

SECOND EDITION
REMASTER

D&D PATHFINDER SOCIETY



YEAR OF IMMORTAL INFLUENCE

Scenario #6-03

Levels 5-8

Godsrain in a Godless Land

By Solomon St. John



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Godsrain in a Godless Land

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GM Resources

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Player Core*, *Pathfinder GM Core*, *Pathfinder Monster Core*, *Pathfinder Lost Omens Impossible Lands (LOIL)*, *Pathfinder Treasure Vault (TV)*

Maps: *Pathfinder Flip-Mat: Watch Station*, *Pathfinder Flip-Mat Classic: Urban Tavern*, *Pathfinder Flip-Mat: City Sites Multi-Pack*

Online Resource: Pathfinder Reference Document at paizo.com/prd

Scenario Tags

Scenario tags provide additional information about an adventure’s contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.



GODSRAIN



REPEATABLE

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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Summary

Renowned healer Kassi Aziril requests the Pathfinder Society’s assistance in surreptitiously escorting six of her medical students out of Rahadoum. These students recently received unwanted divine abilities from exposure to silver Godsrain, placing them (and thousands of others) in the crosshairs of many within the secular nation who fear the encroachment of divine power these “rainblessed” represent. The PCs must escort the six students safely to the city docks while keeping a sharp eye out for aggression from the Restoration Regiment, a rising sub-faction of zealots within the Pure Legion who view the rainblessed as traitors to be punished and are more than willing to take that punishment into their own hands.

Content Warning

This scenario contains a depiction of suicide. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.

Godsrain in a Godless Land

By Solomon St. John

Adventure Background

A fortnight ago, all of Golarion watched as Gorum, god of battle and war, died to the bladed arms of the mantis god Achaekkek, patron of assassins. Many in the secular nation of Rahadoum cheered the titanic struggle as it played out in the sky over their heads, seeing the death of a god as further proof that deities are unworthy of veneration and the independence granted by the Laws of Mortality offers the best path for mortalkind. These cheers quickly turned to cries of distress, however, as Rahadoum was showered (along with the rest of the world) by the Godsrain, made of the blood and ichor of the fallen god. Creatures splashed by the red rain became more violent and aggressive, losing themselves to the war god's unending desire for conflict, while those touched by the silver found themselves manifesting divine powers whether they wanted them or not.

The appearance of these unwilling "rainblessed" raises uncomfortable questions regarding Rahadoum's laws forbidding the use of divine magic. Some among the Rahadoumi population feel that those who've manifested powers should be treated with lenience and sympathy, as victims of an unwilling exposure not unlike a sudden disease. Others believe these people to be criminals to be tried and punished for their transgressions, no different than any other cleric or champion who would dare to proselytize within the country. This ideological split has put the governing Council of Elders in a deadlock, unable to offer an official ruling on the subject that now divides the country, and tensions continue to rise with each new burst of divine power or godsrain-fueled violence.

In response to the chaos, the renown healer **Kassi Aziril** (outspoken brilliant female human alchemist) scrambled her many students and assistants to tend to the wounded and collect whatever data they could about the bizarre phenomenon in hopes there might be a way to reverse the effects of this "divine plague." Now, six of her most promising students have begun manifesting powers of their own. Feeling responsible for their predicament, and all too aware of how anti-"rainblessed" sentiment is growing by the day, Kassi reached out to the Pathfinder

Where on Golarion?

"Godsrain in a Godless Land" takes place in Manaket, a prominent port city in the Garundian desert nation of Rahadoum. Also known as The Kingdom of Man, Rahadoum prohibits all forms of organized religion in favor of the Laws of Mortality, a philosophy summed up by the singular phrase, "let no mortal be beholden to a god." All public displays of religious worship, proselytizing or divine magic within Rahadoumi borders receive a swift and severe punishment at the hands of the nation's peacekeepers, the Pure Legion. For more on Rahadoum, see pages 55–56 of Pathfinder Lost Omens World Guide.



Society for help in surreptitiously transporting her students out of Rahadoum.

Time is of the essence, as a small but growing faction within the Pure Legion—Rahadoum's national guard and enforcers of the Laws of Mortality—believes the time has come to take matters into their own hands and begin purging the rainblessed from the land. They've started to call themselves the Restoration Regiment, and in Manaket, their influence goes all the way to the top, as they can count among their number the local captain of the guard, Pitros Qasim Nanaeil.



Godsrain in a Godless Land

Getting Started

The adventure begins late in the afternoon in the halls of the Swordmeet Lodge, the Pathfinder Society's Rahadoumi headquarters, located in the port city of Manaket. **Venture-Captain Obo** (direct and competitive male human archivist) has called the player characters here for an assignment, though when they arrive at the designated meeting room, he is not the only one waiting to greet them.

Read or paraphrase the following to get the adventure underway.

Shelves of Jiskan puzzle-boxes line the walls of Obo's office, lending a colorful backdrop to the Venture-Captain's fruitive conversation with a thin middle-aged woman dressed in white and gold, her pale skin adorned with blue henna. Both glance to the door as it opens and Obo motions everyone inside.

"Close the door." He waits for his instruction to be followed, then nods to the woman beside him. "You've heard of our guest, I'm sure, even if you don't know her on sight. This is Doctor Kassi Aziril, founder of the school of godless healing, which makes her one of the most important private citizens in this country—so mind your manners. The Society has agreed to help her, and time is of the essence. Doctor?"

Though she seems tired, Kassi Aziril turns to face the room with the firm stance of a no-nonsense lecturer. "I shall assume no one present has been living under a rock, and we are all thus familiar with the recent 'Godsrain' incident. This event presents many challenges for a nation such as Rahadoum, particularly when it applies to those mortals who have been unfortunate enough to manifest divine magic. Under the Laws of Mortality, Rahadoum cannot abide the continued existence of divine power within its borders. These people, however, are not willing channels, they are innocent citizens, and many would reject these 'rainblessings' if they could. Some do not care and call for them to be expelled, arrested, or punished for violating our laws no matter whether they embrace the gifts or not. Others seek tolerance and solutions, perhaps a cure. No one can agree. The Council of Elders is at a deadlock, and tensions are rising. I fear that things will become dangerous soon.

"That is why I am here. Pathfinders, six of my medical students are among

these 'rainblessed.' They are my best and brightest, and I owe it to them to ensure their safety. I believe the only way to do so is to get them out of the country."

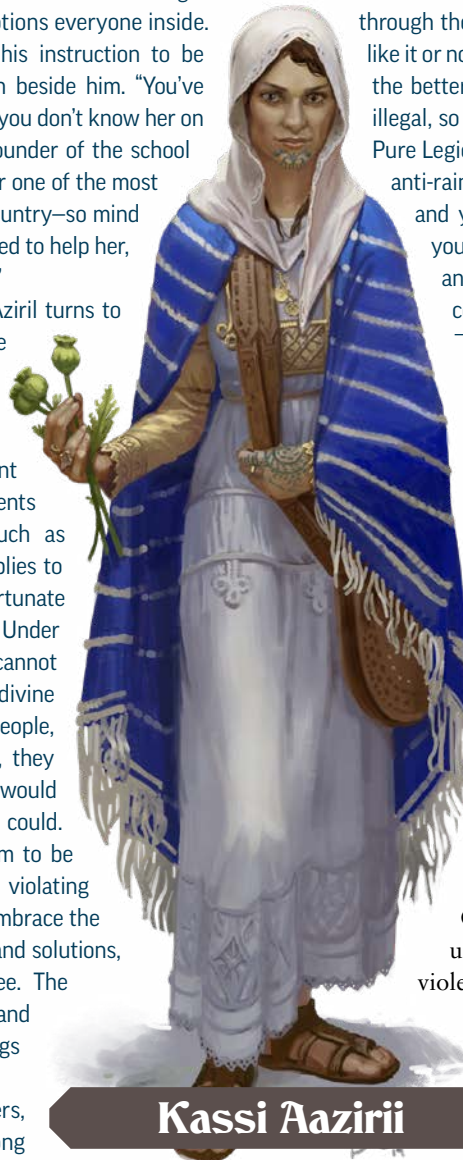
"Which is where we come in," interjects Obo as he lays a map of the city out on his desk. As he continues, he points to the map as though offering strategy tips in a game of siege. "The *Risen Albatross* is already waiting at the dock. Once the students are onboard they'll be safe. The trick will be getting them there without drawing attention. Like Dr. Aziril said, a lot of people around here have it out for the rainblessed, and a contact of the Society's within the Pure Legion tells us that some among their ranks may be looking to take things into their own hands.

"Your job, as a group, will be to escort the six rainblessed students from their current location—at Dr. Aziril's research lab—to the docks. Moving a half-dozen untrained civilians through the city's going to attract attention whether we like it or not, but the more you can keep your head down, the better off you'll be. Now, leaving the country isn't illegal, so if you face interference from members of the Pure Legion, you can safely assume they belong to this anti-rainblessed 'rogue element.' Defend yourselves and your charges, but it is vitally important that you do *not* kill the legionnaires. If you can subdue and restrain them for our Legion contact to collect, all the better. Any questions?"

Kassi and Obo both answer the PCs' questions, a few of the most likely examples following below.

What's the Pure Legion? Kassi answers, "They are the primary law enforcement of Rahadoum. They serve as city guards, border patrol, and keepers of the peace, but their first and most revered calling is enforcing the Laws of Mortality."

What exactly did the Godsrain do to the rainblessed? Obo raises an eyebrow but explains patiently, "When the god Gorum was killed, his blood and ichor rained over all of Golarion, one coming down red, the other silver. Anything or anyone touched by the red Godsrain is infected by some of Gorum's undying lust for bloodshed, becoming violent and dangerous. Those touched by the silver Godsrain become infused with some of Gorum's divine essence and manifest divine abilities. Rainblessed is the local name for those in the second category."



Kassi Aziril

Godsrain in a Godless Land

There must be thousands of rainblessed in Rahadom. Why help only six? Kassi looks pained. “One of the hardest things I’ve had to come to terms with as a doctor is that I am, in fact, mortal. As are we all. We cannot save everyone, and we can do nothing at all if we burn ourselves to cinders trying to do the impossible. My students are my responsibility, and to see them safe is all I can ask of you. Hopefully, Captain Rufah is in a better position to assist those who will remain.”

Tell us more about the Society’s Pure Legion contact/ Who is Captain Rufah? “Captain Kazima Rufah leads the Pure Legion regiment in Azir. She’s been an ally of the Society for years, ever since some of our agents saved her life. She came to Manaket to perform her own investigation into this rumored Legion conspiracy, but she’s been stonewalled. That’s why she came to us. If you can get her proof that something’s going on, whether that’s witness testimony or someone to interrogate, she can act against them before they hurt anyone.” Obo provides the PCs with this information before they leave whether they think to ask about Kazima or not. When he does, he also gives them a letter written by Kazima and one-half of a set of *slates of distant letters* with which to contact her. Give the PCs **Handout #1: Kazima’ Letter**.

Why shouldn’t we kill the legionnaires if they attack us? “Because if a member of the Pure Legion ends up dead, people are not going to blame the Pathfinders,” Kassi answers sternly. “They will blame the rainblessed. The truth will not matter, not when it gives those already full of hatred the excuse they’re looking for. My students may be safe, but the thousands of rainblessed they leave behind will not be so lucky. For their sake, please. Restrain yourselves.”

Once the PCs are done asking questions, they have time to make any last-minute purchases and preparations they need before setting off. If any of the PCs are divine spellcasters, Kassi and Obo reveal that they’ve smuggled in the standard religious gear they’ll need to act, preventing it from being claimed as contraband. They warn the PCs to keep these implements concealed, reminding them that displays of divine magic are strictly forbidden in Rahadom.

Society or Medicine Check (Recall Knowledge)

A PC who succeeds at either a DC 20 Society or Medicine check or a DC 18 relevant Lore check to Recall Knowledge might know more about Kassi Aziril. Examples of appropriate Lores include Rahadoumi Lore or Surgery Lore. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success Kassi isn’t responsible for training every doctor in Rahadom, but she’s hand-picked a few dozen apprentices and assistants to tutor directly. These students are split into smaller research teams, at least one of which resides in each major Rahadoumi settlement, and Kassi travels between them, both to teach and to help treat local medical emergencies.

Success Kassi Aziril is also known as “the mother of medicine,” a title granted in honor of her many important breakthroughs in non-magical healing. She has traveled the world, studied at the Magaambya, and developed techniques so revolutionary they’ve spread around the world, partially due to her own efforts and partially thanks to plagiarism by other scholars.

Critical Failure Kassi’s godless healing is so potent she’s even found a non-magical way to bring people back from the dead. Performing this skill is why she now rarely leaves Rahadom, as she once revived a victim of the infamous Red Mantis assassins, and they’re determined to kill her in retribution.

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

Operation Student Extraction

In summary, the PCs’ primary goal for this scenario is to reach Kassi Aziril’s teaching lab at the heart of the city, collect the six students currently located there, and transport them safely to the docks, all without drawing too much attention from the locals or especially from the more zealous members of the Pure Legion. Their progress at this is tracked through the accrual of Awareness Points (AP); the more AP they have, the more attention they’ve gained. The secondary goal, collecting evidence for Captain Kazima, is tracked through the accrual of Evidence Points (EP). The party accrues both AP and EP as a group and starts the scenario with 0 of each.

