

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-20

Levels 7-10

THE RAKSHASA'S COURT

By Erin Roberts



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 7-10



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Lost Omens Impossible Lands*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Rage of Elements*

Maps: *Pathfinder Flip-Mat: Bigger Flooded Dungeon*, *Pathfinder Flip-Mat: Malevolence*, *Pathfinder Flip-Tiles: Fortress Starter Set*

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/>.

SUMMARY

The PCs infiltrate the home of the powerful rakshasa Nazreiha to find evidence of her treacherous activities throughout Jalmeray, an impossibly beautiful nation filled with riches for her to pluck. With most of her actions against the Pathfinder Society hidden under her secret identity as the Benefactor, the PCs must sneak into her manor from the sewers, avoid the accomplices scattered across her manor, and find the proof needed to expose her plans to Niswan's ruling thakur, the leader of Jalmeray's capital.

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ADVENTURE BACKGROUND

Since joining the Pathfinder Lodge in Niswan as a venture-captain during the Year of Boundless Wonder, **Safa** (CG genderfluid genie noble) has been on the trail of a mysterious female rakshasa known as the Benefactor. While the rakshasa originally came to Safa's attention through her efforts to support the work of genie-binders in Qadira, including Safa's previous binder Fasiel, recent information has placed her as an influential force in nations including Nex and Jalmeray.

With the help of **Venture-Captain Rashmivati Melipdra** (N female human martial artist), Safa was recently able to track the Benefactor's movements to a high-class auction. The two venture-captains sent a group of junior Pathfinders to investigate, only to have the auction interrupted by a heist conceived by the auctioneer. Despite this complication, the Pathfinders were able to gather enough information to help Safa and Rashmivati uncover the Benefactor's name—she is Nazreiha, a member of the powerful group of advisors and administrators who serve the ruling thakur of Niswan. The venture-captains wish to warn the thakur, but need more details and proof of Nazreiha's plans to make a direct accusation.

GETTING STARTED

The adventure begins with the PCs being led by an attendant to speak with Venture-Captain Rashmivati Melipdra and Venture-Captain Safa in the Niswan Lounge.

Neither Venture-Captain Rashmivati Melipdra nor Venture-Captain Safa immediately look up in greeting, their attention fully fixed on a large table covered with papers ranging from city plans to

WHERE ON GOLARION?

This adventure takes place in Niswan, the port city of the island nation of Jalmeray. The city of pagodas is a hub of trade known for its incredible architecture, blend of religious beliefs, and dedication to magical learning. More information about the bustling Jalmeray capital can be found on page 187 of *Pathfinder Lost Omens Impossible Lands*.

JALMERAY



financial ledgers to outfit sketches. As the attendant clears their throat, both Rashmivati and Safa look up, smiling in greeting. "Ah, your timing could not be any better! I am afraid that if we stare at these papers any longer, they'll make even less sense."

"Maybe a break for some tea and a briefing, then?" Rashmivati asks, offering a seat.

"As you can see," Safa says, "we've been quite busy in our attempts to uncover the identity of the so-called Benefactor."

Rashmivati nods, pouring herself a fresh cup. "I do not like having a rakshasa working at unknown purposes in a place I call home. Especially one who appears to have her hand in politics across the region.

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Luckily, we now know who she is: Nazreiha, a prominent member of the Maurya-Rahm.”

If the PCs infiltrated the society auction in *Pathfinder Society Scenario #5-10: The Crocodile's Smile*, Safa reminds them that they are familiar with her from that operation and thanks them for finding the information needed to connect her to Nazreiha's identity as the Benefactor. If not, they let PCs know that the Maurya-Rahm is a group of influential advisors to the ruling thakur of Niswan.



VENTURE-CAPTAIN SAFA

“While we both would love to warn the thakur of the viper in his nest,” Rashmivati says, stirring her tea with purpose, “making accusations against members of his inner circle is generally frowned upon.”

“Unless we have proof,” Safa says. “Which is why you need to get into Nazreiha's manor and retrieve it.”

Rashmivati and Safa have found a contact who knows a way into Nazreiha's manor home from the sewers below, bypassing much if not all of her security. If PCs strike quickly in gathering the evidence, they should be able to retrieve it before Nazreiha realizes the Pathfinder Society's mission and destroys it.

Safa and Rashmivati emphasize that once within the manor, Nazreiha may be alerted to their presence, so the primary priority must be gathering evidence. Any confrontation with the rakshasa must wait until after they have found the information they seek. The PCs are advised to wear clothes that can get dirty, as they are coming in through the sewers with the help of a local guide, as well as any other gear they might need for search and retrieval purposes, and asked if they have any questions before they proceed.

Does the inside of Nazreiha's home have any defenses?

“Luckily, your entry through the sewers will bypass all of Nazreiha's standard security measures, and she has frequent enough visitors that it's far from a fortress, but I would expect there to be traps of some sort within the walls to catch any particularly intrepid intruders,” Rashmivati says. “Between that and whoever she currently has coming and going from her manor, I would stay on high alert if I were you.”

Is anything else known about the manor? “I have done my best to collect a bit of gossip about what to expect in Nazreiha's home,” Safa says with a shrug, “but those who visit are extremely tight-lipped about what they've seen. The most I have been able to get out of anyone is two words: elemental paradise.”

What kind of evidence should we look for? “Plans, or something similarly organized, I think,” Rashmivati says. “Everything she has done has been deliberate and it all appears to be leading toward some goal. We're just not sure what that goal is. Look for something well-planned and purposeful—an operation of some sort.” “The more information you can bring back, the better, though!” Safa adds. “We can try to make sense of it all once you're back safely.”

Occultism, Society, or Vudra Lore (Recall Knowledge)

A PC who succeeds at a DC 25 Occultism or Society, or a DC 23 Vudra Lore check, knows more about rakshasas

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and their role in Vudran society. 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 One of the reasons that rakshasas often conceal their nature via shapeshifting is their known vulnerability to holy items, which are more dangerous to them than those that deal physical damage.

Success Rakshasas' schemes are often designed to reveal the flaws in Vudrani society, which they view as corrupted by generational wealth and a misguided pursuit of enlightenment. Within their caste system, the only beings considered lower than non-rakshasas are traitors.

Critical Failure Rakshasas' hedonism and greed makes them easily bribable—a reason they have become increasingly unpopular as bodyguards.



RASHMIVATI MELIPDRA

HERO POINTS

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

A. THE SEWERS

The PCs travel by foot to an entrance to the sewers near Nazreiha's manor in the Maurya-Rahm ward, wearing clothing suitable for an exploration of the Niswan sewers and carrying an ornate gold sewer key. Once inside, they are to meet their contact, Bryx, who will guide them the rest of the way. The entrance is hidden beneath a mosaic of tiles in a dead-end alley. When the key is inserted in the central tile, a set of sharply descending tile stairs opens in front of it, leading directly into a sewer passageway.

Niswan's sewer system dates back to the era of Khiben-Sald, a maharajah who used bound genies to create architectural wonders throughout Jalmeray. While there are some puddles and slippery patches caused by recent rains, the mosaicked floors are generally dry, creating uneven ground. The sewers have a neutral, slightly earthy smell throughout, and the 25-foot-high arched ceilings create a slight echo. Lighting is low but constant, provided by a strip of glowing tiles along the walls. Use the map on page 6 for all the following encounters.

A1. EMPTY PASSAGEWAY

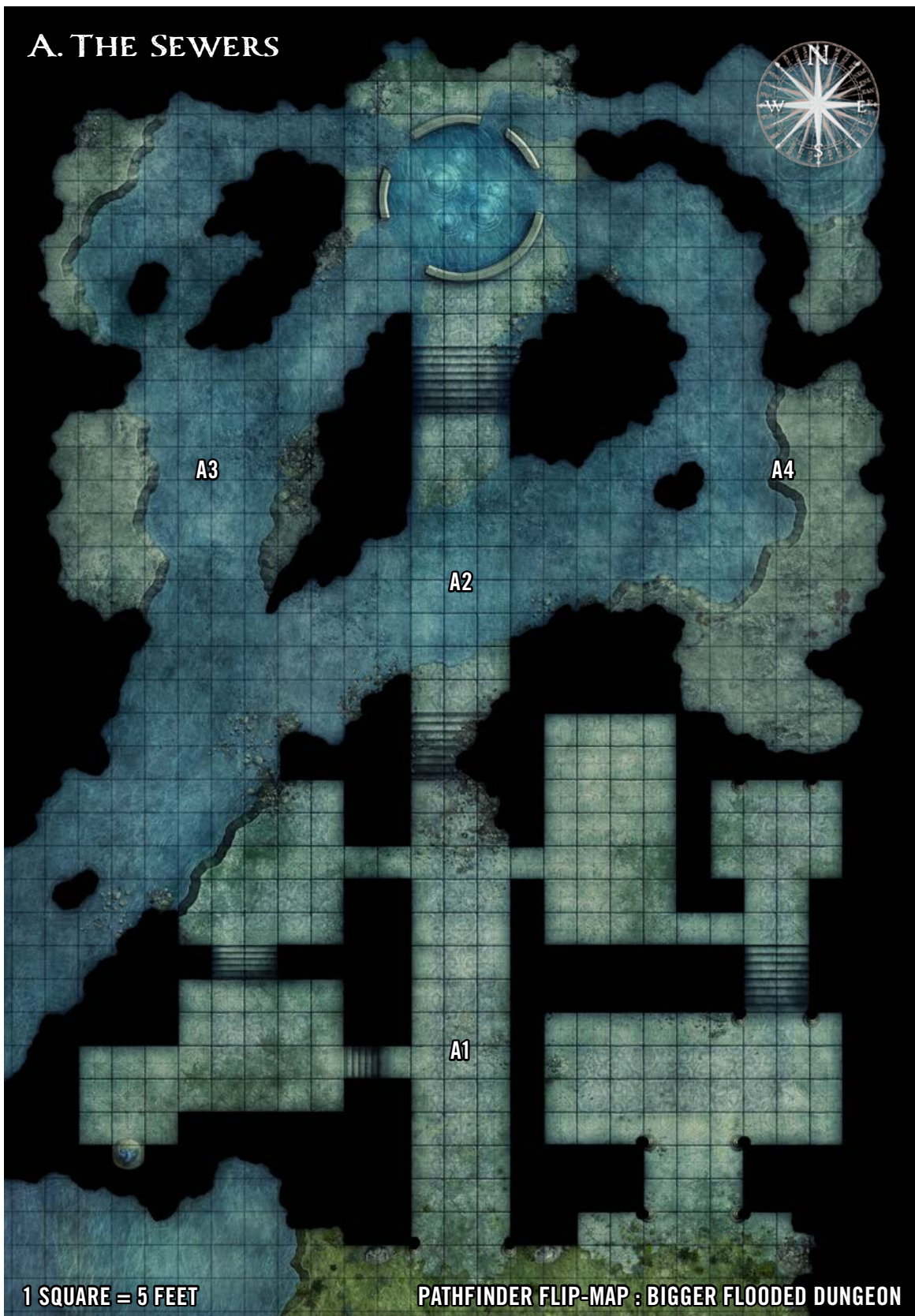
The marble stairs lead down to a long, narrow passageway with gray stone walls and tiles. Both show signs of their age—the unrecognizable splotches on the walls could be anything from mold to blood, and the chipped tiles have been worn down by years of rain and sewage. The floor is dry, but as the stairs rise back up to form part of the ceiling, several tiles that appear to be wet glint in the light. The passageway is empty, but in the distance, faint voices are audible.

