until only a few of the oldest families would support her. Of course, Dhanishta is not much better. She may be clever and have powerful friends in Zom Kullan, but all she cares about is profit and power."

**Mission Notes:** Silver Crusade faction PCs may wish to help Sellaweti. She tells them that her inn is in dire need of repair. A successful DC 25 Knowledge (engineering)

## NIBUNG

N hamlet

**Corruption** +1; **Crime** +4; **Economy** -6; **Law** -9; **Lore** +0;  
**Society** -6**Qualities** holy site (Nalinivati), notorious**Danger** +25; **Disadvantages** anarchy, impoverished

## DEMOGRAPHICS

**Government** anarchy**Population** 58 (53 nagaji, 3 nagas, 1 samsaran, 1 tengu)

## Notable NPCs

**Aishwarya** (LN female guardian naga)**Avinash** (LE male royal naga)**Dhanishta** (CN female spirit naga)

## MARKETPLACE

**Base Value** 130 gp; **Purchase Limit** 750 gp; **Spellcasting** 4th**Minor Items** 1d3; **Medium Items** —; **Major Items** —

check allows them to draft plans that will greatly increase the building's structural integrity. Helping Sellaweti or Yesmoro in Act 1 earns Silver Crusade faction members 1 Prestige Point.

**Development:** If the characters spend the night at the inn, either Bakji or Taicho (or both if the PCs haven't declared their affiliation) visit the next morning and offer to take them to their naga leaders.

## The Copper Mine Office

The Copper Mine Office is located on Nibung's western hillside, about halfway up to the Temple of Nalinivati. Once the home of the owner of the local copper mine, a nagaji named Hskoro, it is now the headquarters of the Daughters of the Lotus gang and their leader, the young guardian naga Aishwarya. It is a large two-story dwelling made of wood.

**Creatures:** Two nagaji mercenary strikers always guard the Copper Mine Office's door, though they have been told to expect the PCs' visit (even if the Pathfinders sided with the other faction) and allow them through while keeping a close eye on them as a possible threat.

Inside, the PCs find Aishwarya, a young female guardian naga about 10 feet in length, with dark, golden skin and a small spiked hood, as well as her lieutenant, the samsaran ranger Bakji, and a nagaji mercenary striker and a nagaji mercenary tripper. The only jewelry Aishwarya wears is a thin, silver circlet studded with small emeralds. She generally sprawls across the large couch in front of the fire. Her human face looks slightly Vudran, and she actually speaks Common (albeit with a heavy Nagaji accent).

She is quite happy to talk to the characters, and is eager to learn what they wish in return for their support. If the Pathfinders mention the *Lotus Annals*, Aishwarya

smiles briefly, and lets them know that although the scrolls are not in her possession, she can get access to them once she is the undisputed leader of Nibung. She is completely unwilling to sell or otherwise trade the *Lotus Annals*, stating that she is a distant descendant of the naga who penned them thousands of years ago, and that the scrolls are therefore a family heirloom. Aishwarya is nevertheless willing to let the PCs have as much time as they desire to study the scrolls.

Once an agreement has been reached, Aishwarya tells the PCs that she is very close to becoming the ruler of Nibung. The only thing that stands in her way is a female nagaji tax collector named Iltame from the capital city of Zom Kullan who has taken up temporary residence at the Exchange, the headquarters of Dhanishta and her Ruby Circle gang. The young naga believes Dhanishta has seduced the tax collector, and that her rival will use this relationship to turn the naga matriarchy in the capital against her. If Iltame were to leave Nibung or otherwise disappear, Aishwarya could move against the spirit naga without fear of outside repercussions. Once that has been accomplished, Aishwarya demands that the PCs join her in driving Dhanishta out of the village. Once she is the clear victor, Aishwarya promises to command Avinash to let the PCs study the *Lotus Annals*.

Should the PCs engage in combat with Aishwarya and her gang here, use the subtier-appropriate stats from the encounter in Act 4 for all enemies (Aishwarya, Bakji, 1 nagaji mercenary tripper, and 3 nagaji mercenary strikers).

**Mission Notes:** Sczarni faction PCs can find a few sloughed-off naga scales here with a DC 25 Perception check. Sadly, there are only enough to equal half of the requested amount; collecting this sample and one other similar sample at the Exchange or the Temple of Nalinivati earns Sczarni faction PCs 1 Prestige Point

## The Exchange (CR 10 or CR 13)

The red coffee warehouse known as the Exchange used to be the center of trade in the village of Nibung. Located on its eastern hill, all serious business transactions passed through the Exchange, with the naga Dhanishta taking a small cut of each. Nowadays the building is quiet, with empty boxes stacked high waiting for trade goods that will never arrive, although the place still smells of the coffee beans that were once stored here.

**Creatures:** Dhanishta the spirit naga, her tengu lieutenant Taicho, and a few of her select nagaji mercenaries make their home here, along with a guest from the faraway capital of Zom Kullan: the tax collector Iltame, who appears as a thin nagaji but is in fact a disguised ogre mage oni. Iltame arrived less than a month ago, and she has allied with Dhanishta in the hopes of gaining extreme riches. In her ongoing deception of the



## The Copper Mine Office

1 square = 5 feet



GameMastery Map Pack: Town

naga, who she hopes to foster into a powerful ally, Iltame has promised to soon return to the capital, where she will “make things happen” for the naga.

Dhanishta is large for her species, measuring nearly 15 feet in length and weighing over 300 pounds. Her scales are midnight blue with silver highlights, and her human face looks like a middle-aged Tian-Dan woman with silver hair. She is quite soft spoken, never raising her voice in anger. She is happy to converse with the PCs, telling them tales of the plight of the poor nagaji peasant who is trapped in the ancient, inflexible caste system, unable to better himself. She proclaims that if she can

become Nibung’s ruler, she will begin to change things and bring prosperity to all. Aishwarya, in her opinion, is simply too young for the job and is all too content to maintain the unacceptable status quo.

The spirit naga then asks the characters what form of compensation their loyalty will require. If they mention the *Lotus Annals*, she gives a knowing nod, and suggests that she would like to send them on a small mission which should secure her claim and earn her trust.

The *Lotus Annals* were supposedly written by an ancestor of Aishwarya. If they were to disappear from the village along with the village’s spiritual leader, Avinash, the

guardian naga would lose one of her strongest claims to power. Unfortunately, Avinash—who is actually an aged male royal naga—protects the *Lotus Annals*. If he were to disappear, the PCs could take the *Lotus Annals*, and Dhanishta would be free to challenge Aishwarya in open combat. Although Dhanishta doesn't care if the PCs challenge Avinash, she warns that he is a being of some power. Luckily, however, he has acquired more than his share of vices over the years. One of these is an addiction to a fermented fruit beverage known as lenoo. Dhanishta proposes that the PCs replace one of his bottles of lenoo with a sample tainted with a strong sedative. Thus when he drinks his nightly lenoo, the royal naga will unwittingly drink himself into unconsciousness, providing the PCs an opportunity to take him out with little to no resistance.

If any good PCs protest this action, Dhanishta assures them Avinash is an evil old snake who has inflicted his share of misery in his long life, and that the village will surely be better off without him. While her claim may seem manipulative and conniving, it's actually the truth, and a Sense Motive check or use of a *discern lies* or *zone of truth* spell can confirm her claims as fact. If the PCs agree to drug Avinash, Dhanishta provides them with the poisoned lenoo.

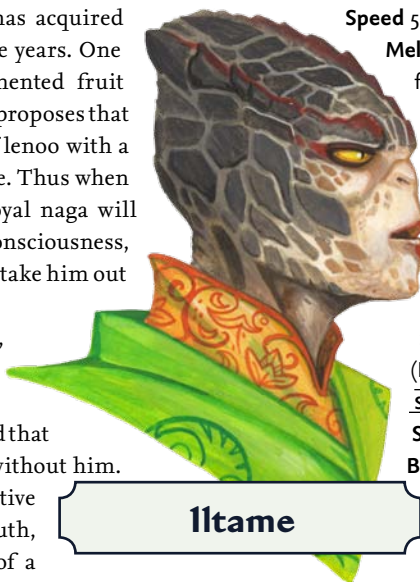
Iltame appears as a short nagaji female with dark gray scales, dressed in expensive-looking orange and green robes. She rarely leaves Dhanishta's side, and will not speak unless addressed directly. Despite her apparent loyalty to the naga, she flees combat immediately if the PCs attack Dhanishta, and the naga simply watches in amusement if the PCs attack the tax collector. After all, both Dhanishta and Iltame think themselves the puppeteer manipulating the other, but neither is willing to risk personal harm to protect someone she sees as little more than a convenient tool.

Should the PCs engage in combat with Dhanishta and her gang here, use the subtier-appropriate stats from the encounter in Act 4 for all enemies (Dhanishta, Taicho, 1 nagaji mercenary tripper, and 3 nagaji mercenary strikers). As mentioned above, Dhanishta restrains her minions from interfering should the PCs attack Iltame in her presence.