As Kassi and Obo warned, killing a member of the Pure Legion, even in self-defense, will have disastrous consequences for other rainblessed Rahadouis, so you may want to familiarize yourself with the rules for nonlethal attacks found on page 407 of *Player Core*, which have been partially reproduced in the sidebar on page 6. If the PCs still choose to disregard this warning and kill a legionnaire anyway, they immediately accrue 10 AP and gain a point of Infamy at the end of the adventure.

Travel Phase 1: To the Lab

In the first leg of their extraction mission, the PCs must make their way from the Swordmeet Lodge to Kassi’s research lab in the bustling heart of Manaket without



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drawing too much attention. Each time you run this scenario, select two of the following obstacles and one of the following hazards. These three options, along with the moment “A Passing Glance” (page 7), can be presented in any order.

To overcome each obstacle without detection, at least half of the party (rounded up) must succeed on the associated skill check, with a critical success counting as 2 successes. If the PCs accrue a number of successes equal to or less than half of the number of PCs (rounded up), they accrue 1 AP per obstacle that they fail in this manner. If the entire party fails, they critically fail the obstacle and accrue 2 AP for that obstacle instead. Conversely, if the entire party succeeds at check, they critically succeed and reduce the party’s total AP by 1 (to a minimum of 0 AP). For levels 7- 8, increase all of the following DCs by 3. The GM is also encouraged to allow creative alternate solutions, using the listed DCs as guidance.

SWARMING SEAGULLS

Overcome DC 22 Nature to coax them out of the PCs’ way, or DC 24 Stealth to slip by the seagulls without spooking them; the former check can be made with a +2 circumstance bonus if the PCs use additional food as part of their distraction.

The way is blocked by a flock of seagulls fighting over the remains of an abandoned meal. Getting past them isn’t the problem—drawing attention by disturbing them is.

HEY, I’M WALKIN’ HERE!

Overcome DC 22 Deception to convince him that the guy who actually bumped into him went a different direction, DC 23 Diplomacy to talk the irate citizen down, or DC 20 Intimidation to scare him away. If the PCs choose to attack the man, he goes down in a single hit, and the PCs critically fail this obstacle automatically.

One of the PCs may or may not have bumped into this passerby, but he’s screaming in their face now either way. If they can’t convince him to calm down or leave, he’ll attract attention.

RALLY AGAINST THE RAINBLESSSED

Overcome DC 21 Acrobatics to slip through gaps in the crowd, DC 22 Athletics to push through by force, or DC 26 Society to negotiate a way through the mob without drawing too much attention.

A group of irate citizens are holding a political demonstration to demand the Council of Elders vote to arrest and expel the rainblesseed from Rahadoum. They’ve gathered a crowd of onlookers, some in support, others to argue against their cause; they’re all blocking the road.

Nonlethal Attacks

You can make a nonlethal attack to knock someone out instead of killing them. Weapons with the nonlethal trait (including fists) do this automatically. You take a –2 circumstance penalty to the attack roll when you make a nonlethal attack using a weapon or unarmed attack that doesn’t have the nonlethal trait. You also take this penalty when making a lethal attack using a nonlethal weapon. Spells and other effects with the nonlethal trait that reduce a creature to 0 Hit Points knock the creature out instead of killing them.

Note that the divine power “gifted” to Kassi’s six students grants each a daily casting of *lay on hands* (*Pathfinder Player Core 2* 256). If the PCs gain enough Influence with the students, they can be persuaded to use this ability to stabilize fallen legionnaires, offering an alternative for PCs such as magic users who might otherwise be unable to rely on nonlethal damage.

A MOST UNFORTUNATE ACCIDENT

Overcome DC 20 Crafting to help fix the damaged carts, or DC 22 Medicine to treat the animals wounded in the collision. Use of a spell, such as *mending* or *heal*, counts as one success towards the party’s total.

The route is blocked by a head-on collision between two merchants’ carts, after one lost control of their draft animal and was pulled into the oncoming lane. The PCs could take an alternate route, but doubling back would take more time than helping the two drivers on their way.

Hazards: Choose one of the following simple hazards.

SUDDEN DROP


HAZARD 3

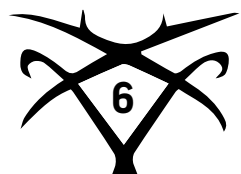
ENVIRONMENTAL

Stealth DC 22 (trained)

Description A portion of Manaket’s sewer system is under construction and has been left covered by only a few planks of wood since the Godsrain. After two weeks of wear, they’re ready to collapse.

Disable If all the PCs succeed on a Perception check against the Stealth DC to spot the hazard, they’re able to detour around the weakened boards without triggering it. There’s not enough time for PCs who succeed on this check to warn PCs who fail.

Break Through  **Trigger** One or more PCs fail to spot the hazard and step onto the weakened boards; **Effect** The



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boards give way, dropping the PCs 5 feet into the open septic tank. The PCs can attempt to Grab an Edge; those who fail and fall into the tank become sickened 1 and cannot reduce this condition until after the Ambush! (page 8) in Kassi's lab. Triggering this hazard also accrues 1 AP for the party.

APPLE TURNOVER

HAZARD 3

ENVIRONMENTAL

Stealth DC 20 (trained)

Description A fruit merchant's cart has been poorly secured.

The slightest careless bump on the way past is enough to knock it over and topple the fruit it carries all over the street.

Disable If all the PCs succeed on a Perception check against the Stealth DC to spot the hazard, they're able to pass by that cart without triggering it. There's not enough time for PCs who succeed on this check to warn PCs who fail.

Topple **Trigger** A PC passes by the cart without succeeding on the Perception check against its Stealth DC; **Effect** The cart tips, causing an avalanche of apples that pour over the PCs and onto the street. PCs who failed the Perception check against the hazard's Stealth DC are caught in the hazard must make their choice of a Reflex or Fortitude save, DC 19. On a successful save, they dodge the worst of the applefall and come away unscathed; on a failed save, they're battered by the falling apples and walk away clumsy 1 for the rest of the adventure. Triggering this hazard also accrues 1 AP for the party.

A PASSING GLANCE

At an appropriate point on the journey between the lodge and the lab (possibly in conjunction with one of the above hazards or obstacles), the PCs spy a small patrol of the Pure Legion receiving orders from a commanding officer. Read or paraphrase the following.

Four Pure Legionnaires stand at ease, the gold brocade on their white leather armor glimmering proudly in the faint light of dusk. Their focus rests entirely on the handsome, tawny aiuvarin man addressing them, the broad red sash across his chest clearly designating him as a commanding officer. He seems to be giving patrol orders for the evening.

The officer in question is **Captain Pitros Qasim Nanaeil** (zealous male aiuvarin guard captain), the current leader of Manaket's Pure Legion regiment; a PC can identify him with a successful DC 22 Society check. Captain Nanaeil is a high-ranking proponent of the "Restoration Regiment" faction, though this information is currently only known to his fellow conspirators, which include the four legionaries he's speaking to now. Nanaeil clocks the PCs as they're leaving the scene and surreptitiously orders his men

to investigate the outsiders' actions; how well they do depends on how much AP the PCs have acquired by the time they reach Kassi's lab (see Ambush!, page 8).

A. Kassi Aziril's Research Lab

In the immediate aftermath of the Godsrain falling over Rahadoum, Kassi called upon her students and apprentices to assist her first in treating the wounded, then in research. This team was assigned to autopsy the body of a dwarven man that was covered with silver rain. In the process, the students came into contact with the rain and received a fraction of healing ability that grows infinitely stronger when they act as a group, as discovered when they accidentally resurrected the very body that infected them in the first place, in the middle of its autopsy.

They've been hiding out in this research lab ever since, rarely leaving for fear of accidentally exposing their rainblessed status in public. When the PCs arrive, the students refuse to open the door unless the PCs identify themselves as help sent by Kassi. Once the PCs are let inside, the de facto leader of the group, **Misgenia "Missi" Rohzali** (distressed female human mom-friend) makes quick introductions in soft, strained voice.

"I suppose thanks are in order, for being willing to do this. Sorry if we're not exactly good company right now, it's been a... hard few days." The young woman sniffs and wipes a cheek with her shawl before taking a deep breath to recompose herself. "I'm afraid we're not ready to leave just yet. We, well, we haven't finished packing. It's hard, you know, to know what to take when you know you're... you're probably never coming back."

The PCs need to ingratiate themselves with the students while helping them pack, as earning their trust will make the journey to the docks easier. This encounter lasts 5 rounds (4 rounds for parties of 5 or more players). For reference, the full rules on running Influence encounters can be found on pages 187–189 of *Pathfinder GM Core*. You can use **Handout #2: Influencing Kassi's Students** to help keep track during the encounter.

Levels 5–6

KASSI'S STUDENTS

Page 18, art on pages 36–37

Levels 7–8

KASSI'S STUDENTS

Page 27, art on pages 36–37



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AMBUSH!

Just as the students have wrapped up their packing and the group is prepared to leave, the Regiment members Nanaeil sent after the PCs decide to make their move. They've been observing the building from a distance and pieced together that it contains rainblessed preparing to make a run for it. They intend to put a stop to the PCs' plans, even if they have to kill everyone in the building to do it.

Use the map on page 9 for this encounter. Half of the students are inside the main hall to the south when the legionnaires attack, the other half gathered with their gear in the stone courtyard to the north. They're all noncombatants with 40 Hit Points and AC 15, who will move or (if sufficiently Influenced) perform *lay on hands* if they're attacked or instructed to by a PC. Giving an instruction is a one-action Interact action with the auditory trait that can be performed on any student the PC can see. If any student is knocked to 0 Hit Points, they're quickly stabilized by their fellows.

Creatures: Two Pure Legionnaires begin their attack by bursting in through a window in the southern wall, while the remaining two attempt to block escape routes by coming over the walls to the north and west. They initially attack whomever they reach first but focus on the PCs as soon as it becomes clear they're a threat.

If the PCs accrued 3 or more AP on their journey to the lab, the legionnaires have had plenty of time to prepare for their assault and have a +4 bonus to their Initiative rolls.

If the PCs accrued only 2 AP, the legionnaires roll Initiative as normal.

If the PCs accrued 1 or fewer AP, the legionnaires have barely caught up to them and rush to attack without proper forethought. They take a -2 penalty to their

MODERATE

Initiative rolls.

Each pure legionnaire will attempt to retreat once they've been reduced to 15 HP or fewer. It should be communicated to the PCs that allowing their opponents to escape in case will have negative consequences (see Development, below).

Levels 5-6

PURE LEGIONNAIRES (4)

Page 21, art on page 37

CREATURE 3

Levels 7-8

VETERAN PURE LEGIONNAIRES (4)

Page 30, art on page 37

CREATURE 5

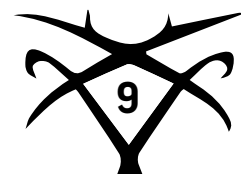
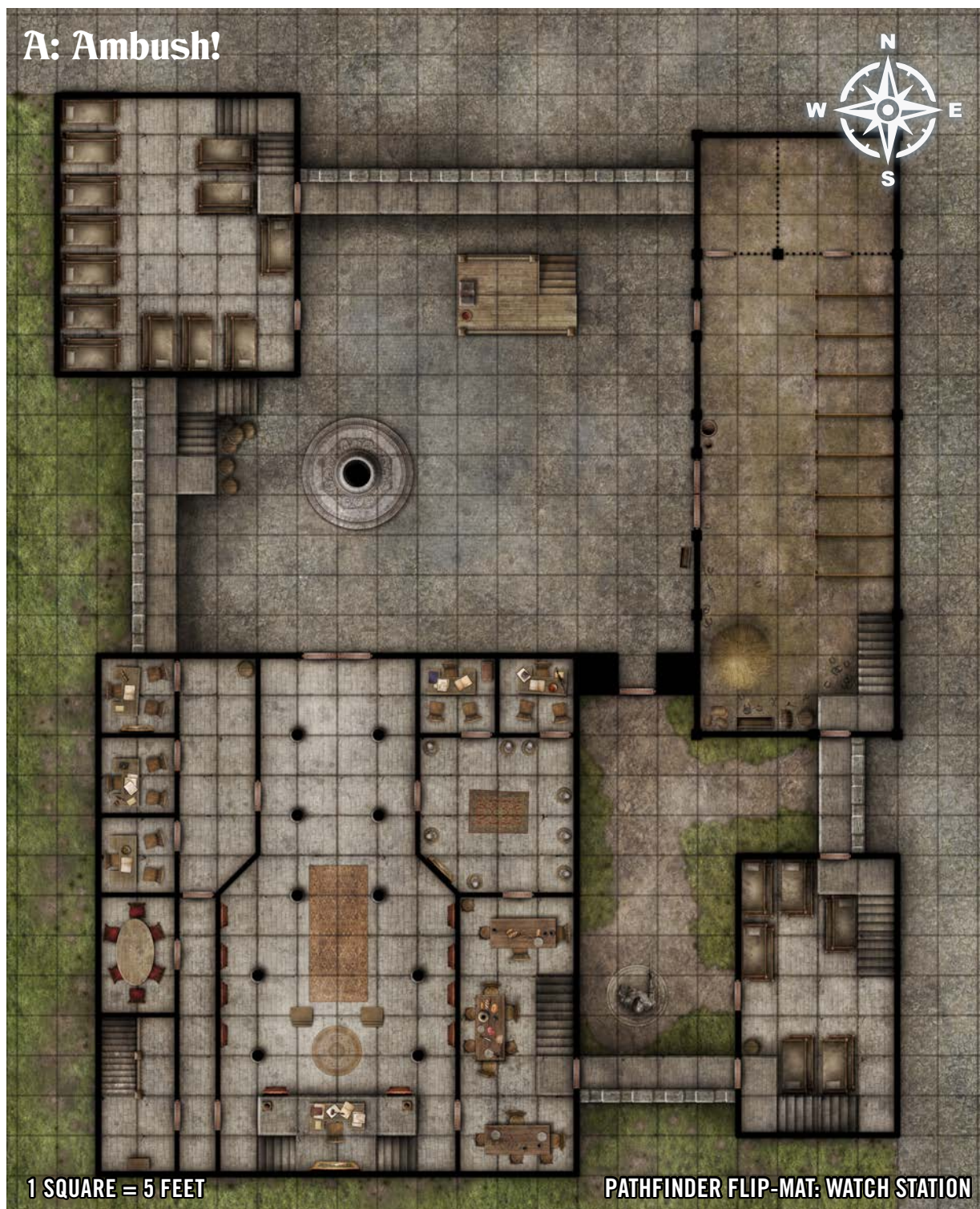
Development: Once they're subdued, the Regiment members can be tied up with rope found among the students' supplies. Kazima, once alerted via the magic slates, communicates that she'll swing by to pick them up shortly after the PCs clear the area. For each Regiment member thusly subdued, the PCs earn 1 EP, to a maximum total of 4 EP. If searched, the PCs can also find two letters that refer to the Reformation Regiment by their chosen name, both written in the same hand (Nanaeil's, though there's likely no way for the PCs to know that). These letters net an additional 1 EP.