The sound of raised voices in the distance is obscured by the echo of the passageway and the underlying sound of rushing water. PCs who succeed on a DC 23 Perception check to Sense Motive (DC 26 for levels 9–10) hear two distinct voices arguing in the room ahead, using words like “meet” and “late.”

There are several slippery tiles in this section of the sewers. As PCs make their way through the passageway, a PC who succeeds at a DC 21 Perception check (DC 24 for levels 9–10) notices that some of the tiles are shinier than others and are likely to be slick. PCs who either fail the check or do not attempt it slip on the tiles as they exit the room, requiring a DC 18 Acrobatics check to Balance. On a failure, PCs take 1d6 bludgeoning damage as they land awkwardly on the floor.

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A. THE SEWERS



THE RAKSHASA'S COURT

A2. JUNCTION

An amurrun and a ysoki stand in the middle of an alcove with open tunnels to both the left and right. They wear nearly identical outfits. "Sure, if you want to get them killed," says the catfolk. "I don't think that's what Miss Rashmivati had in mind."

"Better a battle with something living and breathing than being taken out by metal," the ratfolk responds.

Once **Bryl** (CG nonbinary amurrun scavenger) and **Jexx** (CN nonbinary ysoki scrap dealer) notice the PCs, they pause in their argument to introduce themselves. The pair once competed over a merchant stall location at the Great Street Bazaar, but when the fighting led to their mutual bankruptcy, they opened a new business locating and reselling scraps. Under the name Bryx, they've mapped out every inch of the Niswan sewers, which they believe are the quickest way to get around the city and secure their treasures.

Bryl favors going to the empty cavern to the right, while Jexx wants to go through a long-abandoned processing room to the left. Each attempts to point out the flaws in the other's plan—Bryl's empty cavern is sometimes used by predators that attack without warning, while Jexx's processing room requires getting past the room's ancient security features.

A3. THE EMPTY TUNNEL LOW

Bryl leads the way into a damp, seemingly empty cavern. A side wall has been partially destroyed, possibly in an explosion, exposing a set of natural caverns that are half-flooded with water. Something splashes in the distance, then closer, and closer. "Told you it was gator season," Jexx says from the back of the cavern, as both guides quickly begin moving back toward the junction.

"You're trained adventurers, right?" asks Bryl. "I'm sure you can handle a couple of sewer gators. We'll just be back here. Cheering you on."

Levels 7-8

SEWER GATORS (2)

Page 15

CREATURE 6



BRYL

Levels 9-10

TOXIC SEWER GATORS (2)

Page 25

CREATURE 8

Reward: Bryl and Jexx are impressed with the PCs' dispatching of the sewer gators, which they plan to skin and turn into items ranging from gator jerky to shoes. As thanks for the fresh supplies, they give the PCs an old leather bag of somewhat slimy gems collected in the sewers, worth 22 gp (44 gp for levels 9-10).

A4. PROCESSING LOW

Everything within the rocky walls of the cavern is industrial—old metal equipment in various shapes and sizes, covered in a chalky residue. As Jexx crosses the threshold, small slits within each of the stone walls begin emitting steam. "Like I said," Bryl says, starting to cough as the steam fills the room, "Now you gotta get through all of this."

Hazards: The only thing that still functions in the processing center is a series of vents in the stone walls and ceiling, which immediately begin puffing scalding steam into the room at seemingly random intervals once the threshold is crossed. The steam, which was once part of the sewage purification process, smells of cleaning solution and burns the eyes of anyone not used to it. Jexx claims there is a trick to getting by the steam vents, but can't remember it, amusing Bryl endlessly.

Levels 7-8

BLOWING OFF STEAM

Page 17

HAZARD 8

Levels 9-10

FULL HEAD OF STEAM

Page 26

HAZARD 10

Reward: A successful DC 22 Perception check (DC 25 for levels 9-10) to Search reveals an ancient golden symbol of the maharajahs worth 22 gp (44 gp for levels 9-10) hidden in a corner.

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A5. THE CORKSCREW

A large metal corkscrew spiral stands in the center of the sewer. It extends from the damp floor to a ceiling covered in a colorful tile mosaic depicting the elements.

The spiral slide is 30 feet in diameter and extends to the 40-foot-high tiled ceiling. Bryl and Jexx believe that touching the correct tile in the mosaic pattern on the ceiling reveals an opening to Nazreiha's manor, but do not know which one is the trigger.

The metal of the slide is slippery to the touch and offers no handholds. Climbing it directly requires a successful DC 30 Athletics check or a series of Long Jumps to move from one side of the slide to the other. Once PCs reach the top of the slide, they must find the correct tile to press to open the trapdoor.

Any PC who succeeds at a DC 22 Perception check (25 for levels 9–10) sees a slight color difference in one set of tiles. If any of these tiles are pressed, the trapdoor opens. If PCs fail or do not attempt this check, pressing at random reveals the trapdoor after three attempts. After each failed attempt, the PCs who pressed the tiles must succeed on a DC 30 Acrobatics check to Balance or they slip down the slide.

B. NAZREIHA'S MANSION

The PCs emerge from the sewers into a small storage room on the ground floor of Nazreiha's manor. The manor is opulent, with 40-foot-high ceilings and walls whose subtle glow provides bright light throughout. Use the map on page 9 for the following encounters (except for **B4**, see page 10) A glittering mosaic of tiles on the floor nearly identical to the one on the ceiling above the corkscrew depicts the six elements and runs throughout the floor of the manor unless otherwise indicated. In each room, a color associated with that element predominates.

B1. A RIVER RUNS THROUGH IT MODERATE

A wall of casks provides a barrier between the storage area and the remainder of the room, which is empty of

everything except a few small tables and a wooden wall. On the floor, blue tiles glow faintly within another rainbow-colored mosaic of the elements, more elaborate than the one on the sewer ceiling.

Deep channels have been burned into the wooden walls and red liquid flows freely through them, defying gravity. Two halflings and a gnome wander into the room, holding red-rimmed goblets in their hands, which they refill by dipping their cups into the river and gulping the liquid down, using long tongues to capture any drop left on the outside of the glass.



JEXX

Despite their appearances, the three guests in the cask room are all dandasukas: **Tereska** (NE female dandasuka merchant disguised as a halfling), **Velik Jalar** (LE male dandasuka merchant disguised as a halfling), and **Hanishe** (NE female dandasuka dancer disguised as a gnome). Consumed by hunger and thirst, they refill their cups with blood from the wall every few minutes. PCs who succeed at a DC 21 Nature or Medicine check

(DC 24 for levels 9–10) to Recall Knowledge know the liquid is blood from its appearance and consistency, and gain a +1 circumstance bonus to learn the nature of the guests. If the party drinks any of the “wine” themselves, it has the effect of *belladonna*.

If the PCs observe the trio while they drink and succeed on a DC 24 Perception check (DC 27 for levels 9–10), they know that the group is more than they appear to be. With a further successful DC 25 Vudra Lore or Society check to Recall Knowledge (DC 28 for levels 9–10), they know that the creatures are rakshasas of some kind. On a critical success, they know that all three are dandasukas.

The group of dandasukas discusses what Nazreiha might have in store as a surprise for her guests in addition to her latest redecoration scheme and fascination with the elements. All three are happy to continue drinking instead of waiting for Nazreiha to reappear from upstairs. While in the act of drinking, they are flat-footed and are surprised by any attack.

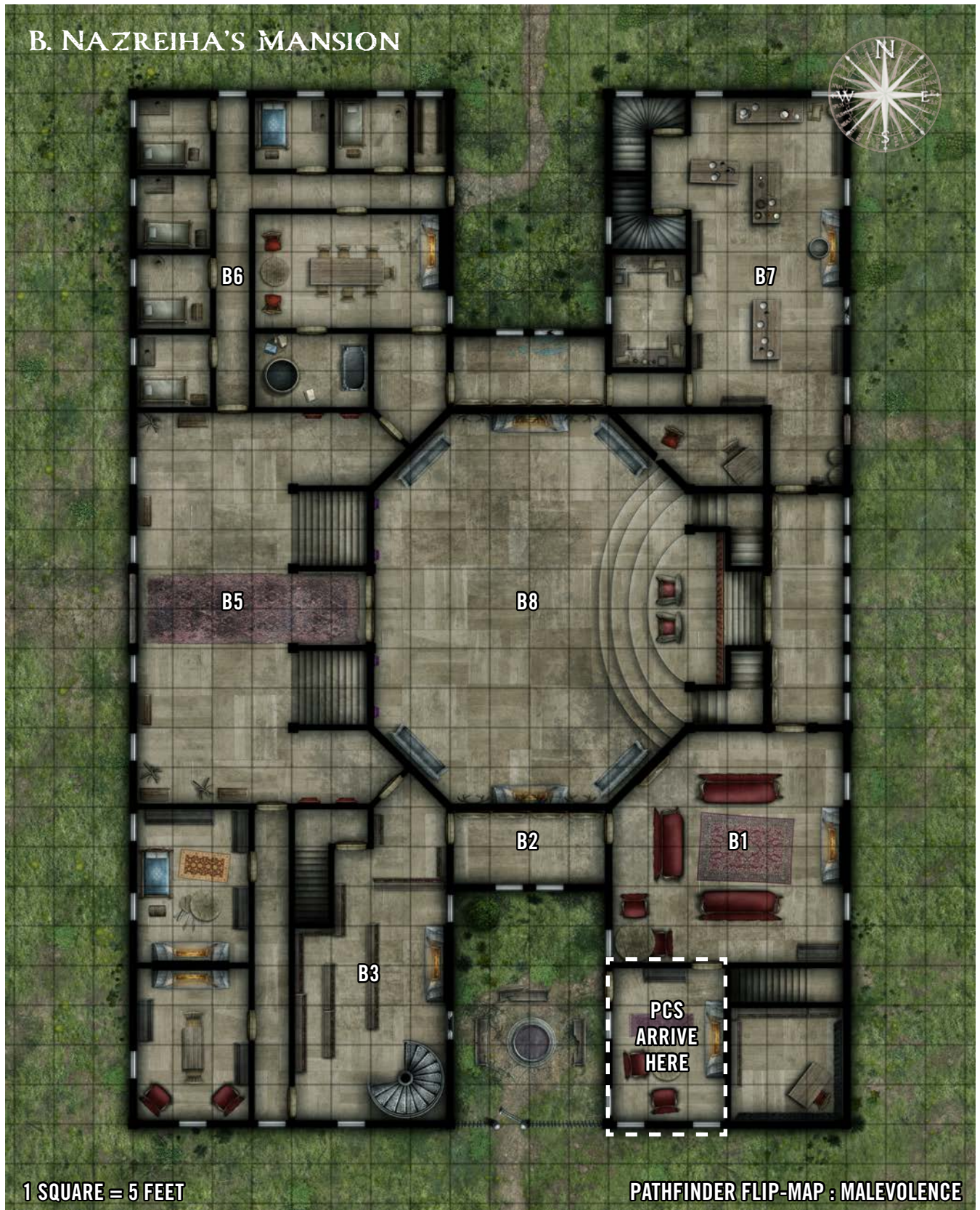
Levels 7–8

BLOOD-DRUNK DANDASUKA (2)

CREATURE 6

Page 18, art on page 35

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THE RAKSHASA'S COURT

DANDASUKA

Page 18, art on page 35

CREATURE 5

Levels 9–10

BLOOD-GORGED DANDASUKA (2)

Page 27, art on page 35

CREATURE 8

WELL-FED DANDASUKA

Page 27, art on page 35

CREATURE 7

Reward: A successful DC 22 Perception check (DC 25 for levels 9–10) reveals that one of the tables holds a *decanter of endless water* (*anointed waterskin* for levels 9–10).