## Subtier 7–8 (CR 10)

### ILTAME CR 10

Female ogre mage monk 4 (*Pathfinder RPG Bestiary* 221)  
LE Large outsider (oni, giant, native, shapechanger)  
**Init** +8; **Senses** darkvision 60 ft., low-light vision;  
Perception +15



Iltame

### DEFENSE

**AC** 24, touch 19, flat-footed 19 (+4 Dex, +1 dodge, +1 monk, +4 Wis, +5 natural, –1 size)

**hp** 138 (12 HD; 8d10+4d8+76); regeneration 5 (acid or fire)

**Fort** +16, **Ref** +10, **Will** +14; +2 vs. enchantment

**Defensive Abilities** evasion; **SR** 21

### OFFENSE

**Speed** 50 ft., fly 60 ft. (average)

**Melee** unarmed strike +20/+15/+10 (2d6+9/19–20) or flurry of blows +18/+18/+13/+8 (2d6+9)

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

**Special Attacks** flurry of blows, stunning fist (6/day, DC 16)

**Spell-Like Abilities** (CL 9th; concentration +12)

Constant—fly

At will—darkness, invisibility

1/day—charm monster (DC 19), cone of cold (DC 20), gaseous form, deep slumber (DC 18)

### STATISTICS

**Str** 28, **Dex** 19, **Con** 23, **Int** 12, **Wis** 18, **Cha** 20

**Base Atk** +11; **CMB** +22; **CMD** 41

**Feats** Combat Reflexes, Deflect Arrows, Dodge, Extra Ki, Improved Critical (unarmed strike), Improved Initiative,

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

**Skills** Acrobatics +16 (+20 when jumping), Bluff +16, Disguise +13, Fly +13, Intimidate +18, Knowledge (arcana) +11, Perception +15, Sense Motive +12, Spellcraft +6, Use Magic Device +10

**Languages** Common, Giant, Nagaji, Tien

**SQ** change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), fast movement, flight, ki pool (8 points, magic), maneuver training, slow fall 20 ft., still mind

## Subtier 10–11 (CR 13)

### ILTAME CR 13

Female ogre mage monk 8 (*Pathfinder RPG Bestiary* 221)

LE Large outsider (oni, giant, native, shapechanger)

**Init** +9; **Senses** darkvision 60 ft., low-light vision; Perception +19

### DEFENSE

**AC** 26, touch 21, flat-footed 20 (+5 Dex, +1 dodge, +2 monk, +4 Wis, +5 natural, –1 size)

**hp** 176 (16 HD; 8d10+8d8+96); regeneration 5 (acid or fire)

**Fort** +18, **Ref** +13, **Will** +16; +2 vs. enchantment

**Defensive Abilities** evasion; **Immune** disease; **SR** 24

### OFFENSE

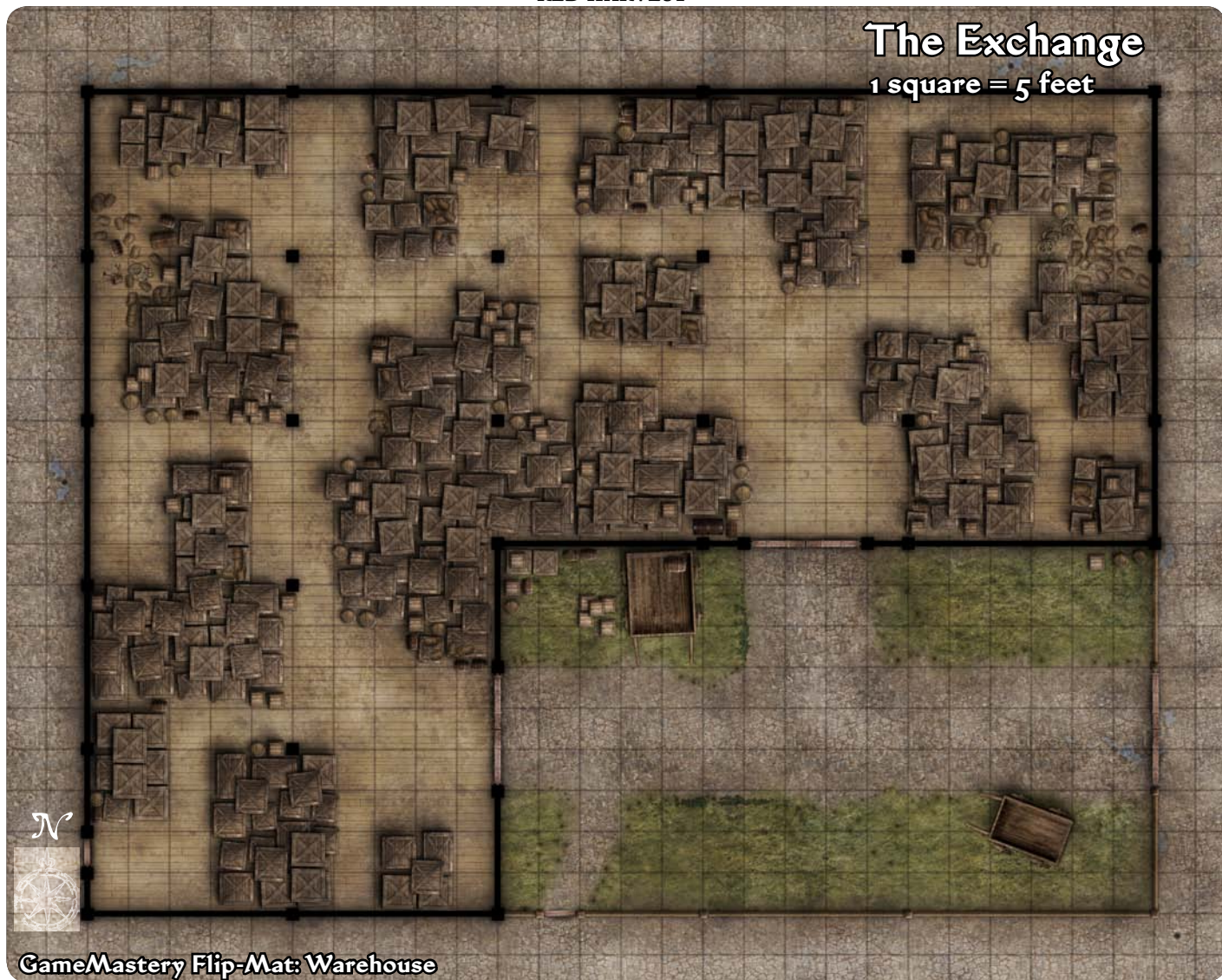
**Speed** 60 ft., fly 60 ft. (average)

**Melee** unarmed strike +22/+17/+12 (2d8+9/19–20/x) or flurry of blows +22/+22/+17/+17/+12/+7 (2d8+9)



## The Exchange

1 square = 5 feet

**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** flurry of blows, stunning fist (10/day, DC 18)**Spell-Like Abilities** (CL 9th; concentration +12)

Constant—fly

At will—darkness, invisibility

1/day—charm monster (DC 19), cone of cold (DC 20), deep slumber (DC 18), gaseous form

**STATISTICS****Str** 28, **Dex** 20, **Con** 23, **Int** 12, **Wis** 18, **Cha** 20**Base Atk** +14; **CMB** +26 (+28 grapple); **CMD** 46 (48 vs. grapple)**Feats** Combat Reflexes, Deceitful, Deflect Arrows, Dodge, Extra Ki, Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist, Vital Strike**Skills** Acrobatics +18 (+38 when jumping), Bluff +24, Disguise +21, Fly +16, Intimidate +18, Knowledge (arcana) +11, Perception +19, Sense Motive +17, Spellcraft +11, Use Magic Device +13**Languages** Common, Giant, Nagaji, Tien**SQ** change shape (Small, Medium, or Large humanoid; alter self or giant form I), fast movement, flight, high jump, ki pool (10 points, magic), maneuver training, purity of body, slow fall 40 ft., still mind, wholeness of body

**Development:** The PCs may wish to speak to Iltame if they are on a mission from Aishwarya. She is happy to talk with them, although she will not speak openly in Dhanishta's presence. Convincing Dhanishta to let the tax collector out of her sight requires a successful Bluff or Diplomacy check (if the PCs have agreed to help the spirit naga, her attitude is friendly, otherwise it is indifferent). Once they are talking to the tax collector in private, convincing Iltame to leave Nibung requires a successful Intimidate check to impart on her the belief that sticking around isn't worth her trouble. Because she knows her true form to be larger than Medium- or Small-sized PCs, the DC to successfully intimidate Iltame includes a +4 size bonus (this bonus is already included in the

Intimidate DCs below). In Subtier 7–8, frightening Iltame into leaving town willingly takes a DC 20 Intimidate check; in Subtier 10–11, it takes a DC 24 Intimidate check. Ultimately motivated by money, Iltame is quite willing to be bribed. The PCs receive a cumulative +5 bonus on their checks for every 1,000 gp they give her.

**Mission Notes:** Szarni faction PCs can find discarded naga scales here with a successful DC 25 Perception check. Sadly, there are only enough to equal half of the requested amount; collecting this sample and one other similar sample at the Copper Mine Office or the Temple of Nalinivati earns Szarni faction PCs 1 Prestige Point.

Cheliox faction PCs will want to ask Iltame about infernal goings-on in Zom Kullan, as she is one of only two people in the village who has visited the capital (the other is Avinash). A successful DC 25 Diplomacy check is enough to get her to tell them about a temple to the archdevil Geryon there.