For every legionnaire who managed to flee the scene without being subdued, the PCs instead accrue 1 AP.

Rewards: PCs who search the pockets and bags of the subdued legionnaires also find two *moderate healing potions* and a *shark tooth charm*. For levels 7-8, they also find a third healing potion and a bottle of *Cayden's*

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A: Ambush!



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Brew (Treasure Vault 88) the Regiment members were planning to split after their shift.

Travel Phase 2: Escape through the City

It's more pressing than ever to escort the students through the city without raising the alarm, as there's no way to tell who among the remaining Pure Legionnaires share in the extremists' views. The PCs' journey to accompany their charges to the docks is broken up into the following three parts.

PART 1: CITY STREETS

Present the names and descriptions of the following four obstacles to your players and let them choose which way to go to chart their own course through the city. Otherwise, these obstacles (and the complication obstacles



Pure Legion Enforcer

that follow them) follow the same rules as those on page 6, including the part about increasing all of the DCs by 3 for levels 7–8. Each complication only triggers once and doesn't trigger if the chosen obstacle is the fourth in your total sequence. Repeat the choice, removing options the PCs have already overcome, until you've run a path of four total obstacles, then continue on to Part 2.

GO WITH THE FLOW

Overcome DC 22 Deception, Performance, or Society to act natural while navigating the crowd. In addition, at least one PC must succeed at a DC 30 Diplomacy check to keep the students calm. The Diplomacy checks do not count towards the total needed to pass; however, in the event all Diplomacy checks are failed or one is critically failed, the party accrues 2 AP in addition to any they might have earned from failing this obstacle.

The party attempts to blend in with a crowded street.

Complication Overcoming this obstacle automatically triggers the complication Fight! Fight! Fight!, on page 11.

STICK TO THE SHADOWS

Overcome DC 22 Stealth; DC 24 Occultism or Nature to magically coax the shadows into covering your tracks; or DC 20 Survival or DC 17 Underworld Lore (or other relevant Lore) to navigate the labyrinthine back alleys.

The PCs opt for a slower, stealthier route away from the crowds, keeping to the shadows and alleyways.

Complication Overcoming this obstacle automatically triggers the complication Keep Quiet!, on page 11.

OVER THE ROOFTOPS

Overcome DC 21 Survival to chart the safest route, DC 24 Crafting to pick out broken shingles and other potential pitfalls to be avoided, or DC 20 Acrobatics or Stealth to move nimbly between the rooftops. In addition, at least one PC must succeed at a DC 32 Athletics check to help hoist the less-athletic students up to the roofs. The Athletics checks do not count towards the total needed to pass, however, in the event all Athletics checks are failed or one is critically failed, the party accrues 2 AP in addition to any they might have earned from failing this obstacle.

In general, Manaket isn't dense enough to traverse the rooftops all the way to the docks, but there are some areas where they are close enough together that it becomes a viable choice.

Complication Overcoming this obstacle automatically triggers the complication Keep Quiet!, page 11.

CUTTING THROUGH

Overcome DC 25 Society or DC 22 Mercantile Lore (or other relevant Lore) to navigate the open sales floor

Godsrain in a Godless Land

without drawing undue attention; DC 23 Deception or Performance to act like the PC belongs there; DC 21 Perception to spot the most direct path through to the other side.

Cutting through the largest trading house in Manaket is the fastest way out of the heart of the city. It's a risky move, however, as it's quite crowded even at this hour, but if the party can get in and out quickly enough, no one will even know they were there.

Complication Overcoming this obstacle automatically triggers the complication Fight! Fight! Fight!, below.

Complications

FIGHT! FIGHT! FIGHT!

Overcome DC 30 Fortitude Save to brace against the surge of the crowd and provide cover for the students; DC 28 Athletics or Acrobatics to push or dart through the mob. A DC 20 Intimidation check will break up the fight and automatically end this complication, but accrues 1 AP.

A street fight breaks out, unrelated to the PCs but near enough that the surge of the people rushing to gawk or join

in splits the party and drags some of the students into the crush of the crowd.

KEEP QUIET!

Overcome DC 28 Reflex Save to cover the reactive student's mouth (only 1 success allowed); DC 27 Stealth to cloak the group in secrecy as they draw back; DC 25 Deception or Thievery to draw the civilian's attention away with a distraction; or DC 21 Arcana or Occultism to substitute a minor illusion for either of the latter two options.

A door or window suddenly slams open nearby, startling one of the students into a scream.

PART 2: COMBAT ENCOUNTER

As with the above obstacles, offer the players a choice of shortcuts: either cut through a private walled garden, or slip through the unoccupied open-air seating area of a restaurant that has already closed down for the evening. Run one of the following combat encounters depending on their answer. Use the map on page 12 for these encounters.

B1. The Blood-Soaked Garden

Low

The PCs' chosen path takes them through a walled garden, painstakingly reclaimed from the encroaching desert. Unbeknownst to anyone—including the garden's caretakers—a bloody red shower fell over this area during the Godsrain and soaked into the ground. The garden's roots drank deep and now the fallen god's bloodlust lives on in the greenery, which has developed a taste for blood.

Creatures: The plants wait until the party reaches the center of the garden to attack but aren't capable of thought more strategic than that. They lash out at whatever delicious morsel of meat they can reach and fight to the death.

Levels 5-6

BLOOD-SOAKED FLYTRAP (3)

CREATURE 3

Page 22, art on page 38

Levels 7-8

BLOOD-AWAKENED TREE (3)

CREATURE 5

Page 31

B2. Blooddrunk Hounds

Low

Wild dogs are a common site on the streets of Manaket. Most have long since learned to keep their distance from humanoids for their own safety. One small pack, however, recently had the misfortune to



Blood-Soaked Flytrap

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B2: Escape through the City



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drink from a puddle that had been tainted by the red godsrain. They come upon the party outside the closed restaurant and attack on sight.

Creatures: Infected with the dead god's unending desire for violence and bloodshed, the pack can be neither reasoned with nor scared away. Even those who can speak with animals hear only demands for violence from the hounds. Their eyes are ringed with an unnatural crimson and blood-tinged saliva drips from their jowls. They focus first on any PCs or students injured during the previous combat and fight to the death.

Levels 5–6

BLOODSICK WILD DOGS (3)

CREATURE 3

Page 24, art on page 38

Levels 7–8

BLOODDRUNK WILD DOGS (3)

CREATURE 5

Page 32, art on page 38



Blooddrunk Hound

PART 3: A CLOSE CALL

Before the PCs and their charges can flee the scene of the combat encounter, the noise of their battle draws the attention of a nearby civilian.

“Oh!”

The gasp comes from a middle-aged halfling in a waistcoat, glasses perched in front of his wide brown eyes. He's frozen with one hand still on the knob of the door he's emerged through. The shocked look on his face as his eyes dart from the six huddled students to the cooling remnants of the recent battle make it clear that he's seen everything.

If you ran encounter B1, this civilian is the owner of the house connected to the garden, who's stepped through a door set between two fountains in the western wall. If you ran B2, he's the owner of the tavern appearing through the double doors to the south. The PCs must convince the startled merchant not to raise the alarm over the violence committed on his property. The standard checks to accomplish this are a DC 25 Deception, Diplomacy, or Intimidation, though alternate solutions proposed by the PCs should be encouraged at the roughly the same difficulty. If the PCs accrue a number of successes equal to or greater than one-half the number of players (rounded up), they succeed and the merchant quietly retreats back into his home; otherwise, he begins shouting for the Pure Legion and the PCs accrue 3 AP. They can flee the scene before any further complications arrive.

C. Confrontation at the Docks Severe

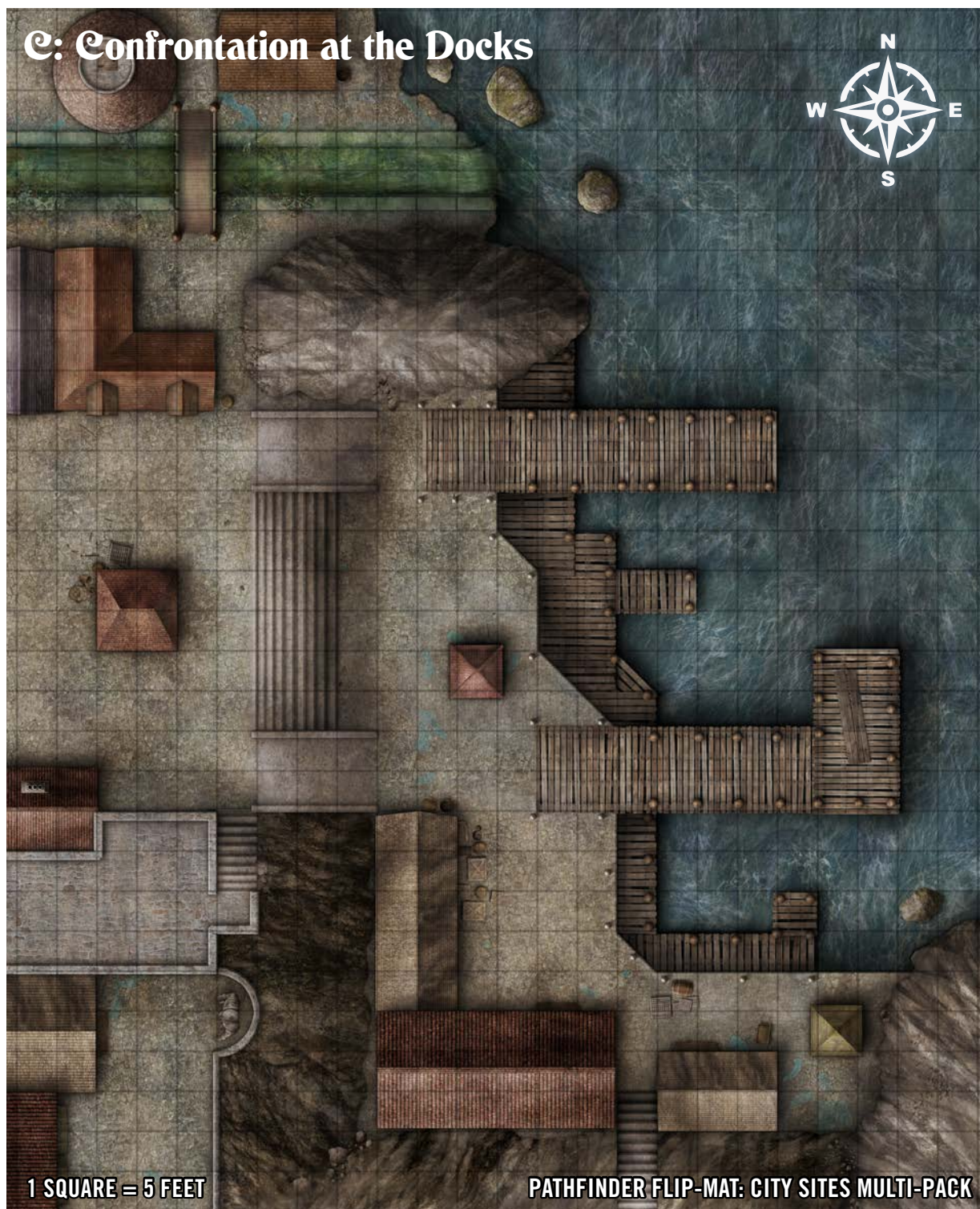
Once they overcome their final obstacle, the PCs and their charges at last arrive at the Manaket docks, only to find a handsome figure in white standing between them and the *Risen Albatross*. Captain Pitros Qasim Nanaeil blocks their way, sword in hand, and asks the party tauntingly if they really thought they could slip away from the Pure Legion. Unable to be reasoned with, he spits a few invectives about the need to “cleanse the divine infection before it becomes a plague” and how the Restoration Regiment must act if the Council of Elders is too cowardly to do what needs to be done, then leads a group of like-minded legionnaires in a final attack on the party.

Use the map on page 14 for this encounter.

Creatures: Unknown even to himself, Nanaeil has been exposed to the red Godsrain, which now erupts into a violent fury after simmering under his skin for days. He faces the PCs accompanied by at least two loyal members of the Restoration Regiment, but their status at the start of the fight depends on the total number of AP the party has accrued over the course of the adventure.