B2. SMOKE AND MIRRORS

Wisps of smoke trail out of a small room, each smelling like a different personalized enticement. Inside, the smoke forms walls that hover from ceiling to floor, just above the floor mosaic's glowing white tiles. Images flit across the smoke in no apparent order, some familiar and some strange.

The smoke that forms most of the room makes it hard for those who breathe air to remain, but the room itself has a hypnotic effect that makes it difficult to leave. Any PC who wants to exit the room must succeed on a DC 28 Will save or they are fascinated by the smoky images. On a critical failure, they are stupefied 2. While within the room, any PCs that breathe air must hold their breath or they are drained 1, with the drained value increasing by 1 for each round that they breathe in the choking smoke.

The images in the smoke include one of Nazreiha toasting with the thakur and one of the phrase “get my hands dirty” on a piece of parchment.

Reward: A thorough search of the smoky walls uncovers a bag with 44 gp (88 gp for levels 9–10), a *candle of revealing* (*dust of disappearance* for levels 9–10), and a collection of what appear to be finger bones from various humanoids.

B3. SHIFTING STEPS

As the PCs step into this room, there is a loud clicking noise, and strong winds push from west to east through the room, obscuring vision and other senses for a moment before the PCs are transferred to B4.

B4. ALL THAT GLITTERS TRIVIAL

Four animal statues sit on stone pillars, one in each corner of the room—a bronze cat, which looks as if it is stretching after a nap; a silver boar with its head and tusks up; a gold tiger with ruby eyes, which appears to be sitting on its back haunches and staring intensely at the space in front of it; and a platinum python knotted up mid-hiss, with deep-set emerald eyes. Between them, silver and copper tiles are scattered in a seemingly random arrangement. Half of the tiles sparkle with embedded diamonds.

Use the map on page 11 for this encounter. Each corner of the room holds a prominent statue of an animal on a matching pedestal—a bronze cat in the southeast corner, a silver boar in the northwest corner, a platinum python with emerald eyes in the northeast corner, and a gold tiger with ruby eyes in the southwest corner. The tiles in the floor mosaic are each linked to one of these statues; stepping on a specific type of tile triggers an attack from its

associated statue (see **Handout #1: Statuary Tiles** on page 38). PCs start in the middle of the room.

PCs who succeed on a DC 22 Perception check (DC 25 for levels 9–10) notice that there are four types of tiles within the room—plain silver, diamond-embedded silver, plain copper, and diamond-embedded copper—an exact match for the number of statues. The statue associated with each tile is based on its color (silver for the lighter-colored statues and copper for the darker ones) and whether it has jeweled eyes (those with jewels are represented by the diamond-embedded tiles).

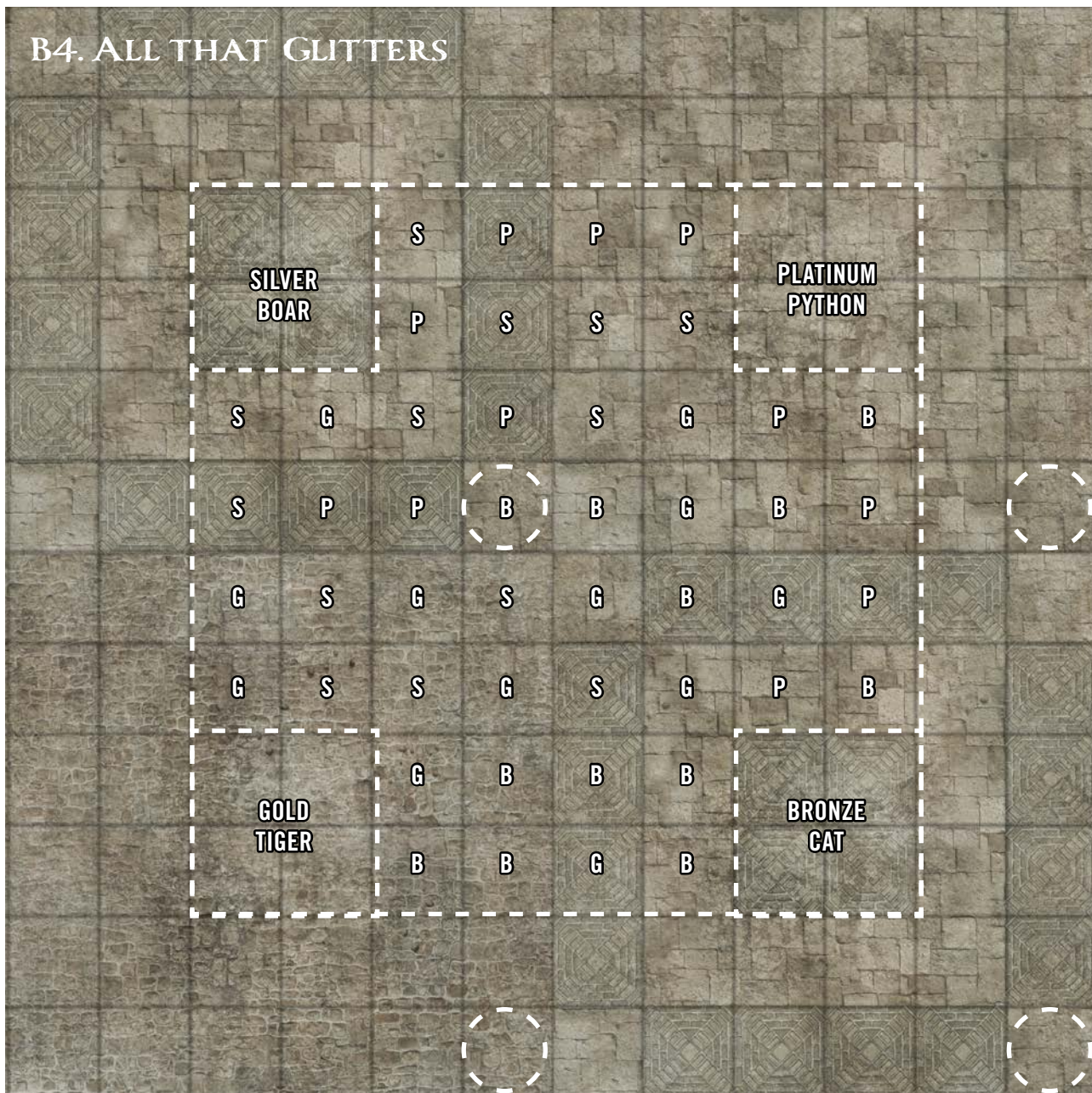
When any statue is triggered, all tiles that are associated with it move slightly and make a clicking sound. The sound and movement are apparent to anyone in the room, but PCs who succeed on a DC 24 Perception check (DC 27 for levels 9–10) can specifically identify which tiles have moved. While the bronze cat, silver boar, and platinum python all clearly act when triggered, the gold tiger with ruby eyes has no apparent effect other than the clicking sound. Any PC who looks at it has the sense that its eyes are following them as they move throughout the room. Stepping on the unlabeled tiles in the room does and reveals nothing.



BLOOD-DRUNK DANDASUKA

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B4. ALL THAT GLITTERS



1 SQUARE = 5 FEET

PATHFINDER FLIP-TILES: FORTRESST STARTER SET

Levels 7-8

SPRINGLOADED STATUES

Page 20

HAZARD 9

Levels 9-10

SPRINGLOADED STATUES

Page 29

HAZARD 11

Development: Once one of the statues is disabled or the PCs remove one of the python's eyes, there is another audible clicking noise and strong winds push through from the east to the west, putting them back into **B3**. Attempts to step out of and back into the room to travel back to **B4** have no effect.

Reward: One of the python's emerald eyes can be removed with thieves' tools. It is worth 88 gp (176 gp for levels 9-10).

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B5. OUT OF THE WOODWORK

The room's rough wooden walls appear to have been carved from a tree, full of knots and grains and ridges, and it smells mildly of wood shavings. A large wooden table takes up most of the center of the room—a detailed pattern of lines and squares are carved into its surface, running into a pool of blue liquid that rests against one of the table's long edges. Even the floor tiles are carved from wood, though they follow the same pattern as in the rest of the manor, complete with a subtle glow to the brown tiles.

The wooden table is a carved map of Niswan. With a successful DC 21 Society, Nature, or Vudra Lore check to Recall Knowledge (DC 23 for levels 9–10), PCs can identify it through the city layout or similarity of the blue pool to the portion of the Bagia Bay that borders the city. The markings are singed on of some of the buildings, as follows. PCs who succeeded on their Recall Knowledge check are aware of the purpose or name of these buildings.

- **The Thakur's Palace:** BE visiting
- **Grand Chronicler's Circle:** BE accounting
- **Maurya-Rahm Ward:** BE home
- **Commerce District:** BE shopping
- **Harbor District:** PF Lodge

PCs who realize that BE are likely initials, and who succeed on a DC 24 Society or Vudra Lore check (DC 27 for levels 9–10), know that BE is most likely Brahi Ektar,



MYSTERIOUS STATUE

a rakshasa kin traitor who lives in Maurya-Rahm Ward, manages much of the city's finances, and often visits the thakur's palace.

B6. DIRT NAP

MODERATE

In lieu of a door, the entrance to this section of the manor is a thick briar arch. Dirt covers much of the tiled mosaic, though bits of glowing green can still be seen beneath. Once through the arch, thick stone walls separate several smaller rooms. The first, visible from the archway, has snow on the ground and a brisk wind whipping from one side to another. In it, a raja rakshasa with the head of a polar bear sleeps on a bed of ice next to a small backpack. In the second, a tiger-headed raja rakshasa dozes in a hammock of vines, correspondence sitting out on a wooden desk.

In addition to the tundra- and jungle-themed rooms, there are rooms designed to resemble a desert, a rainforest, and a winding cave, in addition to a standard manor guest room with a luxurious bed. All are unoccupied.

In each room that contains a sleeping raja rakshasa, PCs may Search without waking the creatures with a successful DC 25 Stealth check (DC 28 for levels 9–10) to sneak by. If they fail this check, the raja rakshasa wakes and blearily looks around the room. If PCs are unable to Hide or otherwise distract the raja rakshasa, the creature sleepily attacks. The noise from this attack draws the second raja rakshasa, who joins the fight after 1 round.

Whether while sneaking or after the combat, PCs can recover notes about the defenses and potential infiltration points of a specific but unnamed manor in the tundra room.

Reward: PCs who thoroughly search the unoccupied rooms can recover a pair of *lover's gloves* in a drawer (*ring of lies* for levels 9–10).