## The Temple of Nalinivati (CR 10 or CR 13)

The Temple of Nalinivati is a small, frescoed ziggurat built on a larger earthwork structure located on the steep, western hill of the town. The hill's four sides are nearly symmetrical and are covered in short grass. The top can be reached by a short walk from the middle of town, although it's quite a climb up the zigzagging switchback path.

The ziggurat itself is actually solid stone, and has no interior rooms. It is simply a highly decorated monument to the goddess and where the local nagaji occasionally perform their religious observances.

Once they reach the top of the hill, read or paraphrase the following.

At the top of the steep, western hill sits a squat, stone ziggurat about thirty-five feet in height. All four sides are entirely covered by intricate, ancient frescoes depicting nagaji going about their daily business, while nagas in repose look on. The ziggurat itself sits on the peak of a series of four tiered earthwork levels, each about five feet in height, whose top can be reached by a wide stone staircase. At the top of this staircase, in front of the ziggurat, stands what appears to be a great stone altar of some kind, flanked by four large, roaring braziers. Unlike the rest of the village, this structure seems to be fairly well-maintained, despite its obvious age.

**Creature:** The caretaker of this temple is what seems to be an elderly nagaji male with piercing blue eyes and long, black robes. He spends most of his time cleaning moss and lichen off one of the frescoes on the front and sides of the temple or making other repairs.

This creature is actually a disguised royal naga named Avinash. Royal nagas are proud and aloof, even compared to other nagas, and Avinash is no exception. He believes himself to be far superior to anyone else in town, including the other nagafolk. Despite his arrogance, he knows that the matriarchal society of Nagajor restricts him from ever achieving any position of great authority, so he contents himself with maintaining this shrine to Nalinivati and protecting the *Lotus Annals*. He sees the annals as a great historical treasure whose worth cannot be measured, and absolutely refuses to show them to anyone unless Aishwarya directly orders him to. Avinash sees himself as being above the petty power struggles of the village, and refuses to become involved in any kind of plotting against either naga, though he personally recognizes Aishwarya as the true successor to the town's magistrate.

He ignores the PCs unless they address him directly. He cannot be drawn into conversation about the village's political turmoil, although if the PCs ask him about the goddess Nalinivati, Nagajori history, or the *Lotus Annals*, he reluctantly discusses them for a few minutes. Even on this topic, however, he quickly grows bored and simply returns to his earlier chores, sometimes in mid-conversation.

Avinash spends most of his time disguised as an innocuous-looking elderly nagaji, although he reverts to his true form if attacked. In this form he appears as a 14 foot-long snake with red-gold scales and five almost human-looking heads. A golden hood, like that of a cobra, encircles each of these unique faces, and all five visages feature the same, brilliant blue eyes he displays in his nagaji form.

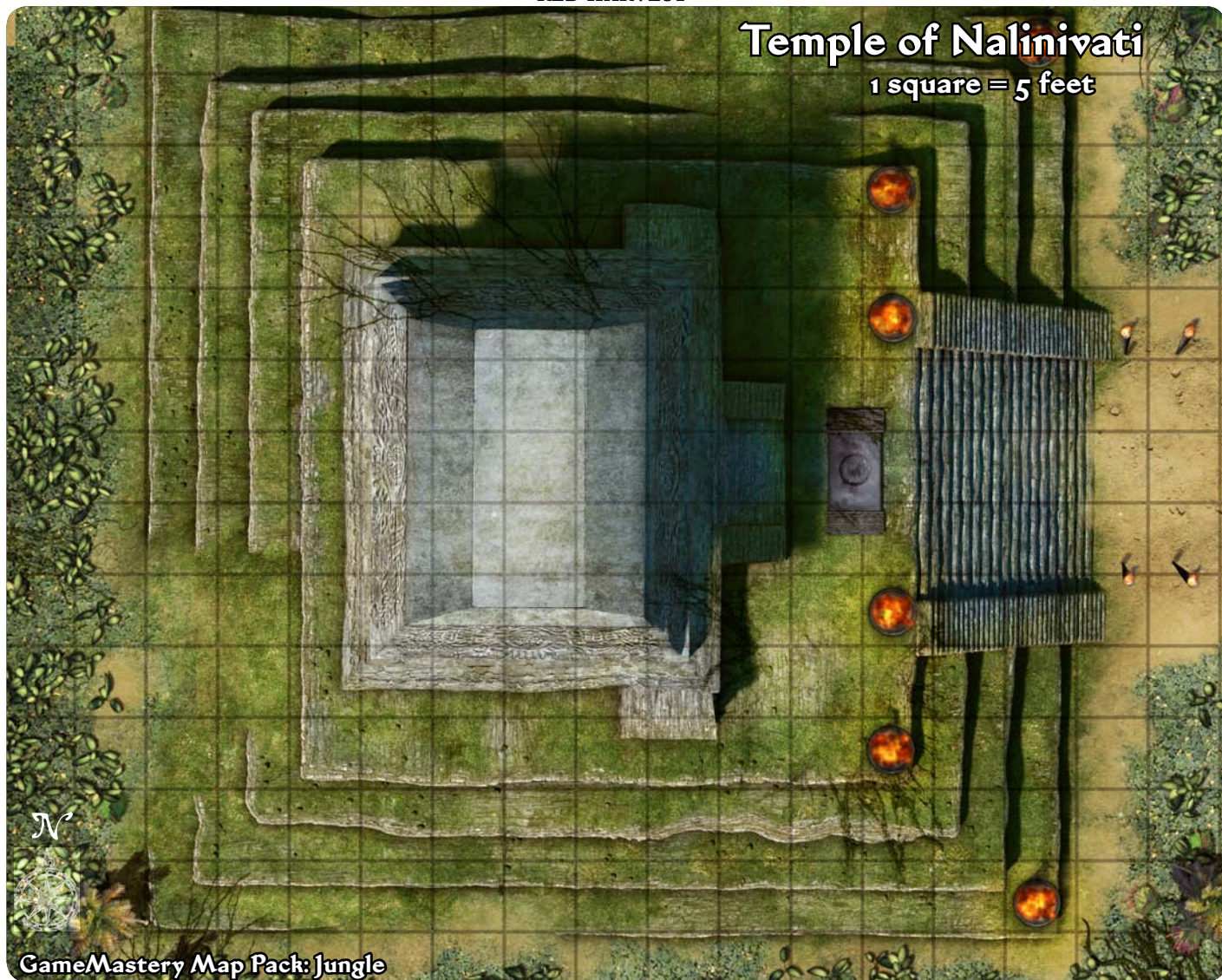
## Subtier 7–8 (CR 10)

AVINASH	CR 10
Male old royal naga ( <i>Pathfinder RPG Bestiary</i> 3 198)	
LE Huge aberration (shapechanger)	
<b>Init</b> +6; <b>Senses</b> darkvision 60 ft., <i>see invisibility</i> ; Perception +28	
DEFENSE	
<b>AC</b> 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, –2 size)	
<b>hp</b> 119 (14d8+56)	
<b>Fort</b> +8, <b>Ref</b> +8, <b>Will</b> +16	
OFFENSE	
<b>Speed</b> 40 ft.	
<b>Melee</b> 5 bites +13 (2d6+5 plus bleed)	
<b>Space</b> 15 ft.; <b>Reach</b> 15 ft.	
<b>Special Attacks</b> bleed (1d6), dual gaze, rend (3 bites, 2d6+7)	
<b>Spell-Like Abilities</b> (CL 9th; concentration +14)	
Constant— <i>see invisibility</i>	
<b>Spells Known</b> (CL 9th; concentration +14)	
4th (5/day)— <i>arcane eye</i> , <i>charm monster</i> (DC 19)	
3rd (7/day)— <i>blink</i> , <i>dispel magic</i> , <i>suggestion</i> (DC 18)	



# Temple of Nalinivati

1 square = 5 feet



GameMastery Map Pack: Jungle

2nd (7/day)—*enthrall* (DC 17), *hold person* (DC 17), *invisibility*, *scorching ray*

1st (8/day)—*charm person* (DC 16), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*

o (at will)—*daze* (DC 15), *detect magic*, *flare*, *mage hand*, *message*, *open/close*, *read magic*, *touch of fatigue*

## TACTICS

**During Combat** If attacked, Avinash begins by casting *invisibility*. He then moves away from his attackers and casts *mage armor* and *shield*, after which he casts *charm monster* or *suggestion* on a fighter-type to divide the group, using his dual gaze ability on any obvious spellcasters.

**Morale** Due to his healthy instinct for self-preservation, Avinash flees if reduced to fewer than 30 hit points.

## STATISTICS

**Str** 20, **Dex** 14, **Con** 18, **Int** 20, **Wis** 24, **Cha** 21

**Base Atk** +10; **CMB** +17; **CMD** 29 (can't be tripped)

**Feats** Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Eschew Materials<sup>B</sup>, Improved Initiative, Lightning

Reflexes, Stand Still

**Skills** Acrobatics +19 (+23 when jumping), Bluff +19, Diplomacy +19, Knowledge (arcana) +21, Knowledge (nobility) +19, Knowledge (religion) +19, Perception +28, Sense Motive +25, Stealth +11

**Languages** Celestial, Common, Infernal, Nagaji, Tien

**SQ** change shape (male nagaji, female Tian-Shu human, male Tian-Dan human, male Tian-Dtang human, female kitsune; *alter self*)

## SPECIAL ABILITIES

**Change Shape (Su)** A royal naga can use this ability to take one of five specific humanoid forms. Each of these forms has a unique appearance and the naga can only use this ability to assume these five forms. The naga can still use its dual gaze in humanoid form.