Godsrain in a Godless Land

e: Confrontation at the Docks



Godsrain in a Godless Land

3 or fewer AP: Nanaeil and his comrades were taken by surprise and had to rush to even meet the PCs here, let alone catch them before the students got away. They're all off-guard and clumsy 1 for the first round of combat.

4–6 AP: Nanaeil had time to prepare and collect himself but the legionnaires he called in did not. Any legionnaires with Nanaeil are clumsy 1 for the first round of combat.

7–9 AP: The captain and his men are on top of their game, no more no less. There are no bonuses or penalties applied to either side at the start of combat.

10+ AP: The Restoration Regiment is one step ahead of the PCs and has been lying in wait to take them by surprise. The PCs are off-guard and cannot take reactions for the first round of combat.



Captain Pitros Nanaeil

The Pure Legionnaires fight until reduced to 10 HP or until Nanaeil is defeated, whichever comes first. They attempt to run, but can be scared into surrendering with a single successful DC 23 Intimidation check. Nanaeil fights until reduced to 30 HP (40 HP for levels 7–8), then takes the actions detailed in Development below. If he would be knocked unconscious, paralyzed, or otherwise prevented from doing so, a surge of Gorumite power from the red rain he was exposed to removes whatever condition would prevent his desire to become a martyr. Even if the PCs would kill him, he desires blame to fall on the rainblessed, and this desire is enough to awaken the Gorumite power.

Levels 5–6

CAPTAIN PITROS NANAEL **CREATURE 7**
Page 25, art on page 38

PURE LEGIONNAIRES (2) **CREATURE 3**
Page 25, art on page 37

Levels 7–8

RESOLVED CAPTAIN PITROS NANAEL **CREATURE 9**
Page 33, art on page 38

VETERAN PURE LEGIONNAIRES (4) **CREATURE 5**
Page 33, art on page 37

Development: When he realizes defeat is inevitable, Nanaeil refuses to be taken alive. Read or paraphrase the following as the red fury of the Godsrain drives him to a final desperate act:

Captain Nanaeil stumbles back, pink-tinged spittle flying from his lips. His red-rimmed eyes dart across the dock as though searching for an escape. Then his expression shifts, and a wicked, wild grin splits his face.

"This won't be the end," he swears with an undercurrent of manic laughter. "No. The people know better. They threw off the gods' shackles once and they'll do it again. They just need a push, a bit of righteous anger to tinder the cleansing flames of mortal justice, and if I have to sacrifice to give it to them, then—so be it."

Before anyone can move to stop him, he turns his blade on himself and drives it directly into his own heart.

A SECOND RESURRECTION

Captain Pitros Nanaeil dies, his eyes going wide for a moment before his body crumples lifelessly to the

Godsrain in a Godless Land

ground. The clear evidence that it was self-inflicted won't matter to the court of public opinion; once word gets out that a captain of the Pure Legion died in a conflict with the rainblessed, the retributive sentiment against the god-touched remaining in the country will skyrocket. (If the PCs don't pick up on this, one of the surviving legionaries fill them in through gloating, though the rest of the regiment seem only horrified by the terrible turn of events.)

Together though, the rainblessed students of Kassi Aziril have the power to undo this disaster by bringing the fallen captain back to life. The problem comes in convincing them to do so.

All six students must agree to perform the resurrection ritual together, with the difficulty of achieving that goal varying somewhat depending on how good of an impression the PCs made on the individual students during the earlier Influence round. Talha and Zayyaan both agree to perform the ritual automatically, no convincing needed, as does Faarax if the PCs managed to reach his Influence 2 threshold.



Captain Kazima Rufa

For each Influence threshold reached with an individual student, lower the DC needed to convince that student by 2 (for -4 possible maximum). The players need only one success to convince a student to participate, and there's no penalty for a failure, but each PC can make only one attempt to convince each individual NPC.

- Misgenia can be convinced with a successful DC 25 Diplomacy check or a DC 20 Society check to appeal to her concern for the other rainblessed who will be left behind after the students depart.
- Yezza can be convinced with a successful DC 27 Diplomacy check, which can be made with an additional +2 bonus if she's the only hold-out remaining after the other students have agreed to help.
- Aymn can be convinced with a successful DC 23 Diplomacy check
- If Faarax's Influence is at 1 or lower, he can be convinced to perform the ritual with a successful DC 22 Diplomacy check, or a DC 18 Religion check to reassure him that putting his divine accident to good use wouldn't be betraying the Laws of Morality.

Development: If all six students can't be convinced to participate in the ritual, then there's little to be done but to get them safely onto the boat that will transport them out of the city. Captain Nanaeil remains dead and, while the PCs won't be held responsible (and thus don't receive the point of Infamy they'd acquire from other reckless deaths throughout this adventure), the consequences of his 'murder' will ripple through Rahadoum, resulting in much suffering for the hundreds of rainblessed who won't be so lucky to escape.

If the students can be persuaded, however, then they take a moment to steel their resolves before gathering around the fallen legionnaire. Read or paraphrase the following.

The six students of Kassi Aziril gather in a loose circle around the fallen legionnaire and lay their hands on his cooling body. With a moment's concentration, divine light beings to shine from their palms, a faint silver glow from each set that adds up into a gleaming radiance. It covers Nanaeil's body entirely, sinks into his skin, and fades away, taking the fatal wound with it.

Nanaeil comes back to life with a shuddering gasp, jerking into a sitting position as the students back away. The Pure Legion captain looks around, confused,

"I don't exactly know how to say this," he says, both winded and dazed. "But... Thank you."

Nanaeil goes on to explain that he "doesn't know what came over him" and that he knew he'd made a mistake

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the second the blade pierced his chest, but by then it was too late. He still regards the students with wary distrust, but the raging zealotry has left him, and his eyes are no longer rimmed with red. If the players don't piece it together for themselves, anyone who succeeds at a DC 20 Perception check can identify that he must have been under the influence of the red blood; if none of the PCs succeed on this check, Talha identifies it for them.

Nanaeil and the rest of his Restoration Regiment submit to arrest without further complaint, and the students are free to board the waiting ship to make their escape. As they prepare to leave, each student thanks the PCs for accompanying them in their own way, and a few (Missi and Faarax specifically) also thank them for persuading them to use the resurrection ritual one more time, as it's helped them find a little peace with their current circumstances.

Rewards: The students leave the PCs a few gifts in thanks for seeing them safely off—these include a *serpent dagger*, a *librarian staff* (*Treasure Vault* 133), and one of the books from the lab's collection, which is a *storyteller's opus* (*Secrets of Magic* 163). For levels 7–8, they also include a *wounding* property rune and a set of *clarity goggles* (*Treasure Vault* 146). If Nanaeil was revived, he adds in an additional thank-you reward in the form of his *bloodletting kukri*.

For each surrendering legionnaire, the PCs earn 1 EP, and for bringing in the revived Nanaeil, they earn 3 EP.

Convincing Kazima

Shortly after the students board the *Risen Albatross*, they're joined at the docks by **Captain Kazima Rufah** (just and reliable female dwarf fighter), who comments ruefully about how nice it is to finally meet the group in person before getting down to business. If the PCs left defeated legionnaires for her to arrest at Kassi's lab, she reports that they're safely under lock and key, then asks what, if anything else, the PCs have for her.

The PCs need to convince Kazima of three things: that the Restoration Regiment exists, that it's a threat, and that the rainblessed aren't one. Kazima isn't anywhere near as distrustful of these divine accidents as Nanaeil or his comrades, but she's still a born-and-raised Rahadoumi and holds anything associated with the gods in suspicion. How easy it is to convince her of these things depends on how much EP the players have accrued over the course of the adventure.

- **0 EP:** Convincing Kazima with no proof at all requires 3 consecutive successful DC 30 Diplomacy checks (DC 32 for level 7–8). A failure at any point during the attempt leaves Kazima shaking her head in disappointment, completely unconvinced.

- **1–4 EP:** Speaking to a few of the captured Regiment members is enough to convince Kazima of their existence, but a handful of extra-enthusiastic legionnaires hardly makes a dangerous conspiracy. The PCs must succeed on two DC 27 Diplomacy checks to convince Kazima of the additional two points. The party gets only one shot at each attempt.
- **5–8 EP:** Getting the whole story from a wide range of Regiment members is all the proof Kazima needed, though she's still some hesitation in regards to the rainblessed. Convincing her that they're not a threat calls for a DC 22 Diplomacy check.
- **9–10 EP:** The story of reviving Nanaeil is the last big piece Kazima need to be convinced that the rainblessed are not only not a threat, they might even be able to do some good. The PCs don't need to make any rolls and automatically succeed at their secondary objective.

Conclusion

Once their business with Kazima is resolved, the PCs are free to return to the Swordmeet Lodge for a debriefing. Kassi Aziril is still there, waiting for news in Venture-Captain Obo's office, and is visibly relieved to hear her students are now safe. If Nanaeil wasn't revived, she rushes out immediately thereafter, and Obo expresses the concern he shares with her over the damage this news is about to do to the reputations of the rainblessed who remain in the country. Otherwise, he congratulates the Pathfinders on a job well done.

REPORTING NOTES

If the PCs convinced Kassi's students to resurrect Captain Pitros Nanaeil, check box **A**. If the students were unconvinced and Pitros remained dead, check box **B**. If the players convinced Kazima of the existence of the Restoration Regiment, check box **C**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they get Kassi Aziril's six students safely to the docks of Maraket. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they successfully convince Captain Kazima that the Restoration Regiment exists, that the rainblessed are not a threat, and that the Regiment is. Doing so earns each PC 2 Reputation with their chosen faction.



Godsrain in a Godless Land

Appendix 1: Level 5–6 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the Guide to Organized Play: Pathfinder Society for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the Pathfinder Bestiary. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

KASSI’S STUDENTS (LEVELS 5–6)

MISGENIA ROHZALI

UNIQUE MEDIUM HUMAN HUMANOID
Distressed female team mom-friend

Perception +12

Will +12

Discovery DC 19 Golden Road Lore or Rahadoumi Lore, DC 20 Perception, DC 21 Society

Influence Skills DC 24 Medicine to distract her with discussion of mortal healing, DC 25 Society to reassure her of the opportunities for a fresh start waiting beyond the borders of Rahadom, DC 23 Diplomacy, DC 30 Deception.

Influence 2 As she wipes away grateful tears, Misgenia asks the PCs to call her “Missi” from now on, as “that’s what all of my friends do.” Once during the course of the adventure, she’ll use *lay on hands* at the PCs’ request.

Resistances While Misgenia is grateful for the Pathfinders’ help, she’s protective of her friends and doesn’t take kindly to people who are mean to them. Using Intimidation to influence anyone but Zayyaan (and using it on Zayyaan more than once) will immediately lose all Influence Points previously accumulated with Misgenia and she’ll refuse to speak with the PCs any further, making it no longer possible to influence her.

Weaknesses Missi’s nerves are stretched so thin she’s become prone to bursting into tears at minor setbacks. The first time a PC fails a skill check to Influence one of the other students, Missi breaks into sobs; comforting her in this delicate state lowers all following checks’ DCs by 2.

Background Misgenia (“Missi” to her friends) has been with Kassi the longest out of the six students. Devoted to the Laws of Mortality, her unwanted divine power and impending separation from her homeland is hitting her hard. She carries heavy guilt over their accidental resurrection ritual, since it meant using divine magic on a fellow citizen against their will (even if it wasn’t on purpose).

Scaling Kassi’s Students

This encounter is scaled by adjusting the number of rounds for a larger number of players, as instructed on page 7.

Appearance Missi is a scrawny dark-haired trans woman who has chosen not to take a *serum of sex shift*. She wears a modest headscarf and shawl of similar style to her mentor.

Personality Fussy, doting, normally more put-together but currently under a lot of stress, overall gives off a strong “single mom at the end of her rope” kind of vibe

FAARAX LEADWOOD

UNIQUE MEDIUM DWARF HUMANOID
Pensive male academic

Perception +11

Will +14

Discovery DC 17 Academia Lore, DC 20 Perception, DC 22 Society

Influence Skills DC 22 Arcana or Crafting to identify which books are most worth prioritizing in the packing process; DC 25 Religion or Medicine check to talk him through his feelings about the recent events and their ramifications

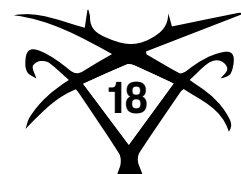
Influence 2 Faarax rubs his chin and thanks the PCs for giving him something to think about. Once during the course of the adventure, he’ll use *lay on hands* at the PCs’ request.

Weaknesses Faarax respects academic knowledge. A PC who succeeds at an Arcana or Crafting check to identify the most important books to prioritize gets a +2 circumstance bonus on all future attempts to Influence him.

Background Faarax considers himself a healer above all else, putting his oath to the calling above both clan and country, and thus now finds himself conflicted, as the man the students accidentally brought back from the dead thanked them profusely for restoring his life.

Appearance Though he’s lived in Rahadom most of his life, short-cropped hair and a beardless face betray Faarax’s M’beke heritage, as does his colorful clothing. His very dark chin is adorned with a blue henna tattoo in the same style often worn by Kassi Aziril.