Levels 7–8

EXHAUSTED RAJA RAKSHASA (2)

CREATURE 7

Page 21, art on page 35

Levels 9–10

WEARY RAJA RAKSHASA (2)

CREATURE 9

Page 30, art on page 35

B7. PRIVATE LIBRARY

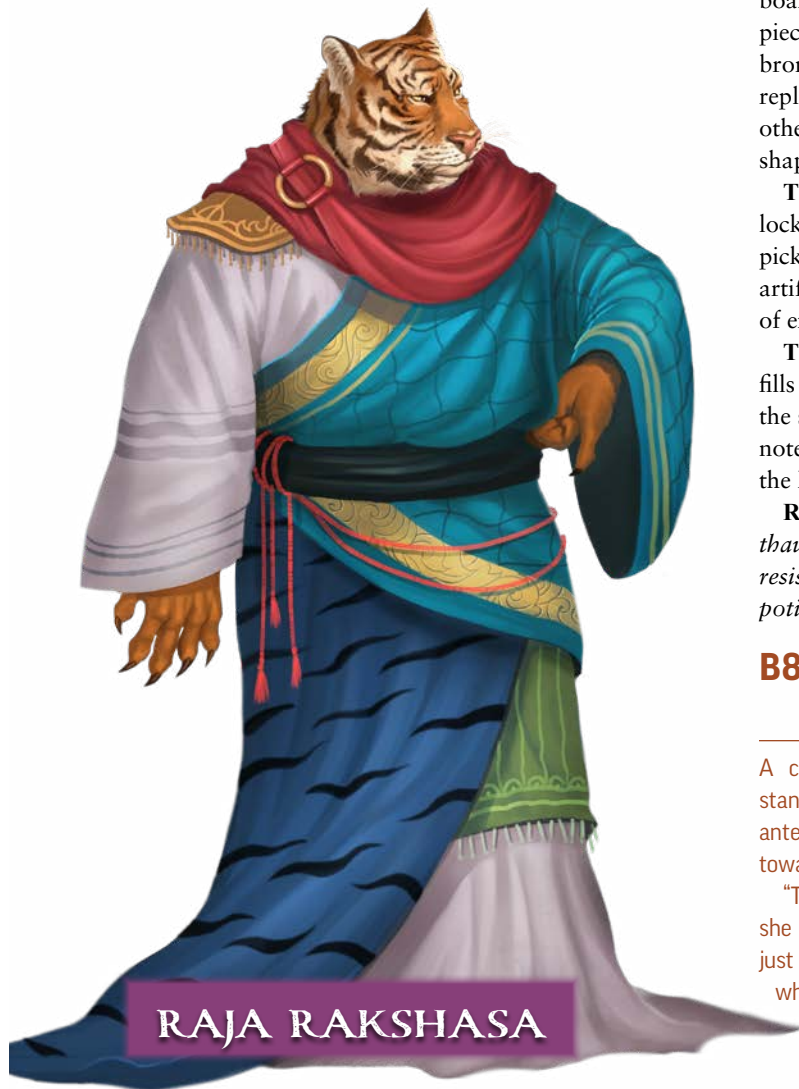
The stairs to the upper level of the manor lead directly into a library filled with tall wooden bookcases that divide the space into smaller nooks, many of which are filled with tables or

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small writing desks. A chandelier in the center catches the light from the large bay window to the outside, splitting it into different colors that illuminate small sections of the room.

The chandelier illuminates each of the following items in a different color—a small wooden table in front of the bay window in light brown, a display table in the biographies section in white, a table with a chess set on it near the exit door in yellow-gold, a locked cabinet at the bottom of a bookcase in green, and a set of drinking glasses beside an armchair in blue.

The Window Table: A set of wooden tiles sit along the bottom of the table. Each has had a letter singed into it, from A to Z. With a successful DC 21 Perception check (DC 24 for levels 9–10), PCs can see that the singe marks are in the same style as those on the wooden map downstairs. Two flat slots matching the size of the tiles sit in the center of the table, followed by the word Ready. If



PCs move the tiles BE to the slots, a secret panel opens in the wooden table. Inside are two maps—one details ways to break into Brahi Ektar's home, while the other focuses on potential weaknesses on Niswan's borders. If the PCs move other letters into the space, the letters disintegrate into ash and reappear at the bottom of the table. The notes can also be reached by prying the table open or breaking it into pieces with a DC 21 Athletics check (DC 24 for levels 9–10).

The Display Table: A large blueprint with no specific markings to identify it has been painted onto the display table. As PCs approach, smoke appears to pour from it, creating a three-dimensional model of the building in the air above the table. PCs who succeed on a DC 23 Jalmeray Lore, Society, or Vudra Lore check (DC 26 for levels 9–10) to Recall Knowledge can identify it as the thakur's palace.

The Chess Set: The chess set is on a silver-and-copper board that mirrors the mural in the statuary and includes pieces that look like silver boars, platinum pythons, and bronze cats. On one side of the board, the queen is a replica of the gold tiger statue with ruby eyes. On the other, it is a tiny articulated statue of a Jistkan automaton shaped like a gila monster.

The Cabinet: The cabinet door is secured with a good lock, requiring five successful DC 30 Thievery checks to pick. Inside is a list labeled "Shory artifacts" and several artifacts from the list, organized by the place and type of environment they were found in (tundra, jungle, etc.).

The Drinking Glasses: As the PCs approach, each glass fills with a blood-red liquid. Beside the glass, open on the side table, is a poisoner's guide that includes detailed notes on what does and does not work on rakshasas and the liquids and foods that Brahi Ektar prefers.

Reward: A thorough search of the library reveals a *thawing candle* in the cabinet and a *lesser potion of fire resistance* within the pieces of the chess set (*moderate potion of fire resistance* for levels 9–10).

B8. NAZREIHA'S ANTECHAMBER SEVERE

A cobra-headed rakshasa with a face wreathed in fire stands in the center of the otherwise unremarkable stone antechamber outside of the library, blocking any passage toward the intricately carved door at the far end of the room.

"Took you intruders long enough to find your way up here," she says. "And just when I'd gotten to a good part. I guess I'll just have to amuse myself by playing around with the fools who thought to break into the manor of the Nazreiha. Having seen your efforts so far, I'm sad to say I'm disappointed."

The rakshasa drops the book to the ground and kicks

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it to the side. As it drops, the walls begin to glow with a familiar multicolored mural. "I hope you've enjoyed the decor," she says. "Now let's show you what the elements can really do. Desiccate. Immolate. Suffocate."

Creature: The PCs face off with Nareiha's lieutenant, Asper Hajeri. Fearless and loyal to her master, Asper fights to the death.

Levels 7-8

ASPER HAJERI

Page 23, art on page 36

CREATURE 10

Levels 9-10

ASPER HAJERI

Page 32, art on page 36

CREATURE 12

C. NAZREIHA'S ROOM

This sumptuously decorated room is full of silks, velvets, and other lush materials. What it does not contain is Nazreiha, who is nowhere to be found. A perfumed piece of parchment paper with singed edges sits on the table closest to her silk-draped four-poster bed.

A search of Nazreiha's room confirms that there is nothing of value in the room. It has been emptied of everything but the paper, which is a letter addressed to the PCs (see **Handout #2: Nazreiha's Note** on page 38) mocking them and promising to see them again in the future.

CONCLUSION

On returning to Niswan Lodge with their evidence, PCs confer with Safa and Rashmivati about the evidence they found. The two venture-captains congratulate them on helping to uncover Nazreiha's plans, which appear to include the assassination of the "kin traitor" rakshasa Brahi Ektar. Safa is also disturbed to hear about the tiger statue that the PCs discovered in the statuary. It is an exact duplicate of one they received earlier in the year at their room at the Grand Lodge. Other Pathfinder leaders may have received it as well.

While all of Nazreiha's plans are not yet clear, the PCs have made progress in stopping her. Rashmivati plans to speak with the thakur at once about what Nazreiha has been doing in Niswan.

REPORTING NOTES

If the PCs retrieved the evidence they were sent for, check box **A** on the reporting sheet. If the PCs were able to handle Asper Hajeri and the other lieutenants and associates of Nazreiha, check box **B**. If the PCs pursued conflict with Nazreiha and her lieutenants over searching for the evidence needed, check box **C**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they retrieve evidence of Nazreiha's plans from her manor and take care of any of her associates in their way. Doing so earns each PC 2 Reputation with their chosen faction.



JISTKAN AUTOMATON

THE RAKSHASA'S COURT

APPENDIX I: 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 7th-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).



ASPER HAJERI

SCALING ENCOUNTER A3

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

10–11 Challenge Points: Add one brood leech swarm.

12–13 Challenge Points: Add one sewer gator.

14–15 Challenge Points: Add one brood leech swarm and one sewer gator.

16–18 Challenge Points (5+ players): Add two sewer gators.

ENCOUNTER A3 (LEVELS 7–8)

SEWER GATORS (2)

CREATURE 6

N LARGE ANIMAL

Perception +14; low-light vision

Skills Athletics +14, Stealth +12 (+14 in water)

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

AC 23; **Fort** +15, **Ref** +17, **Will** +10

HP 105

Speed 30 feet, swim 25 feet

Melee ♦ jaws +16, **Damage** 2d6+10 piercing plus Grab

Melee ♦ tail +14 (agile), **Damage** 2d6+8 bludgeoning

Wall Slam ♦ (attack) **Requirements** The sewer gator must have a creature grabbed; **Effect** The sewer gator flips its body, twisting its victim, then releases, flinging them into the nearest wall. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also does 2d4+7 bludgeoning damage and knocks the creature prone. If it fails, it releases the creature.

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BROOD LEECH SWARM (0)

CREATURE 4

N **LARGE** **AMPHIBIOUS** **ANIMAL** **SWARM**

Pathfinder Bestiary 2 156

Perception +9; tremorsense 30 feet

Skills Athletics +8, Stealth +11

Str +0, **Dex** +3, **Con** +4, **Int** -5, **Wis** +1, **Cha** -5

AC 19; **Fort** +12, **Ref** +11, **Will** +9

HP 40; **Immunities** precision, swarm mind; **Resistances** bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, salt 5, splash damage 5

Speed 5 feet, swim 20 feet

Blood Draining Bites ◆ Each enemy in the swarm's space takes 2d6 bleed damage and is exposed to brood leech swarm venom.

Brood Leech Swarm Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1, sickened 1, and -5-foot status penalty to Speed (1 round); **Stage 2** clumsy 1, sickened 1, and -10-foot status penalty to Speed (1 round)

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ENCOUNTER A4 (LEVELS 7-8)

BLOWING OFF STEAM

HAZARD 8

COMPLEX MECHANICAL TRAP


Stealth +18 (trained); DC 28 (expert) to find the precise location of the steam vents

Description Hidden vents emit scalding hot steam made from a particularly acrid solution, irritating the eyes and throat of anyone who inhales it.

Disable DC 29 Thievery (trained) to block a vent, or DC 27 Crafting (trained) to disable the heating element within the vent that turns the liquid into steam

AC 25; **Fort** +17, **Ref** +15

Hardness 16; **HP** 64 (BT 32)

Venting Steam  **Trigger** A creature enters the area of the trap; **Effect** All four vents rapidly heat and let out steam for 5 seconds, filling room with a painfully acrid smell. Each creature in the room must attempt a DC 26 Fortitude save, and the trap then rolls initiative.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2 and blinded.

Critical Failure The creature is sickened 3, and, struck by a coughing fit, falls prone.

Routine (4 actions) Each of the four steam vents uses a single action each to emit superheated steam, which spreads for 60 feet along the wall from its location and extends out from the wall by 30 feet, dealing 2d10+11 damage to each creature in their range (DC 26 Fortitude save). For each disabled vent, the trap loses 1 action each turn.

Reset The steam vents cease to operate 1 minute after all creatures have left the area and go into a maintenance cycle for 1 hour. After this time, they can be triggered again.