**Dual Gaze (Su)** A royal naga has a piercing stare capable of crippling those that meet its gazes. The creature has two gaze attacks and can switch between them as a move action. One gaze causes those that succumb to it to become

permanently blinded, while the other causes those that succumb to be permanently deafened. A DC 22 Fortitude save negates the effects of either gaze; otherwise, the effects are permanent until cured. Royal nagas generally prefer to keep their deafening gaze active, switching to the blinding gaze once combat begins and some of their foes have already been deafened, since those who are blinded can no longer be harmed by gaze attacks. The save DC is Charisma-based.

## Subtier 10–11 (CR 13)

### AVINASH

**CR 13**

Male advanced royal naga (*Pathfinder RPG Bestiary* 3 198)

LE Huge aberration (shapechanger)

**Init** +8; **Senses** darkvision 60 ft., *see invisibility*; Perception +30

#### DEFENSE

**AC** 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, –2 size)

**hp** 171 (18d8+90)

**Fort** +11, **Ref** +12, **Will** +17

#### OFFENSE

**Speed** 40 ft.

**Melee** 5 bites +17 (2d6+6 plus bleed)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** dual gaze, bleed (1d6), rend (3 bites, 2d6+9)

**Spell-Like Abilities** (CL 9th; concentration +14)

Constant—*see invisibility*

**Spells Known** (CL 11th; concentration +16)

5th (5/day)—*feeblemind* (DC 20), *telekinesis* (DC 20)

4th (7/day)—*arcane eye*, *charm monster* (DC 19), *dimension door*

3rd (7/day)—*blink*, *dispel magic*, *slow* (DC 18), *suggestion* (DC 18)

2nd (7/day)—*enthrall* (DC 17), *hold person* (DC 17), *invisibility*, *scorching ray*

1st (8/day)—*charm person* (DC 16), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*

o (at will)—*daze* (DC 15), *detect magic*, *flare*, *mage hand*, *message*, *open/close*, *read magic*, *touch of fatigue*

#### STATISTICS

**Str** 23, **Dex** 18, **Con** 21, **Int** 18, **Wis** 22, **Cha** 21

**Base Atk** +13; **CMB** +21; **CMD** 35 (can't be tripped)

**Feats** Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Empower Spell, Eschew Materials<sup>B</sup>, Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Stand Still

**Skills** Acrobatics +24 (+28 when jumping), Bluff +22, Diplomacy +22, Knowledge (arcana) +21, Knowledge (history) +18, Knowledge (religion) +18, Perception +30, Sense Motive +27, Stealth +16

**Languages** Celestial, Common, Infernal, Nagaji, Tien

**SQ** change shape (male nagaji, female Tian-Shu human, male Tian-Dan human, male Tian-Dtang human, female kitsune; *alter self*)

#### TACTICS

**During Combat** If attacked, Avinash begins by casting *invisibility*. He then moves away from his attackers and casts *mage armor* and *shield*, after which he casts *charm monster* or *suggestion* on a fighter-type to divide the group, using his dual gaze ability on any obvious spellcasters.

**Morale** Due to his healthy instinct for self-preservation, Avinash flees if reduced to fewer than 40 hit points.

#### SPECIAL ABILITIES

**Change Shape (Su)** A royal naga can use this ability to take one of five specific humanoid forms. Each of these forms has a unique appearance and the naga can only use this ability to assume these five forms. The naga can still use its dual gaze in humanoid form.

**Dual Gaze (Su)** A royal naga has a piercing stare capable of crippling those that meet its gazes. The creature has two gaze attacks and can switch between them as a move action. One gaze causes those that succumb to it to become permanently blinded, while the other causes those that succumb to be permanently deafened. A DC 24 Fortitude save negates the effects of either gaze; otherwise, the effects are permanent until cured. Royal nagas generally prefer to keep their deafening gaze active, switching to the blinding gaze once combat begins and some of their foes have already been deafened, since those who are blinded can no longer be harmed by gaze attacks. The save DC is Charisma-based.

**Development:** If the PCs have allied with Dhanishta, and wish to leave the lenoo with Avinash, they must use subterfuge to slip it inside his pack leaning against the altar and ensure he doesn't suspect his nightly bottle of lenoo is anything but pure. A PC attempting to make the switch must use Stealth to sneak past the deceptively perceptive old naga and Sleight of Hand to actually swap the two bottles without Avinash catching them. These are opposed checks based on the subtier-appropriate Perception check listed above. Avinash drinks the drugged lenoo that evening when he thinks he is alone. If the PCs return late that night, they find Avinash asleep and drunk on the steps. He is considered to be unconscious and will not waken unless he is shaken or attacked, and even then he is sickened for the remainder of the combat.

**Treasure:** The *Lotus Annals* are kept in a hidden cache under the ziggurat's solid-stone altar, and are guarded by a powerful *nondetection* effect (CL 20th). Unless told of the scrolls' location, a PC using a divination spell to locate the annals must make a DC 31 caster level check to know where they are stashed. Should the PCs attempt to remove the scrolls without the permission of one of the three nagas in town, Avinash, Aishwarya, Bakji, three nagaji mercenary strikers, and one nagaji mercenary tripper all defend the temple from their plundering. This is a CR 12



or CR 15 encounter that should present a challenge to even the most optimized parties. Luckily, there is a simpler way to gain access to the scrolls, and a party that allies with either Aishwarya or Dhanishta can attain them at the scenario's conclusion without triggering this battle.

**Mission Notes:** Avinash is the only one in town with enough historical expertise to help Andoran faction PCs with their mission. His beginning attitude is unfriendly, but if he can be made at least friendly, he tells them about the Lost Country of Lussan, which existed 300 years ago in the jungles of southern Nagajor. There, he tells them, nagaji ruled themselves for a few generations without naga supervision. The country eventually fell apart for unknown reasons. Learning this information from Avinash earns Andoran faction PCs 1 Prestige Point.

Sczarni faction PCs can find discarded naga scales here with a successful DC 25 Perception check. Sadly, there are only enough to equal half of the requested amount; collecting this sample and one other similar sample at the Copper Mine Office or the Exchange earns Sczarni faction PCs 1 Prestige Point.

Osirion faction PCs will be interested in the rather unique magic that protects the location of the cache containing the *Lotus Annals*, as well as the magic that keeps the *Lotus Annals* themselves from decaying. Three hours of study and a successful DC 25 Knowledge (arcana) or Spellcraft check provides enough insight to complete the mission, but the PC must first have access to the scrolls or know where they were hidden. Analyzing the scrolls or their hiding place earns Osirion faction PCs 1 Prestige Point.

Cheliox faction PCs will want to ask Avinash about Zom Kullan, as he is one of only two people in the village who has visited the capital (the other is Iltame). If he can be made at least friendly, he tells them about the temple to Geryon there, earning Cheliox faction PCs 1 Prestige Point.

## ACT 4: HIGH NOON (CR 10 OR CR 13)

Once the characters have successfully completed either of the nagas' missions, the gang they have allied themselves with musters enough confidence to confront its rivals. The allied naga calls all her troops to her, and insists that the PCs accompany her to the central square. Dozens of nagaji pour out of various buildings, strapping on armor and drawing weapons and joining the crowd heading for the center of Nibung.

If the PCs refuse to take part in the final combat, the naga they have allied themselves with calls them traitors and attacks them immediately if they do not reconsider their refusal (you can use the same map of the central

square and the same set of stats for the naga and her minions).

If all goes as planned, both groups congregate in the center of Nibung, with the Daughters of the Lotus setting up on the west side of the square and the Ruby Circle arranging itself to the east. The PCs can arrange themselves in any order they wish on the side of the square occupied by their allied gang.

Once everyone has set up for the big fight, the PCs' allied naga challenges her rival, stating, "It is finally over, Mother. It is time for you to leave Nibung forever," whereupon the other naga lets out a curse in Nagaji and orders her forces to attack. As her first action, the PCs' allied naga turns invisible and flees the combat, letting her nagaji soldiers (and the PCs) finish off her rival for her without risking personal harm (and the rule of Nibung she hopes to attain in victory). The rival naga attacks the PCs with her allies, knowing her cause is lost if she doesn't personally intervene.

**Creatures:** Although there are dozens of nagaji mercenaries on both sides taking part in this combat, the only enemies the PCs will have to engage are the ones listed below. The other nagaji are considered to be fighting their rivals in other parts of the village. No matter whom the PCs ally with, they will face three nagaji mercenary strikers, one nagaji mercenary tripper, the rival naga, and her gang's lieutenant.