Personality Deliberate, inquisitive, and devoted to his role as a healer; has a tendency to get lost in his own head and worry over problems so much he never makes a decision



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AYMN SONO

UNIQUE MEDIUM ELF HUMANOID NEPHILIM

Ambitious bigender faultspawn^{LOL} disrupter

Perception +13

Will +15

Discovery DC 18 Fiend Lore, DC 20 Perception or Society

Influence Skills DC 22 Arcana, Deception or Thievery to help disguise their very striking appearance; DC 20 Fiend Lore, DC 23 Occultism, or DC 25 Religion to make small talk regarding how their heritage complicates her feelings about the current situation; DC 25 Diplomacy, DC 28 Intimidation

Influence 2 Aymn compliments the PCs on their knowledge and/or craftsmanship and declares them to be “stand-up gents.” Once over the course of the adventure, she’ll use *lay on hands* at the PCs’ request.

Resistances Aymn has an uncanny ability to tell when they’re being lied to. If a PC attempts to use a Deception check to Lie to them instead of to help them disguise themselves, they loudly call out the attempted manipulation. That PC takes a –2 circumstance penalty on all further attempts to Influence Aymn, and a –1 on all further attempts to Influence the other students.

Background As a scion of asura, who were in turn created by the gods’ mistakes, Aymn holds nothing but disdain for all deities, with a specific inherited grudge against Pharasma. They studied under Kassi Asiril in hopes of one day developing a technique the great healer has only ever been rumored to perform: reviving the dead through nothing but mortal science. Their smug satisfaction at watching a god die has thus now been tainted by the knowledge that these newfound divine “gifts” will forever call the validity of their methods into question even if they do achieve their goals.

Appearance Aymn has pure golden skin and solid red eyes, giving them the striking (and very noticeable) appearance of a golden statue set with rubies. Two additional sets of eyes, which only ever partially open, are set at tilted angles above and below their regular ones, one pair adorning their cheeks and the other on their forehead.

Personality Restless, directionless, and irritable, prone to snapping at people who bother them and then forcing themselves to apologize soon after

TALHA WOUNDSBANE

UNIQUE MEDIUM DROMAAR HUMAN HUMANOID

Stalwart female dromaar defender

Perception +14

Will +18

Discovery DC 18 Orc Lore or Mwangi Expanse Lore, DC 20 Perception or Society

Influence Skills DC 20 Athletics, DC 22 Survival, and/or DC 23 Crafting or Thievery to help her pack; DC 25 Performance (see Weaknesses); DC 24 Diplomacy, DC 30 Deception

Influence 2 Talha stoically but sincerely expresses her appreciation for the PCs’ efforts to help her and her friends. Once over the course of the adventure, she’ll use *lay on hands* at the PCs’ request.

Resistances Talha has dealt with far scarier than the PCs or the Pure Legion. Attempts to influence her using Intimidation immediately fail and raise the DCs of all further attempts to influence her by 4.

Weaknesses Though she seems stoic, Talha is preoccupied with her friends’ distress and concerned that their disunity will put them at risk during the extraction. If a PC takes a round to provide any kind of lighthearted accompaniment to the preparations—such as telling a story or playing a song on an instrument—and succeeds at a DC 25 Performance check, they gain 1 Influence Point with Talha, and all remaining DCs to influence her and the other students are reduced by 1.

Background Talha is the group’s “exchange student,” the rainkin daughter of a matanji noble. She came to Rahadom to study faithless healing in hopes of one day bringing the techniques back behind the Nine Walls, and is not particularly invested in the Laws of Mortality. As such, she is by far the calmest in the current situation, being primarily concerned with the potential dangers of remaining in the country and the need to keep her fellow students safe.

Appearance Talha’s broad shoulders and army-strict posture give her the impression of having been carved from a single block of jade—she stands as strong and sturdy as a stone. There’s a distinct comfort to her strength and steadiness, an air of protection that helps the people who see her believe that everything’s going to be okay.

Personality Calm, steady, reliable, and protective

YEZZA

UNIQUE MEDIUM HUMANOID LIZARDFOLK

Prickly female researcher

Perception +12

Will +15

Discovery DC 18 Iruxi Lore, DC 20 Perception, DC 22 Society
Influence Skills DC 22 Survival to discuss the harsh but fulfilling reality of nomadic desert life, DC 24 Occultism to make small talk about esoterica like she hasn’t been able to since leaving her family, DC 24 Deception, DC 27 Diplomacy.

Influence 2 Yezza reluctantly admits that the PCs might be worth listening to. Once during the course of the adventure, she’ll use *lay on hands* at the PCs’ request.

Resistances Yezza is stubborn and unforgiving of people who make a bad first impression. Attempts to influence her with Intimidation automatically fail, and any PC who attempts it is unable to influence Yezza with any other skill for the rest of the encounter.

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Weaknesses Deep down below her anger, Yezza is desperately clinging to her five friends, knowing that they'll soon be the only support she has. If the PCs have reached the Influence 2 threshold with Misgenia, Zayyaan, or Talha, that NPC can be persuaded to speak with Yezza with a successful DC 22 Diplomacy check. On a success, all following checks to Influence Yezza have their DCs reduced by 2.

Background Yezza left a traditional nomadic lifestyle to become Kassi's apprentice, a choice that left her estranged from a family that now refuses to acknowledge her. Her career as a healer to coming to such an ignoble end after all she sacrificed has left her understandably furious.

Appearance Yezza is a wide-set Shaikim lizardfolk with thick, rough scales in a mix of earthy grays and browns. Her head is crowned with a frill of spikey "horns," and two paired rows of matching spikes run all the way down the length of her spine and tail.

Personality Curt, angry and hurt by the unfairness of her situation, her anger directed at the Rahadoumi citizens she feels are rejecting her

ZAYYAAN

UNIQUE MEDIUM CATFOLK HUMANOID

Chipper and tactless male troublemaker

Perception +10

Will +12

Discovery DC 18 Catfolk Lore, DC 20 Perception, DC 22 Society

Influence Skills DC 20 Intimidation (see Weaknesses), DC 22 Performance or Thievery to impress him with a story of grand adventure or a sleight-of-hand magic trick respectively, DC 23 Diplomacy, DC 24 Deception

Influence 1 Zayyaan loudly declares that he likes the cut of the PCs' gib. Once during the course of the adventure, he'll use *lay on hands* at the PCs' request.

Influence 2 The PCs manage to convince Zayyaan to reign in his cheerful quips and careless attitude, which he genuinely didn't realize was upsetting his friends. All remaining DCs to Influence the other students are reduced by 2.

Resistances Zayyaan is openly disdainful and mocking of all deific influence. PCs wearing any sort of visible indication of faith, such as a religious symbol, take a -2 circumstance penalty on all attempts to influence him.

Weaknesses For all his bluster, Zayyaan is a pushover easily cowed by those he perceives as stronger than him—usually because they're bigger. A successful Intimidation check made by a Medium or larger PC is an automatic critical success.

Background Zayyaan believes that he and his fellow "rainblessed" have clearly stolen Gorum's powers, achieving mortalkind's greatest victory over the divine yet. This has put him in high spirits that he's not inclined to keep to himself, loudly proclaiming his excitement for the adventures to come and inadvertently upsetting some of his more distressed comrades.

Appearance Zayyaan is a lean, wiry Shemtej catfolk wearing only loose pants and an open vest. He keeps his tawny mane long, brushed down, and braided with beads.

Personality Boisterous, cock-sure, optimistic, and more than a little full of himself



Godsrain in a Godless Land

A. AMBUSH! (LEVELS 5-6)

PURE LEGIONNAIRES (4)

CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5

Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items +1 scimitar, leather armor

AC 20; **Fort** +10, **Ref** +8, **Will** +6 (+2 on all saves against divine magic)

HP 48

May No Mortal Be Beholden When the Pure Legionnaire rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Speed 25 feet

Melee ✦ scimitar +13 (forceful, sweep), **Damage** 1d6+7 slashing plus Smite Divine

Ranged ✦ crossbow +10 (range increment 120 feet, reload 1) **Damage** 1d8+3 piercing

Smite Divine The scimitars of the Pure Legion have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Sudden Charge ✨ Frequency once per round; **Effect** The Pure Legionnaire Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

Scaling A. Ambush!

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add 1 Pure Legionnaire to the encounter.

12-13 Challenge Points: Replace all Pure Legionnaires with Elite Pure Legionnaires.

14-15 Challenge Points: Add 2 Elite Pure Legionnaires to the encounter.

16-18 Challenge Points (5+ players): Replace 2 Pure Legionnaires with Elite Pure Legionnaires and add 2 Elite Pure Legionnaires to the encounter.

ELITE PURE LEGIONNAIRE (0)

CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Athletics +13, Diplomacy +8, Intimidation +11, Legal Lore +9, Society +7

Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items +1 scimitar, leather armor

AC 22; **Fort** +12, **Ref** +10, **Will** +8 (+2 on all saves against divine magic)

HP 63

May No Mortal Be Beholden When the Pure Legionnaire rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Speed 25 feet

Melee ✦ scimitar +15 (forceful, sweep), **Damage** 1d6+9 slashing plus Smite Divine

Ranged ✦ crossbow +12 (range increment 120 feet, reload 1) **Damage** 1d8+5 piercing

Smite Divine The scimitars of the Pure Legion have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Sudden Charge ✨ Frequency once per round; **Effect** The Pure Legionnaire Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.



Godsrain in a Godless Land

B1. THE BLOOD-SOAKED GARDEN (LEVELS 5-6)

BLOOD-SOAKED FLYTRAPS (3) CREATURE 3

Variant snapping flytrap (Monster Core 154)

LARGE MINDLESS PLANT

Perception +7; tremorsense (imprecise) 30 feet

Skills Athletics +11, Stealth +10 (+13 in undergrowth)

Str +2, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -2

AC 18; **Fort** +12, **Ref** +8, **Will** +7

HP 50; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5

Quick Capture **Trigger** A creature hits or touches the flytrap;

Effect The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee **leaf** +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab

Bloody Focused Assault **Two** The flytrap attacks a single target with both its two leaves, the fury of the red godsrain driving it to rip its prey to shreds. The flytrap makes one leaf Strike. On a success, it deals the damage from two leaf strikes plus 1d8 persistent bleed damage. On a failure, the flytrap deals the damage from one leaf Strike and no persistent damage. It deals no damage on a critical failure. No matter the result, it cannot use Improved Grab on any of these Strikes. This counts as 2 attacks for purposes of the flytrap's multiple attack penalty.

Hungry Flurry **Two** The flytrap makes two leaf Strikes at -2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all attacks.

Swallow Whole **One** (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5

Scaling B1.

The Blood-Soaked Garden

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add 1 Weak Blood-Soaked Flytrap to the encounter.

12-13 Challenge Points: Add 2 Weak Blood-Soaked Flytrap to the encounter.

14-15 Challenge Points: Add 1 Blood-Awakened Tree to the encounter.

16-18 Challenge Points (5+ players): Add 1 Blood-Soaked Flytrap and 1 Blood-Awakened Tree to the encounter.

BLOOD-AWAKENED TREE (0) CREATURE 5

Variant awakened tree (Monster Core 25)

LARGE PLANT WOOD

Perception +13; low-light vision

Languages Arboreal (can't speak any languages)

Skills Athletics +14, Stealth +9 (+14 when unmoving)

Str +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +3, **Cha** +0

AC 22; **Fort** +16, **Ref** +9, **Will** +13

HP 100; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Speed 20 feet

Melee **thorny branch** +16 (reach 15 feet), **Damage** 2d8+6 piercing plus 1d6 persistent bleed

Melee **root** +16 (trip), **Damage** 2d6+6 bludgeoning or piercing plus Drink Blood

Drink Blood **One** (attack) **Requirements** The blood-awakened tree's last action was a successful root Strike against a target currently taking persistent bleed damage. **Effect** The tree drives its roots into the target's open wounds and drinks their blood. The roots Strike deals piercing damage with an additional 2d6 piercing, and the tree recovers hit points equal to half the additional damage dealt.



Godsrain in a Godless Land

WEAK BLOOD-SOAKED FLYTRAP (0) CREATURE 2

Variant snapping flytrap (Monster Core 154)

LARGE **MINDLESS** **PLANT**


Perception +5; tremorsense (imprecise) 30 feet

Skills Athletics +9, Stealth +8 (+11 in undergrowth)


Str +2, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -2



AC 16; **Fort** +10, **Ref** +6, **Will** +5



HP 35; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5


Quick Capture  **Trigger** A creature hits or touches the flytrap; **Effect** The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee  leaf +9 (reach 10 feet), **Damage** 1d8 piercing plus 1d4 acid and Improved Grab

Bloody Focused Assault   The flytrap attacks a single target with both its two leaves, the fury of the red godsrain driving it to rip its prey to shreds. The flytrap makes one leaf Strike. On a success, it deals the damage from two leaf strikes plus 1d6 persistent bleed damage. On a failure, the flytrap deals the damage from one leaf Strike and no persistent damage. It deals no damage on a critical failure. No matter the result, it cannot use Improved Grab on any of these Strikes. This counts as 2 attacks for purposes of the flytrap's multiple attack penalty.

Hungry Flurry   The flytrap makes two leaf Strikes at -2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all attacks.

Swallow Whole  (attack) Medium, 1d8-1 bludgeoning plus 1d6 acid, Rupture 5

Godsrain in a Godless Land

B2. BLOODDRUNK HOUNDS (LEVELS 5-6)

BLOODSICK WILD DOGS (3)

CREATURE 3

SMALL ANIMAL

Perception +12; low-light vision, scent (imprecise; precise with bloodscent) 30 feet

Skills Acrobatics +8, Athletics +10, Intimidation +10, Stealth +8, Survival +5

Str +5, **Dex** +3, **Con** +4, **Int** -4, **Wis** +3, **Cha** -1

AC 18; **Fort** +12, **Ref** +9, **Will** +6

HP 48; **Immunities** fear

Bloodscent When Searching or Seeking for creatures who have taken piercing or slashing damage in the last 24 hours, the wild dog's sense of smell is precise.