SCALING ENCOUNTER A4

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

10-11 Challenge Points: Increase all DCs by 1

12-13 Challenge Points: Add 1 action to the hazard's routine

14-15 Challenge Points: Increase all DCs by 2

16-18 Challenge Points: Add 2 actions to the hazard's routine



THE RAKSHASA'S COURT

ENCOUNTER B1 (LEVELS 7-8)

BLOOD-DRUNK DANDASUKA (2) CREATURE 6

LE SMALL FIEND RAKSHASA

Variant dandasuka (*Pathfinder Bestiary* 274)

Perception +14; darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +15, Deception +16, Stealth +15, Thievery +15

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

AC 25; **Fort** +14, **Ref** +15, **Will** +12; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 80; **Resistances** physical 5 (except piercing); **Weaknesses** good 5

Speed 25 feet, climb 20 feet

Melee ♦ fangs +17 (finesse, magical), **Damage** 2d6+6 piercing plus 1d6 persistent bleed

Melee ♦ claw +17 (agile, finesse, magical), **Damage** 2d4+6 slashing

Occult Spontaneous Spells DC 24, attack +17; **1st** *charm*, *ventriloquism* (4 slots); **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

Occult Innate Spells DC 21; **4th** *clairvoyance*; **3rd** *clairaudience*, *mind reading* (at will)

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The dandasuka takes on the appearance of any Small humanoid. This doesn't change the dandasuka's Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Sneak Attack The dandasuka deals an extra 1d6 precision damage to flat-footed creatures.

SCALING ENCOUNTER B1

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

10-11 Challenge Points: Add one dandasuka.

12-13 Challenge Points: Replace all creatures in the encounter with well-fed dandasukas.

14-15 Challenge Points: Remove the dandasuka and replace with two well-fed dandasukas.

16-18 Challenge Points (5+ players): Replace all creatures in the encounter with four well-fed dandasukas.



DANDASUKA CREATURE 5

LE SMALL FIEND RAKSHASA

Pathfinder Bestiary 274

Perception +12; darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +13, Deception +14, Stealth +13, Thievery +13

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

AC 23; **Fort** +12, **Ref** +13, **Will** +10; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 60; **Resistances** physical 5 (except piercing); **Weaknesses** good 5

Speed 25 feet, climb 20 feet

Melee ♦ fangs +15 (finesse, magical), **Damage** 2d6+4 piercing plus 1d6 persistent bleed

Melee ♦ claw +15 (agile, finesse, magical), **Damage** 2d4+4 slashing

Occult Spontaneous Spells DC 22, attack +15; **1st** *charm*, *ventriloquism* (4 slots); **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

Occult Innate Spells DC 19; **4th** *clairvoyance*; **3rd** *clairaudience*, *mind reading* (at will)

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The dandasuka takes on the appearance of any Small humanoid. This doesn't change the dandasuka's Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Sneak Attack The dandasuka deals an extra 1d6 precision damage to flat-footed creatures.

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WELL-FED DANDASUKA (0)

CREATURE 7

LE SMALL FIEND RAKSHASA

Variant dandasuka (*Pathfinder Bestiary* 274)

Perception +15; darkvision

Skills Acrobatics +17, Deception +18, Stealth +17, Thievery +17

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

AC 26; **Fort** +15, **Ref** +16, **Will** +13; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 100, **Resistance** physical 8 (except piercing); **Weaknesses** good 6

Speed 30 feet, climb 25 feet

Melee ♦ fangs +18 (finesse, magical), **Damage** 2d6+5 piercing plus 1d8 persistent bleed

Melee ♦ claw +18 (agile, finesse, magical), **Damage** 2d4+6 slashing

Occult Spontaneous Spells DC 25, attack +18; **1st** *charm*, *ventriloquism* (4 slots); **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

Occult Innate Spells DC 25; **4th** *clairvoyance*, **3rd** *clairaudience*, *mind reading* (at will)

Change Shape ♦ (concentrate, occult, polymorph, transmutation)

The blood-gorged dandasuka takes on the appearance of any Small humanoid. This doesn't change the dandasuka's Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Bloody Mist ♦ **Frequency** once per round; **Requirements** The blood-gorged dandasuka has taken a drink of blood in the last 2 rounds; **Effect** The blood-gorged dandasuka sprays bloody spit at the face of a single target within 10 feet. The target takes 1d6 poison damage (DC 25 Fortitude save) and is blinded for 1 round. On a critical failure, the target also takes 1d6 persistent poison damage.

THE RAKSHASA'S COURT

ENCOUNTER B4 (LEVELS 7-8)

SPRINGLOADED STATUES

HAZARD 9

MECHANICAL **TRAP**

Stealth DC 28 (expert)

Description Four animal statues sit on pillars, one in each corner of the statuary, with decorated tiles between them in a seemingly random arrangement.

Disable DC 28 Thievery (expert) or DC 31 (expert) Stealth to disarm the statue while adjacent to it

AC 26; **Fort** +18, **Ref** +15

Hardness 17; **HP** 68 (BT 34); **Immunities** critical hits, object immunities, precision damage

Iced ⤴ (cold) **Trigger** A creature steps on one of the plain silver tiles in the statuary; **Effect** A wave of cold passes through the target, dealing 2d10+13 cold damage (DC 26 basic Fortitude save).

Slithering Shock ⤴ (electricity) **Trigger** A creature steps on one of the diamond-embedded silver tiles in the statuary; **Effect** A jolt of electricity arcs up from the tile and strikes the target, dealing 2d10+13 electricity damage (DC 26 basic Reflex save).

Yowl ⤴ (auditory) **Trigger** A creature steps on one of the plain copper tiles in the statuary; **Effect** The high-pitched yowl of an attacking cat echoes in the target's head, dealing 2d10+13 sonic damage (DC 26 basic Fortitude save).

Reset Each statue resets immediately after being triggered.

THE RAKSHASA'S COURT

ENCOUNTER B6 (LEVELS 7-8)

EXHAUSTED RAJA RAKSHASA (2) CREATURE 7

LE MEDIUM FIEND RAKSHASA

Variant raja rakshasa (*Pathfinder Bestiary* 275)

Perception +15; darkvision

Languages Common, Infernal, Undercommon


Skills Deception +18, Diplomacy +17, Intimidation +17, Occultism +14, Performance +15, Stealth +16

Str +3, **Dex** +5, **Con** +3, **Int** +1, **Wis** +0, **Cha** +4


Items +1 striking kukri

AC 25; **Fort** +15, **Ref** +17, **Will** +14; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic


HP 60; **Resistance** physical 5 (except piercing); **Weaknesses** good 5

Scoff at the Divine  **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability; **Requirements** The raja rakshasa has an unexpended spell slot that can be used to cast *dispel magic*; **Effect** The raja rakshasa expends a spell slot that could be used to cast *dispel magic* and attempts to counteract the triggering spell or ability. The raja rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 30 feet


Melee  kukri +18 (agile, finesse, magical, trip), **Damage** 2d6+6 slashing

Melee  fangs +16 (agile, magical), **Damage** 2d12+6 piercing

Melee  claw +17 (agile, finesse, magical), **Damage** 2d8+6 slashing

Occult Spontaneous Spells DC 27; **4th** *clairvoyance*, *dispel magic*, *suggestion* (3 slots); **3rd** *clairaudience*, *dispel magic*, *nondetection*, *vampiric touch* (4 slots); **2nd** *blur*, *hideous laughter*, *invisibility* (4 slots); **1st** *charm*, *illusory object*, *item facade* (4 slots); **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *read aura*, *sigil*

Occult Innate Spells DC 27; **3rd** *mind reading* (at will)

Change Shape  (concentrate, occult, polymorph, transmutation) The raja rakshasa takes on the appearance of any Medium humanoid. This doesn't change the raja rakshasa's Speed or its attack and damage modifiers with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

SCALING ENCOUNTER B6

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

10-11 Challenge Points: Add one dandasuka to the encounter.

12-13 Challenge Points: Add one exhausted raja rakshasa.

14-15 Challenge Points: Add one dandasuka and one exhausted raja rakshasa.

16-18 Challenge Points (5+ players): Make one of the exhausted raja rakshasas a raja rakshasa instead.

DANDASUKA (0) CREATURE 5

LE SMALL FIEND RAKSHASA

Pathfinder Bestiary 274

Perception +12; darkvision

Languages Common, Infernal, Undercommon


Skills Acrobatics +13, Deception +14, Stealth +13, Thievery +13


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

AC 23; **Fort** +12, **Ref** +13, **Will** +10; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 60; **Resistances** physical 5 (except piercing); **Weaknesses** good 5


Speed 25 feet, climb 20 feet

Melee  fangs +15 (finesse, magical), **Damage** 2d6+4 piercing plus 1d6 persistent bleed

Melee  claw +15 (agile, finesse, magical), **Damage** 2d4+4 slashing

Occult Spontaneous Spells DC 22, attack +15; **1st** *charm*, *ventriloquism* (4 slots); **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

Occult Innate Spells DC 19; **4th** *clairvoyance*; **3rd** *clairaudience*, *mind reading* (at will)

Change Shape  (concentrate, occult, polymorph, transmutation) The dandasuka takes on the appearance of any Small humanoid. This doesn't change the dandasuka's Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Sneak Attack The dandasuka deals an extra 1d6 precision damage to flat-footed creatures.

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RAJA RAKSHASA (O)

CREATURE 10

LE MEDIUM FIEND RAKSHASA

Pathfinder Bestiary 275

Perception +19; darkvision

Languages Common, Infernal, Undercommon

Skills Deception +23, Diplomacy +21, Intimidation +21, Occultism +18, Performance +19, Stealth +20

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5

Items +1 striking kukri

AC 30; **Fort** +19, **Ref** +21, **Will** +18; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 155; **Resistance** physical 10 (except piercing); **Weaknesses** good 10

Scoff at the Divine **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability; **Requirements** The raja rakshasa has an unexpended spell slot that can be used to cast *dispel magic*; **Effect** The raja rakshasa expends a spell slot that could be used to cast *dispel magic* and attempts to counteract the triggering spell or ability. The raja rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 35 feet

Melee **◆** kukri +23 (agile, finesse, magical, trip), **Damage** 2d6+10 slashing

Melee **◆** fangs +20 (agile, magical), **Damage** 2d12+10 piercing

Melee **◆** claw +22 (agile, finesse, magical), **Damage** 2d8+10 slashing

Occult Spontaneous Spells DC 31; **4th** *clairvoyance*, *dispel magic*, *suggestion* (3 slots); **3rd** *clairaudience*, *dispel magic*, *nondetection*, *vampiric touch* (4 slots); **2nd** *blur*, *hideous laughter*, *invisibility* (4 slots); **1st** *charm*, *illusory object*, *item facade* (4 slots); **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *read aura*, *sigil*

Occult Innate Spells DC 31; **3rd** *mind reading* (at will)

Change Shape **◆** (concentrate, occult, polymorph, transmutation) The raja rakshasa takes on the appearance of any Medium humanoid. This doesn't change the raja rakshasa's Speed or its attack and damage modifiers with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Disturbing Vision **◆** (concentrate, enchantment, mental, occult) The raja rakshasa's eyes flash green as it projects a telepathic wave in a 30-foot emanation. All creatures in the area are assailed by a vision of evil decadence from one of the rakshasa's past lives. Each non-evil creature in the area must succeed at a DC 29 Will save or become sickened 1 (and stunned 1 on a critical failure). The visions last 1d4 rounds, and while they do, the raja rakshasa and all evil creatures in the area gain a +1 status bonus to all checks. The raja rakshasa can use this ability again only once the previous visions end.