The nagaji mercenaries work as a team. The strikers delay (if necessary), letting the tripper go first. If the tripper knocks an opponent prone, the strikers gang up on the downed foe, flanking if possible. They continue attacking this single target until he or she has been killed or rendered unconscious, after which they move on to another PC. Both types of mercenary fight with Tian reach weapons, and the trippers' hooked lances also have the trip special quality. The nagaji are loyal to their naga mistress, and fight to the death.

## Subtier 7–8 (Daughters of the Lotus)

### AISHWARYA

CR 9

Female adolescent guardian naga (*Pathfinder RPG Bestiary* 212)  
LN Large aberration

**Init** +7; **Senses** darkvision 60 ft.; Perception +23

#### DEFENSE

**AC** 23, touch 16, flat-footed 16 (+7 Dex, +7 natural, –1 size)

**hp** 90 (12d8+36)

**Fort** +7, **Ref** +13, **Will** +12

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +11 (2d6+4 plus poison)

**Ranged** spit +15 touch (poison)

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

**Spells Known** (CL 8th; concentration +12)

- 4th (4/day)—*greater invisibility*
- 3rd (6/day)—*dispel magic*, *lightning bolt* (DC 17)
- 2nd (7/day)—*detect thoughts* (DC 16), *see invisibility*, *scorching ray*
- 1st (7/day)—*cure light wounds*, *divine favor*, *expeditious retreat*, *mage armor*, *magic missile*
- o (at will)—*daze* (DC 14), *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *stabilize*

**TACTICS**

**Before Combat** A shrewd creature, Aishwarya casts *mage armor* and *expeditious retreat* on herself on her way down to the main square. As the PCs can theoretically fight her outside of the final combat, these spells are not already incorporated into her stat block.

**During Combat** The naga casts *greater invisibility* on herself in the first round of combat, following up with *lightning bolt* and *scorching ray* in the subsequent rounds. Selfish and

focused on defeating her enemies to gain power, Aishwarya does not heal her allies.

**Morale** Aishwarya doesn't let herself be defeated if at all possible. She flees if reduced to fewer than 30 hit points, or if she uses up all of her 3rd-level spells, hoping to rebuild her gang and strike out at Dhanishta in the coming days or weeks.

**STATISTICS**

**Str** 17, **Dex** 25, **Con** 16, **Int** 16, **Wis** 19, **Cha** 18

**Base Atk** +9; **CMB** +13; **CMD** 30 (can't be tripped)

**Feats** Alertness, Blind-Fight, Combat Casting, Combat Expertise, Eschew Materials<sup>8</sup>, Improved Trip, Lightning Reflexes

**Skills** Bluff +16, Diplomacy +16, Knowledge (arcana) +18, Perception +23, Sense Motive +20, Spellcraft +18, Stealth +18

**Languages** Celestial, Common, Nagaji, Samsaran, Tien

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury or spit—contact; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves.

**Spells** Aishwarya casts spells as an 8th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a guardian naga.

**Spit (Ex)** A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effects.

**BAKJI**

**CR 6**

Male samsaran ranger 7 (*Dragon Empires Gazetteer* 11)

LN Medium humanoid (samsaran)

**Init** +4; **Senses** low-light vision; Perception +12

**DEFENSE**

**AC** 20, touch 14, flat-footed 16 (+6 armor, +4 Dex)

**hp** 50 (7d10+7)

**Fort** +5, **Ref** +9, **Will** +4; +2 vs. death and negative energy effects,

**Defensive Abilities** lifebound

**OFFENSE**

**Speed** 20 ft., fly 40 ft. (good)

**Melee** mwk longsword +10/+5 (1d8+2/19–20)

**Ranged** +1 composite longbow +13/+8 (1d8+3/x3)

**Special Attacks** favored enemy (humans +4, reptilian humanoids +2)

**Ranger Spells Prepared** (CL 4th; concentration +6)

2nd—*barkskin*

1st—*longstrider*, *resist energy*

**TACTICS**

**Before Combat** Bakji drinks his *potion of fly* on the way down to the central square, taking a position 100 feet above the square. He then casts *barkskin*, *longstrider*, and *resist energy* (fire) on himself. Only the potion has been figured into his stat block.

**Bakji**



**During Combat** The samsaran fires at the PCs from his elevated position, using Rapid Shot and Manyshot. He uses his Deadly Aim feat against lightly armored opponents.

**Morale** Bakji is only a mercenary, and doesn't have the cultural reverence for nagas possessed by the nagaji he commands. He flees if reduced to fewer than 20 hit points.

**STATISTICS**

**Str** 14, **Dex** 18, **Con** 11, **Int** 12, **Wis** 14, **Cha** 8

**Base Atk** +7; **CMB** +9; **CMD** 23

**Feats** Deadly Aim, Endurance, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

**Skills** Climb +6, Fly +5, Handle Animal +5, Heal +8, Intimidate +9, Knowledge (geography) +10, Knowledge (nature) +10, Perception +12, Ride +6, Stealth +11, Survival +11, Swim +4; **Racial Modifiers** +2 Knowledge (geography), +2 Knowledge (nature)

**Languages** Nagaji, Samsaran, Tien

**SQ** favored terrain (jungle +2), hunter's bond (companions), shards of the past, track +3, wild empathy +6, woodland stride

**Combat Gear** *potion of fly*; **Other Gear** +1 *do-maru*\*, +1 composite longbow (+2 Str) with 40 arrows, masterwork longsword, *belt of incredible dexterity* +2

**SPECIAL ABILITIES**

**Lifebound (Ex)** Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

\* See *Ultimate Combat*.

**NAGAJI MERCENARY TRIPPER****CR 3**

Nagaji fighter 4 (*Dragon Empires Gazetteer* 10)

N Medium humanoid (reptilian)

**Init** +1; **Senses** low-light vision; Perception +2

**DEFENSE**

**AC** 21, touch 12, flat-footed 19 (+8 armor, +1 Dex, +1 dodge, +1 natural)

**hp** 34 (4d10+8)

**Fort** +6, **Ref** +3, **Will** +1; +2 vs. mind-affecting effects and poison, +1 vs. fear

**Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk hooked lance\* +9 (1d8+6)

**Ranged** shortbow +5 (1d6/x3)

**STATISTICS**

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

**Base Atk** +4; **CMB** +7 (+9 trip); **CMD** 19 (21 vs. trip)

**Feats** Combat Expertise, Dodge, Improved Trip, Weapon Focus (hooked lance\*), Weapon Specialization (hooked lance\*)

**Skills** Climb +3, Handle Animal +6 (+8 against reptiles), Intimidate +8, Perception +2, Ride +1, Survival +3; **Racial Modifiers** +2 Handle Animal against reptiles, +2 Perception

**Languages** Nagaji, Samsaran, Tien

**SQ** armor training 1

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 *kusari gusoku*\*, masterwork hooked lance\*, shortbow with 20 arrows, *cloak of resistance* +1

\* See *Ultimate Combat*.

**NAGAJI MERCENARY STRIKERS (3)****CR 3**

Nagaji fighter 4 (*Dragon Empires Gazetteer* 10)

N Medium humanoid (reptilian)

**Init** +1; **Senses** low-light vision; Perception +2

**DEFENSE**

**AC** 21, touch 12, flat-footed 19 (+8 armor, +1 Dex, +1 dodge, +1 natural)

**hp** 38 each (4d10+12)

**Fort** +7, **Ref** +3, **Will** +4; +2 vs. mind-affecting effects and poison, +1 vs. fear

**Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 20 ft.

**Melee** +1 *naginata*\* +10 (1d8+7/x4)

**Ranged** shortbow +5 (1d6/x3)

**STATISTICS**

**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +4; **CMB** +8; **CMD** 20

**Feats** Dodge, Iron Will, Power Attack, Weapon Focus (*naginata*\*), Weapon Specialization (*naginata*\*)

**Skills** Climb +3, Handle Animal +5 (+7 vs. reptiles), Intimidate +6, Perception +2, Ride +0, Survival +4; **Racial Modifiers** +2 Handle Animal vs. reptiles, +2 Perception

**Languages** Nagaji, Tien

**SQ** armor training 1

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 *kusari gusoku*\*, +1 *naginata*\*, shortbow with 20 arrows, *cloak of resistance* +1

\* See *Ultimate Combat*.

**Subtier 7–8 (Ruby Circle)****DHANISHTA****CR 9**

Female CN spirit naga (*Pathfinder RPG Bestiary* 213)

**hp** 95

**TACTICS**

**Before Combat** Dhanishta casts *cat's grace* and *shield of faith* on herself prior to the start of combat if she has time to prepare.

**During Combat** On the first few rounds of combat, Dhanishta casts *invisibility* and *displacement* on herself, then summons a swarm to harry the PCs before following up with *fireball* and *scorching ray* spells.

**Morale** Dhanishta flees Nibung if brought to fewer than 30 hit points, casting *invisibility* on herself to aid in her escape.