Speed 35 feet

Melee **◆** jaws +10, **Damage** 1d10+5 piercing plus Gnash

Gnash **◆** (attack) **Requirements** The wild dog's last action was a successful jaws Strike; **Effect** The wild dog gnashes its teeth to deal a particularly vicious wound; the Strike's target takes 1d6 persistent bleed damage.

Pack Attack The wild dog's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wild dog's allies.

BLOODDRUNK WILD DOG (0)

CREATURE 5

SMALL ANIMAL

Perception +15; low-light vision, scent (imprecise; precise with bloodscent) 30 feet

Skills Acrobatics +12, Athletics +13, Intimidation +13, Stealth +12, Survival +8

Str +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +3, **Cha** -1

AC 20; **Fort** +15, **Ref** +12, **Will** +9

HP 78; **Immunities** fear

Bloodscent When Searching or Seeking for creatures who have taken piercing or slashing damage in the last 24 hours, the wild dog's sense of smell is precise.

Speed 35 feet

Melee **◆** jaws +13, **Damage** 2d10+6 piercing plus Gnash

Gnash **◆** (attack) **Requirements** The wild dog's last action was a successful jaws Strike; **Effect** The wild dog gnashes its teeth to deal a particularly vicious wound; the Strike's target takes 2d6 persistent bleed damage.

Pack Attack The wild dog's Strikes deal 1d8 extra damage to creatures within reach of at least two of the wild dog's allies.

Scaling B2. Blooddrunk Hounds

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add 1 Weak Bloodsick Wild Dog to the encounter.

12-13 Challenge Points: Add 2 Weak Bloodsick Wild Dogs to the encounter.

14-15 Challenge Points: Add 1 Blooddrunk Wild Dog to the encounter.

16-18 Challenge Points (5+ players): Add 1 Blooddrunk Wild Dog and 1 Bloodsick Wild Dog to the encounter.

WEAK BLOODSICK WILD DOG (0)

CREATURE 2

SMALL ANIMAL

Perception +10; low-light vision, scent (imprecise; precise with bloodscent) 30 feet

Skills Acrobatics +6, Athletics +8, Intimidation +8, Stealth +6, Survival +3

Str +5, **Dex** +3, **Con** +4, **Int** -4, **Wis** +3, **Cha** -1

AC 16; **Fort** +10, **Ref** +7, **Will** +4

HP 33; **Immunities** fear

Bloodscent When Searching or Seeking for creatures who have taken piercing or slashing damage in the last 24 hours, the wild dog's sense of smell is precise.

Speed 35 feet

Melee **◆** jaws +8, **Damage** 1d10+3 piercing plus Gnash

Gnash **◆** (attack) **Requirements** The wild dog's last action was a successful jaws Strike; **Effect** The wild dog gnashes its teeth to deal a particularly vicious wound; the Strike's target takes 1d6 persistent bleed damage.

Pack Attack The wild dog's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wild dog's allies.



Godsrain in a Godless Land

C. CONFRONTATION AT THE DOCKS (LEVELS 5-6)

CAPTAIN PITROS NANAEL

CREATURE 7

MEDIUM AIUVARIN ELF HUMAN HUMANOID

Perception +18;

Skills Acrobatics +11, Athletics +15, Diplomacy +14, Intimidation +17, Society +14, Stealth +13, Survival +11

Str +4, **Dex** +2, **Con** +3, **Int** +1, **Wis** +0, **Cha** +3

Items *bloodletting kukri*, +1 *leather armor*, +1 *striking scimitar*

AC 24; **Fort** +15, **Ref** +18, **Will** +15 (+2 on all saves against divine magic)

HP 140

Aura of Command (aura, emotion, mental) 30 feet. As captain of the Pure Legion, Nanaeil bolsters the lower-level legionnaires under his command, granting them a +1 status bonus to their attack rolls and +2 status bonus to their will saves.

Dual-Weapon Warrior Pitros Nanaeil is highly trained in the art of wielding two weapons at once, preferring to wield the +1 *striking scimitar* in his main hand and the *bloodletting kukri* in his off-hand.

May No Mortal Be Beholden When Captain Nanaeil rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Twin Riposte ↻

Speed 25 feet

Melee ✦ *scimitar* +17 (forceful, sweep), **Damage** 2d6+7 slashing plus *Smite Divine*

Melee ✦ *bloodletting kukri* +17 (agile, finesse, trip), **Damage** 2d6+7 slashing plus *Smite Divine* and 1d8 persistent bleed on crit. If the target of the critical hit didn't already have persistent bleed damage, Nanaeil also gains 1d8 temporary Hit Points for 1 minute.

Double Slice ✦✦ Nanaeil lashes out at his foe with both weapons. He makes two Strikes, one with each melee weapon, each using his current multiple attack penalty. Both Strikes must have the same target. If both attacks hit, combine their damage, then add any other applicable effects from both weapons. Precision damage is added only once. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating his multiple attack penalty.

Smite Divine The Pure Legion's scimitars have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Scaling C. Confrontation at the Docks

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add 1 Elite Pure Legionnaire to the encounter.

12-13 Challenge Points: Add 2 Elite Pure Legionnaires to the encounter.

14-15 Challenge Points: Add 3 Elite Pure Legionnaires to the encounter.

16-18 Challenge Points (5+ players): Replace Captain Pitros Nanaeil with Stalwart Captain Nanaeil, add 1 Pure Legionnaire and 2 Elite Pure Legionnaires to the encounter.

PURE LEGIONNAIRES (2)

CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5

Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items +1 *scimitar*, leather armor

AC 20; **Fort** +10, **Ref** +8, **Will** +6 (+2 on all saves against divine magic)

HP 48

May No Mortal Be Beholden When the Pure Legionnaire rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Speed 25 feet

Melee ✦ *scimitar* +14 (forceful, sweep), **Damage** 1d6+7 slashing plus *Smite Divine*

Ranged ✦ crossbow +10 (range increment 120 feet, reload 1) **Damage** 1d8+3 piercing

Smite Divine The Pure Legion's scimitars have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Sudden Charge ✦✦ **Frequency** once per round; **Effect** The Pure Legionnaire Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.



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ELITE PURE LEGIONNAIRE (0)

CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Athletics +13, Diplomacy +8, Intimidation +11, Legal Lore +9, Society +7

Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items +1 *scimitar*, leather armor

AC 22; **Fort** +12, **Ref** +10, **Will** +8 (+2 on all saves against divine magic)

HP 63

May No Mortal Be Beholden When the Pure Legionnaire rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Speed 25 feet

Melee ✦ *scimitar* +15 (forceful, sweep), **Damage** 1d6+9 slashing plus *Smite Divine*

Ranged ✦ crossbow +12 (range increment 120 feet, reload 1) **Damage** 1d8+5 piercing

Smite Divine The scimitars of the Pure Legion have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Sudden Charge ✦✦ Frequency once per round; **Effect** The Pure Legionnaire Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

STALWART CAPTAIN NANAEL (0)

CREATURE 8

MEDIUM AIUVARIN ELF HUMAN HUMANOID

Perception +20;

Skills Acrobatics +13, Athletics +17, Diplomacy +16, Intimidation +19, Society +16, Stealth +15, Survival +13

Str +4, **Dex** +2, **Con** +3, **Int** +1, **Wis** +0, **Cha** +3

Items *bloodletting kukri*, +1 *leather armor*, +1 *striking scimitar*

AC 26; **Fort** +17, **Ref** +20, **Will** +17 (+2 on all saves against divine magic)

HP 160

Aura of Command (aura, emotion, mental) 30 feet. As captain of the Pure Legion, Nanael bolsters the lower-level legionnaires under his command, granting them a +1 status bonus to their attack rolls and +2 status bonus to their will saves.

Dual-Weapon Warrior Pitros Nanael is highly trained in the art of wielding two weapons at once, preferring to wield the +1 *striking scimitar* in his main hand and the *bloodletting kukri* in his off-hand.

May No Mortal Be Beholden When Captain Nanael rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Twin Riposte ↻

Speed 25 feet

Melee ✦ *scimitar* +19 (forceful, sweep), **Damage** 2d6+9 slashing plus *Smite Divine*

Melee ✦ *bloodletting kukri* +19 (agile, finesse, trip), **Damage** 2d6+9 slashing plus *Smite Divine* and 1d8 persistent bleed on crit. If the target of the critical hit didn't already have persistent bleed damage, Nanael also gains 1d8 temporary Hit Points for 1 minute.

Double Slice ✦✦ Nanael lashes out at his foe with both weapons. He makes two Strikes, one with each melee weapon, each using his current multiple attack penalty. Both Strikes must have the same target. If both attacks hit, combine their damage, then add any other applicable effects from both weapons. Precision damage is added only once. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating his multiple attack penalty.

Smite Divine The Pure Legion's scimitars have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.



Godsrain in a Godless Land

Appendix 2: Level 7–8 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the Guide to Organized Play: Pathfinder Society for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the Pathfinder Bestiary. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

KASSI’S STUDENTS (LEVELS 7–8)

MISGENIA ROHZALI

UNIQUE MEDIUM HUMAN HUMANOID
Distressed female team mom-friend

Perception +12

Will +12

Discovery DC 20 Golden Road Lore or Rahadoumi Lore, DC 23 Perception, DC 24 Society

Influence Skills DC 27 Medicine to distract her with discussion of mortal healing, DC 28 Society to reassure her of the opportunities for a fresh start waiting beyond the borders of Rahadom, DC 25 Diplomacy, DC 34 Deception.

Influence 2 As she wipes away grateful tears, Misgenia asks the PCs to call her “Missi” from now on, as “that’s what all of my friends do.” Once during the course of the adventure, she’ll use *lay on hands* at the PCs’ request.

Resistances While Misgenia is grateful for the Pathfinders’ help, she’s protective of her friends and doesn’t take kindly to people who are mean to them. Using Intimidation to influence anyone but Zayyaan (and using it on Zayyaan more than once) will immediately lose all Influence Points previously accumulated with Misgenia and she’ll refuse to speak with the PCs any further, making it no longer possible to influence her.

Weaknesses Missi’s nerves are stretched so thin she’s become prone to bursting into tears at minor setbacks. The first time a PC fails a skill check to Influence one of the other students, Missi breaks into sobs; comforting her in this delicate state lowers all following checks’ DCs by 2.

Background Misgenia (“Missi” to her friends) has been with Kassi the longest out of the six students. Devoted to the Laws of Mortality, her unwanted divine power and impending separation from her homeland is hitting her hard. She carries heavy guilt over their accidental resurrection ritual, since it meant using divine magic on a fellow citizen against their will (even if it wasn’t on purpose).

Scaling Kassi’s Students

This encounter is scaled by adjusting the number of rounds for a larger number of players, as instructed on page 7.

Appearance Missi is a scrawny dark-haired trans woman who has chosen not to take a *serum of sex shift*. She wears a modest headscarf and shawl of similar style to her mentor.

Personality Fussy, doting, normally more put-together but currently under a lot of stress, overall gives off a strong “single mom at the end of her rope” kind of vibe

FAARAX LEADWOOD

UNIQUE MEDIUM DWARF HUMANOID
Pensive male academic

Perception +11

Will +14

Discovery DC 20 Academia Lore, DC 22 Perception, DC 24 Society

Influence Skills DC 24 Arcana or Crafting to identify which books are most worth prioritizing in the packing process; DC 27 Religion or Medicine check to talk him through his feelings about the recent events and their ramifications

Influence 2 Faarax rubs his chin and thanks the PCs for giving him something to think about. Once during the course of the adventure, he’ll use *lay on hands* at the PCs’ request.

Weaknesses Faarax respects academic knowledge. A PC who succeeds at an Arcana or Crafting check to identify the most important books to prioritize gets a +2 circumstance bonus on all future attempts to Influence him.

Background Faarax considers himself a healer above all else, putting his oath to the calling above both clan and country, and thus now finds himself conflicted, as the man the students accidentally brought back from the dead thanked them profusely for restoring his life.

Appearance Though he’s lived in Rahadom most of his life, short-cropped hair and a beardless face betray Faarax’s M’beke heritage, as does his colorful clothing. His very dark chin is adorned with a blue henna tattoo in the same style often worn by Kassi Aziril.

Personality Deliberate, inquisitive, and devoted to his role as a healer; has a tendency to get lost in his own head and worry over problems so much he never makes a decision

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AYMN SONO

UNIQUE MEDIUM ELF HUMANOID NEPHILIM

Ambitious bigender faultspawn^{LOL} disrupter

Perception +13

Will +15

Discovery DC 20 Fiend Lore, DC 22 Perception or Society

Influence Skills DC 24 Arcana, Deception or Thievery to help disguise their very striking appearance; DC 22 Fiend Lore, DC 25 Occultism, or DC 28 Religion to make small talk regarding how their heritage complicates her feelings about the current situation; DC 28 Diplomacy, DC 30 Intimidation

Influence 2 Aymn compliments the PCs on their knowledge and/or craftsmanship and declares them to be “stand-up gents.” Once over the course of the adventure, she’ll use *lay on hands* at the PCs’ request.

Resistances Aymn has an uncanny ability to tell when they’re being lied to. If a PC attempts to use a Deception check to Lie to them instead of to help them disguise themselves, they loudly call out the attempted manipulation. That PC takes a –2 circumstance penalty on all further attempts to Influence Aymn, and a –1 on all further attempts to Influence the other students.

Background As a scion of asura, who were in turn created by the gods’ mistakes, Aymn holds nothing but disdain for all deities, with a specific inherited grudge against Pharama. They studied under Kassi Asiril in hopes of one day developing a technique the great healer has only ever been rumored to perform: reviving the dead through nothing but mortal science. Their smug satisfaction at watching a god die has thus now been tainted by the knowledge that these newfound divine “gifts” will forever call the validity of their methods into question even if they do achieve their goals.

Appearance Aymn has pure golden skin and solid red eyes, giving them the striking (and very noticeable) appearance of a golden statue set with rubies. Two additional sets of eyes, which only ever partially open, are set at tilted angles above and below their regular ones, one pair adorning their cheeks and the other on their forehead.

Personality Restless, directionless, and irritable, prone to snapping at people who bother them and then forcing themselves to apologize soon after

TALHA WOUNDSBANE

UNIQUE MEDIUM DROMAAR HUMAN HUMANOID

Stalwart female dromaar defender

Perception +13

Will +15

Discovery DC 20 Orc Lore or Mwangi Expanse Lore, DC 22 Perception or Society

Influence Skills DC 22 Athletics, DC 24 Survival, and/or DC 25 Crafting or Thievery to help her pack; DC 28 Performance (see Weaknesses); DC 27 Diplomacy, DC 33 Deception

Influence 2 Talha stoically but sincerely expresses her appreciation for the PCs’ efforts to help her and her friends. Once over the course of the adventure, she’ll use *lay on hands* at the PCs’ request.

Resistances Talha has dealt with far scarier than the PCs or the Pure Legion. Attempts to influence her using Intimidation immediately fail and raise the DCs of all further attempts to influence her by 4.

Weaknesses Though she seems stoic, Talha is preoccupied with her friends’ distress and concerned that their disunity will put them at risk during the extraction. If a PC takes a round to provide any kind of lighthearted accompaniment to the preparations—such as telling a story or playing a song on an instrument—and succeeds at a DC 28 Performance check, they gain 1 Influence Point with Talha, and all remaining DCs to influence her and the other students are reduced by 1.

Background Talha is the group’s “exchange student,” the rainkin daughter of a matanji noble. She came to Rahadom to study faithless healing in hopes of one day bringing the techniques back behind the Nine Walls, and is not particularly invested in the Laws of Mortality. As such, she is by far the calmest in the current situation, being primarily concerned with the potential dangers of remaining in the country and the need to keep her fellow students safe.

Appearance Talha’s broad shoulders and army-strict posture give her the impression of having been carved from a single block of jade—she stands as strong and sturdy as a stone. There’s a distinct comfort to her strength and steadiness, an air of protection that helps the people who see her believe that everything’s going to be okay.

Personality Calm, steady, reliable, and protective

YEZZA

UNIQUE MEDIUM HUMANOID LIZARDFOLK

Prickly female researcher

Perception +14

Will +18

Discovery DC 20 Iruxi Lore, DC 22 Perception, DC 24 Society
Influence Skills DC 25 Survival to discuss the harsh but fulfilling reality of nomadic desert life, DC 27 Occultism to make small talk about esoterica like she hasn’t been able to since leaving her family, DC 27 Diplomacy, DC 30 Deception.

Influence 2 Yezza reluctantly admits that the PCs might be worth listening to. Once during the course of the adventure, she’ll use *lay on hands* at the PCs’ request.

Resistances Yezza is stubborn and unforgiving of people who make a bad first impression. Attempts to influence her with Intimidation automatically fail, and any PC who attempts it is unable to influence Yezza with any other skill for the rest of the encounter.

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Weaknesses Deep down below her anger, Yezza is desperately clinging to her five friends, knowing that they'll soon be the only support she has. If the PCs have reached the Influence 2 threshold with Misgenia, Zayyaan, or Talha, that NPC can be persuaded to speak with Yezza with a successful DC 25 Diplomacy check. On a success, all following checks to Influence Yezza have their DCs reduced by 2.

Background Yezza left a traditional nomadic lifestyle to become Kassi's apprentice, a choice that left her estranged from a family that now refuses to acknowledge her. Her career as a healer to coming to such an ignoble end after all she sacrificed has left her understandably furious.

Appearance Yezza is a wide-set Shaikim lizardfolk with thick, rough scales in a mix of earthy grays and browns. Her head is crowned with a frill of spikey "horns," and two paired rows of matching spikes run all the way down the length of her spine and tail.

Personality Curt, angry and hurt by the unfairness of her situation, her anger directed at the Rahadoumi citizens she feels are rejecting her

ZAYYAAN

UNIQUE MEDIUM CATFOLK HUMANOID

Chipper and tactless male troublemaker

Perception +10

Will +12

Discovery DC 20 Catfolk Lore, DC 22 Perception, DC 24 Society

Influence Skills DC 22 Intimidation (see Weaknesses), DC 24 Performance or Thievery to impress him with a story of grand adventure or a sleight-of-hand magic trick respectively, DC 25 Diplomacy, DC 27 Deception

Influence 1 Zayyaan loudly declares that he likes the cut of the PCs' gib. Once during the course of the adventure, he'll use *lay on hands* at the PCs' request.

Influence 2 The PCs manage to convince Zayyaan to reign in his cheerful quips and careless attitude, which he genuinely didn't realize was upsetting his friends. All remaining DCs to Influence the other students are reduced by 2.

Resistances Zayyaan is openly disdainful and mocking of all deific influence. PCs wearing any sort of visible indication of faith, such as a religious symbol, take a -2 circumstance penalty on all attempts to influence him.

Weaknesses For all his bluster, Zayyaan is a pushover easily cowed by those he perceives as stronger than him—usually because they're bigger. A successful Intimidation check made by a Medium or larger PC is an automatic critical success.

Background Zayyaan believes that he and his fellow "rainblessed" have clearly stolen Gorum's powers, achieving mortalkind's greatest victory over the divine yet. This has put him in high spirits that he's not inclined to keep to himself, loudly proclaiming his excitement for the adventures to come and inadvertently upsetting some of his more distressed comrades.

Appearance Zayyaan is a lean, wiry Shemtej catfolk wearing only loose pants and an open vest. He keeps his tawny mane long, brushed down, and braided with beads.

Personality Boisterous, cock-sure, optimistic, and more than a little full of himself



Godsrain in a Godless Land

A. AMBUSH! (LEVELS 7-8) SCALING A. AMBUSH!

VETERAN PURE LEGIONNAIRES (4) CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Athletics +13, Diplomacy +9, Intimidation +12, Legal Lore +10, Society +8

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items +1 scimitar, leather armor

AC 23; **Fort** +15, **Ref** +11, **Will** +9 (+2 on all saves against divine magic)

HP 78

May No Mortal Be Beholden When the Pure Legionnaire rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Speed 25 feet

Melee ✦ scimitar +15 (forceful, sweep), **Damage** 2d6+4 slashing plus Smite Divine

Ranged ✦ crossbow +12 (range increment 120 feet, reload 1) **Damage** 2d8+4 piercing

Smite Divine The scimitars of the Pure Legion have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Sudden Charge ✦✦ **Frequency** once per round; **Effect** The Pure Legionnaire Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

Scaling A. Ambush!

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add 1 Veteran Pure Legionnaire to the encounter.

23-27 Challenge Points: Replace all Veteran Pure Legionnaires with Elite Veteran Pure Legionnaires.

28-32 Challenge Points: Add 2 Elite Veteran Pure Legionnaires to the encounter.

33+ Challenge Points: Replace 2 Veteran Pure Legionnaires with Elite Veteran Pure Legionnaires and add 2 Elite Veteran Pure Legionnaires to the encounter.

ELITE VETERAN PURE LEGIONNAIRE (0) CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +15, Diplomacy +11, Intimidation +12, Legal Lore +10, Society +8

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items +1 scimitar, leather armor

AC 25; **Fort** +17, **Ref** +13, **Will** +11 (+2 on all saves against divine magic)

HP 98

May No Mortal Be Beholden When the Pure Legionnaire rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

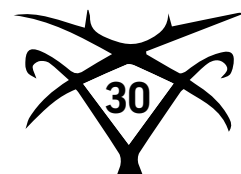
Speed 25 feet

Melee ✦ scimitar +17 (forceful, sweep), **Damage** 2d6+6 slashing plus Smite Divine

Ranged ✦ crossbow +14 (range increment 120 feet, reload 1) **Damage** 2d8+6 piercing

Smite Divine The scimitars of the Pure Legion have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Sudden Charge ✦✦ **Frequency** once per round; **Effect** The Pure Legionnaire Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.



Godsrain in a Godless Land

B1. THE BLOOD-SOAKED GARDEN (LEVELS 7-8)

BLOOD-AWAKENED TREES (3) CREATURE 5

Variant awakened tree (Monster Core 25)

LARGE PLANT WOOD

Perception +13; low-light vision

Languages Arboreal (can't speak any languages)

Skills Athletics +14, Stealth +9 (+14 when unmoving)

Str +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +3, **Cha** +0

AC 22; **Fort** +16, **Ref** +9, **Will** +13

HP 100; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Speed 20 feet

Melee ✦ thorny branch +16 (reach 15 feet), **Damage** 2d8+6 piercing plus 1d6 persistent bleed

Melee ✦ root +16 (trip), **Damage** 2d6+6 bludgeoning or piercing plus Drink Blood

Drink Blood ✦ (attack) **Requirements** The blood-awakened tree's last action was a successful root Strike against a target currently taking persistent bleed damage. **Effect** The tree drives its roots into the target's open wounds and drinks their blood. The roots Strike deals piercing damage with an additional 2d6 piercing, and the tree recovers hit points equal to half the additional damage dealt.

ELITE BLOOD-SOAKED FLYTRAP (0) CREATURE 4

Variant snapping flytrap (Monster Core 154)

LARGE MINDLESS PLANT

Perception +9; tremorsense (imprecise) 30 feet

Skills Athletics +13, Stealth +12 (+15 in undergrowth)

Str +2, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -2

AC 20; **Fort** +14, **Ref** +10, **Will** +9

HP 65; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5

Quick Capture ⇨ **Trigger** A creature hits or touches the flytrap; **Effect** The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee ✦ leaf +13 (reach 10 feet), **Damage** 1d8+4 piercing plus 1d6 acid and Improved Grab

Bloody Focused Assault ✦✦ The flytrap attacks a single target with both its two leaves, the fury of the red godsrain driving it to rip its prey to shreds. The flytrap makes one leaf Strike. On a success, it deals the damage from two leaf strikes plus 1d8 persistent bleed damage. On a failure, the flytrap deals the damage from one leaf Strike and no persistent damage. It deals no damage on a critical failure. No matter the result, it cannot use Improved Grab on any of these Strikes. This counts as 2 attacks for purposes of the flytrap's multiple attack penalty.

Scaling B1. The Blood-Soaked Garden

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add 1 Elite Blood-Soaked Flytrap to the encounter.

23-27 Challenge Points: Add 2 Elite Blood-Soaked Flytraps to the encounter.

28-32 Challenge Points: Add 1 Elite Blood-Soaked Flytrap and 1 Elite Blood-Awakened Tree to the encounter.

33+ Challenge Points (5+ players): Add 2 Elite Blood-Awakened Trees to the encounter.

Hungry Flurry ✦✦ The flytrap makes two leaf Strikes at -2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all attacks.

Swallow Whole ✦ (attack) Medium, 1d8+3 bludgeoning plus 1d6 acid, Rupture 5

ELITE BLOOD-AWAKENED TREE (0) CREATURE 6

Variant awakened tree (Monster Core 25)

LARGE PLANT WOOD

Perception +15; low-light vision

Languages Arboreal (can't speak any languages)

Skills Athletics +16, Stealth +11 (+16 when unmoving)

Str +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +3, **Cha** +0

AC 24; **Fort** +18, **Ref** +11, **Will** +15

HP 120; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Speed 20 feet

Melee ✦ thorny branch +18 (reach 15 feet), **Damage** 2d8+8 piercing plus 1d6 persistent bleed

Melee ✦ root +18 (trip), **Damage** 2d6+8 bludgeoning or piercing plus Drink Blood

Drink Blood ✦ (attack) **Requirements** The blood-awakened tree's last action was a successful root Strike against a target currently taking persistent bleed damage. **Effect** The tree drives its roots into the target's open wounds and drinks their blood. The roots Strike deals piercing damage with an additional 2d6 piercing, and the tree recovers hit points equal to half the additional damage dealt.



Godsrain in a Godless Land

B2. BLOODDRUNK HOUNDS (LEVELS 7-8)

BLOODDRUNK WILD DOGS (3)

CREATURE 5

SMALL ANIMAL

Perception +15; low-light vision, scent (imprecise; precise with bloodscent) 30 feet

Skills Acrobatics +12, Athletics +13, Intimidation +13, Stealth +12, Survival +8

Str +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +3, **Cha** -1

AC 20; **Fort** +15, **Ref** +12, **Will** +9

HP 78; **Immunities** fear

Bloodscent When Searching or Seeking for creatures who have taken piercing or slashing damage in the last 24 hours, the wild dog's sense of smell is precise.

Speed 35 feet

Melee ♦ jaws +13, **Damage** 2d10+6 piercing plus Gnash

Gnash ♦ (attack) **Requirements** The wild dog's last action was a successful jaws Strike; **Effect** The wild dog gnashes its teeth to deal a particularly vicious wound; the Strike's target takes 2d6 persistent bleed damage.

Pack Attack The wild dog's Strikes deal 1d8 extra damage to creatures within reach of at least two of the wild dog's allies.

ELITE BLOODSICK WILD DOG (0)

CREATURE 4

SMALL ANIMAL

Perception +14; low-light vision, scent (imprecise; precise with bloodscent) 30 feet

Skills Acrobatics +10, Athletics +12, Intimidation +12, Stealth +10, Survival +7

Str +5, **Dex** +3, **Con** +4, **Int** -4, **Wis** +3, **Cha** -1

AC 20; **Fort** +14, **Ref** +11, **Will** +8

HP 63; **Immunities** fear

Bloodscent When Searching or Seeking for creatures who have taken piercing or slashing damage in the last 24 hours, the wild dog's sense of smell is precise.

Speed 35 feet

Melee ♦ jaws +12, **Damage** 1d10+7 piercing plus Gnash

Gnash ♦ (attack) **Requirements** The wild dog's last action was a successful jaws Strike; **Effect** The wild dog gnashes its teeth to deal a particularly vicious wound; the Strike's target takes 1d6 persistent bleed damage.

Pack Attack The wild dog's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wild dog's allies.

Scaling B2. Blooddrunk Hounds

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add 1 Elite Bloodsick Wild Dog to the encounter.

23-27 Challenge Points: Add 2 Elite Bloodsick Wild Dogs to the encounter.

28-32 Challenge Points: Add 1 Elite Blooddrunk Wild Dog and 1 Elite Bloodsick Wild Dog to the encounter.

33+ Challenge Points: Add 2 Elite Blooddrunk Wild Dogs to the encounter.

ELITE BLOODDRUNK WILD DOG (0)

CREATURE 6

SMALL ANIMAL

Perception +17; low-light vision, scent (imprecise; precise with bloodscent) 30 feet

Skills Acrobatics +14, Athletics +15, Intimidation +15, Stealth +14, Survival +10

Str +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +3, **Cha** -1

AC 22; **Fort** +17, **Ref** +14, **Will** +11

HP 98; **Immunities** fear

Bloodscent When Searching or Seeking for creatures who have taken piercing or slashing damage in the last 24 hours, the wild dog's sense of smell is precise.

Speed 35 feet

Melee ♦ jaws +15, **Damage** 2d10+8 piercing plus Gnash

Gnash ♦ (attack) **Requirements** The wild dog's last action was a successful jaws Strike; **Effect** The wild dog gnashes its teeth to deal a particularly vicious wound; the Strike's target takes 2d6 persistent bleed damage.

Pack Attack The wild dog's Strikes deal 1d8 extra damage to creatures within reach of at least two of the wild dog's allies.



Godsrain in a Godless Land

C. CONFRONTATION AT THE DOCKS (LEVELS 7-8)

RESOLVED CAPTAIN NANAEL

CREATURE 9

MEDIUM AIUVARIN ELF HUMAN HUMANOID

Perception +21

Skills Acrobatics +16, Athletics +19, Diplomacy +16, Intimidation +19, Society +16, Stealth +16, Survival +13

Str +4, **Dex** +3, **Con** +3, **Int** +1, **Wis** +0, **Cha** +3

Items *bloodletting kukri*, +1 *leather armor*, +1 *striking scimitar*

AC 27; **Fort** +18, **Ref** +21, **Will** +18 (+2 on all saves against divine magic)

HP 190

Aura of Command (aura, emotion, mental) 30 feet. As captain of the Pure Legion, Nanaeil bolsters the lower-level legionnaires under his command, granting them a +1 status bonus to their attack rolls and +2 status bonus to their will saves.

Dual-Weapon Warrior Pitros Nanaeil is highly trained in the art of wielding two weapons at once, preferring to wield the +1 *striking scimitar* in his main hand and the *bloodletting kukri* in his off-hand.

May No Mortal Be Beholden When Captain Nanaeil rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Twin Riposte ↻

Speed 25 feet

Melee ✦ *scimitar* +19 (forceful, sweep), **Damage** 2d6+8 slashing plus *Smite Divine*

Melee ✦ *bloodletting kukri* +19 (agile, finesse, trip), **Damage** 2d6+8 slashing plus *Smite Divine* and 1d8 persistent bleed on crit. If the target of the critical hit didn't already have persistent bleed damage, Nanaeil also gains 1d8 temporary Hit Points for 1 minute.

Double Slice ✦✦ Nanaeil lashes out at his foe with both weapons. He makes two Strikes, one with each melee weapon, each using his current multiple attack penalty. Both Strikes must have the same target. If both attacks hit, combine their damage, then add any other applicable effects from both weapons. Precision damage is added only once. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating his multiple attack penalty.

Smite Divine The Pure Legion's scimitars have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Scaling Ⓢ.

Confrontation at the Docks

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add 1 Elite Veteran Pure Legionnaire to the encounter.

23-27 Challenge Points: Add 2 Elite Veteran Pure Legionnaires to the encounter.

28-32 Challenge Points: Add 3 Elite Veteran Pure Legionnaires to the encounter.

33+ Challenge Points: Replace Resolved Captain Nanaeil with Hateful Captain Nanaeil, add 1 Veteran Pure Legionnaire and 2 Elite Veteran Pure Legionnaires to the encounter.

VETERAN PURE LEGIONNAIRE (4)

CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Athletics +13, Diplomacy +9, Intimidation +12, Legal Lore +10, Society +8

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items +1 *scimitar*, *leather armor*

AC 23; **Fort** +15, **Ref** +11, **Will** +9 (+2 on all saves against divine magic)

HP 78

May No Mortal Be Beholden When the Pure Legionnaire rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Speed 25 feet

Melee ✦ *scimitar* +15 (forceful, sweep), **Damage** 2d6+4 slashing plus *Smite Divine*

Ranged ✦ crossbow +12 (range increment 120 feet, reload 1) **Damage** 2d8+4 piercing

Smite Divine The scimitars of the Pure Legion have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Sudden Charge ✦✦ **Frequency** once per round; **Effect** The Pure Legionnaire Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.



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ELITE VETERAN PURE LEGIONNAIRE (0) CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +15, Diplomacy +11, Intimidation +12, Legal Lore +10, Society +8

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items +1 scimitar, leather armor

AC 25; **Fort** +17, **Ref** +13, **Will** +11 (+2 on all saves against divine magic)

HP 98

May No Mortal Be Beholden When the Pure Legionnaire rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Speed 25 feet

Melee ✦ scimitar +17 (forceful, sweep), **Damage** 2d6+6 slashing plus Smite Divine

Ranged ✦ crossbow +14 (range increment 120 feet, reload 1) **Damage** 2d8+6 piercing

Smite Divine The scimitars of the Pure Legion have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.

Sudden Charge ✦✦ **Frequency** once per round; **Effect** The Pure Legionnaire Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

HATEFUL CAPTAIN NANAEL (0) CREATURE 10

MEDIUM AIUVARIN ELF HUMAN HUMANOID

Perception +21

Skills Acrobatics +16, Athletics +19, Diplomacy +16, Intimidation +19, Society +16, Stealth +16, Survival +13

Str +4, **Dex** +3, **Con** +3, **Int** +1, **Wis** +0, **Cha** +3

Items *bloodletting kukri*, +1 *leather armor*, +1 *striking scimitar*
AC 27; **Fort** +18, **Ref** +21, **Will** +18 (+2 on all saves against divine magic)

HP 190

Aura of Command (aura, emotion, mental) 30 feet. As captain of the Pure Legion, Nanaeil bolsters the lower-level legionnaires under his command, granting them a +1 status bonus to their attack rolls and +2 status bonus to their will saves.

Dual-Weapon Warrior Pitros Nanaeil is highly trained in the art of wielding two weapons at once, preferring to wield the +1 *striking scimitar* in his main hand and the *bloodletting kukri* in his off-hand.

May No Mortal Be Beholden When Captain Nanaeil rolls a success on a save against an effect or spell from the divine tradition, they get a critical success instead.

Retributive Strike ↻

Twin Riposte ↻

Speed 25 feet

Melee ✦ scimitar +19 (forceful, sweep), **Damage** 2d6+8 slashing plus Smite Divine

Melee ✦ *bloodletting kukri* +19 (agile, finesse, trip), **Damage** 2d6+8 slashing plus Smite Divine and 1d8 persistent bleed on crit. If the target of the critical hit didn't already have persistent bleed damage, Nanaeil also gains 1d8 temporary Hit Points for 1 minute.

Double Slice ✦✦ Nanaeil lashes out at his foe with both weapons. He makes two Strikes, one with each melee weapon, each using his current multiple attack penalty. Both Strikes must have the same target. If both attacks hit, combine their damage, then add any other applicable effects from both weapons. Precision damage is added only once. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating his multiple attack penalty.

Smite Divine The Pure Legion's scimitars have been enchanted specifically to take down divine spellcasters. Melee Strikes against clerics, champions, and other creatures capable of casting divine spells do an additional 2d6 mental damage.



Godsrain in a Godless Land

Handout #1: Kazima's Letter

To whichever bunch of Pathfinders winds up taking this assignment—

Pleasure to make your acquaintance. Sorry I can't make the introductions in person but I don't want to tip anyone in the Manaket regiment off that I'm bringing outside help into this investigation. If this supposed extremist faction does exist—which, to be fair, it might not—I doubt they'll be able to resist the bait of a half-dozen rainblessed trying to slip out of the country of their own accord rather than waiting to be thrown out by government decree. Just keep an eye out and if you get hassled by any Pure Legionnaires who seem a little too into their job, try to get their names or, hell, knock 'em out for all I care, and drop me a line on the slate so I know where to pick 'em up. Good luck out there.

-- Kazima Rufah, Captain, Pure Legion Regiment of Azir

Handout #2: Influencing Kassi's Students

STUDENT NAME	INFLUENCE LEVEL		
Misgenia "Missi" Rohzali	Influence 0	Influence 1	Influence 2
Faarax Leadwood	Influence 0	Influence 1	Influence 2
Aymn Sono	Influence 0	Influence 1	Influence 2
Talha Woundsbane	Influence 0	Influence 1	Influence 2
Yezza	Influence 0	Influence 1	Influence 2
Zayyaan	Influence 0	Influence 1	Influence 2



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Appendix 3: Game Aids



Kassi Aziril



Missi Rohzali

Aymn Son



Talha Woundsban



Godsrain in a Godless Land

Appendix 3: Game Aids



Zayaan



Faarax Leadwood

Yezza



Pure Legion Enforcer



Godsrain in a Godless Land

Appendix 3: Game Aids



Blood-Soaked Flytrp



Blooddrunk Hound

Captain Pitros Nanaeil



Captain Kazima Rufa



Godsrain in a Godless Land

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Treasure Bundles

□□□ Ambush!, page 8: 3 treasure bundles for defeating the pure legionnaires.

□□□□□□ A Second Resurrection, page 15: 5 Treasure Bundles for seeing the students safely off, 2 additional treasure bundle for seeing the captain resurrected.

CP Total	Level Range
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

7th-level PCs = 2 points each

8th-level PCs = 3 points each

9th-level PCs = 4 points each

10th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 7-8 encounters appear in Appendix 1, and level 9-10 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

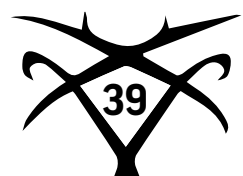
- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

Remaster Changes

With our shift to the new ORC license, we've quite a bit of our terminology and rules information. Here's a small section of the most used changes here in Organized Play, but for the full Remaster updates, please reference the *Pathfinder Player Core*, *Pathfinder Player Core 2*, and the *Pathfinder GM Core*.

- Attack of Opportunity is now Reactive Strike.
- Spell levels and counteract levels are now referred to as spell ranks and counteract ranks.
- Flat-footed is now off-guard.
- Negative damage is now void damage.
- Positive damage is now vitality damage.



Godsrain in a Godless Land



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
Reporting Codes: (check when instructed, line through all if no conditions to report)				<input type="checkbox"/> A	<input type="checkbox"/> B
				<input type="checkbox"/> C	<input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal					Reputation Earned:

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>



Godsrain in a Godless Land

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Pathfinder Society Scenario #6-03: Godsrain in a Godless Land

Character Chronicle #

Character Name	Organized Play #	2 Character #
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Adventure Summary

You were called to the Rahadoumi port city of Manaket at the behest of famed godless healer Kassi Aziril, who asked the Society to escort her six rainblessed students safely out of the country before things got dangerous for them. A quick trip across the city brought you to the healer's research lab, where you met and befriended her six students, then defended them from an attack by the Restoration Regiment, a faction of the Pure Legion prepared to take the problem of the rainblessed into their own hands. Once they were subdued, you escorted the students across the city to the docks, where you faced off with the local leader of the regiment, Captain Pitros Nanaeil. When Nanaeil attempted to frame the rainblessed for his own murder, you convinced Kassi's students to revive him or couldn't convince them to perform their ritual again and left the rainblessed remaining in Rahadom to an uncertain future. When Captain Kazima Rufah arrived to wrap up her investigation, you managed to convince her of the Regiment's impending threat to or failed to convince her. Meanwhile, Kassi's six students made it safely onto their ship and out of the country.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions. This adventure grants the following unique Achievement Boon: Is there a Doctor in the House?

Rewards	
Experience	Starting XP
	XP Gained
	Total XP

Items

Items	Notes

Notes

Gold	Starting GP
	GP Gained
	GP Spent
	Total GP

Reputation/Infamy

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FOR GM ONLY			
EVENT	EVENT CODE	DATE	GM Organized Play #

Chronicle Code: EYAS