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ENCOUNTER B8 (LEVELS 7-8)

ASPER HAJERI

CREATURE 10

UNIQUE LE MEDIUM FIEND RAKSHASA

Female rakshasa lieutenant

Perception +21; darkvision

Str +2, **Dex** +4, **Con** +6, **Int** +3, **Wis** +6, **Cha** +4

Languages Common, Infernal, Undercommon

Skills Intimidation +19, Nature +21, Occultism +20, Religion +18, Society +18, Survival +20

Items *smoke veil*, +1 *striking wish knife*

AC 29; **Fort** +21, **Ref** +19, **Will** +21

HP 200; **Resistance** physical 10 (except piercing); **Weaknesses** good 10

Speed 35 feet

Melee ✦ *wish knife* +23 (agile, disarm, finesse, versatile S), **Damage** 2d6+10 slashing

Melee ✦ fangs +20 (agile, magical), **Damage** 2d12+10 piercing

Melee ✦ claw +22 (agile, finesse, magical), **Damage** 2d8+10 slashing

Primal Spontaneous Spells DC 31; **5th** *cone of cold*, *wall of ice* (3 slots); **4th** *grasp of the deep*, *solid fog*, *wall of fire* (4 slots); **3rd** *fireball*, *crashing wave*, *wall of wind* (4 slots); **1st** *burning hands*, *dehydrate*, *gust of wind* (4 slots); **Cantrips (5th)** *detect magic*, *draw moisture*, *produce flame*, *slashing gust*, *spout*

Primal Innate Spells DC 31; **3rd** *dive and breach* (at will)

Elemental Aura ✦ (primal, stance) Asper surrounds herself with the power of one of the elements under her control (air, fire, or water). If air, she gains resistance 10 to electricity damage and doubles her speed. If fire, she gains resistance 10 to fire damage. Any creature within 30 feet of her who receives fire damage receives an extra 2d10 persistent fire damage. If water, she gains resistance 10 to cold damage and fast healing 20. This aura persists until she is knocked unconscious, she dismisses the aura, or she releases it via Elemental Burst.

Elemental Burst ✦ **Frequency** once per round; **Effect** Asper releases the elemental aura she currently holds, dealing 2d8 electricity (if air), fire, or cold (if water) damage. She cannot use elemental aura again for that element for 2 rounds.

STRIDING FIRE

CREATURE 6

CN MEDIUM ELEMENTAL FIRE

Pathfinder Bestiary 2 111

Perception +14; darkvision, smoke vision

Languages Ignan

Skills Acrobatics +15, Athletics +12

Str +2, **Dex** +5, **Con** +3, **Int** +0, **Wis** +4, **Cha** +1

Smoke Vision The striding fire ignores the concealed condition from smoke.

AC 24; **Fort** +11, **Ref** +17, **Will** +14

HP 115; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

SCALING ENCOUNTER B8

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

10-11 Challenge Points: Add one striding fire to the encounter.

12-13 Challenge Points: Add one hidden current to the encounter.

14-15 Challenge Points: Add one striding fire and one hidden current to the encounter.

16-18 Challenge Points (5+ players): Add one raja rakshasa to the encounter.



Speed 50 feet

Melee ✦ fist +17 (agile, finesse), **Damage** 2d8+5 bludgeoning plus 1d6 persistent fire

Burning Rush ✦✦ The striding fire Strides up to double its Speed in a straight line. Its movement during this Stride doesn't trigger reactions. Any creature the striding fire was adjacent to at any point during this Stride must attempt a DC 24 basic Reflex save. If it critically fails, it is knocked prone by a wave of heated air. The striding fire can't use Burning Rush for 1d4 rounds.

HIDDEN CURRENT

CREATURE 8

CN LARGE AIR ELEMENTAL

Variant veiled current (*Pathfinder Rage of Elements* 82)

Perception +17; darkvision

Languages Auran

Skills Acrobatics +18, Athletics +18, Deception +15, Stealth +18

Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +3

AC 28; **Fort** +15, **Ref** +19, **Will** +13

HP 100; **Immunities** bleed, paralyzed, poison, sleep

Naturally Invisible The hidden current is invisible at all times. When they take a hostile action of any kind, the hidden current is hidden instead of undetected as the vague outline of their humanoid form becomes faintly visible until the start of their next turn.

Speed fly 50 feet

Melee ✦ static fold +19 (agile, finesse, reach 10 feet), **Damage** 2d10+8 bludgeoning plus Grab

Ranged ✦ static scream +19 (range increment 50 feet), **Damage** 2d8+4 sonic

Envelop ✦✦ **Requirements** The hidden current begins their turn with a target of their size or smaller grabbed; **Effect** The hidden current maintains the Grab and coalesces

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around the creature, stretching itself into a semisolid veil that smothers the creature within. This thereafter has the same effect as if the hidden current had Engulfed the creature (DC 26, 1d8+8 bludgeoning, Escape DC 26, Rupture 17). As engulfing a creature is a hostile action, the hidden current is hidden instead of undetected every round it has a creature engulfed.

RAJA RAKSHASA (O)

CREATURE 10

LE MEDIUM FIEND RAKSHASA

Pathfinder Bestiary 275

Perception +19; darkvision

Languages Common, Infernal, Undercommon

Skills Deception +23, Diplomacy +21, Intimidation +21, Occultism +18, Performance +19, Stealth +20

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5

Items +1 striking kukri

AC 30; **Fort** +19, **Ref** +21, **Will** +18; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 155; **Resistance** physical 10 (except piercing); **Weaknesses** good 10

Scoff at the Divine **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability; **Requirements** The raja rakshasa has an unexpended spell slot that can be used to cast *dispel magic*; **Effect** The raja rakshasa expends a spell slot that could be used to cast *dispel magic* and attempts to counteract the triggering spell or ability. The raja rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 35 feet

Melee **◆** kukri +23 (agile, finesse, magical, trip), **Damage** 2d6+10 slashing

Melee **◆** fangs +20 (agile, magical), **Damage** 2d12+10 piercing

Melee **◆** claw +22 (agile, finesse, magical), **Damage** 2d8+10 slashing

Occult Spontaneous Spells DC 31; **4th** *clairvoyance*, *dispel magic*, *suggestion* (3 slots); **3rd** *clairaudience*, *dispel magic*, *nondetection*, *vampiric touch* (4 slots); **2nd** *blur*, *hideous laughter*, *invisibility* (4 slots); **1st** *charm*, *illusory object*, *item facade* (4 slots); **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *read aura*, *sigil*

Occult Innate Spells DC 31; **3rd** *mind reading* (at will)

Change Shape **◆** (concentrate, occult, polymorph, transmutation) The raja rakshasa takes on the appearance of any Medium humanoid. This doesn't change the raja rakshasa's Speed or its attack and damage modifiers with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Disturbing Vision **◆** (concentrate, enchantment, mental, occult) The raja rakshasa's eyes flash green as it projects a telepathic wave in a 30-foot emanation. All creatures in the area are assailed by a vision of evil decadence from one of the rakshasa's past lives. Each non-evil creature in the area must succeed at a DC 29 Will save or become sickened 1 (and stunned 1 on a critical failure). The visions last 1d4 rounds, and while they do, the raja rakshasa and all evil creatures in the area gain a +1 status bonus to all checks. The raja rakshasa can use this ability again only once the previous visions end.

THE RAKSHASA'S COURT

APPENDIX 2: LEVEL 9–10 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 9th-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).

ENCOUNTER A3 (LEVELS 9–10)

TOXIC SEWER GATORS (2)

CREATURE 8

N **LARGE** **ANIMAL**

Perception +16; low-light vision

Skills Athletics +17, Stealth +15 (+16 in water)

Str +4, **Dex** +6, **Con** +3, **Int** –4, **Wis** +2, **Cha** –4

AC 26; **Fort** +17, **Ref** +19, **Will** +11

HP 150, **Resistance** poison 8

Speed 30 feet, swim 25 feet

Melee ✦ jaws +19, **Damage** 2d8+10 piercing plus Grab and Poison

Melee ✦ tail +17 (agile), **Damage** 2d8+9 bludgeoning

Wall Slam ✦ (attack) **Requirements** The toxic gator must have a creature grabbed; **Effect** The toxic gator flips its body, twisting its victim, then releases, flinging them into the nearest wall. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also does 2d6+8 bludgeoning damage and knocks the creature prone. If it fails, it releases the creature.

Toxic Gulp ✦ (attack) The toxic gator uses Swallow Whole on a creature of Medium size or smaller, 2d6+5 bludgeoning plus 1d6 poison, Rupture 15

SCALING ENCOUNTER A3

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

19–22 Challenge Points: Add one sewer gator.

23–27 Challenge Points: Add one toxic sewer gator.

28–32 Challenge Points: Add one sewer gator and one toxic sewer gator.

33+ Challenge Points: Add two toxic sewer gators.



SEWER GATORS (0)

CREATURE 6

N **LARGE** **ANIMAL**

Perception +14; low-light vision

Skills Athletics +14, Stealth +12 (+14 in water)

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

AC 23; **Fort** +15, **Ref** +17, **Will** +10

HP 105

Speed 30 feet, swim 25 feet

Melee ✦ jaws +16, **Damage** 2d6+10 piercing plus Grab

Melee ✦ tail +14 (agile), **Damage** 2d6+8 bludgeoning

Wall Slam ✦ (attack) **Requirements** The sewer gator must have a creature grabbed; **Effect** The sewer gator flips its body, twisting its victim, then releases, flinging them into the nearest wall. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also does 2d4+7 bludgeoning damage and knocks the creature prone. If it fails, it releases the creature.

THE RAKSHASA'S COURT

ENCOUNTER A4 (LEVELS 9-10)

FULL HEAD OF STEAM

HAZARD 10

COMPLEX MECHANICAL TRAP


Stealth +22 (trained); DC 32 (master) to find the precise location of the steam vents

Description Hidden vents emit scalding hot steam made from a particularly acrid solution, irritating the eyes and throat of anyone who inhales it.

Disable DC 33 Thievery (expert) to block a vent, or DC 31 Crafting (expert) to disable the heating element within the vent that turns the liquid into steam

AC 28; **Fort** +20, **Ref** +18

Hardness 18; **HP** 72 (BT 36)

Billowing Steam  **Trigger** A creature enters the area of the trap; **Effect** All four vents rapidly heat and let out steam for 5 seconds, filling room with a painfully acrid smell. Each creature in the room must attempt a DC 29 Fortitude save, and the trap then rolls initiative.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2 and blinded.

Critical Failure The creature is sickened 3, and, struck by a coughing fit, falls prone.

Routine (4 actions) Each of the four steam vents uses a single action each to emit superheated steam, which spreads for 60 feet along the wall from its location and extends out from the wall by 30 feet, dealing 2d12+13 damage to each creature in their range (DC 29 Fortitude save). For each disabled vent, the trap loses 1 action each turn.

Reset The steam vents cease to operate 1 minute after all creatures have left the area and go into a maintenance cycle for 1 hour. After this time, they can be triggered again.

SCALING ENCOUNTER A4

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

19-22 Challenge Points: Increase all DCs by 1.

23-27 Challenge Points: Add 1 action to the hazard's routine.

28-32 Challenge Points: Increase all DCs by 2.

33+ Challenge Points: Add 2 actions to the hazard's routine.



THE RAKSHASA'S COURT

ENCOUNTER B1 (LEVELS 9-10)

BLOOD-GORGED DANDASUKA (2) CREATURE 8

LE SMALL FIEND RAKSHASA

Variant dandasuka (*Pathfinder Bestiary* 274)

Perception +16; darkvision

Skills Acrobatics +18, Deception +19, Stealth +18, Thievery +18

Str +2, **Dex** +4, **Con** +4, **Int** +2, **Wis** +2, **Cha** +4

AC 28; **Fort** +16, **Ref** +17, **Will** +14; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 115, **Resistance** physical 8 (except piercing); **Weaknesses** good 6

Speed 30 feet, climb 25 feet

Melee ✦ fangs +20 (finesse, magical), **Damage** 2d6+7 piercing plus 1d8 persistent bleed

Melee ✦ claw +20 (agile, finesse, magical), **Damage** 2d4+8 slashing

Occult Spontaneous Spells DC 26, attack +19; **1st** *charm*, *ventriloquism* (4 slots); **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

Occult Innate Spells DC 26; **4th** *clairvoyance*, **3rd** *clairaudience*, *mind reading* (at will)

Change Shape ✦ (concentrate, occult, polymorph, transmutation)

The blood-gorged dandasuka takes on the appearance of any Small humanoid. This doesn't change the dandasuka's Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Bloody Mist ✦ **Frequency** once per round; **Requirements** The blood-gorged dandasuka has taken a drink of blood in the last 2 rounds; **Effect** The blood-gorged dandasuka sprays bloody spit at the face of a single target within 10 feet. The target takes 1d6 poison damage (DC 25 Fortitude save) and is blinded for 1 round. On a critical failure, the target also takes 1d6 persistent poison damage.

WELL-FED DANDASUKA CREATURE 7

LE SMALL FIEND RAKSHASA

Variant dandasuka (*Pathfinder Bestiary* 274)

Perception +15; darkvision

Skills Acrobatics +17, Deception +18, Stealth +17, Thievery +17

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

AC 26; **Fort** +15, **Ref** +16, **Will** +13; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 100, **Resistance** physical 8 (except piercing); **Weaknesses** good 6

Speed 30 feet, climb 25 feet

Melee ✦ fangs +18 (finesse, magical), **Damage** 2d6+5 piercing plus 1d8 persistent bleed

Melee ✦ claw +18 (agile, finesse, magical), **Damage** 2d4+6 slashing

SCALING ENCOUNTER B1

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

19-22 Challenge Points: Add one well-fed dandasuka to the encounter.

23-27 Challenge Points: Add one weary raja rakshasa to the encounter.

28-32 Challenge Points: Add one well-fed dandasuka and one weary raja rakshasa to the encounter.

33+ Challenge Points: Add two weary raja rakshasas to the encounter.

Occult Spontaneous Spells DC 25, attack +18; **1st** *charm*, *ventriloquism* (4 slots); **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

Occult Innate Spells DC 25; **4th** *clairvoyance*, **3rd** *clairaudience*, *mind reading* (at will)

Change Shape ✦ (concentrate, occult, polymorph, transmutation) The blood-gorged dandasuka takes on the appearance of any Small humanoid. This doesn't change the dandasuka's Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Bloody Mist ✦ **Frequency** once per round; **Requirements** The blood-gorged dandasuka has taken a drink of blood in the last 2 rounds; **Effect** The blood-gorged dandasuka sprays bloody spit at the face of a single target within 10 feet. The target takes 1d6 poison damage (DC 25 Fortitude save) and is blinded for 1 round. On a critical failure, the target also takes 1d6 persistent poison damage.

WEARY RAJA RAKSHASA (0) CREATURE 9

LE MEDIUM FIEND RAKSHASA

Variant raja rakshasa (*Pathfinder Bestiary* 275)

Perception +19; darkvision

Languages Common, Infernal, Undercommon

Skills Deception +21, Diplomacy +19, Intimidation +19, Occultism +16, Performance +17, Stealth +18

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5

Items +1 *striking kukri*

AC 28; **Fort** +17, **Ref** +19, **Will** +16; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

THE RAKSHASA'S COURT

HP 135; **Resistance** physical 5 (except piercing); **Weaknesses** good 5

Scoff at the Divine **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability; **Requirements** The raja rakshasa has an unexpended spell slot that can be used to cast *dispel magic*; **Effect** The raja rakshasa expends a spell slot that could be used to cast *dispel magic* and attempts to counteract the triggering spell or ability. The raja rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 30 feet

Melee **◆ kukri** +21 (agile, finesse, magical, trip), **Damage** 2d6+8 slashing

Melee **◆ fangs** +18 (agile, magical), **Damage** 2d12+8 piercing

Melee **◆ claw** +20 (agile, finesse, magical), **Damage** 2d8+8 slashing

Occult Spontaneous Spells DC 29; **4th** *clairvoyance, dispel magic, suggestion* (3 slots); **3rd** *clairaudience, dispel magic, nondetection, vampiric touch* (4 slots); **2nd** *blur, hideous laughter, invisibility* (4 slots); **1st** *charm, illusory object, item facade* (4 slots); **Cantrips (5th)** *detect magic, ghost sound, mage hand, read aura, sigil*

Occult Innate Spells DC 29; **3rd** *mind reading* (at will)

Change Shape **◆** (concentrate, occult, polymorph, transmutation) The raja rakshasa takes on the appearance of any Medium humanoid. This doesn't change the raja rakshasa's Speed or its attack and damage modifiers with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

THE RAKSHASA'S COURT

ENCOUNTER B4 (LEVELS 9–10)

SPRINGLOADED STATUES

HAZARD 11

MECHANICAL **TRAP**

Stealth DC 31 (expert)

Description Four animal statues sit on pillars, one in each corner of the statuary, with decorated tiles between them in a seemingly random arrangement.

Disable DC 31 Thievery (expert) or DC 33 (expert) Stealth to disarm the statue while adjacent to it

AC 29; **Fort** +21, **Ref** +18

Hardness 20; **HP** 80 (BT 40); **Immunities** critical hits, object immunities, precision damage

Iced ⤴ (cold) **Trigger** A creature steps on one of the plain silver tiles in the statuary; **Effect** A wave of cold passes through the target, dealing 2d10+13 cold damage (DC 26 basic Fortitude save).

Slithering Shock ⤴ (electricity) **Trigger** A creature steps on one of the diamond-embedded silver tiles in the statuary; **Effect** A jolt of electricity arcs up from the tile and strikes the target, dealing 2d10+13 electricity damage (DC 29 basic Reflex save).

Yowl ⤴ (auditory) **Trigger** A creature steps on one of the plain copper tiles in the statuary; **Effect** The high-pitched yowl of an attacking cat echoes in the target's head, dealing 2d10+13 sonic damage (DC 29 basic Fortitude save).

Reset Each statue resets immediately after being triggered.

THE RAKSHASA'S COURT

ENCOUNTER B6 (LEVELS 9–10)

WEARY RAJA RAKSHASA (2)

CREATURE 9

LE MEDIUM FIEND RAKSHASA

Variant raja rakshasa (*Pathfinder Bestiary* 275)

Perception +19; darkvision

Languages Common, Infernal, Undercommon


Skills Deception +21, Diplomacy +19, Intimidation +19, Occultism +16, Performance +17, Stealth +18

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5


Items +1 striking kukri

AC 28; **Fort** +17, **Ref** +19, **Will** +16; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic


HP 135; **Resistance** physical 5 (except piercing); **Weaknesses** good 5

Scoff at the Divine  **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability; **Requirements** The raja rakshasa has an unexpended spell slot that can be used to cast *dispel magic*; **Effect** The raja rakshasa expends a spell slot that could be used to cast *dispel magic* and attempts to counteract the triggering spell or ability. The raja rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 30 feet

Melee  kukri +21 (agile, finesse, magical, trip), **Damage** 2d6+8 slashing

Melee  fangs +18 (agile, magical), **Damage** 2d12+8 piercing

Melee  claw +20 (agile, finesse, magical), **Damage** 2d8+8 slashing

Occult Spontaneous Spells DC 29; **4th** *clairvoyance*, *dispel magic*, *suggestion* (3 slots); **3rd** *clairaudience*, *dispel magic*, *nondetection*, *vampiric touch* (4 slots); **2nd** *blur*, *hideous laughter*, *invisibility* (4 slots); **1st** *charm*, *illusory object*, *item facade* (4 slots); **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *read aura*, *sigil*

Occult Innate Spells DC 29; **3rd** *mind reading* (at will)

Change Shape [one-action] (concentrate, occult, polymorph, transmutation) The raja rakshasa takes on the appearance of any Medium humanoid. This doesn't change the raja rakshasa's Speed or its attack and damage modifiers with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

SCALING ENCOUNTER B6

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

19–22 Challenge Points: Add one salamander.

23–27 Challenge Points: Add one weary raja rakshasa.

28–32 Challenge Points: Add one raja rakshasa.

33+ Challenge Points: Add one salamander and one raja rakshasa.

SALAMANDER (0)

CREATURE 7

CE MEDIUM ELEMENTAL FIRE

Pathfinder Bestiary 148

Perception +15; darkvision

Languages Common, Ignan

Skills Acrobatics +12, Athletics +17, Crafting +15 (+17 for blacksmithing), Deception +12, Intimidation +14, Society +13

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

Items +1 *ranseur*


AC 26; **Fort** +15, **Ref** +16, **Will** +13


HP 125; **Immunities** bleed, fire, paralyzed, poison, sleep;


Weaknesses cold 10

Attack of Opportunity 

Speed 20 feet

Melee  *ranseur* +18 (disarm, magical, reach 10 feet), **Damage** 2d10+7 piercing

Melee  tail +17 (agile, reach 10 feet), **Damage** 1d8+7 bludgeoning plus 1d6 fire and Grab

Armor of Flames  The salamander stokes its internal flames. Until the start of its next turn, it gains a +2 circumstance bonus to AC, and when an adjacent creature touches it or hits it with a physical attack, that creature takes 2d6 persistent fire damage unless it succeeds at a DC 25 Reflex save.

Constrict  1d8+4 bludgeoning plus 1d6 fire, DC 25

THE RAKSHASA'S COURT

RAJA RAKSHASA (O)

CREATURE 10

LE MEDIUM FIEND RAKSHASA

Pathfinder Bestiary 275

Perception +19; darkvision

Languages Common, Infernal, Undercommon

Skills Deception +23, Diplomacy +21, Intimidation +21, Occultism +18, Performance +19, Stealth +20

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5

Items +1 striking kukri

AC 30; **Fort** +19, **Ref** +21, **Will** +18; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 155; **Resistance** physical 10 (except piercing); **Weaknesses** good 10

Scoff at the Divine **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability; **Requirements** The raja rakshasa has an unexpended spell slot that can be used to cast *dispel magic*; **Effect** The raja rakshasa expends a spell slot that could be used to cast *dispel magic* and attempts to counteract the triggering spell or ability. The raja rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 35 feet

Melee **◆** kukri +23 (agile, finesse, magical, trip), **Damage** 2d6+10 slashing

Melee **◆** fangs +20 (agile, magical), **Damage** 2d12+10 piercing

Melee **◆** claw +22 (agile, finesse, magical), **Damage** 2d8+10 slashing

Occult Spontaneous Spells DC 31; **4th** *clairvoyance*, *dispel magic*, *suggestion* (3 slots); **3rd** *clairaudience*, *dispel magic*, *nondetection*, *vampiric touch* (4 slots); **2nd** *blur*, *hideous laughter*, *invisibility* (4 slots); **1st** *charm*, *illusory object*, *item facade* (4 slots); **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *read aura*, *sigil*

Occult Innate Spells DC 31; **3rd** *mind reading* (at will)

Change Shape **◆** (concentrate, occult, polymorph, transmutation) The raja rakshasa takes on the appearance of any Medium humanoid. This doesn't change the raja rakshasa's Speed or its attack and damage modifiers with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Disturbing Vision **◆** (concentrate, enchantment, mental, occult) The raja rakshasa's eyes flash green as it projects a telepathic wave in a 30-foot emanation. All creatures in the area are assailed by a vision of evil decadence from one of the rakshasa's past lives. Each non-evil creature in the area must succeed at a DC 29 Will save or become sickened 1 (and stunned 1 on a critical failure). The visions last 1d4 rounds, and while they do, the raja rakshasa and all evil creatures in the area gain a +1 status bonus to all checks. The raja rakshasa can use this ability again only once the previous visions end.

THE RAKSHASA'S COURT

ENCOUNTER B8 (LEVELS 9–10)

ASPER HAJERI

CREATURE 12

UNIQUE LE MEDIUM FIEND RAKSHASA

Female rakshasa lieutenant

Perception +24; darkvision

Str +2, **Dex** +4, **Con** +6, **Int** +3, **Wis** +6, **Cha** +4

Languages Common, Infernal, Undercommon

Skills Intimidation +22, Nature +24, Occultism+23, Religion +21, Society +21, Survival +23

Items *smoke veil*, +1 *striking wish knife*

AC 32; **Fort** +24, **Ref** +22, **Will** +24

HP 230; **Resistance** physical 10 (except piercing); **Weaknesses** good 10

Speed 35 feet

Melee ✦ *wish knife* +26 (agile, disarm, finesse, magical, versatile S), **Damage** 3d6+10 slashing

Melee ✦ fangs +23 (agile, magical), **Damage** 3d10+11 piercing

Melee ✦ claw +25 (agile, finesse, magical), **Damage** 3d8+10 slashing

Primal Spontaneous Spells DC 34; **5th** *cone of cold*, *wall of ice* (3 slots); **4th** *grasp of the deep*, *solid fog*, *wall of fire* (4 slots); **3rd** *fireball*, *crashing wave*, *wall of wind* (4 slots); **1st** *burning hands*, *dehydrate*, *gust of wind* (4 slots); **Cantrips (5th)** *detect magic*, *draw moisture*, *produce flame*, *slashing gust*, *spout*

Primal Innate Spells DC 34; **3rd** *dive and breach* (at will)

Elemental Aura ✦ (primal, stance) Asper surrounds herself with the power of one of the elements under her control (air, fire, or water). If air, she gains resistance 10 to electricity damage and doubles her speed. If fire, she gains resistance 10 to fire damage. Any creature within 30 feet of her who receives fire damage receives an extra 2d10 persistent fire damage. If water, she gains resistance 10 to cold damage and fast healing 20. This aura persists until she is knocked unconscious, she dismisses the aura, or she releases it via Elemental Burst.

Elemental Burst ✦ **Frequency** once per round; **Effect** Asper releases the elemental aura she currently holds, dealing 2d10 electricity (if air), fire, or cold (if water) damage. She cannot use elemental aura again for that element for 2 rounds.

BLOOD-GORGED DANDASUKA (0)

CREATURE 8

LE SMALL FIEND RAKSHASA

Variant dandasuka (*Pathfinder Bestiary* 274)

Perception +16; darkvision

Skills Acrobatics +18, Deception +19, Stealth +18, Thievery +18

Str +2, **Dex** +4, **Con** +4, **Int** +2, **Wis** +2, **Cha** +4

AC 28; **Fort** +16, **Ref** +17, **Will** +14; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 115, **Resistance** physical 8 (except piercing); **Weaknesses** good 6

SCALING ENCOUNTER B8

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

19–22 Challenge Points: Add one blood-gorged dandasuka.

23–27 Challenge Points: Add one raja rakshasa.

28–32 Challenge Points: Add one hidden current and one raja rakshasa.

33+ Challenge Points: Add two raja rakshasas.

Speed 30 feet, climb 25 feet

Melee ✦ fangs +20 (finesse, magical), **Damage** 2d6+7 piercing plus 1d8 persistent bleed

Melee ✦ claw +20 (agile, finesse, magical), **Damage** 2d4+8 slashing

Occult Spontaneous Spells DC 26, attack +19; **1st** *charm*, *ventriloquism* (4 slots); **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

Occult Innate Spells DC 26; **4th** *clairvoyance*, **3rd** *clairaudience*, *mind reading* (at will)

Change Shape ✦ (concentrate, occult, polymorph, transmutation) The blood-gorged dandasuka takes on the appearance of any Small humanoid. This doesn't change the dandasuka's Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Bloody Mist ✦ **Frequency** once per round; **Requirements** The blood-gorged dandasuka has taken a drink of blood in the last 2 rounds; **Effect** The blood-gorged dandasuka sprays bloody spit at the face of a single target within 10 feet. The target takes 1d6 poison damage (DC 25 Fortitude save) and is blinded for 1 round. On a critical failure, the target also takes 1d6 persistent poison damage.

THE RAKSHASA'S COURT

RAJA RAKSHASA (0)

CREATURE 10

LE MEDIUM FIEND RAKSHASA

Pathfinder Bestiary 275

Perception +19; darkvision

Languages Common, Infernal, Undercommon

Skills Deception +23, Diplomacy +21, Intimidation +21, Occultism +18, Performance +19, Stealth +20

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +5

Items +1 striking kukri

AC 30; **Fort** +19, **Ref** +21, **Will** +18; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 155; **Resistance** physical 10 (except piercing); **Weaknesses** good 10

Scoff at the Divine **Trigger** A creature within 30 feet casts a divine spell or uses a divine ability; **Requirements** The raja rakshasa has an unexpended spell slot that can be used to cast *dispel magic*; **Effect** The raja rakshasa expends a spell slot that could be used to cast *dispel magic* and attempts to counteract the triggering spell or ability. The raja rakshasa can't Scoff at the Divine for 1d4 rounds.

Speed 35 feet

Melee **◆** kukri +23 (agile, finesse, magical, trip), **Damage** 2d6+10 slashing

Melee **◆** fangs +20 (agile, magical), **Damage** 2d12+10 piercing

Melee **◆** claw +22 (agile, finesse, magical), **Damage** 2d8+10 slashing

Occult Spontaneous Spells DC 31; **4th** *clairvoyance*, *dispel magic*, *suggestion* (3 slots); **3rd** *clairaudience*, *dispel magic*, *nondetection*, *vampiric touch* (4 slots); **2nd** *blur*, *hideous laughter*, *invisibility* (4 slots); **1st** *charm*, *illusory object*, *item facade* (4 slots); **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *read aura*, *sigil*

Occult Innate Spells DC 31; **3rd** *mind reading* (at will)

Change Shape **◆** (concentrate, occult, polymorph, transmutation) The raja rakshasa takes on the appearance of any Medium humanoid. This doesn't change the raja rakshasa's Speed or its attack and damage modifiers with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Disturbing Vision **◆** (concentrate, enchantment, mental, occult) The raja rakshasa's eyes flash green as it projects a telepathic wave in a 30-foot emanation. All creatures in the area are assailed by a vision of evil decadence from one of the rakshasa's past lives. Each non-evil creature in the area must succeed at a DC 29 Will save or become sickened 1 (and stunned 1 on a critical failure). The visions last 1d4 rounds, and while they do, the raja rakshasa and all evil creatures in the area gain a +1 status bonus to all checks. The raja rakshasa can use this ability again only once the previous visions end.

HIDDEN CURRENT (0)

CREATURE 8

CN LARGE AIR ELEMENTAL

Variant veiled current (*Pathfinder Rage of Elements* 82)

Perception +17; darkvision

Languages Auran

Skills Acrobatics +18, Athletics +18, Deception +15, Stealth +18

Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +3

AC 28; **Fort** +15, **Ref** +19, **Will** +13

HP 100; **Immunities** bleed, paralyzed, poison, sleep

Naturally Invisible The hidden current is invisible at all times. When they take a hostile action of any kind, the hidden current is hidden instead of undetected as the vague outline of their humanoid form becomes faintly visible until the start of their next turn.

Speed fly 50 feet

Melee **◆** static fold +19 (agile, finesse, reach 10 feet), **Damage** 2d10+8 bludgeoning plus Grab

Ranged **◆** static scream +19 (range increment 50 feet), **Damage** 2d8+4 sonic

Envelop **◆◆** **Requirements** The hidden current begins their turn with a target of their size or smaller grabbed; **Effect** The hidden current maintains the Grab and coalesces around the creature, stretching themselves into a semisolid veil that smothers the creature within. This thereafter has the same effect as if the hidden current had Engulfed the creature (DC 26, 1d8+8 bludgeoning, Escape DC 26, Rupture 17). As engulfing a creature is a hostile action, the hidden current is hidden instead of undetected every round it has a creature engulfed.

THE RAKSHASA'S COURT

APPENDIX 3: GAME AIDS



NAZREIHA



VENTURE-CAPTAIN SAFA

RASHMIVATI MELIPDRA



BRYL



THE RAKSHASA'S COURT

APPENDIX 3: GAME AIDS



JEXX



BLOOD-DRUNK DANDASUKA

MYSTERIOUS STATUE



RAJA RAKSHASA



THE RAKSHASA'S COURT

APPENDIX 3: GAME AIDS



JISTKAN AUTOMATON



ASPER HAJERI

THE RAKSHASA'S COURT

04B

PATHFINDER FLIP-TILES:
FORTRESS STARTER SET

16B

PATHFINDER FLIP-TILES:
FORTRESS STARTER SET

01B

PATHFINDER FLIP-TILES:
FORTRESS STARTER SET

24B

PATHFINDER FLIP-TILES:
FORTRESS STARTER SET

THE RAKSHASA'S COURT

HANDOUT #1: STATUARY TILES

Tiles indicated with a P are silver with embedded diamonds. They trigger the platinum python with emerald eyes.

Tiles indicated with an S are silver and otherwise plain. They trigger the silver boar.

Tiles indicated with a G are copper with embedded diamonds. They trigger the gold tiger with ruby eyes.

Tiles indicated with a B are copper and otherwise plain. They trigger the bronze cat.

HANDOUT #2: NAZREIHA'S NOTE

To my uninvited guests,

Congratulations! If you're reading this, you're still alive. And still several steps behind me, but that's to be expected. Did you really think you had any chance of catching up with me tonight? How naive! I do understand that it would be a singular honor to meet me, but be careful what you wish for. It is not often a survivable event. Luckily, I have no desire to get my hands dirty at the moment. I'll leave the grit and grime to you.

One final reminder—I am always ahead of whatever plan your little Pathfinder group comes up with. You may have found some low-level information here in the manor, but there's a reason I didn't go through that much trouble to hide it. I sincerely doubt that any of it is going to help you or slow me down for one moment.

See you when I want to see you,
Nazreiha

THE RAKSHASA'S COURT

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
7	22 gp
8	30 gp
9	44 gp
10	1060 gp

Treasure Bundles

- Area **A3–A4**, pages 7–8: 1 Treasure Bundle for either killing the sewer gators or searching **A4**.
- Area **B1**, page 10: 1 Treasure Bundles for defeating the dandasukas.
- Area **B2**, page 10: 1 Treasure Bundle for searching **B2**.
- Area **B4**, page 11: 2 Treasure Bundles for navigating the traps of the statue room.
- Area **B6**, page 12: 2 Treasure Bundles for retrieving clues from Nazreih's library.
- Area **B7**, page 12: 3 Treasure Bundles for defeating Asper Hajeri and leaving with evidence of Nazreih's misdeeds.

CP TOTAL	LEVEL RANGE
8-15	7-8
16-18 (5+ players)	7-8
6-18 (4 players)	9-10
19+	9-10

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 Weapon), 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 Weapon), 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

THE RAKSHASA'S COURT



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
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				<input type="checkbox"/> C	<input type="checkbox"/> D
					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"/>

THE RAKSHASA'S COURT

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