**TAICHO**

**CR 6**

Male tengu fighter 4/rogue 3 (*Pathfinder RPG Bestiary* 263)  
CN Medium humanoid (tengu)

**Init** +2; **Senses** low-light vision; Perception +9

**DEFENSE**

**AC** 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

**hp** 50 (7 HD; 4d10+3d8+11)

**Fort** +6, **Ref** +6, **Will** +4; +1 vs. fear

**Defensive Abilities** bravery +1, evasion, trap sense +1

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *nine ring broadsword*\* +10/+5 (1d8+7/x3), light spiked shield +8 (1d4+4), bite +5 (1d3+2)

**Ranged** shortbow +8/+3 (1d6/x3)

**Special Attacks** sneak attack +2d6

**TACTICS**

**During Combat** Taicho always tries to flank an opponent with one of the nagaji mercenaries, using Power Attack until he misses with more than one of his attacks in a single round.

**Morale** Taicho is a survivor and he flees if brought below 20 hit points.

**STATISTICS**

**Str** 18, **Dex** 15, **Con** 12, **Int** 12, **Wis** 10, **Cha** 10

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** Double Slice, Improved Shield Bash, Iron Will, Power Attack, Shield Focus, Two-Weapon Fighting, Weapon Focus (nine ring broadsword\*), Weapon Specialization (nine ring broadsword\*)

**Skills** Acrobatics +11, Climb +9, Handle Animal +6, Knowledge (local) +8, Linguistics +9, Perception +9, Ride +6, Sense Motive +5, Stealth +13, Survival +7, Swim +8

**Languages** Dtang, Nagaji, Samsaran, Tengu, Tien

**SQ** armor training 1, gifted linguist, rogue talents (combat trick), swordtrained, trapfinding +1

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 *leather lamellar*\*, light spiked wooden shield, +1 *nine ring broadsword*\*, shortbow with 20 arrows, *belt of giant strength* +2

\* See *Ultimate Combat*.

**NAGAJI MERCENARY STRIKERS (3)**

**CR 3**

**hp** 38 each (use the stats on page 19)

**NAGAJI MERCENARY TRIPPER**

**CR 3**

**hp** 34 (use the stats on page 19)

**Subtier 10–11 (Daughters of the Lotus)**

**AISHWARYA**

**CR 10**

Female LN guardian naga (*Pathfinder RPG Bestiary* 212)

**hp** 114

**TACTICS**

See Subtier 7–8.

**BAKJI**

**CR 10**

Male samsaran ranger 11 (*Dragon Empires Gazetteer* 11)  
LN Medium humanoid (samsaran)

**Init** +5; **Senses** low-light vision; Perception +16

**DEFENSE**

**AC** 23, touch 17, flat-footed 17 (+6 armor, +1 deflection, +5 Dex, +1 dodge)

**hp** 76 (11d10+11)

**Fort** +7, **Ref** +12, **Will** +5; +2 vs. death and negative energy effects

**Defensive Abilities** evasion, lifebound

**OFFENSE**

**Speed** 20 ft., fly 40 ft. (good)

**Melee** mwk longsword +14/+9/+4 (1d8+2/19–20)

**Ranged** +1 *composite longbow* +18/+13/+8 (1d8+3/x3)

**Special Attacks** favored enemy (animals +2, humans +4, reptilian humanoids +4)

**Ranger Spells Prepared** (CL 8th; concentration +10)

3rd—*cure moderate wounds*

2nd—*barkskin*, *bear's endurance*

1st—*jump*, *longstrider*, *resist energy*

**TACTICS**

**Before Combat** Bakji drinks his *potion of fly* on the way down to the central square, taking a position 100 feet above the square. He then casts *barkskin*, *bear's endurance*, *longstrider*, and *resist energy* (fire) in that order. Only the *potion of fly* has been figured into his stat block.

**During Combat** The samsaran ranger fires at the PCs from his elevated position, using Rapid Shot and Manyshot. He uses his Deadly Aim feat against lightly armored opponents, and Pinpoint Targeting with Deadly Aim against heavily armored PCs.

**Morale** Bakji is only a mercenary, and has no real skin in this fight other than the fee he's been promised. He flees if reduced to fewer than 20 hit points.

**STATISTICS**

**Str** 14, **Dex** 21, **Con** 11, **Int** 12, **Wis** 14, **Cha** 8

**Base Atk** +11; **CMB** +13; **CMD** 30

**Feats** Deadly Aim, Dodge, Endurance, Improved Precise Shot, Manyshot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

**Skills** Climb +7, Fly +6, Handle Animal +6, Heal +9, Intimidate +13, Knowledge (geography) +10, Knowledge (nature) +12, Perception +16, Ride +9, Stealth +16, Survival +16, Swim +8; **Racial Modifiers** +2 Knowledge (geography), +2 Knowledge (nature)

**Languages** Nagaji, Samsaran, Tien

**SQ** favored terrain (jungle +4, mountain +2), evasion, hunter's bond (companions), quarry, shards of the past, swift tracker, track +5, wild empathy +10, woodland stride

**Combat Gear** *potion of cure serious wounds*, *potion of fly*; **Other Gear** +1 *do-maru*, +1 *composite longbow* (+2 Str) with 40 arrows, masterwork longsword, *belt of incredible dexterity* +4, *ring of protection* +1



**SPECIAL ABILITIES**

**Lifebound (Ex)** Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

\* See *Ultimate Combat*.

**NAGAJI MERCENARY STRIKERS (3) CR 7**

Nagaji fighter 8 (*Dragon Empires Gazetteer* 10)

N Medium humanoid (reptilian)

**Init** +5; **Senses** low-light vision; Perception +2

**DEFENSE**

**AC** 22, touch 12, flat-footed 20 (+9 armor, +1 Dex, +1 dodge, +1 natural)

**hp** 72 each (8d10+24)

**Fort** +9, **Ref** +6, **Will** +5; +2 vs. mind-affecting effects and poison, +2 vs. fear

**Defensive Abilities** bravery +2

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *naginata*\* +16/+11 (1d8+10/x4)

**Ranged** shortbow +9/+4 (1d6/x3)

**Special Attacks** weapon training (polearms +1)

**STATISTICS**

**Str** 18, **Dex** 13, **Con** 15, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +8; **CMB** +12; **CMD** 24

**Feats** Dodge, Greater Weapon Focus (*naginata*\*), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (*naginata*\*), Weapon Specialization (*naginata*\*)

**Skills** Climb +7, Handle Animal +5 (+7 vs. reptiles), Intimidate +9, Perception +2, Ride +2, Survival +5; **Racial Modifiers** +2 Handle Animal vs. reptiles, +2 Perception

**Languages** Nagaji, Tien

**SQ** armor training 2

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +2 *kusari gusoku*\*, +1 *naginata*\*, shortbow with 20 arrows, *cloak of resistance* +1

\* See *Ultimate Combat*.

**NAGAJI MERCENARY TRIPPER CR 7**

Nagaji fighter 8 (*Dragon Empires Gazetteer* 10)

N Medium humanoid (reptilian)

**Init** +5; **Senses** low-light vision; Perception +5

**DEFENSE**

**AC** 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 natural)

**hp** 72 (8d10+24)

**Fort** +8, **Ref** +4, **Will** +4; +2 vs. mind-affecting effects and poison, +2 vs. fear

**Defensive Abilities** bravery +2

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *hooked lance*\* +15/+10 (1d8+9)

**Ranged** shortbow +9/+4 (1d6/x3)

**Special Attacks** weapon training (polearms +1)

**STATISTICS**

**Str** 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 8, **Cha** 12

**Base Atk** +8; **CMB** +12; **CMD** 23

**Feats** Combat Expertise, Greater Trip, Greater Weapon Focus (*hooked lance*\*), Improved Initiative, Improved Trip, Iron Will, Toughness, Weapon Focus (*hooked lance*\*), Weapon Specialization (*hooked lance*\*)

**Skills** Climb +7, Handle Animal +8 (+10 vs. reptiles), Intimidate +12, Perception +5, Ride +2, Survival +4; **Racial Modifiers** +2 Handle Animal vs. reptiles, +2 Perception

**Languages** Nagaji, Samsaran, Tien

**SQ** armor training 2

**Other Gear** +2 *kusari gusoku*\*, +1 *hooked lance*\*, shortbow with 20 arrows, *cloak of resistance* +1

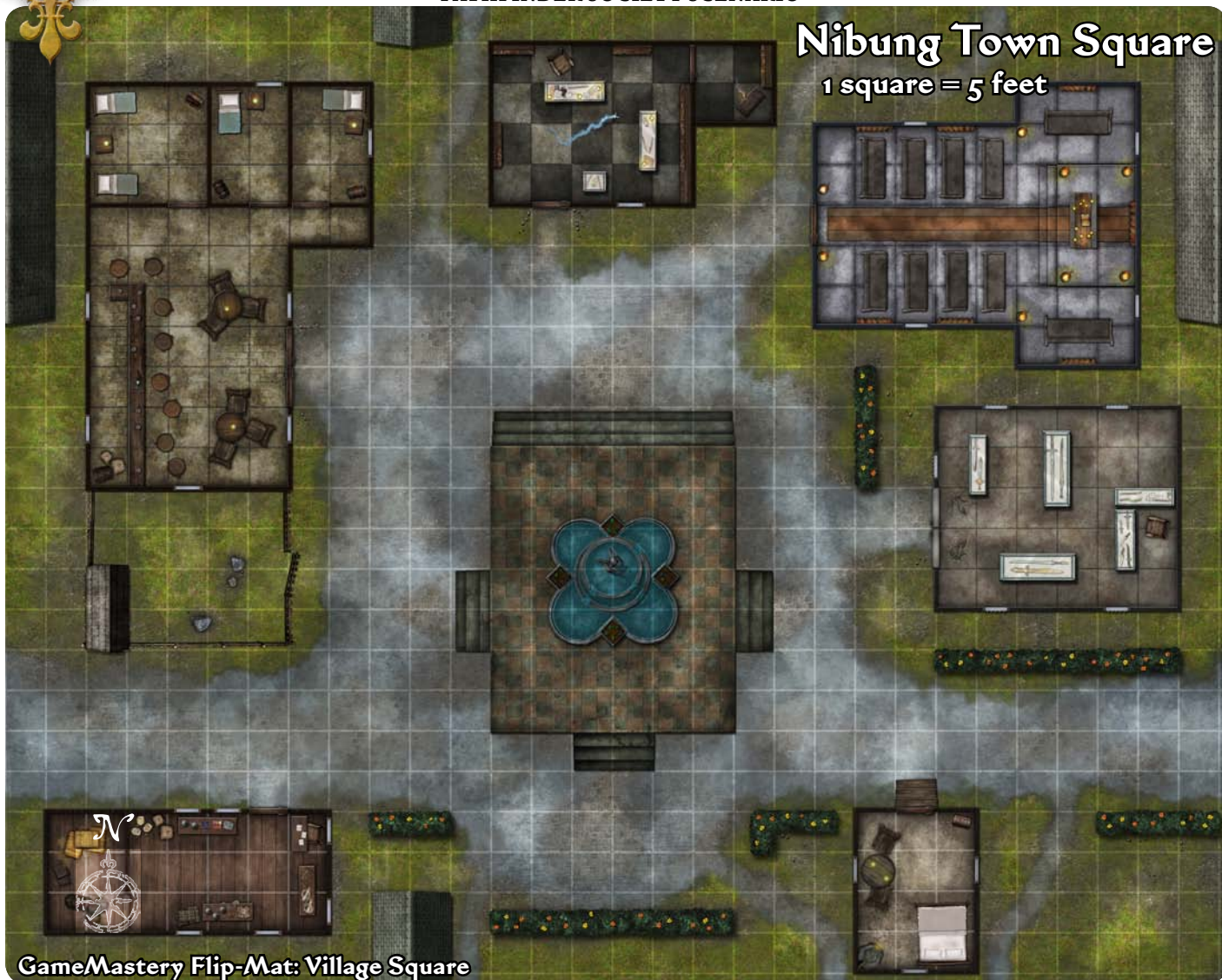
\* See *Ultimate Combat*.



Taicho

## Nibung Town Square

1 square = 5 feet



## Subtier 10–11 (Ruby Circle)

**DHANISHTA****CR 10**Female advanced spirit naga (*Pathfinder RPG Bestiary* 213)

CN Large aberration

**Init** +5; **Senses** darkvision 60 ft.; Perception +24**DEFENSE****AC** 24, touch 14, flat-footed 19 (+5 Dex, +10 natural, –1 size)**hp** 114 (12d8+60)**Fort** +9, **Ref** +11, **Will** +11**OFFENSE****Speed** 40 ft., swim 20 ft.**Melee** bite +12 (2d6+6 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** charming gaze, poison**Spells Known** (CL 9th; concentration +12)4th (4/day)—*freedom of movement*, *wall of fire*3rd (7/day)—*displacement*, *fireball* (DC 17), *haste*2nd (7/day)—*cat's grace*, *invisibility*, *scorching ray*,  
*summon swarm*1st (7/day)—*charm person* (DC 14), *cure light wounds*, *divine favor*, *magic missile*, *shield of faith*o (at will)—*bleed*, *daze* (DC 13), *detect magic*, *flare* (DC 13),  
*mage hand*, *open/close*, *ray of frost*, *read magic***TACTICS****Before Combat** On her way to the town square, Dhanishta casts *freedom of movement*, *cat's grace*, and *shield of faith* in preparation for combat. Since the PCs can theoretically attack her elsewhere in the scenario, these spells are not reflected in her statistics.**During Combat** On the first few rounds of combat, Dhanishta casts *invisibility*, *displacement*, and *haste* in that order. She becomes visible as she casts a *wall of fire* to split the PCs, following up with *fireball* and *scorching ray* spells.**Morale** Dhanishta flees Nibung if brought to fewer than 30 hit points, casting *invisibility* on herself to aid in her escape.



**STATISTICS****Str** 18, **Dex** 20, **Con** 21, **Int** 12, **Wis** 17, **Cha** 17**Base Atk** +9; **CMB** +14; **CMD** 29 (can't be tripped)**Feats** Ability Focus (charming gaze), Combat Casting, Eschew Materials<sup>8</sup>, Lightning Reflexes, Skill Focus (Perception), Spell Focus (evocation), Stealthy**Skills** Bluff +15, Escape Artist +14, Intimidate +11, Knowledge (arcana) +15, Perception +24, Spellcraft +11, Stealth +15, Swim +12**Languages** Abyssal, Common, Nagaji, Tien**SPECIAL ABILITIES****Charming Gaze (Su)** As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based.**Poison (Ex)** Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.**Spells** Dhanishta casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for her.**TAICHO****CR 10**Male tengu fighter 8/rogue 3 (*Pathfinder RPG Bestiary* 263)

CN Medium humanoid (tengu)

**Init** +3; **Senses** low-light vision; Perception +10**DEFENSE****AC** 29, touch 15, flat-footed 25 (+9 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +4 shield)**hp** 91 (11 HD; 8d10+3d8+30)**Fort** +9, **Ref** +9, **Will** +6; +2 vs. fear**Defensive Abilities** bravery +2, evasion, trap sense +1**OFFENSE****Speed** 30 ft.**Melee** +1 *nine ring broadsword*\* +15/+10 (1d8+8/x3), light spiked shield +12 (1d4+4), bite +9 (1d3+2)**Ranged** shortbow +13/+8 (1d6/x3)**Special Attacks** weapon training (heavy blades +1), sneak attack +2d6**TACTICS****During Combat** Taicho always tries to flank an opponent with one of the nagaji mercenaries, utilizing Acrobatics and his Mobility feat to navigate the battlefield.**Morale** Taicho is a survivor and he flees if brought below 20 hit points.**STATISTICS****Str** 18, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +10; **CMB** +14; **CMD** 29**Feats** Dodge, Double Slice, Greater Shield Focus, Improved Shield Bash, Iron Will, Mobility, Shield Focus, Step Up, Toughness, Two-Weapon Fighting, Weapon Focus (nine ring broadsword\*), Weapon Specialization (nine ring broadsword\*)**Skills** Acrobatics +14, Climb +6, Handle Animal +7, Knowledge (local) +9, Linguistics +9, Perception +10, Ride +5, Sense Motive +5, Stealth +16, Survival +7, Swim +8**Languages** Common, Nagaji, Samsaran, Tengu, Tien**SQ** armor training 2, gifted linguist, rogue talents (combat trick), swordtrained, trapfinding +1**Combat Gear** *potion of cure serious wounds*; **Other Gear**+2 *tatami-do*\*, +1 *light wooden spiked shield*, +1 *nine ring broadsword*\*, shortbow with 20 arrows, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +1, *ring of protection* +1\* See *Ultimate Combat*.**NAGAJI MERCENARY STRIKERS (3)****CR 7****hp** 72 each (use the stats on page 21)**NAGAJI MERCENARY TRIPPER****CR 7****hp** 72 (use the stats on page 21)**Rewards:** If the PCs defeat either of the feuding gangs here or elsewhere in the scenario, reward each subtier thusly:**Subtier 7–8:** Give each PC 4,512 gp.**Subtier 10–11:** Give each PC 7,660 gp.

## CONCLUSION

The outcome of the scenario depends on which naga the characters supported. If Aishwarya is victorious, she happily orders Avinash (if he is still alive) to grant them access to the *Lotus Annals*. If the royal naga was killed during the scenario, Aishwarya is chagrined at losing an influential member of the town who supported her, but thanks the PCs for assisting in her rise to power by following through on her deal and shows them the hidden chamber beneath the altar herself. If the PCs supported Dhanishta, she simply gives them the artifact after the Daughters of the Lotus have been killed or driven out of town.

The artifact is a large set of vellum scrolls protected by powerful preservation magic. Carefully copying them requires at least a week of work, during which time villagers who had fled the town begin to return, and any surviving mercenaries on either side of the conflict make their way out of town and onto other contracts elsewhere in Nagajor and beyond.

If the PCs ruthlessly killed both naga Mothers and Avinash, they may use whatever methods they can devise to retrieve the well-hidden scrolls themselves, but regardless of their success or failure in their task of retrieving the *Lotus Annals*, Amara Li and the Decemvirate express extreme displeasure at the amount of cleanup the Society was forced to do in the PCs' wake with Nagajor's government in Zom Kullan.

## Success Conditions

The Society doesn't care which of the naga Mothers wins the feud over control of Nibung, as long as the Pathfinders

retrieve the *Lotus Annals* for study and do not tarnish the Pathfinder Society's name in Nagajor by spilling needless blood. If the PCs retrieve or otherwise copy the *Lotus Annals* and return them to Amara Li in either Absalom or Goka without tarnishing the Society's name in Nagajor, award them 1 Prestige Point for completing their mission.

If the PCs killed all three nagas in Nibung, word of their indiscriminate slaughter spreads throughout the region, tainting nagaji perceptions of the Pathfinder Society for years to come. In this case, the PCs fail their primary mission and do not earn a Prestige Point.

## Faction Missions

While adventuring in Nibung, the PCs may earn additional Prestige Points for completing missions given to them by their respective factions.

**Andoran Faction:** Andoran faction PCs who convince Avinash to tell them about the Lost Country of Lussan earn 1 Prestige Point.

**Cheliox Faction:** Cheliox faction PCs who get Iltame or Avinash to tell them about the temple to Geryon in Zom Kullan earn 1 Prestige Point.

**Grand Lodge Faction:** Grand Lodge faction PCs who make an accurate sketch of the village of Nibung earn 1 Prestige Point.

**Lantern Lodge Faction:** Lantern Lodge faction PCs who openly attempt to help two other party members complete their faction missions receive 1 Prestige Point.

**Osirion Faction:** Osirion faction PCs who successfully study the magic preserving the *Lotus Annals* or the cache that holds them earn 1 Prestige Point.

**Qadira Faction:** Qadira faction PCs who successfully take a cutting from a coffee tree earn 1 Prestige Point.

**Sczarni Faction:** Sczarni faction PCs who collect enough shed naga scales from the three nagas in Nibung earn 1 Prestige Point.

**Shadow Lodge Faction:** Shadow Lodge faction PCs who bring back the seed of a Nagajori tree earn 1 Prestige Point.

**Silver Crusade Faction:** Silver Crusade faction PCs who help either Yesmoro or Sellaweti earn 1 Prestige Point.

**Taldor Faction:** Taldor faction PCs who strike a defeating blow (either killing or rendering unconscious) on at least one opponent during the scenario earn 1 Prestige Point.



# PATHFINDER SOCIETY SCENARIO #3-17: RED HARVEST

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

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
		<input type="checkbox"/> Lantern Lodge
		<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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Character # _____	<input type="checkbox"/>	Prestige Points
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Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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		<input type="checkbox"/> Lantern Lodge
		<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

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## PATHFINDER SOCIETY SCENARIO

### Andoran



Defender of Democracy,

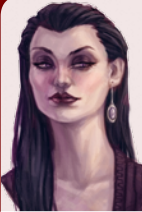
You are about to descend into what is almost literally a den of vipers: the naga dictatorship of Nagajor. The creatures that call that land home, the serpentlike nagaji, are said to have literally been bred to serve the nagas' every whim. This state of affairs naturally offends all true Andorens to the very core, but we know so little of this distant land that we must ask you to discover the following: have the nagaji always lived beneath the wormfolks' yoke, or did they ever rule a land of their own? If they were able to free themselves, it would prove that they are not natural slaves, and that we might, in some distant point in the future, be able to coax them in this direction again.

Return to us with all speed,

*Colson Maldris*

Major Colson Maldris

### Cheliax



Devotee of the Perfect Law,

A realm ruled wholly by snake women? This sounds almost too good to be true! If only all lands had such enlightened governance. We know that most of these nagaji reptile folk worship their patron goddess Nalinivati, but we can't imagine that the Prince of Law has not made some inroads in that far-away land. See if you can find out if there are any temples dedicated to Asmodeus or one of the archdevils in their capital, Zom Kullan. After all, we only need a foot in the door, don't we?

Don't let those snakes bite you too hard,

*Zarta Dralneen*

Paracountess Zarta Dralneen

### Grand Lodge



Agent of the Decemvirate,

We know next to nothing of the land of Nagajor, save that it is ruled by nagas. More importantly, we have no way of easily accessing such a far-away land. Make a detailed sketch of the village you are being sent to. It will greatly help Aram Zey should he ever need to teleport there.

May your *wayfinder* guide you safely home,

*Ambrus Valsin*

Venture-Captain Ambrus Valsin

### Lantern Lodge



I, Your Honored Leader, Greet You,

While you travel in Tian Xia, you are a representative of the Lodge. Your honorable actions bring prestige and honor not only to our faction, but they are also a reflection on the people of our continent in general. While in Tian Xia, make sure that your fellow Pathfinders (even those with other affiliations) know that they have an ally in the Lantern Lodge. I am sure their leaders will ask them to perform numerous bizarre tasks. Be sure to help at least two of them in these endeavors and you will bring great honor upon yourself and the rest of the Lodge.

May the ancestors guide you,

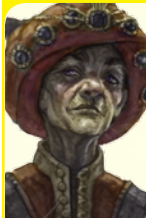
*Amara Li*

Venture-Captain Amara Li



## RED HARVEST

### Osirion



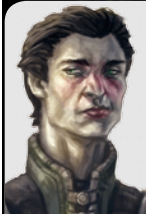
Child of the Sands,

The jungles of Nagajor are far from the deserts of our homeland. You are sure to find unusual magic there that the people of the Inner Sea have never seen or even heard of. If you encounter such a wonder, study it and report back to us. It may prove useful in promoting the power and prestige of the Ruby Prince.

Nethys guide you,

Amenopheus, the Sapphire Sage

### Qadira



The Satrap's Faithful Servant,

We hear that you are about to embark on a trip to faraway Nagajor. We have little contact with this nest of vipers, but hear that they are producers of a particular strain of coffee that is second to none. If you could acquire a cutting of the best coffee tree you can find and bring it back to me, we could plant it here and surely make a significant profit. After all, who doesn't like coffee? The people of Absalom will pay through the nose for a brew from mysterious Tian Xia!

Sincerely,

Trade Prince Aaqir al'Hakam

### SCZARNI



Child of the Cunning Wolf,

I was recently contacted by an old acquaintance of mine: a creature named Dakar who heads the Commerce League in the Varisian city of Kaer Maga. He said that if anybody under my purview were to be sent to Nagajor, he would pay handsomely for any freshly shed naga scales that could be acquired. Who knows why this interests him, but I cannot look a gift-snake in the mouth, so to speak. Do this for me, and you shall be properly rewarded as well.

Desna guide your journeys,

Guaril Karela

### SHADOW LODGE



Trusted Confederate,

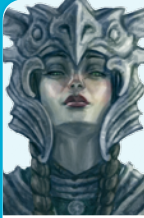
I pride myself in knowing a little bit about everything, and a lot about most things. The land of Nagajor, however, is almost unknown to me, and that bothers me. A good friend of mine, a powerful druid from the Verduran Forest, is willing to help me travel there, but in order to take him up on his offer, I need a handful of living seeds from a tree or other large plant that is native to Nagajor. Fine one for me, won't you?

My thanks,

Grandmaster Torch

## PATHFINDER SOCIETY SCENARIO

### Silver Crusade



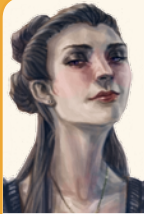
Champion of the Downtrodden,

I shudder to think what abominations you will find in the naga-ruled land you are about to visit. We have heard that a race of serpent-people lives there called the nagaji, who serve their naga masters. They are surely not wholly evil, and like peasants everywhere, are bound to labor under a heavy yoke. If you find such nagaji peasants in your travels, do a good deed for one of them and be sure to let them know in whose name you perform it. They deserve hope, and must know that they are not alone.

Sarenrae's blessing upon you,

Ollysta Zadrian

### TALDOR



Servant of the Empire,

Taldor's reputation has been waning of late, especially in military matters. The other nations think of us as nothing but effete dandies who can hardly hold a sword. Prove to them that this is not so, and that Taldor's martial might is second to none! You will surely face terrible beasts in Nagajor. Strike the killing blow (whether with a weapon or spell) against at least one of your opponents, and be sure that your non-Taldan Pathfinder brethren see you doing it.

Taldor will rise again,

Lady Gloriana Morilla





# PATHFINDER SOCIETY SCENARIO #3-17

## RED HARVEST

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	2,256	4,512
7-8		
SUBTIER	3,830	7,660
10-11		

MAX GOLD

This Chronicle Certifies That

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

## 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

ALL

- ☐ **Lore of the Lotus Annals:** Your time transcribing or transporting the rare ancient Nagaji text known as the *Lotus Annals* has imparted upon you unique insight about nagas, the nagaji people, the nation of Nagajor, and the goddess Nalinivati. You gain a +2 circumstance bonus on any Knowledge skill check relating to these subjects, and a +1 circumstance bonus on attack rolls and Charisma-based skill checks against nagaji or nagas.

SUBTIER

7-8

- belt of giant strength* +2 (4,000 gp)  
*belt of incredible dexterity* +2 (4,000 gp)  
*cloak of resistance* +1 (1,000 gp)  
*potion of fly* (750 gp)

SUBTIER

10-11

- +2 *kusari gusoku* (4,500 gp; *Ultimate Combat* 128)  
*belt of incredible dexterity* +4 (16,000 gp)  
*potion of cure serious wounds* (750 gp)  
*ring of protection* +1 (2,000 gp)

## Items Sold / Conditions Gained


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

## Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #