

SECOND EDITION
REMASTER

PATHFINDER SOCIETY



YEAR OF IMMORTAL INFLUENCE

Scenario #6-05

Levels 1-4

Silver Bark, Golden Blades

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HOW TO PLAY

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GM Resources

Campaign Home Page: pathfindersociety.club**Books:** *Pathfinder Monster Core*, *Pathfinder Rage of Elements*, *Pathfinder Lost Omens Pathfinder Society*, and *Pathfinder Lost Omens Tian Xia World Guide***Maps:** *Pathfinder Flip-Mat: Falls & Rapids*, *Pathfinder Flip-Mat: Thieves' Guild***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/>.

**REPEATABLE**

Summary

The PCs travel to the Forest of Spirits to investigate a mysterious fog that has blocked all merchant travel on the Spirit Road. On the way, they must deal with an angry kami, investigate a village, and root out the bandit cell whose nefarious activities have caused the kami to isolate the village.

Content Warning

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

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Adventure Background

Silvertree Village, named for the great silver-barked tree inhabited by the region's guardian kami, Sakura, has long been a rest stop along the Spirit Road; the route follows the southwestern edge of the forest connecting Hongal to Minkai. Situated a few miles into the forest—about a third of the way along the route—Silvertree is a popular place of respite for travelers and merchants making the trek between the two nations. Then the events of Godsrain caused the cursed weapon *Bloodmoon* to fall to earth in a literal rain of blood, where it found a cell of Golden League smugglers. *Bloodmoon* is the naginata that the deity Fumeiyoshi, Lord of Envy, used to slay his brother, the moon god Tsukiyo. Though Fumeiyoshi later tossed the bloodstained blade away, the cursed weapon has sought opportunities for both mischief and self-aggrandizement ever since.

The Golden League cell has been hiding within Silvertree village for decades, integrating with the villagers and blending in seamlessly, so they can use the settlement as a hiding spot for stolen or smuggled goods until it was safe to move them. The other residents are unaware of the cell's affiliation and are equally unaware of the labyrinthine smuggler's den they slowly built over the decades underneath the unassuming business the cell uses as a front. The Golden League made sure not to disturb the forest directly outside of the village and skirted the kami Sakura's wrath with secret offerings. Those offerings, though, would not work this time.

Sakura, already on edge with the chaos wrought recently due to the Godsrain, was in no mood to host an unholy item such as *Bloodmoon* in their territory. They can feel its ill intent like a cloying stench, undetectable to the residents of Silvertree, even the cell. Sakura blamed the entire village for the actions of the Golden League Cell and, as punishment, sealed it off from the rest of the trade route with a bank of disorienting fog. Travelers trying to pass through will find themselves leaving the fog in the same place that they entered. Sakura has demanded the removal of the

Where on Golarion?

Silver Bark, Golden Blades begins in the Three Gates Lodge in northern Minkai. The PCs quickly travel into the Forest of Spirits, a dense and frigid pine forest home to numerous supernatural forces. For more information on the Forest of Spirits, see pages 155-159 of the *Lost Omens Tian Xia World Guide*.



“filthy source of miasma,” but will not elaborate. The innocent villagers have no idea what their guardian could mean. Ever inscrutable, the will of the kami seems, to them, impossible to carry out.

Meanwhile, the Golden League cell has been overwhelmed by the cursed naginata. *Bloodmoon* has stoked their greed and paranoia, causing them to shutter their businesses and act aggressively to outsiders and each other.

Amara Li (insightful female human bard) was recently made aware that some merchants she hired to transport goods from Hongal to the Three Gates Lodge in Minkai could not access their usual rest stop. Fearing that there might be something sinister to the strange and persistent fog, she has called for agents to investigate. Many of the Lantern Lodge are currently far afield dealing with the literal fallout of the Godsrain, and so additional agents were called in to supplement.

Silver Bark, Golden Blades

Getting Started

This scenario starts in the Three Gates Lodge within Kayajima, Minkai, not far from the beginning of the Spirit Road. There Venture-Captain Amara Li offers tea and dumplings as she briefs the Pathfinders on the strange fog blocking all transit to Silvertree. Read or paraphrase the following to get the adventure underway.

"I need you to investigate something for me," Amara Li says as she pours golden buckwheat tea into simple yet elegant cups. "Despite the vast and somewhat dangerous wilderness that surrounds it, the Spirit Road is the lifeblood of trade between Hongal and Minkai, and now it has been inexplicably blocked." She pauses. "The Forest of Spirits is home to departed souls and kami, the spiritual guardians of the forest. Travelers



Amara Li

through this region rarely dare to stray from the road for fear of offending either."

She passes the cups along the table, and then continues. "Some merchants that I hired to transport goods to Hongal reported that a thick and disorienting fog laid across their route. One woman told me that she heard howling ghosts when she tried to enter, and another was bitten by relentless tiny teeth. The merchants soon found themselves leaving the fog where they had entered. Shaken by this experience, they turned around and reported back here." Amara Li sighs. "There is another group of merchants who left from Hongal, and have not been seen since, and other merchants coming from Minkai have reported being unable to pass through.

"It is always hard to map a region as ever-changing as the Forest of Spirits," Amara continues, "but consider this as close an approximation as we can get." Amara unrolls a delicately painted map. "As you can see, the Spirit Road connects Minkai to Hongal along the peninsula's southwestern coastline. The largest settlement on the Spirit Road is the village of Ohira, right at the delta of the Bunkatsu river. But crossing the Bunkatsu at this time of year is dangerous, so most merchant caravans take their heavy wagons to the crossing slightly north of the Spirit Road at the bridge that leads to the tiny village of Silvertree." Amara taps her finger on the dot representing the village.

"There seems something sinister to this strange and persistent fog. We think the source of the fog must be somewhere near one of these two villages and the Bunkatsu river. With so many of my experienced agents dealing with literal fallout of Godsrain, I'm hoping that you can investigate the phenomenon and tell us what we need to do to end it."

Amara Li attempts to answer the PC's questions and provides relevant information even if the PCs don't ask.

How long has fog been hampering travel? Amara frowns. "Travel time from one end of the Spirit Road to the other takes a few weeks, so we believe this problem started slightly over three weeks ago."

Do you have a theory about what is happening with the fog? "Not as such," Amara answers carefully, "but the Forest of Spirits *is* the repository of most of the world's kami. Every village has its own guardian kami. Talk to them and see if they know anything of this phenomenon."

How does one appease a kami? "How does one appease a person?" Amara Li asks with a raised brow. "All kami are different, and each will have different preferences and needs. I suggest you address them with utter politeness and listen to what they have to say."

What do we know about the kami from Ohira and Silvertree? "Alas, my sources do not list every guardian kami found along the Spirit Road, so I cannot tell you. That is something you will need to investigate for yourselves."

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Amara Li has provided the PCs with a standard set of provisions for the long journey: a pair of horses, a wagon loaded with food, water, a repair kit, and a map of Minkai and the Forest of Spirits, including the only settlements along the Spirit Road.

Nature, Society, or Appropriate Lore (Recall Knowledge)

A PC who succeeds at a DC 15 Nature, Society or an appropriate DC 13 Lore check to Recall Knowledge might know more about the threats commonly found in the Forest of Spirits. 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 There have been recent rumors of rare plants and animals smuggled from the Forest of Spirits being sold at markets in Minkai and Hongol by agents of the Golden League. Knowing this information means the PCs already start with one success in their attempts to investigate Silvertree village (see **Investigating the Village**, 11.)

Success The most common threats found in the Forest of Spirits are bandits, oni, fey, and wild animals. If the balance of the forest has been upset, even kami and nature spirits can become aggressive and attack.

Critical Failure The Forest of Spirits is dangerous because kami and nature spirits frequently attack any traveler who strays from the Spirit Road.

HERO POINTS

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

Running This Scenario

This scenario is designed for replayability. In addition to standard bandits, it includes three possible Golden League cell bosses, two possible secret bases, two possible traps, and two possible possessed creatures that have been enraged or activated by *Bloodmoon's* unholy energy. GMs may choose (or roll for) these random elements using the Bases and Bosses table (below) and the Encounter Options table (page 6), selecting once on each table.

Kami and Nature-Themed PCs

PCs with nature-themed ancestries (like Ieshies and awakened animals) are treated within the Forest of Spirits not as strangers but as friends and former neighbors, even if they hail from elsewhere. Such PCs get a +1 circumstance bonus for interacting respectfully with forest creatures or dealing with non-bandit villagers. This bonus does not carry into the Secret Base.



Tea Set

Once the encounters have been selected, the creatures may be placed anywhere on the map. GMs, however, should try to make sure that large creatures have large rooms in which to

fight. Furthermore, do not have creatures from one area join the fight from another area. The walls of the Golden League lair are thick, and *Bloodmoon* is whispering in the ears of the residents, both agitating them to battle and making the bandits so distracted as to not hear sounds of battle elsewhere in the complex, even should a fight happen in the very next room.

There are three different potential bosses for this Golden League cell, but each of their stories shares one thing in common: since finding *Bloodmoon*, each boss has transitioned from an individual whose dreams and ambitions within the Golden League extended far beyond this village to someone who stays close to the home base, obsesses over *Bloodmoon*, and is jealously possessive of the weapon to an extremely obsessive degree. Therefore, regardless of the boss chosen, the story beats will largely be the same.

BASES AND BOSSES

D6	Secret Base	Golden League Cell Boss
1	Tofu Shop	Big Katsu
2	Tofu Shop	Bun the Black
3	Tofu Shop	Mama Tofu
4	Boat Launch	Big Katsu
5	Boat Launch	Bun the Black
6	Boat Launch	Mama Tofu

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ENCOUNTER OPTIONS

D4	Traps (Event 3)	Creatures (Event 4)
1	Greased Floor	Constructs
2	Greased Floor	Wild Things
3	Pit Trap	Constructs
4	Pit Trap	Wild Things

BIG KATSU

The village oni—named Big Katsu for the large number of cutlets he can devour in a single meal—has been disguised as a villager in this town for over a decade, using his shapeshifting ability to infiltrate the Golden League smuggling cell, rise through the ranks, and take over. The discovery of *Bloodmoon* has fueled his dreams of becoming the most dangerous creature in the Forest of Spirits. He croons to *Bloodmoon* and speaks of soon feeding it the souls of any who dare to try taking it from



Big Katsu

The Two Secret Bases

There are two potential maps for the secret base of the Golden League in this adventure: the Tofu Shop (**Map B**, page 13) and the Boat Launch (**Map C**, page 15). Although Mama Tofu ties in more thematically with the tofu shop and Bun the Black ties in more thematically with the boat launch, any boss can be attached to any lair. Mama Tofu can travel from a shop in town to the underground boat launch, and Bun can lurk deeper in the lair for the tofu shop map. Big Katsu is equally happy on either map but will not confront the PCs in anything other than a large space.

him. He pretends to be an ordinary tengu, hiding his horns under his hat until he morphs into his large oni size for the battle.

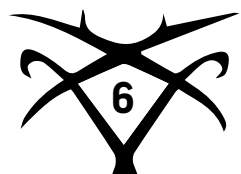
BUN THE BLACK

Unlike the other two potential Golden League bosses, Bun the river drake is incapable of blending in as a simple villager without the help of his *smoke veil* (*Pathfinder Rage of Elements* 124). Instead, he sneaks around the secret base, oversees smuggling shipments, and bullies his minions. Falsely claiming to be the spirit of the Bunkatsu river itself, Bun loves boasting of his famous river powers and claims to intruders and followers alike that should he be killed, the Bunkatsu river will dry up, condemning the entire Forest of Spirits to a slow death. A PC can see through Bun's lies by succeeding at a DC 16 Perception check to Sense Motive (DC 18 for levels 3–4.)

In combat, Bun prefers to battle in wet locations, or ones where he can pop out from hiding to ambush the PCs. He opens with Caustic Mucus and then follows up with boasts, bites, and tail attacks. *Bloodmoon* has affected his mind, making him quite delusional about his presence as a river spirit.

MAMA TOFU

Mama Tofu appears to be a jolly and jovial old human woman who makes the most scrumptious tofu and always has plenty of sweets for the children. Of course, this lovely old woman is a monster in disguise. At levels 1–2, Mama Tofu is a wererat who communicates with the little pet rats in her lair. These rats are there for cinematic purposes and have no combat stats. At levels 3–4, she is a sweet hag who tries to offer one of the PCs a poisoned candy laced with the *laughing fit* spell before



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combat begins. Before the arrival of *Bloodmoon*, Mama Tofu was happy leading her Golden League smuggling cell and polishing her saintly self-image. But now she hasn't been as happy with her simple village life and has become increasingly paranoid about letting *Bloodmoon* out of her sight.

Mama Tofu is likely to meet the party in a genial manner early on, only to turn on them when in the presence of *Bloodmoon* in the final battle.

Through the Grasslands

The journey from the Three Gates Lodge in Kayajima through the Osogen Grasslands is chilly but scenic, with brisk winds blowing through the swaying plants of the prairie and mountains soaring to either side of the plain. Along the way, friendly nomads and hearty herdsman wave from a distance, and some locals approach on horseback to warn travelers with rumors that the Spirit Road has been blocked. Finally, the northern city of Hokkōshi comes into view. As the last stop for travelers venturing into the Forest of Spirits, Hokkōshi teems with Spirit Road guides and merchant caravans, all glumly stuck in town.

The merchants clamor to talk to any Pathfinders who approach them, telling them stories of the mysterious fog that is blocking all travel across the Bunkatsu river. Most of the merchants and guides are veterans with many prior crossings of the road; none have seen a fog this impenetrable or permanent. They confirm that the fog has blocked all travel for the past month. The merchants refuse any offers to accompany the PCs while the fog persists.

Into the Woods

Once within the woods, almost all traffic on the Spirit Road dies away, though the sounds of birdsong and skittering wildlife fill the void. Old growth trees enclose the path on both sides, with the occasional a break in the trees revealing a view of the azure seawater of the Sapphire Sound. Down below, waves crash against a rocky shore and the air tastes not just of pine but also of finely misted salt spray.

One by one, snowy squirrel-like creatures with the twitching long ears of rabbits arrive on the path. The squirrel-rabbits watch the PCs with intelligent eyes, always following at a watchful distance. As the PCs travel onward, more and more squirrel-rabbits arrive, skittering overhead from branch to branch or hopping along the sides of the path. A PC who makes a successful DC 14 Nature check to identify the creatures recognizes them as the Risuchō, a network of tiny kami who deliver news and mail from village to village. A PC who makes a successful DC 16 Perception check to Sense Motive understands that the Risuchō's squirrels are intelligent and waiting patiently to see what the PCs will do.

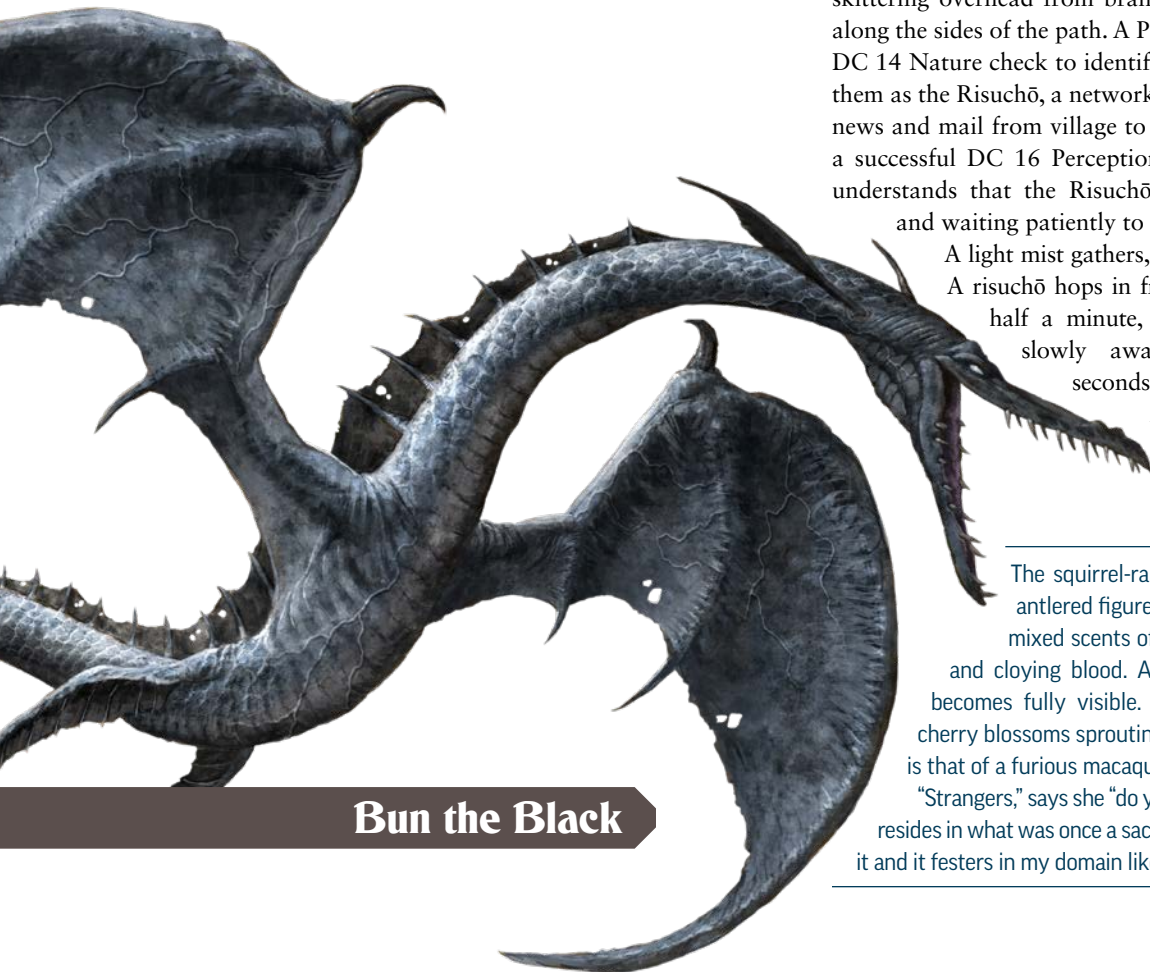
A light mist gathers, swirling around the trees.

A risuchō hops in front of the PCs, waits for half a minute, and then starts hopping slowly away, stopping every few seconds to look behind and check if anyone follows.

Meeting Sakura

The squirrel-rabbit skitters to a halt as an antlered figure arises out of the mist to the mixed scents of cherry blossoms, sea spray and cloying blood. As the mists clear, her form becomes fully visible. With bright green fur and cherry blossoms sprouting out of her antlers, her face is that of a furious macaque monkey.

"Strangers," says she "do you feel it? An unholy miasma resides in what was once a sacred wood. The village harbors it and it festers in my domain like a weeping sore."



Bun the Black

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The antlered macaque introduces herself as Sakura, the guardian kami of Silvertree. If any of the players have played *Pathfinder Scenario #1-06 Lost on the Spirit Road*, Sakura recognizes them. “Once you did this forest a service, confronting a thief, freeing a spirit and soothing these woods and making them whole.” Even if they have not, Sakura states, “I have laid this fog in to separate Silvertree from the rest of the Forest of Spirits.” Sakura admits that it is not just for punishment, but also to protect the rest of the forest from infection. She will not remove the fog until the villagers rid themselves of this horrid thing. She challenges the party, asking if they can find the source of unholy energy. “Perhaps if you can find a way to navigate this fog, you can also find a way to free the village and remove the filthy source of miasma.”

Do you know what the source of the foulness is? Sakura twitches with discomfort. “I do not know exactly what the source of the foulness is, only that I sense it within the village and its presence is enraging, not just to me but to the other forest spirits. Some of them have been maddened by it, losing all sense and reason. *I’m* losing all sense and reason! Dig until you find it, and then destroy it!”

Do the villagers know why you have raised the fog? “I was so enraged by the foul presence in my woods that I could barely speak of it... Do you think they could be unaware of its presence? Surely *you* can feel it. You can feel it, can you not?” (Unless the PCs have a way to detect unholy energy, they cannot.)

Event 1: Navigating the Fog

The white squirrel-rabbits chitter at Sakura, and then hop hopefully to the edge of the solid fog barrier. Sakura’s eyes narrow as she studies the Pathfinders before her. “Very well. I will allow you within the fog, and we will see how you manage the challenge. Perhaps you can find your way.” Then Sakura pauses. “Should you meet enraged kami, defend yourselves, but try not to kill them. They know not what they do.”

Sakura raises an arm, and the fog thins for a moment, allowing both the PCs and the chattering squirrel-rabbits following them within. Then the fog closes around them, dense and forbidding, blocking nearly all vision but for



Mama Tofu

Mist Opportunities

PCs with any ability allowing them to see through non-magical fog receive a +2 circumstance bonus on all checks to navigate the fog.

adjacent creatures. The squirrel-rabbits accompany the party, patiently waiting to see what they might do.

Fog Challenge: The fog challenge contains six scenes. GMs should select four of them and present them in any order they wish to tell the story of the PCs’ journey through the fog. Each scene lists the number of Navigation points needed to overcome the obstacle. Each PC that succeeds in a Navigation check earns a Navigation point. A critical success earns 2 Navigation points, while PCs who critically fail lose a Navigation point.

Levels 1–2

NAVIGATING THE FOG

Page 20

Levels 3–4

NAVIGATING THE FOG

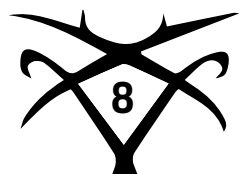
Page 29

Development: If the PCs succeed at three of the four fog challenge scenes (and do not kill the forest creatures in optional encounter A), they earn **Sakura’s Favor** (page 11).

Reward: After they navigate through the fog, the PCs find an abandoned backpack with an *aerial cloak* (*Rage of Elements* 74), a floating four-person tent (*Rage of Elements* 75) and a *polished pebble aeon stone* (*Rage of Elements* 98) that one of the merchant caravans left behind.

A. River Crossing (Optional) Moderate

After the PCs come out of the fog, but before they reach the village proper, they may (with GM’s discretion) find themselves at the banks of the Bunkatsu river. Enraged by the dark energy spilling



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from *Bloodmoon*, nature spirits attack the party, confusing them for the defilers who shelter the cursed weapon. If the creatures are reduced to at least half their hit points, the party has the option of mercy, as the injured nature spirits can be made to return to themselves, free of *Bloodmoon's* foul influence.

Use the map on page 10 for this encounter. Note that this encounter is optional and should never be run in any game venue with less than four hours of play time.

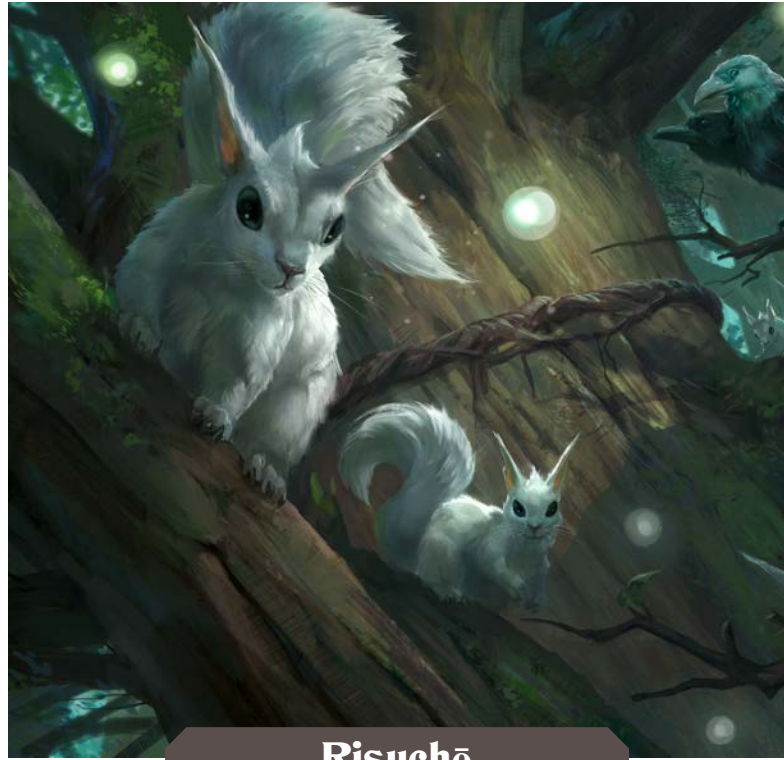
Creatures: The nature spirits for levels 1–2 are a young kirin and a sprite. Due to the nature of the terrain, the kirin are unable to make use of their Powerful Charge ability. For levels 3–4, some enraged poracha fight the PCs.

CALL TO REASON

UNCOMMON AUDITORY CONCENTRATE LINGUISTIC MENTAL

Requirements An enraged nature spirit is visibly shaken by being reduced to half their hit points or fewer.

You call out to a visibly shaken foe and attempt to call them back to themselves and shake of any malign influence affecting their behavior and actions. Depending upon your strategy, attempt a Deception, Diplomacy, Intimidation, or



Risuchō



Sakura

Nature check against the foe's will DC to make your case for the foe's surrender.

Critical Success The foe is quick to surrender and attempts to convince their allies to surrender as well. You and your allies gain a +1 circumstance bonus to checks to Call to Reason for one minute.

Success The foe takes your words to heart and surrenders to you immediately.

Failure The foe brushes off your attempt and continues to fight.

Critical Failure Your argument is severely flawed or laughable. The foe disregards your words and continues to fight. You take a -1 circumstance penalty to checks to Call to Reason for one minute.

Levels 1-2

YOUNG KIRIN

Page 21, art on page 43

CREATURE 2

SPRITE

Page 21, art on page 43

CREATURE -1

Levels 3-4

YOUNG PORACHAS (2)

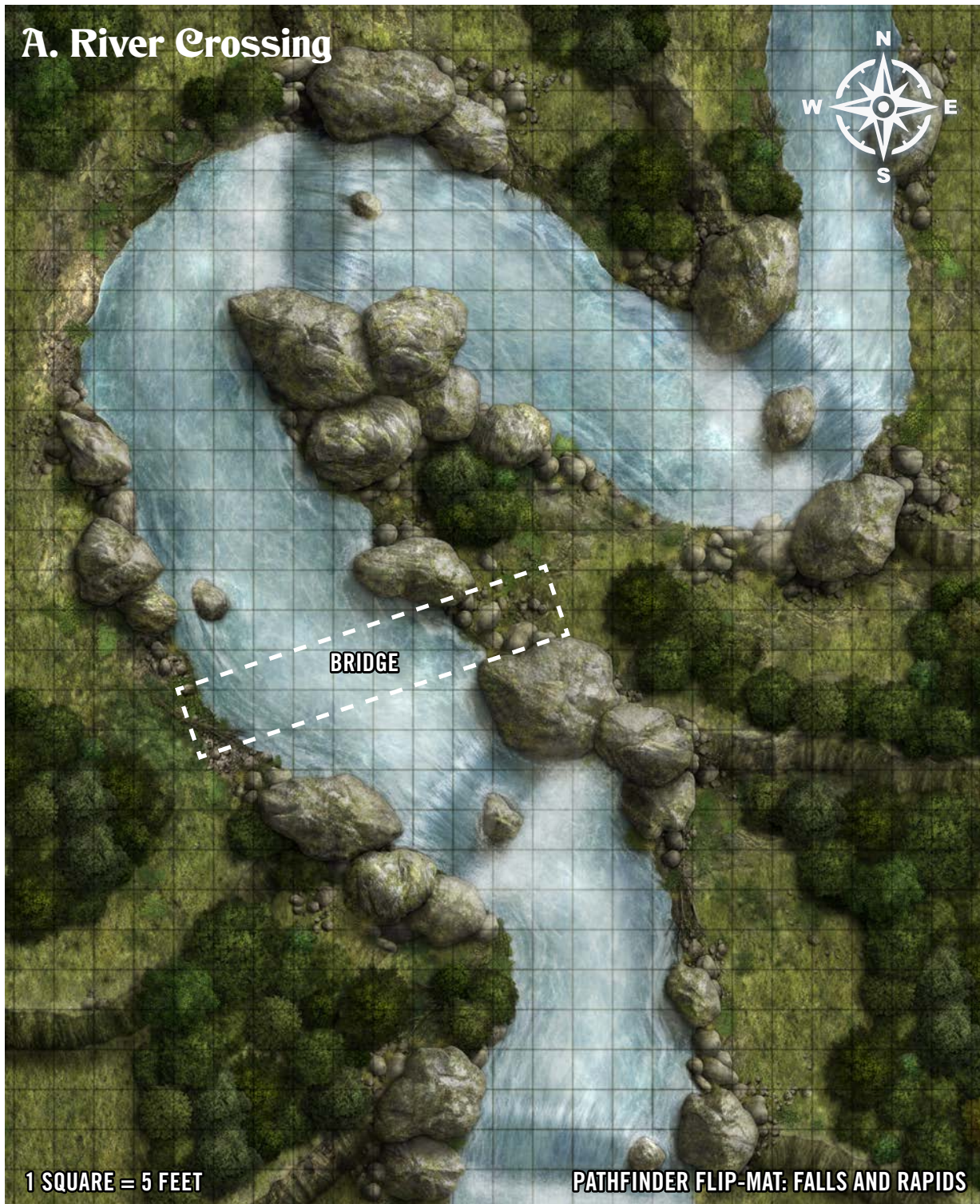
Page 30, art on page 43

CREATURE 3



Silver Bark, Golden Blades

A. River Crossing



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Rewards: Kirins who have been brought to reason will cast *heal* to help the PCs recover. Porachas who have been brought to reason find berries that act as *lesser healing potions* and offer one to each wounded PC.

Sakura's Favor

If the PCs succeed at Navigating the Fog (see Development, page 8), without killing any of the optionally hostile kami, a glowing cherry blossom sprig falls to their feet just before they enter the village. This sprig is a sign of Sakura's favor and is a holy talisman. Give the PCs **Handout: Sakura's Sprig** (page 41).

Event 2: Village Mail Call

As the party strides out of the fog, they meet bewildered villagers coming out of their humble homes, some of whom blink their eyes as if they haven't left their dwellings in a long time. The villagers cry with joy as they see not only the PCs, but also the Risuchō squirrel-rabbits, who run around for at least half an hour delivering a month's worth of mail to the lost villagers. A woman squeals as she gets a letter, "My daughter gave birth to a healthy girl! I'm a grandmother!" Other villagers shout their joy as they receive letters from friends, family, or even just trading partners in other villages. "We've not been forgotten by everyone!" one man says, clutching his letter to his heart.

"Has Sakura forgiven us?" Mayor Kimi, an elderly tengu woman asks. The villagers clearly do not understand why Sakura has abandoned them in the fog, and when the villagers realize that Sakura is still angry, they wail anew. Silvertree is a simple village; in addition to the ancient silver tree that gave the village its name, it also features a tiny inn, fisher's cottages, several shrines, and a successful tofu shop that doubles as a pub and village meeting space.

Investigating the Village

The PCs must investigate the village, either by calming the villagers so they will talk, or by seeking clues within the village. Allow the PCs to describe how they plan to investigate. Each PC can make two skill checks with a DC

of 15 (17 for levels 3–4.) If the PC is using an appropriate Lore skill, lower the DC by 2. Allow the PCs to be creative with their skills so long as they can justify how this furthers the investigation. The presence of *Sakura's sprig* in the party gives the PCs a +1 for all checks. Examples include Perception or Survival to investigate the village and surrounding area, Underworld Lore or Society to recognize suspicious activity, Diplomacy and Deception to talk with villagers or Nature or Religion to reassure the villagers that it will be possible to calm Sakura and the angry nature spirits.

If a PC critically succeeds on their check to investigate, award them two successes. Similarly, PCs lose one success on a critical failure.

Development: If the PCs earn at least as many successes to equal the number of PCs, Mayor Kimi admits to the PCs that her two adult nephews, Kenji and Daisuke, have recently gone missing. She doesn't know if they were lost in the fog or had something else terrible happen to them. She does realize that one of the Risuchō squirrel-rabbits has

been standing outside their hut, unable to deliver their mail. Unknown to the kindly mayor, these young men were recently recruited to the Golden League cell.

Depending on the map chosen, Kenji and Daisuke were either doing deliveries to other villages from the Tofu Shop or they were fishermen working from an underground boat launch. This information leads the PCs to the Golden League's secret base.

If the PCs fail to get enough successes in their attempts to influence or investigate, they notice one of the Risuchō messengers scurrying at the door to either Tofu Shop or the Fish Fry. The squirrel creature has become frantic to deliver mail to a missing recipient. The villagers can then remember that they have not seen the workers associated with those businesses since the fog arrived. If this happens, the PCs can find the Secret Base but will take a –2 circumstance penalty to their initiative checks in Event 5.

The Secret Base

Over a century ago, the hobgoblin nation Rahk Lo created an underground trading post beneath the Forest of Spirits,



House on the Spirit Road

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only to discover that the Forest was not an agricultural area that could easily feed their population. They abandoned their post, where it was discovered a couple of decades later by a Golden League merchant. Since then, the Golden League has expanded the secret base, using it primarily as a storehouse for stolen and smuggled goods. In the past six months under the leadership of the newest boss, the small smuggling operation has also begun discreetly harvesting rare plants and creatures from the Forest of Spirits and selling them to markets in both Minkai and Hongal. Blending with local villagers under the guise of a local business, the members of this outpost have been traveling all over the forest.

Since the arrival of *Bloodmoon* a month ago, the bandits within the Golden League cell have begun acting erratically. The cursed naginata began whispering in their heads, sowing discord and crooning songs of conquest. The bandits have since been twitchy and near intoxicated from prolonged proximity to such an unholy artifact. No one in this lair has been acting normally for days. In addition to the bandits who fight the PCs, there will be bandits who totally ignore them, muttering responses to the voice of the cursed naginata in their heads. Feel free to show the bandits getting drunk, fighting with one another, praying in the shrine, or crooning over treasure when the player characters arrive. There may also be dead bandit bodies with obvious stab wounds lying around in some rooms, evidence that the Golden League has been turning on one another.

Shortly after arriving within the secret base, the PCs find some Golden League coins, carelessly scattered by the distracted bandits. A PC who identifies one of the coins with a successful DC 15 Society or DC 13 Underworld Lore check (17 and 15 respectively for Levels 3–4) can recognize the coin's origins and can reasonably infer the presence of Golden League activity.

Both Secret Bases have 15-foot-high ceilings throughout the lair. To accommodate the bandits themselves (mostly *tengu* and *halflings*), the lair is well-lit throughout by lamps hanging from the walls of every room.

B. Tofu Shop (Secret Base Option 1)

The PCs should have no problems locating the tofu shop. Silvertree Tofu is a prosperous business and the largest

in the village. A large, colorful sign marks the business, featuring an illustration of a happy *Sakura* eating a large plate of stacked *tofu*. The shop makes *tofu* and sweets that it exports to villages and creatures all over the Forest of Spirits, providing employment to many burly people who list their occupations as delivery professionals and *tofu* pounders. However, while the business offers real goods, it serves primarily as a front for an underground Golden League smuggling outpost.

These activities lasted until *Sakura's* ire caused the fog to isolate the village and trapped the Golden League cell within Silvertree's borders. Now the agitated bandits have locked the *tofu* shop's doors and retreated within their lair. Use the map on page 13 for the following encounters.

B1. TOFU SHOP

The front door of Silvertree Tofu is locked and no one answers if anyone knocks. A PC who wishes to break into the shop can do so with a successful DC 15 Thievery check to pick the lock or a DC 17 Athletics check to Force Open (17 and 19 respectively for levels 3–4).

The appetizing scents of fresh *tofu*, candies and beer permeate this room. Silvertree Tofu is a clean shop filled with comfortable—if well-used—furniture, some worn throw rugs, and a counter filled with freshly stocked *tofu* and other treats. Wooden placards on the wall list a variety of local dishes, along with tea and local beer and sake.

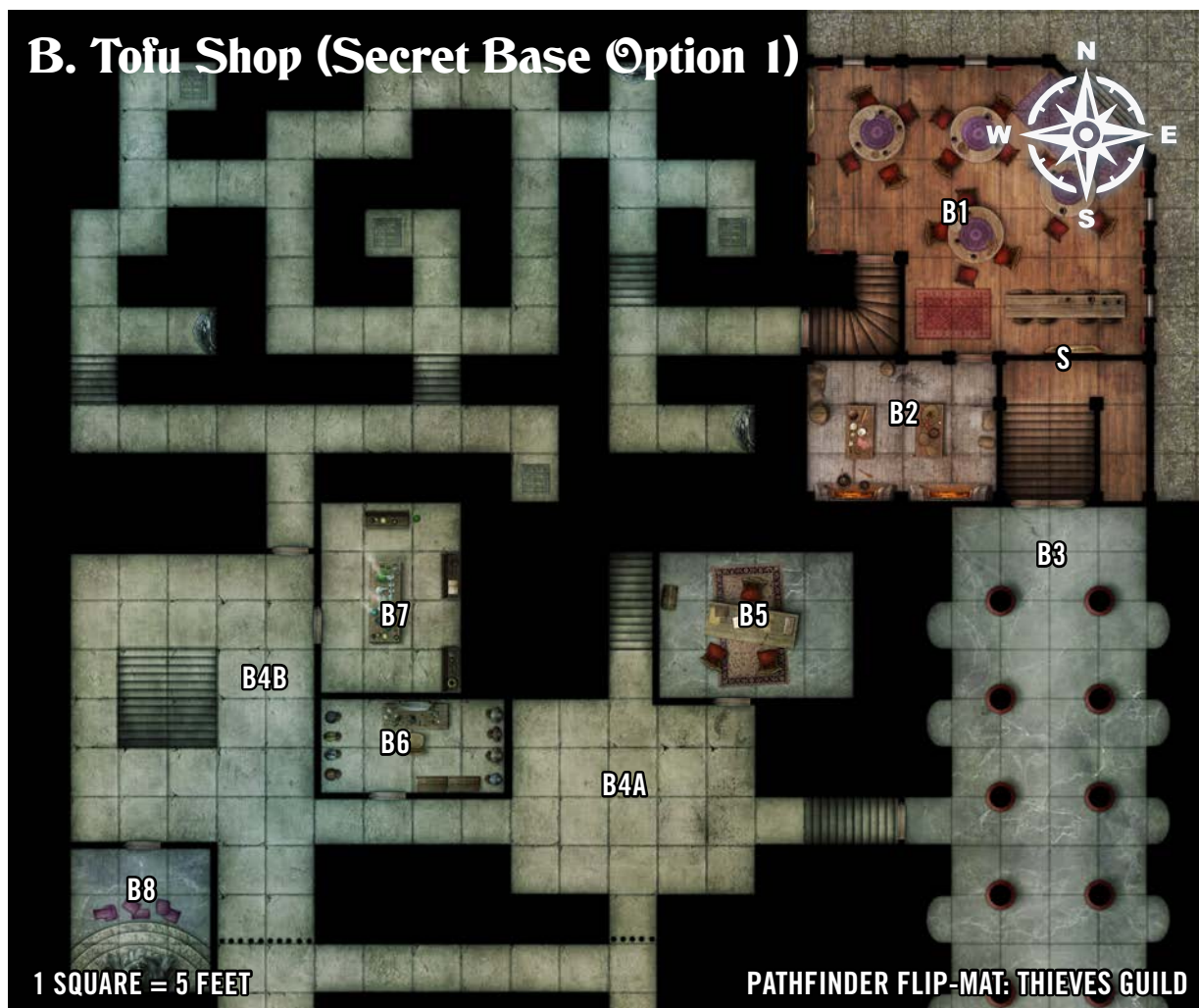
Despite being locked, this shop looks like it is ready for business. The boss has made such a fuss about the *tofu* shop always being ready for business that this is the one thing the bandits have been maintaining. On the southside of the *tofu* shop, two obvious doors lead to either the kitchen (area **B2**) or a stairway leading to a warren of tunnels that eventually let out in **B4b**. There is also a secret door behind the wooden placard (behind the counter) that opens onto stairs leading to the graffiti-pillared hallway (area **B3**). PCs who Search can find this secret door with a successful DC 15 Perception check (17 for Levels 3–4).

B2. KITCHEN

The kitchen contains tubs of soaking soybeans and coagulating soy milk. There is a dusting of flour and sugar all over the counters, and there are trays of sweets in various stages of production.



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The only door is to the North, leading back to the Tofu Shop (B1).

B3. GRAFFITI PILLARS

The stairs descend south to a set of double doors, revealing a once grand hallway.

Heavily scuffed marble that's seen better days covers the floor of what was clearly once some sort of ceremonial hall. There are lamps in the alcoves and their light reveals bits of uneven raised floor where statues once stood. Crude graffiti bearing names and rude pictures cover every pillar, but underneath the dirt and graffiti are pictographs and the carved faces of hobgoblins.

This room used to be a community hall for the short-lived Rahk Lo hobgoblin trading post that was once here. Meanwhile, seventy years of Golden League occupation of this space has meant that every bandit who lived

here has signed their names on these pillars. A PC who Investigates these pillars with a successful DC 16 Society or DC 12 Hobgoblin Lore check (18 and 14 respectively for Levels 3–4), learns of their Rahk Lo origin, and realizes that this was supposed to be a community room to impress guests. PCs who read Goblin realize that the pillars include poems of welcome and the statement of peaceful intentions.

A doorway to the north leads upwards to the Tofu Shop (B1) and an exit to the west leads to the all-purpose room (B4a).

B4A. ALL-PURPOSE ROOM

Save for sliding door cupboards along the walls, this room appears completely empty. It serves as a training room during the day and a sleeping area at night. PCs who investigate the cupboards in the sidewalls find neatly rolled bedrolls, folded clothing and other personal effects from the bandits.

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The All-Purpose room is linked along a shared hallway with **B4b**, so a fight can sprawl along the full length of both rooms. Exits open east toward the graffiti-pillar hallway (**B3**), north to Boss Office (**B5**), south to a gated storage area, and west toward the Accountant's Office (**B6**) and the Back Exit Stairs (**B4b**).

B4B. BACK EXIT STAIRS

Stairs lead down to a cavern that opens on the bank of the Bunkatsu river.

This can provide a late entrance for the boss and *Bloodmoon*, even if the party has traversed through here before. This room is linked along a shared hallway with **B4a**, so a fight can sprawl along the full length of both rooms. To the east, doors lead to the Distillery (**B7**) and the Accountant's Office (**B6**). To the north a door leads to a tangled maze of hallways, and to the south to the Fumeiyoshi Shrine (**B8**).

B5. BOSS'S OFFICE

This room contains an elegant and expensive floor rug, velvet covered chairs, a small wooden chest and a grand-looking desk.

PCs who Search the desk can find the boss's diary with a successful DC 15 Perception check (17 for levels 3–4). The diary chronicles the boss's rise to power within this cell of the Golden League, revealing a ruthless cunning and honest self-appraisal. But in the most recent diary entries, the handwriting becomes erratic as the boss extols *Bloodmoon* and expresses violent sentiments like, "They don't want me to succeed, but I will crush them all like the insects they are." PCs who spend time reading the diary gain all the information concerning this Golden League cell mentioned in the background of this adventure.

The one door in this room leads back out to area **B4a**.

Rewards: The PCs can open the chest with successful DC 15 Thievery or DC 17 Athletics check (17 and 19 for levels 3–4). The locked wooden chest contains a *purifying ladle* (*Rage of Elements* 202)—to prevent the Boss from being poisoned by underlings—and a *smoke veil* (*Rage of Elements* 124).

B6. ACCOUNTANT'S OFFICE

This room includes mannequins bearing various uniforms and other costumes for the Golden League cell, along with a plain wooden desk and ledgers.

The full incriminating records of the Golden League Cell's activities can be found in this room. In tiny print, there are seventy years of every smuggled or stolen item or creature that has passed through these walls. One of the most recent entries notes the discovery of *Bloodmoon*, noting that the remarkable artifact would surely be worth thousands of gold pieces to the right collector in Goka, but that the boss seems unable to part with it.

The one door in the room leads out to the hallway between **B4a** and **B4b**.

Rewards: Hidden within their desk, the accountant squirreled away a spellheart smuggled from the forest, a *thorn triad* (*Rage of Elements* 203).

B7. DISTILLERY

This room contains a working still, and vats for the homemade beer and sake served in the Tofu Shop.

The only door exits to the west to the back exit (**B4b**).

B8. FUMEIYOSHI SHRINE

Two bodies of young tengu men lie broken and bloody in this shrine. The statue that stands out in this shrine has been literally defaced, with a new face painted over the chipped-off remains like a demonic mask. The walls of this shrine have several carved moon symbols, each one blotted with blood.

The bodies of the two young tengu men are Mayor Kimi's missing adult nephews, Kenji and Daisuke. With this ritual sacrifice of two innocent new recruits, this room has been newly repurposed into a shrine for Fumeiyoshi. PCs can investigate this grisly scene with a successful DC 15 Medicine check (17 for levels 3–4), which tells them that the two young men were slain by a long slashing weapon. This weapon was *Bloodmoon*. PCs who investigate the shrine with a successful DC 15 Religion check (17 for levels 3–4) understand that the murder was committed to desecrate this shrine, turning it to the god Fumeiyoshi by reenacting Fumeiyoshi's betrayal and murder of his brother Tsukiyo.

Because Tsukiyo cares for social outcasts, this shrine had once been his. The PCs can cleanse the shrine and return it to its former purpose. The cleansing requires the PCs to make a successful DC 15 skill check (17 for levels 3–4) using Acrobatics or Athletics to physically clean the space; Diplomacy to speak gently to the souls of Kenji and Daisuke; or Religion, Nature, or Performance to spiritually bring the space back into greater harmony.

Development. If at least half the PCs succeed at their checks to purify the shrine, this weakens *Bloodmoon*'s power. The PCs will have a +2 circumstance bonus to disable *Bloodmoon* in the Boss Fight (**Event 5**).

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C. Boat Launch (Secret Base Option 2)

Use the map above for the following encounters. Several of the Golden League bandits pretending to be local fishermen share a hut in the village. This building, nicknamed the Fish Fry for the greasy smell that pervades it, is really nothing more than a veneer to hide the secret base's entrance. The front door of the Fish Fry is locked and no one answers the door if anyone knocks. A PC who wishes to break into the hut can do so with a DC 15 Thievery check to pick the lock or a DC 17 Athletics check to Force Open the door (17 and 19 respectively for levels 3–4).

Aside from the cloud of small, black flies that pour out the open door and the smell from a pile of rotting fish parts that assaults the senses, the Fish Fry's interior is neat and almost impersonal: hammocks and fish nets dangle from the ceiling and a few boxes of fishing tackle lay stacked along the walls.

A PC who investigates the hut with a successful DC 13 Fishing Lore, DC 15 Survival, or DC 17 Sense Motive check (DC 15, 17, and 19 respectively for levels 3–4), soon realizes that no experienced fisher would leave a pile of fish parts to compost in their own dwelling. Anyone who did so must have intended a certain unpleasantness to discourage frequent visitors. Furthermore, the lack of personal effects indicates that no one is sleeping in this space. PCs who Search eventually find a secret door in the floorboards. The secret door opens on a stairwell that leads to the dining hall in C1b.

C1A. TRAINING ROOM

Weapons racks and two well-scarred practice dummies stand in this room.

This room is linked along a shared hallway with C1b, so a fight can sprawl across both rooms.

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C1B. DINING HALL

The floor is sticky with spilled sake, and crumbs from previous meals crunch underfoot. Dirty dishes from a prior meal spread across the two wooden tables.

This room is linked along a shared hallway with **C1a**, so a fight can sprawl across both rooms. The back stairs are here, allowing for a dramatic entrance from the boss into this room if the party has already passed this way.

C2. NIGHT SHIFT DORMITORY

This dormitory includes a pair of slumbering bandits sprawled on two of the six beds. In their intoxicated state, they will not wake unless physically shaken.

C3. DAY SHIFT DORMITORY

Although otherwise identical to **C2**, this room accommodates a different sleeping schedule.

C4. ACCOUNTANT'S OFFICE

Two plain wooden desks are crammed into this office. Built into the southern wall is a sliding door.

The full incriminating records of the Golden League Cell's activities can be found in the storage area behind the sliding door. In tiny print, there are seventy years of every smuggled or stolen item or creature that has passed through these walls. One of the most recent entries notes the discovery of *Bloodmoon*, noting that the remarkable artifact would surely be worth thousands of gold pieces to the right collector in Goka, but that the boss seems unable to part with it.

The one door in the room leads back out to area **C2**.

Rewards: Hidden within her desk, the accountant squirreled away a spellheart smuggled from the forest, a *thorn triad* (*Rage of Elements* 203).

C5. BOSS'S OFFICE

This office contains one wooden desk, a coffee table with the remains of breakfast, and a comfortable chair. A small wooden chest lies under the bed.

PCs who Search the desk can find the boss's diary with a successful DC 15 Perception check (17 for levels 3–4). The diary chronicles the boss's rise to power within this cell of the Golden League, revealing a ruthless cunning and honest self-appraisal. But in the most recent diary entries, the handwriting becomes erratic as the boss extols *Bloodmoon* and expresses violent sentiments like, "They

don't want me to succeed, but I will crush them all like the insects they are." PCs who spend time reading the diary gain all the information concerning this Golden League cell mentioned in the background of this adventure.

The one door in this room leads back out to area **C3**.

Rewards: The PCs can open the chest with successful DC 15 Thievery or DC 17 Athletics check (17 and 19 for levels 3–4). The locked wooden chest contains a *purifying ladle* (*Rage of Elements* 202)—to prevent the Boss from being poisoned by underlings—and a *smoke veil* (*Rage of Elements* 124).

C6. BOAT DOCKS

Water laps softly against the docks in this muddy subterranean cavern. Seven boats cluster around the dock, all usable and in good repair, and three tunnels lead back out to the Bunkatsu river. There are curving pictographs over the archways that lead to other parts of the complex. Along one wall is a frieze with several carved hobgoblin figures, each raising a hand in greeting.

Before the Golden League moved into this complex, this room was built to be a trading post between the Rahk Lo hobgoblin community and surface dwellers. A PC who Investigates the carvings with a successful DC 16 Society or DC 12 Hobgoblin Lore check (18 and 14 respectively for levels 3–4), learns of their Rahk Lo origin, and realizes that this was supposed to be a trading post. PCs who read Goblin realize that the carvings include a statement of mutual benefit and peaceful intentions.

The water in the Boat Dock area has a 15-foot depth.

C7. BACK EXIT

Water-resistant waders and raincoats hang from garment hooks near this back exit.

C8. FUMEIYOSHI SHRINE

The bodies of two young tengu men lie sprawled and broken in the entrance to this room, their black feathers scattered and mixed with a pile of mud, dirt, and broken tiles. In the center of the floor, a tiled mural of the moon has been ripped out and painted black, then splashed with blood.

The bodies of the two young men are Mayor Kimi's missing adult nephews, Kenji and Daisuke. With this ritual sacrifice of two innocent new recruits, this room has been newly repurposed to be a shrine for Fumeiyoshi. PCs can investigate this grisly scene with a successful DC 15 Medicine check (17 for levels 3–4), which tells them that the two young men were slain by a long slashing

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weapon. This weapon was *Bloodmoon*. PCs who investigate the shrine with a successful DC 15 Religion check (17 for levels 3–4) understand that the murder was committed to desecrate this shrine, turning it to the god Fumeiyoshi by reenacting Fumeiyoshi's betrayal and murder of his brother Tsukiyo.

Because Tsukiyo cares for social outcasts, this shrine had once been his. The PCs can cleanse the shrine and return it to its former purpose. The cleansing requires the PCs to make a successful DC 15 skill check (17 for levels 3–4) using Acrobatics or Athletics to physically clean the space; Diplomacy to speak gently to the souls of Kenji and Daisuke; or Religion, Nature, or Performance to spiritually bring the space back into greater harmony.

Development: If at least half the PCs succeed on their checks to cleanse the shrine, this weakens *Bloodmoon's* power. The PCs will have a +2 circumstance bonus to any attempts to disable *Bloodmoon* in the Boss Fight (Event 5).

Encounters within the Secret Lair

The next events can be run in any order, giving GMs some flexibility in their storytelling and allowing them to surprise players who are repeating this adventure. If running for a party the first time, consider running the events in order and making the boss fight the last fight. Take time considering where you want each encounter on the map.

Event 3: Bandits and Traps Low

The increasingly agitated bandits have set traps on the floors in the complex. One option is a simple greased floor that creates uneven terrain that allows the bandits to get off their sneak attacks, even from range. The other is a pit trap that allows bandits to shoot at anyone caught in the trap. Remember to run either Greased Floor or Pit Trap, but not both.

Greased Floor Levels 1–2

GREASED FLOOR **HAZARD 0**
Page 22

TENGU SNEAK **CREATURE 2**
Page 22, art on page 44

Pit Trap Levels 1–2

HIDDEN PIT **HAZARD 0**
Page 23

Placement for Large Creatures

Big Katsu and the Animated Wine Vessels are large creatures and will need larger rooms for their fights. The following rooms are big enough for large creature fights: **B1** (Tofu Shop, knocking furniture out of the way as needed), **B3** (Graffiti Pillars), **B4a** & **B4b** (Common Room & Backstairs); **C1b** (Dining Hall), **C6** (Boat Docks).

HALFLING STREET WATCHER **CREATURE -1**
Page 23, art on page 44

HALFLING TROUBLEMAKER **CREATURE 1**
Page 23, art on page 44

Greased Floor Levels 3–4

GREASED FLOOR **HAZARD 2**
Page 31

HALFLING TROUBLEMAKER **CREATURE 1**
Page 31, art on page 44

TENGU SNEAK **CREATURE 2**
Page 31, art on page 44

Pit Trap Levels 3–4

DROWNING PIT **HAZARD 3**
Page 33

HALFLING TROUBLEMAKER **CREATURE 1**
Page 33, art on page 44

TENGU SNEAK **CREATURE 2**
Page 34, art on page 44

Event 4: Possessed Creatures Moderate

The bandits are not the only creatures affected by *Bloodmoon*. Its energy has animated constructs and made wildlife aggressive. Remember to run Wild Things or Construct, not both.



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Wild Things Levels 1-2

BOAR **CREATURE 2**
Page 24, art on page 45

HALFLING STREET WATCHER **CREATURE -1**
Page 24, art on page 44

Creatures: The halfling has been poking at a boar, which they suddenly release in the direction of the party, and then come forward and attack!

Construct Levels 1-2

HOPPING HEADS (2) **CREATURE 1**
Page 25

Creatures The hopping heads sometimes lie piled like treasure on furniture and sometimes they are already bouncing around the room as the PCs arrive.

Wild Things Levels 3-4

NURSERY CRAWLER **CREATURE 3**
Page 35, art on page 46

WEAK TENGU SNEAKS (2) **CREATURE 2**
Page 35, art on page 44

Creatures: The tengu sneak releases the nursery crawler(s) from a crate just as the PCs arrive in the room. The tengu sneak likes to flank with the crawlers whenever possible.

Construct Levels 3-4

ANIMATED WINE VESSEL **CREATURE 3**
Page 37, art on page 45

TENGU SNEAK **CREATURE 2**
Page 37, art on page 44

Creatures: Pretending to be drunk, the tengu sneak jovially calls out to the party to have a drink, but attacks with the animated wine vessels the moment they get closer.

Event 5: Boss Fight Moderate

Bloodmoon has been whispering its dreams of conquest to the boss, who is growing ever more restless and aggressive. They attack as soon as the PCs arrive and fight to the death.

The Story of Tsukiyo and Fumeiyoshi

Fumeiyoshi, the god of the night, was jealous of the attention that his younger brother, the moon god Tsukiyo, got from the sun goddess Shizuru. In a fit of jealous rage, Fumeiyoshi used his naginata to slay Tsukiyo. Shizuru resurrected Tsukiyo and then stripped Fumeiyoshi of all his prior dominions, leaving him to only be a god of graves and envy.

Clearing the Miasma

Clearing the miasma from Silvertree requires that the PCs complete two tasks:

- defeat the boss and *Bloodmoon* in **Event 5**
- cleanse the shrine at **B8** or **C8**

However, *Bloodmoon*'s overconfidence has given it a fatal flaw. If the PCs engage it in banter, they can incite the cursed weapon to monologue. It will eagerly tell the PCs about its exploits slaying the moon, its fall to earth in a rain of blood, and its plan to conquer all of Tian Xia. *Bloodmoon* joyfully wastes an action each time that it is goaded into monologuing.

If the PCs have successfully cleansed the shrine at **B8** or **C8**, the PCs get a +2 circumstance bonus to any attempts to disable *Bloodmoon*.

Big Katsu Levels 1-2

BLOODMOON **HAZARD -1**
Page 26, art on page 45

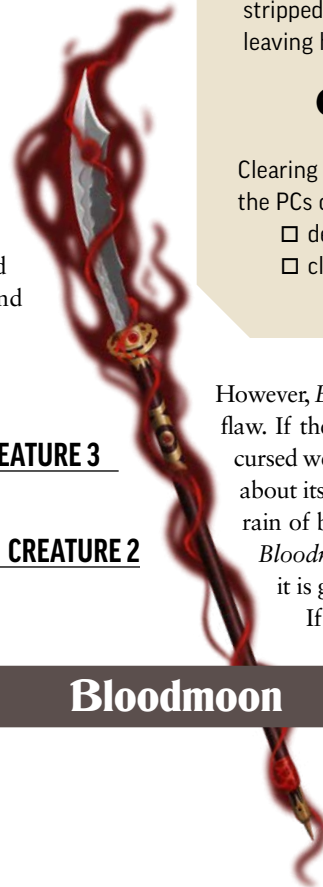
BIG KATSU **CREATURE 2**
Page 26, art on page 46

Bun the Black Levels 1-2

BLOODMOON **HAZARD -1**
Page 26, art on page 45

BUN THE BLACK **CREATURE 2**
Page 26, art on page 46

Mama Tofu Levels 1-2



Bloodmoon

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BLOODMOON

HAZARD -1

Page 26, art on page 45

MAMA TOFU

CREATURE 2

Page 27, art on page 46

Big Katsu Levels 3–4

BLOODMOON

HAZARD 1

Page 38, art on page 45

BIG KATSU

CREATURE 4

Page 38, art on page 46

Bun the Black Levels 3–4

BLOODMOON

HAZARD 1

Page 38, art on page 45

BUN THE BLACK

CREATURE 4

Page 38, art on page 46

Mama Tofu Levels 3–4

BLOODMOON

HAZARD 1

Page 38, art on page 45

MAMA TOFU

CREATURE 4

Page 39, art on page 46

Development: If the PCs haven't yet attempted to cleanse the shrine (**B8** or **C8**) they get a +2 circumstance bonus to their checks to cleanse the space after defeating *Bloodmoon*. Once the shrine has been cleansed and *Bloodmoon* defeated, the cursed naginata crumbles to ash, unable to rise again.

If the PCs have already attempted once and failed to cleanse the shrine before this fight, they can instead spend a couple of hours cleansing the shrine and succeed automatically at this task (but the extra time this task takes prevents them from gaining the treasure bundle.)

Conclusion

Once the secret base is cleared of bandits and the temple has been cleansed, the PCs can return to Silvertree. As they step into the center of the village, the fog begins to dissipate and the Risuchō leave one by one to deliver the mail from Silvertree to other villages. The villagers cheer as the fog clears, but the mood becomes more somber when the PCs bring the news of the deaths of Kenji and Daisuke. Mayor Kimi thanks the PCs for helping to cleanse the shrine and set the souls of the two young men to rest. The village invites

the PCs to a feast that serves partly as a memorial to the two young men, and partly as a celebration that Silvertree has been cleansed. Before the PCs leave the Forest of Spirits behind them, a Risuchō appears, delivering a single cherry blossom as thanks from Sakura before departing.

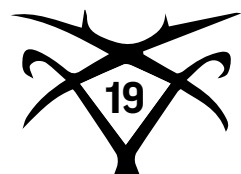
By the time the PCs return to the Three Gates Lodge to report back to Amara Li, merchant traffic along the Spirit Road has resumed. Amara Li takes great interest in the history of the former Rahk Lo trading outpost, and wonders if the Rahk Lo might be invited to return to their trading post given all the merchant traffic that now passes through Silvertree. As for the records of criminal activity from the accountant's office, her eyes gleam as she looks over the document. "Excellent work, Pathfinders. Studying this document will hopefully provide leads to tracking down some of the other Golden League cells throughout Tian Xia."

PRIMARY OBJECTIVES

The PCs complete their primary objective if they cleanse the shrine and defeat the boss and *Bloodmoon*. Doing so clears the miasma around Silvertree and earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they do three of the following: earn Sakura's Favor, successfully investigate the village, discover some information about the former Rahk Lo trading post, uncover the records of the Golden League's activities in the accountant's office, and successfully cleanse the shrine on their first attempt.



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Appendix 1: Level 1–2 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 1st-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 6–7 of *Pathfinder Monster Core*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT 1: NAVIGATING THE FOG (LEVELS 1–2)

FEELING ONE’S WAY

OBSTACLE 1

Navigation Points: 2; **Overcome** DC 13 Survival checks to Sense Direction in the fog, DC 15 Nature to examine local flora for clues, or DC 17 Perception to notice sounds, smells, or other sensations in the fog.

The fog is thick and disorienting, but everywhere you can find signs in the natural world that offer clues to orient yourself.

PHANTOMS IN THE FOG

OBSTACLE 1

Navigation Points: 2; **Overcome** DC 13 Religion to lay the spirits to rest; DC 17 Deception or Diplomacy, or DC 13 Mercantile Lore to soothe the angry spirits; or DC 15 appropriate lore to promise to help the ghosts with unfinished business.

A broken down cart with several half-eaten dead bodies are all that remain of a merchant caravan that failed to penetrate the fog. Their ghosts wail their frustrations about their interrupted lives and needless deaths.

SCOUTING HIGHER GROUND

OBSTACLE 1

Navigation Points: 2; **Overcome** DC 15 Athletics checks to climb the highest trees, DC 15 Acrobatics to balance and swing on branches, or a DC 13 appropriate lore to scout the forest.

Massive trunks from old growth trees rise out of the fog, suggesting there might be viewpoints higher up.

Scaling Event 1

Six obstacles are presented below. Select four of them for your characters to experience.

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

10–11 Challenge Points: Add 1 Navigation Point to the first two obstacles.

12–13 Challenge Points: Increase the DCs on all checks by 1.

14–15 Challenge Points: Add 2 Navigation Points to the first two obstacles and 1 Navigation Point to the last two obstacles.

16–18 Challenge Points (5+ players): Add 2 Navigation Points to all obstacles and increase the DCs on all checks by 1.

PLEASE FEED THE SQUIRRELS

OBSTACLE 1

Navigation Points: 2; **Overcome** DC 15 Nature or Diplomacy to appeal to the messengers for help, DC 17 Deception to trick them into revealing information, or DC 13 Performance to make them forget their wariness.

A scurry of intelligent squirrel-like messengers called the Risuchō gather to watch outsiders struggling with the fog, their long rabbit-ears flicking warily.

WONDROUS WAYFINDING

OBSTACLE 1

Navigation Points: 2; **Overcome** DC 15 Arcana or Occultism to trace magical resonances, or expend a rank one or higher spell to create a crack in the magical barrier.

The mystical nature of the fog offers its secrets only to the persistent.

MAWS IN THE MIST

OBSTACLE 1

Navigation Points: 2; **Overcome** DC 13 Stealth to slip away in the fog, DC 15 Intimidate to scare the creatures away, or DC 17 attack roll to swat the creatures.

A swarm of oversized insects attacks the party.



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ENCOUNTER A (LEVELS 1-2)

SPRITE

CREATURE -1

TINY FEY SPRITE

Monster Core 322

Perception +4; low-light vision

Languages Common, Fey

Skills Acrobatics +6, Stealth +6

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

Items rapier

Luminous Fire (light, primal) A sprite naturally sheds light like a torch. The sprite can extinguish, rekindle, or change the color of this light by using an action with the concentrate trait. While this light is extinguished, the sprite's Strikes don't deal fire damage, and they can't use their luminous spark Strike.

AC 15; **Fort** +2, **Ref** +8, **Will** +4

HP 7; **Weaknesses** cold iron 3

Speed 10 feet, fly 40 feet

Melee ✦ rapier +8 (deadly d8, disarm, finesse, fire, magical, reach 0 feet), **Damage** 1d6-3 piercing plus 1 fire

Ranged ✦ luminous spark +8 (fire, light, range 20 feet), **Damage** 1d4 fire

Primal Innate Spells DC 16; **1st** *dizzying colors*; **Cantrips (1st)** *daze, detect magic, light*

YOUNG KIRIN

CREATURE 2

LARGE BEAST FEY HOLY

Variant weak unicorn (Monster Core 333)

Perception +11; darkvision, scent (imprecise) 30 feet

Languages Common, Fey

Skills Acrobatics +8, Diplomacy +9, Stealth +6, Survival +7

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

Animal Empathy The kirin has a connection to the creatures of the natural world that allows them to communicate with animals. They can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 18; **Fort** +8, **Ref** +6, **Will** +9 (+2 vs. mental)

HP 30; **Immunities** poison

Speed 45 feet

Melee ✦ horn +10 (holy, magical), **Damage** 1d10+2 piercing plus 1d4 spirit and ghost touch

Melee ✦ hoof +10 (agile, magical), **Damage** 1d8+2 bludgeoning and ghost touch

Primal Innate Spells DC 19; **5th** *nature's pathway*; **3rd** *cleanse affliction, heal* (×2); **Cantrips (2nd)** *light*

Ghost Touch A kirin's Strikes have the effects of a *ghost touch* property rune.

Powerful Charge ✦✦ The kirin Strides up to double its Speed in a straight line and then makes a horn Strike. If the kirin moved at least 20 feet, it deals an additional 1d6 damage on a hit.

Scaling Encounter A

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

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

12-13 Challenge Points: Add two sprites to the encounter.

14-15 Challenge Points: Replace young kirin with adolescent kirin, add two sprites.

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

ADOLESCENT KIRIN (0)

CREATURE 3

LARGE BEAST FEY HOLY

Variant unicorn (Monster Core 333)

Perception +13; darkvision, scent (imprecise) 30 feet

Languages Common, Fey

Skills Acrobatics +10, Diplomacy +11, Stealth +8, Survival +9

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

Animal Empathy The kirin has a connection to the creatures of the natural world that allows them to communicate with animals. They can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 20; **Fort** +10, **Ref** +8, **Will** +11 (+2 vs. mental)

HP 45; **Immunities** poison

Speed 45 feet

Melee ✦ horn +12 (holy, magical), **Damage** 1d10+4 piercing plus 1d4 spirit and ghost touch

Melee ✦ hoof +12 (agile, magical), **Damage** 1d8+4 bludgeoning and ghost touch

Primal Innate Spells DC 21; **5th** *nature's pathway*; **3rd** *cleanse affliction, heal* (×2); **Cantrips (2nd)** *light*

Ghost Touch A kirin's Strikes have the effects of a *ghost touch* property rune.

Powerful Charge ✦✦ The kirin Strides up to double its Speed in a straight line and then makes a horn Strike. If the kirin moved at least 20 feet, it deals an additional 1d6 damage on a hit.



Silver Bark, Golden Blades

EVENT 3: GREASED FLOOR (LEVELS 1-2)

GREASED FLOOR

HAZARD 0

MECHANICAL TRAP

Stealth DC 16

Description The floor is highly waxed and slippery.

Disable DC 14 Survival or Thievery to remove the slippery coating or any ability that turns the area into difficult terrain.

Slip and Slide **Trigger** A creature walks into the greased area; **Effect** The triggering creature must make a successful DC 12 Acrobatics check to avoid falling prone. The area is uneven ground.

Reset Manual, reapply the wax.

TENGU SNEAK

CREATURE 2

MEDIUM HUMANOID TENGU

Pathfinder Monster Core 325

Perception +6; low-light vision

Languages Common, Tengu, Tien

Skills Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +8, Thievery +8

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

Items shortbow (30 arrows), tengu feather fan (worth 0 gp), wakizashi

AC 19; **Fort** +7, **Ref** +10, **Will** +4

HP 27

Eat Fortune **Trigger** (concentrate, divine, tengu) **Frequency** once per day; **Effect** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Speed 25 feet

Melee **Melee** wakizashi +10 (deadly d8, disarm, finesse, versatile P), **Damage** 1d4+2 slashing

Melee **Melee** beak +10 (finesse), **Damage** 1d6+2 piercing

Ranged **Ranged** shortbow +10 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Feather Fan Dustup **Frequency** once per 10 minutes; **Effect** The tengu waves their feather fan, summoning a small magical breeze that kicks up dust in a 5-foot burst centered on a corner of their space, which lasts for 1d4 rounds. All creatures within that area are concealed, and all other creatures are concealed to them.

Sneak Attack The tengu deals an additional 1d6 precision damage to off-guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the tengu.

Scaling Event 3: Greased Floor

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

10–11 Challenge Points: Add 10 HP to the tengu sneak.

12–13 Challenge Points: Add one halfling street watcher.

14–15 Challenge Points: Add two halfling street watchers.

16–18 Challenge Points (5+ players): Add two halfling street watchers, add 10 HP to the tengu sneak.

HALFLING STREET WATCHER (0)

CREATURE -1

SMALL HALFLING HUMANOID

Pathfinder Monster Core 192

Perception +8

Languages Common, Halfling

Skills Acrobatics +5, Athletics +4, Diplomacy +3, Stealth +5, Thievery +5

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

Items frying pan, halfling sling staff, leather armor

AC 15; **Fort** +3, **Ref** +8, **Will** +5

HP 8

Speed 25 feet

Melee **Melee** frying pan +9 (fatal d8), **Damage** 1d4-1 bludgeoning

Ranged **Ranged** halfling sling staff +7 (propulsive, range increment 80 feet, reload 1), **Damage** 1d10-1 bludgeoning

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of it. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.



Silver Bark, Golden Blades

EVENT 3: PIT TRAP (LEVELS 1-2)

HIDDEN PIT

HAZARD 0

MECHANICAL TRAP

Pathfinder GM Core 102

Stealth DC 18 (or 0 if the trapdoor is disabled or broken)

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

Disable DC 12 Thievery to remove the trapdoor

AC 10; **Fort** +1, **Ref** +1

Trapdoor Hardness 3; **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

HALFLING STREET WATCHER (0)

CREATURE -1

SMALL HALFLING HUMANOID

Pathfinder Monster Core 192

Perception +8

Languages Common, Halfling

Skills Acrobatics +5, Athletics +4, Diplomacy +3, Stealth +5, Thievery +5

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

Items frying pan, halfling sling staff, leather armor

AC 15; **Fort** +3, **Ref** +8, **Will** +5

HP 8

Speed 25 feet

Melee **◆** frying pan +9 (fatal d8), **Damage** 1d4-1 bludgeoning

Ranged **◆** halfling sling staff +7 (propulsive, range increment 80 feet, reload 1), **Damage** 1d10-1 bludgeoning

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of it. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Scaling Event 3: Pit Trap

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

10-11 Challenge Points: Add 10 HP to the halfling street watcher and increase the street watcher's AC, DCs, and saving throws by 2.

12-13 Challenge Points: Add a halfling street watcher.

14-15 Challenge Points: Add two halfling street watchers.

16-18 Challenge Points (5+ players): Add a halfling troublemaker, add 10 HP to the halfling street watcher, and increase the street watcher's AC, DCs, and saving throws by 2.

HALFLING TROUBLEMAKER

CREATURE 1

SMALL HALFLING HUMANOID

Pathfinder Monster Core 192

Perception +10

Languages Common, Halfling

Skills Acrobatics +7, Athletics +3, Deception +5, Stealth +7, Thievery +7

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

Items filcher's fork, leather armor

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

HP 18

Speed 30 feet

Melee **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Ranged **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Graffiti Egg **◆** the halfling troublemaker throws an egg filled with paint, glitter, and confetti at a creature within 30 feet. The target must succeed a DC 17 Reflex saving throw or become dazzled for 1 round (or 1 minute on a critical failure).

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Sneak Attack The troublemaker deals an extra 1d6 precision damage to off-guard creatures.



Silver Bark, Golden Blades

EVENT 4: WILD THINGS (LEVELS 1-2)

BOAR

CREATURE 2

MEDIUM ANIMAL

Pathfinder Monster Core 43

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +8, Survival +8

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

AC 15; **Fort** +10, **Ref** +5, **Will** +8

HP 40

Ferocity **Trigger** The monster is reduced to 0 HP; **Effect** The monster avoids being knocked out and remains at 1 HP, but its wounded value increases by 1. When it is wounded 3, it can no longer use this ability.

Speed 40 feet

Melee **◆** tusk +10, **Damage** 2d6+4 piercing

Boar Charge **◆◆** The boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

HALFLING STREET WATCHER

CREATURE -1

SMALL HALFLING HUMANOID

Pathfinder Monster Core 192

Perception +8

Languages Common, Halfling

Skills Acrobatics +5, Athletics +4, Diplomacy +3, Stealth +5, Thievery +5

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

Items frying pan, halfling sling staff, leather armor

AC 15; **Fort** +3, **Ref** +8, **Will** +5

HP 8

Speed 25 feet

Melee **◆** frying pan +9 (fatal d8), **Damage** 1d4-1 bludgeoning

Ranged **◆** halfling sling staff +7 (propulsive, range increment 80 feet, reload 1), **Damage** 1d10-1 bludgeoning

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of it. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Scaling Event 4: Wild Things

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

10-11 Challenge Points: Add a halfling street watcher.

12-13 Challenge Points: Add a halfling troublemaker.

14-15 Challenge Points: Replace the halfling streetwatcher with a halfling troublemaker and add a halfling troublemaker.

16-18 Challenge Points (5+ players): Add a boar replace the halfling street watcher with a halfling troublemaker.

HALFLING TROUBLEMAKER (0)

CREATURE 1

SMALL HALFLING HUMANOID

Pathfinder Monster Core 192

Perception +10

Languages Common, Halfling

Skills Acrobatics +7, Athletics +3, Deception +5, Stealth +7, Thievery +7

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

Items filcher's fork, leather armor

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

HP 18

Speed 30 feet

Melee **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Ranged **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Graffiti Egg **◆** the halfling troublemaker throws an egg filled with paint, glitter, and confetti at a creature within 30 feet. The target must succeed a DC 17 Reflex saving throw or become dazzled for 1 round (or 1 minute on a critical failure).

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Sneak Attack The troublemaker deals an extra 1d6 precision damage to off-guard creatures.



Silver Bark, Golden Blades

EVENT 4: CONSTRUCT (LEVELS 1-2)

HOPPING HEADS (2)

CREATURE 1

TINY CLOCKWORK CONSTRUCT

Pathfinder Lost Omens Tian Xia World Guide 286

Perception +8; darkvision

Languages Sakvroth, Tien

Skills Athletics +6, Intimidation +6

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

AC 14; **Fort** +5, **Ref** +10, **Will** +7

HP 25; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Weaknesses** electricity 2, orichalcum 2

Speed 20 feet

Melee ✦ spring +8 (finesse), **Damage** 1d6+1 bludgeoning

Melee ✦ bite +6, **Damage** 1d8+1 bludgeoning

Hopping Strike ✦✦ The hopping head Leaps 15 feet and makes one spring Strike at any point during that movement, dealing an additional 1d6 bludgeoning damage.

WEAK HOPPING HEAD (0)

CREATURE -1

TINY CLOCKWORK CONSTRUCT

Pathfinder Lost Omens Tian Xia World Guide 286

Perception +8; darkvision

Languages Sakvroth, Tien

Skills Athletics +4, Intimidation +4

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

AC 12; **Fort** +3, **Ref** +8, **Will** +5

HP 15; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Weaknesses** electricity 2, orichalcum 2

Speed 20 feet

Melee ✦ spring +6 (finesse), **Damage** 1d6-1 bludgeoning

Melee ✦ bite +4, **Damage** 1d8-1 bludgeoning

Hopping Strike ✦✦ The hopping head Leaps 15 feet and makes one spring Strike at any point during that movement, dealing an additional 1d6 bludgeoning damage.

Scaling Event 4: Construct

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

10-11 Challenge Points: Add one weak hopping head.

12-13 Challenge Points: Add two weak hopping heads.

14-15 Challenge Points: Add one hopping head and one weak hopping head.

16-18 Challenge Points (5+ players): Add two hopping heads.



Silver Bark, Golden Blades

EVENT 5: BOSS FIGHT (LEVELS 1-2)

BLOODMOON

HAZARD -1

UNIQUE COMPLEX HAUNT MAGICAL UNHOLY

Stealth +5

Description Bloodmoon is a naginata that can act on its own provided it is attuned to at least one creature.

Disable Two successful DC 15 Religion or Occultism checks, dispel magic (2nd rank; counteract DC 13)

AC 15; **Fort** +8, **Ref** +2

Hardness 3; **HP** 12 (BT 6); **Immunities** object immunities (except spirit); **weakness** holy 3

Float \curvearrowright (magical) **Trigger** Combat begins with the creature it is attuned to; **Effect** The blade begins to float in the air, then rolls initiative.

Routine $\curvearrowright\curvearrowright\curvearrowright$ Bloodmoon uses its first action to fly up to 20 feet towards an opponent. It then makes two naginata strikes, each against a different foe.

Melee \curvearrowright naginata +8 (deadly d8, unholy) **Damage** 1d8 slashing

Prone to Monologuing If a PC uses an action to taunt Bloodmoon with a successful DC 13 Deception, Diplomacy, or Intimidate check, Bloodmoon must spend an action monologuing on the next turn.

BIG KATSU (*)

CREATURE 2

LARGE GIANT HUMANOID

Variant weak ogre warrior (*Pathfinder Monster Core* 6, 250)

Perception +3; darkvision

Languages Common, Jotun, Tien

Skills Athletics +10, Intimidate +7

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

Items hide armor, javelins (6), ogre hook

AC 15; **Fort** +9, **Ref** +4, **Will** +3

HP 35

Speed 25 feet

Melee \curvearrowright ogre hook +10 (deadly d10, reach 10 feet, trip), **Damage** 1d10+5 piercing

Ranged \curvearrowright javelin +4 (thrown 30 feet), **Damage** 1d6+5 piercing

BUN THE BLACK (*)

CREATURE 2

MEDIUM AMPHIBIOUS DRAGON WATER

Weak river drake (*Pathfinder Monster Core* 129)

Perception +7; darkvision, scent (imprecise) 30 feet

Languages Common, Draconic, Tien

Skills Acrobatics +9, Athletics +8, Intimidation +4, Stealth +7, Survival +5

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

AC 15; **Fort** +9, **Ref** +7, **Will** +5

HP 30; **Immunities** paralyzed, sleep; **Resistances** acid 10

Boss Choice

The three boss possibilities (Big Katsu, Bun the Black, and Mama Tofu) are all the same level. All three options are referred to below as “the Boss” and use the same adjustments. Some adjustments may call for using the “Enraged Boss.” There is one level 3 version of each boss choice. Be sure to only run one of them alongside Bloodmoon.

Scaling Event 5: Boss Fight

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

10-11 Challenge Points: Replace Bloodmoon with Empowered Bloodmoon.

12-13 Challenge Points: Replace Bloodmoon with Empowered Bloodmoon and add a halfling street watcher.

14-15 Challenge Points: Replace Bloodmoon with Empowered Bloodmoon, replace the Boss with the Enraged Boss, and add a halfling street watcher.

16-18 Challenge Points (5+ players): Replace Bloodmoon with Empowered Bloodmoon, replace the Boss with the Enraged Boss, and add two halfling street watchers.

Tail Lash \curvearrowright **Trigger** A creature within reach of Bun the Black’s tail uses an action to Strike or attempt a skill check; **Effect** Bun the Black attempts to Strike the triggering creature with their tail. If it hits, the target takes a -2 circumstance penalty to the triggering roll.

Speed 20 feet, fly 50 feet, swim 30 feet

Melee \curvearrowright fangs +10, **Damage** 2d8+1 piercing

Melee \curvearrowright tail +10 (reach 10 feet), **Damage** 2d6+1 bludgeoning

Caustic Mucus $\curvearrowright\curvearrowright$ (acid, primal) Bun the Black spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6-4 acid damage (DC 17 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. Bun the Black can’t use Caustic Mucus again for 1d6 rounds.

Draconic Frenzy $\curvearrowright\curvearrowright$ Bun the Black makes one fangs Strike and two tail Strikes in any order.

Speed Surge \curvearrowright (move) Frequency three times per day; **Effect** Bun the Black Strides or Flies twice.



Silver Bark, Golden Blades

MAMA TOFU (*)

CREATURE 2

MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Wererat (*Pathfinder Monster Core* 345)

Perception +8; low-light vision, scent (imprecise) 30 feet

Languages Common, Tien; rat empathy

Skills Acrobatics +8 Athletics +6 (+8 to Climb or Swim), Deception +5, Society +4, Stealth +8

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

Items hand crossbow (20 bolts), leather armor, shortsword

Rat Empathy Mama Tofu can communicate with rodents.

AC 19; **Fort** +6, **Ref** +10, **Will** +8

HP 45; **Weaknesses** silver 5

Nimble Dodge **Trigger** A creature targets Mama Tofu with an attack and she can see the attacker; **Effect** The Mama Tofu gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee **◆** shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

Melee **◆** claw +10 (agile, finesse), **Damage** 1d6+2 slashing

Melee **◆** jaws +10 (finesse), **Damage** 1d8+2 piercing plus curse of the wererat

Ranged **◆** hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Change Shape **◆** (concentrate, polymorph, primal) Human with fist +10 for 1d4+2 bludgeoning, or Small rat with Speed 30 feet, climb 10 feet (page 358).

Curse of the Wererat (curse, primal) **Saving Throw** DC 15 Fortitude

Moon Frenzy (polymorph, primal)

Sneak Attack Mama Tofu deals 1d6 extra precision damage to off-guard creatures.

EMPOWERED BLOODMOON

HAZARD 1

UNIQUE COMPLEX HAUNT MAGICAL UNHOLY

Stealth +7

Description Bloodmoon is a naginata that can act on its own provided it is attuned to at least one creature.

Disable Two successful DC 17 Religion or Occultism checks, dispel magic (2nd rank; counteract DC 15)

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

Hardness 6; **HP** 24 (BT 12); **Immunities** object immunities (except spirit); **weakness** holy 5

Float **↻** (magical) **Trigger** Combat begins with the creature it is attuned to; **Effect** The blade begins to float in the air, then rolls initiative.

Routine **◆◆◆** Bloodmoon uses its first action to fly up to 20 feet towards an opponent. It then makes two naginata strikes, each against a different foe.

Melee **◆** naginata +10 (deadly d8, unholy) **Damage** 1d8+2 slashing

Prone to Monologuing If a PC uses an action to taunt Bloodmoon with a successful DC 15 Deception, Diplomacy, or Intimidate check, Bloodmoon must spend an action monologuing on the next turn.

ENRAGED BIG KATSU (*)

CREATURE 2

LARGE GIANT HUMANOID

Variant weak ogre warrior (*Pathfinder Monster Core* 6, 250)

Perception +5; darkvision

Languages Common, Jotun, Tien

Skills Athletics +12, Intimidate +9

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

Items hide armor, javelins (6), ogre hook

AC 17; **Fort** +11, **Ref** +6, **Will** +5

HP 50

Speed 25 feet

Melee **◆** ogre hook +12 (deadly d10, reach 10 feet, trip), **Damage** 1d10+7 piercing

Ranged **◆** javelin +6 (thrown 30 feet), **Damage** 1d6+7 piercing



Silver Bark, Golden Blades

Appendix 2: Level 3–4 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 3rd-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 6–7 of *Pathfinder Monster Core*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT 1: NAVIGATING THE FOG (LEVELS 3–4)

FEELING ONE’S WAY

OBSTACLE 3

Navigation Points: 2; **Overcome** DC 15 Survival checks to orient in the fog, DC 17 Nature to examine local flora for clues, or DC 19 Perception to notice sounds, smells, or other sensations in the fog.

Description The fog is thick and disorienting, but everywhere you can find signs in the natural world that offer clues to orient yourself.

PHANTOMS IN THE FOG

OBSTACLE 3

Navigation Points: 2; **Overcome** DC 15 Religion to lay the spirits to rest; DC 19 Deception or Diplomacy, or DC 15 Mercantile Lore to soothe the angry spirits; or DC 17 appropriate lore to promise to help the ghosts with unfinished business.

Description A broken down cart with several half-eaten dead bodies are all that remain of a merchant caravan that failed to penetrate the fog. Their ghosts wail their frustrations about their interrupted lives and needless deaths.

SCOUTING HIGHER GROUND

OBSTACLE 3

Navigation Points: 2; **Overcome** DC 17 Athletics checks to climb the highest trees, DC 17 Acrobatics to balance and swing on branches, or a DC 15 appropriate lore to scout the forest.

Description Massive trunks from old growth trees rise out of the fog, suggesting there might be viewpoints higher up.

Scaling Event 1

Six obstacles are presented below. Select four of them for your characters to experience.

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

19–22 Challenge Points: Add 1 Navigation Point to the first two obstacles.

23–27 Challenge Points: Increase the DCs on all checks by 1.

28–32 Challenge Points: Add 2 Navigation Points to the first two obstacles and 1 Navigation Point to the last two obstacles.

33+ Challenge Points: Add 2 Navigation Points to all obstacles and increase the DCs on all checks by 1.

PLEASE FEED THE SQUIRRELS

OBSTACLE 3

Navigation Points: 2; **Overcome** DC 17 Nature or Diplomacy to appeal to the messengers for help, DC 19 Deception to trick them into revealing information, or DC 15 Performance to make them forget their wariness.

Description A scurry of intelligent squirrel-like messengers called the Risuchō gather to watch outsiders struggling with the fog, their long rabbit-ears flicking warily.

WONDROUS WAYFINDING

OBSTACLE 3

Navigation Points: 2; **Overcome** DC 17 Arcana or Occultism to trace magical resonances, or expend a rank one or higher spell to create a crack in the magical barrier.

Description The mystical nature of the fog offers its secrets only to the persistent.

MAWS IN THE MIST

OBSTACLE 3

Navigation Points: 2; **Overcome** DC 15 Stealth to slip away in the fog, DC 17 Intimidate to scare the creatures away, or DC 19 attack roll to swat the creatures.

Description A swarm of oversized insects attacks the party.



Silver Bark, Golden Blades

ENCOUNTER A (LEVELS 3-4)

YOUNG PORACHA (2)

CREATURE 3

UNCOMMON MEDIUM BEAST

Variant weak poracha (*Pathfinder Monster Core*, 269)

Perception +8; tremorsense (imprecise) 10 feet, darkvision

Languages Common, Fey

Skills Acrobatics +11, Athletics +7, Deception +9, Diplomacy +9, Stealth +11, Survival +8

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

AC 21; **Fort** +7, **Ref** +11, **Will** +8

HP 35; **Weaknesses** sonic 5

Speed 40 feet

Melee ✦ jaws +11 (finesse, magical), **Damage** 2d6+5 piercing

Melee ✦ claw +11 (agile, finesse, magical), **Damage** 2d4+5 slashing

Jaunt ✦ (move, primal, teleportation) The poracha teleports up to 40 feet to a location it can see. It can't use Jaunt again for 1d4 rounds.

Object Meld ✦✦ (primal) The poracha touches an adjacent object of enough volume to contain it. It merges into the object indefinitely and, while it's inside, time moves exceptionally slowly for it and it has only limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. The poracha can use only mental actions or Jaunt; if it Jaunts, it leaves the object and appears where it chooses. If a creature Strikes the object, the poracha is expelled unharmed.

Scaling Encounter A

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

19-22 Challenge Points: Replace one young poracha with a poracha.

23-27 Challenge Points: Replace both young porachas with porachas.

28-32 Challenge Points: Add one poracha.

33+ Challenge Points: Replace one young poracha with a poracha and add one poracha.

PORACHA (0)

CREATURE 4

UNCOMMON MEDIUM BEAST

Pathfinder Monster Core 269

Perception +10; tremorsense (imprecise) 10 feet, darkvision

Languages Common, Fey

Skills Acrobatics +13, Athletics +9, Deception +11, Diplomacy +11, Stealth +13, Survival +10

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

AC 23; **Fort** +9, **Ref** +13, **Will** +10

HP 50; **Weaknesses** sonic 5

Speed 40 feet

Melee ✦ jaws +13 (finesse, magical), **Damage** 2d6+7 piercing

Melee ✦ claw +13 (agile, finesse, magical), **Damage** 2d4+7 slashi

Jaunt ✦ (move, primal, teleportation) The poracha teleports up to 40 feet to a location it can see. It can't use Jaunt again for 1d4 rounds.

Object Meld ✦✦ (primal) The poracha touches an adjacent object of enough volume to contain it. It merges into the object indefinitely and, while it's inside, time moves exceptionally slowly for it and it has only limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. The poracha can use only mental actions or Jaunt; if it Jaunts, it leaves the object and appears where it chooses. If a creature Strikes the object, the poracha is expelled unharmed.



Silver Bark, Golden Blades

EVENT 3: GREASED FLOOR (LEVELS 3-4)

GREASED FLOOR

HAZARD 2

MECHANICAL TRAP

Stealth DC 18

Description The floor is highly waxed and slippery.

Disable DC 16 Survival or Thievery to remove the slippery coating or any ability that turns the area into difficult terrain.

Slip and Slide **Trigger** A creature walks into the greased area; **Effect** The triggering creature must make a successful DC 14 Acrobatics check to avoid falling prone. The area is uneven ground.

Reset Manual, reapply the wax.

HALFLING TROUBLEMAKER

CREATURE 1

SMALL HALFLING HUMANOID

Pathfinder Monster Core 192

Perception +10

Languages Common, Halfling

Skills Acrobatics +7, Athletics +3, Deception +5, Stealth +7, Thievery +7

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

Items filcher's fork, leather armor

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

HP 18

Speed 30 feet

Melee **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Ranged **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Graffiti Egg **◆** the halfling troublemaker throws an egg filled with paint, glitter, and confetti at a creature within 30 feet. The target must succeed a DC 17 Reflex saving throw or become dazzled for 1 round (or 1 minute on a critical failure).

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Sneak Attack The troublemaker deals an extra 1d6 precision damage to off-guard creatures.

Scaling Event 3: Greased Floor

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

19-22 Challenge Points: Add one halfling street watcher.

23-27 Challenge Points: Add one tengu sneak.

28-32 Challenge Points: Add one halfling street watcher and one tengu sneak.

33+ Challenge Points: Add two halfling street watchers and one tengu sneak.

TENGU SNEAK

CREATURE 2

MEDIUM HUMANOID TENGU

Pathfinder Monster Core 325

Perception +6; low-light vision

Languages Common, Tengu, Tien

Skills Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +8, Thievery +8

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

Items shortbow (30 arrows), tengu feather fan (worth 0 gp), wakizashi

AC 19; **Fort** +7, **Ref** +10, **Will** +4

HP 27

Eat Fortune **◆** (concentrate, divine, tengu) **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Speed 25 feet

Melee **◆** wakizashi +10 (deadly d8, disarm, finesse, versatile P), **Damage** 1d4+2 slashing

Melee **◆** beak +10 (finesse), **Damage** 1d6+2 piercing

Ranged **◆** shortbow +10 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Feather Fan Dustup **◆◆** (air, divine) **Frequency** once per 10 minutes; **Effect** The tengu waves their feather fan, summoning a small magical breeze that kicks up dust in a 5-foot burst centered on a corner of their space, which lasts for 1d4 rounds. All creatures within that area are concealed, and all other creatures are concealed to them.

Sneak Attack The tengu deals an additional 1d6 precision damage to off-guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the tengu.



Silver Bark, Golden Blades

HALFLING STREET WATCHER (0)

CREATURE -1

SMALL

HALFLING

HUMANOID

Pathfinder Monster Core 192

Perception +8

Languages Common, Halfling

Skills Acrobatics +5, Athletics +4, Diplomacy +3, Stealth +5, Thievery +5

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

Items frying pan, halfling sling staff, leather armor

AC 15; **Fort** +3, **Ref** +8, **Will** +5

HP 8

Speed 25 feet

Melee ✦ frying pan +9 (fatal d8), **Damage** 1d4-1 bludgeoning

Ranged ✦ halfling sling staff +7 (propulsive, range increment 80 feet, reload 1), **Damage** 1d10-1 bludgeoning

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of it. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one



Silver Bark, Golden Blades

EVENT 3: PIT TRAP (LEVELS 3-4)

DROWNING PIT

HAZARD 3

COMPLEX MECHANICAL TRAP

Pathfinder GM Core 106

Stealth +10 (trained); DC 22 (expert) to notice the water spouts once the pit opens

Description A trapdoor covers a 10-foot-square pit that's 30 feet deep and has 5 feet of water at the bottom. Four water spouts in the walls connect to hidden water tanks. Each water spout extends out of a different wall, 6 inches from the top of the pit.

Disable DC 18 Thievery (trained) to seal each water spout, DC 22 Thievery (trained) to open the trapdoor, or DC 22 Athletics to Force Open the trapdoor

AC 19; **Fort** +8, **Ref** +5

Trapdoor Hardness 15; **Trapdoor HP** 60 (BT 30); **Spout Hardness** 8; **Spout HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

Pitfall **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes damage from the fall, reduced by 5 feet for falling into the water (typically 12 bludgeoning damage). A creature can Grab an Edge to avoid falling (Player Core 419). The trapdoor then slams shut, and the hazard rolls initiative.

Routine (4 actions) The trap loses 1 action each turn for each disabled water spout. On each of the trap's actions, a spout pours water, increasing the depth of the water by 5 feet. Once the pit is full of water, the pit stops using actions, but creatures in the pit begin drowning (Player Core 437).

Reset The trap can be reset if the door is manually reengaged and the water tanks are refilled; it can be reset without draining the pit, but doing so renders the pit less effective.

Scaling Event 3: Pit Trap

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

19-22 Challenge Points: Add one halfling shadower.

23-27 Challenge Points: Add one tengu sneak.

28-32 Challenge Points: Add one halfling shadower and one tengu sneak.

33+ Challenge Points: Add two halfling shadowers and one tengu sneak.

HALFLING TROUBLEMAKER

CREATURE 1

SMALL HALFLING HUMANOID

Pathfinder Monster Core 192

Perception +10

Languages Common, Halfling

Skills Acrobatics +7, Athletics +3, Deception +5, Stealth +7, Thievery +7

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

Items filcher's fork, leather armor

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

HP 18

Speed 30 feet

Melee **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Ranged **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Graffiti Egg **◆** the halfling troublemaker throws an egg filled with paint, glitter, and confetti at a creature within 30 feet. The target must succeed a DC 17 Reflex saving throw or become dazzled for 1 round (or 1 minute on a critical failure).

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Sneak Attack The troublemaker deals an extra 1d6 precision damage to off-guard creatures.



Silver Bark, Golden Blades

TENGU SNEAK

CREATURE 2

MEDIUM HUMANOID TENGU

Pathfinder Monster Core 325

Perception +6; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +8, Thievery +8

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

Items shortbow (30 arrows), tengu feather fan (worth 0 gp), wakizashi

AC 19; **Fort** +7, **Ref** +10, **Will** +4

HP 27

Eat Fortune ☞ (concentrate, divine, tengu) **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Speed 25 feet

Melee ☞ wakizashi +10 (deadly d8, disarm, finesse, versatile P), **Damage** 1d4+2 slashing

Melee ☞ beak +10 (finesse), **Damage** 1d6+2 piercing

Ranged ☞ shortbow +10 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Feather Fan Dustup ☞☞ (air, divine) **Frequency** once per 10 minutes; **Effect** The tengu waves their feather fan, summoning a small magical breeze that kicks up dust in a 5-foot burst centered on a corner of their space, which lasts for 1d4 rounds. All creatures within that area are concealed, and all other creatures are concealed to them.

Sneak Attack The tengu deals an additional 1d6 precision damage to off-guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the tengu.

HALFLING SHADOW (0)

CREATURE -1

UNCOMMON SMALL HALFLING HUMANOID

Variant Halfling Street Watcher (Monster Core 192)

Perception +9

Languages Common, Halfling

Skills Acrobatics +6, Athletics +5, Diplomacy +4, Stealth +6, Thievery +6

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

Items frying pan, halfling sling staff, leather armor

AC 16; **Fort** +4, **Ref** +9, **Will** +6

HP 16

Speed 25 feet

Melee ☞ frying pan +9 (fatal d8), **Damage** 1d4 bludgeoning

Ranged ☞ halfling sling staff +7 (propulsive, range increment 80 feet, reload 1), **Damage** 1d10 bludgeoning

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of it. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.



Silver Bark, Golden Blades

EVENT 4: WILD THINGS (LEVELS 3-4)

NURSERY CRAWLER

CREATURE 3

S MALL **E**LEMENTAL **P**LANT **W**OOD

Pathfinder Rage of Elements 206

Perception +9

Skills Deception +5 (+10 when pretending to be a mundane stump or log), Survival +9

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

AC 18; **Fort** +6, **Ref** +4, **Will** +12

HP 48; **Immunities** bleed, paralyzed, poison, sleep; **Weakness** axes 5, fire 5

Speed 20 feet, climb 20 feet

Melee ✦ root +9, **Damage** 1d8+4 bludgeoning

Ranged ✦ seed +8 (range increment 20 feet), **Damage** 1d6+3 piercing plus germinate

Germinate (plant) A creature hit by the nursery crawler's seed Strike must, on its turn, spend an Interact action to remove the seed; any seeds still implanted at the end of the creature's turn begin to sprout, dealing 1d6 persistent bleed damage and rendering the seeded creature clumsy and off-guard. Removing a seed after it's sprouted deals 1d4 piercing damage; removing it before it begins to sprout does no damage. Removed seeds that land in viable soil sprout immediately and grow into new saplings after 1 hour.

WEAK TENGU SNEAKS (2)

CREATURE 1

MEDIUM **H**UMANOID **T**ENGU

Pathfinder Monster Core 325

Perception +6; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +6, Athletics +4, Deception +5, Diplomacy +3, Society +3, Stealth +6, Thievery +6

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

Items shortbow (30 arrows), tengu feather fan (worth 0 gp), wakizashi

AC 17; **Fort** +5, **Ref** +8, **Will** +2

HP 17

Eat Fortune ☞ (concentrate, divine, tengu) **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Scaling Event 4: Wild Things

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

19-22 Challenge Points: Replace both weak tengu sneaks with tengu sneaks.

23-27 Challenge Points: Replace the nursery crawler with an elite nursery crawler and replace both weak tengu sneaks with tengu sneaks.

28-32 Challenge Points: Add two tengu sneaks.

33+ Challenge Points: Replace the nursery crawler with an elite nursery crawler and add two tengu sneaks.

Speed 25 feet

Melee ✦ wakizashi +8 (deadly d8, disarm, finesse, versatile P), **Damage** 1d4 slashing

Melee ✦ beak +8 (finesse), **Damage** 1d6 piercing

Ranged ✦ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6-2 piercing

Feather Fan Dustup ✦✦ (air, divine) **Frequency** once per 10 minutes; **Effect** The tengu waves their feather fan, summoning a small magical breeze that kicks up dust in a 5-foot burst centered on a corner of their space, which lasts for 1d4 rounds. All creatures within that area are concealed, and all other creatures are concealed to them.

Sneak Attack The tengu deals an additional 1d6 precision damage to off-guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the tengu.



Silver Bark, Golden Blades

ELITE NURSERY CRAWLER (0)

CREATURE 4

S MALL **E**LEMENTAL **P**LANT **W**OOD

Elite nursery crawler (*Pathfinder Rage of Elements* 6, 206)

Perception +11

Skills Deception +7 (+12 when pretending to be a mundane stump or log), Survival +9

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

AC 20; **Fort** +8, **Ref** +6, **Will** +14

HP 63; **Immunities** bleed, paralyzed, poison, sleep; **Weakness** axes 5, fire 5

Speed 20 feet, climb 20 feet

Melee **◆** root +11, **Damage** 1d8+6 bludgeoning

Ranged **◆** seed +10 (range increment 20 feet), **Damage** 1d6+5 piercing plus germinate

Germinate (plant) A creature hit by the nursery crawler's seed Strike must, on its turn, spend an Interact action to remove the seed; any seeds still implanted at the end of the creature's turn begin to sprout, dealing 1d6 persistent bleed damage and rendering the seeded creature clumsy and off-guard. Removing a seed after it's sprouted deals 1d4 piercing damage; removing it before it begins to sprout does no damage. Removed seeds that land in viable soil sprout immediately and grow into new saplings after 1 hour.

TENGU SNEAK (0)

CREATURE 2

MEDIUM **H**UMANOID **T**ENGU

Pathfinder Monster Core 325

Perception +6; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +8, Thievery +8

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

Items shortbow (30 arrows), tengu feather fan (worth 0 gp), wakizashi

AC 19; **Fort** +7, **Ref** +10, **Will** +4

HP 27

Eat Fortune **↻** (concentrate, divine, tengu) **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Speed 25 feet

Melee **◆** wakizashi +10 (deadly d8, disarm, finesse, versatile P), **Damage** 1d4+2 slashing

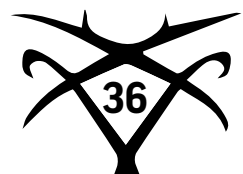
Melee **◆** beak +10 (finesse), **Damage** 1d6+2 piercing

Ranged **◆** shortbow +10 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Feather Fan Dustup **◆◆** (air, divine) **Frequency** once per 10 minutes; **Effect** The tengu waves their feather fan, summoning a small magical breeze that kicks up dust in a 5-foot burst centered on a corner of their space, which lasts for 1d4 rounds. All creatures within that area are concealed, and all other creatures are concealed to them.

Sneak Attack The tengu deals an additional 1d6 precision damage to off-guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the tengu.



Silver Bark, Golden Blades

EVENT 4: CONSTRUCT (LEVELS 3-4)

ANIMATED WINE VESSEL

CREATURE 3

LARGE CONSTRUCT MINDLESS

Pathfinder Lost Omens Tian Xia World Guide 279

Perception +9; darkvision

Skills Athletics +17

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

AC 19 (17 when broken); construct armor; **Fort** +11, **Ref** +7, **Will** +7

HP 45; **Hardness** 4; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Construct Armor Like normal objects, an animated kite has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated kite is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to AC 17 when broken.

Speed 15 feet

Melee ♦ jaws +11 (magical), Damage 2d8+4 bludgeoning plus Grab

Spit Wine ♦♦ (water) The wine vessel opens its mouth and blows a stream of wine in a 15-foot line, dealing 2d8 bludgeoning damage (DC 19 basic Reflex save).

Swallow Whole ♦ (attack) Medium, 2d8+4 bludgeoning plus wine-soaked, Rupture 10 Wine-Soaked When a creature ends its turn Swallowed Whole by the animated wine vessel, it must succeed at a DC 19 Fortitude save or become sickened 1.

Scaling Event 4: Construct

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

19-22 Challenge Points: Add one weak tengu sneak.

23-27 Challenge Points: Add one animated wine vessel.

28-32 Challenge Points: Add one animated wine vessel and one weak tengu sneak.

33+ Challenge Points: Add two animated wine vessels.

WEAK TENGU SNEAKS (0)

CREATURE 1

MEDIUM HUMANOID TENGU

Pathfinder Monster Core 325

Perception +6; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +6, Athletics +4, Deception +5, Diplomacy +3, Society +3, Stealth +6, Thievery +6

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

Items shortbow (30 arrows), tengu feather fan (worth 0 gp), wakizashi

AC 17; **Fort** +5, **Ref** +8, **Will** +2

HP 17

Eat Fortune ↻ (concentrate, divine, tengu) **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Speed 25 feet

Melee ♦ wakizashi +8 (deadly d8, disarm, finesse, versatile P), **Damage** 1d4 slashing

Melee ♦ beak +8 (finesse), **Damage** 1d6 piercing

Ranged ♦ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6-2 piercing

Feather Fan Dustup ♦♦ (air, divine) **Frequency** once per 10 minutes; **Effect** The tengu waves their feather fan, summoning a small magical breeze that kicks up dust in a 5-foot burst centered on a corner of their space, which lasts for 1d4 rounds. All creatures within that area are concealed, and all other creatures are concealed to them.

Sneak Attack The tengu deals an additional 1d6 precision damage to off-guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the tengu.



Silver Bark, Golden Blades

EVENT 5: BOSS FIGHT (LEVELS 3-4)

BLOODMOON

HAZARD 1

UNIQUE COMPLEX HAUNT MAGICAL UNHOLY

Stealth +7

Description Bloodmoon is a naginata that can act on its own provided it is attuned to at least one creature.

Disable Two successful DC 17 Religion or Occultism checks, dispel magic (2nd rank; counteract DC 15)

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

Hardness 6; **HP** 24 (BT 12); **Immunities** object immunities (except spirit); **weakness** holy 5

Float \curvearrowright (magical) **Trigger** Combat begins with the creature it is attuned to; **Effect** The blade begins to float in the air, then rolls initiative.

Routine $\curvearrowright\curvearrowright\curvearrowright$ Bloodmoon uses its first action to fly up to 20 feet towards an opponent. It then makes two naginata strikes, each against a different foe.

Melee \curvearrowright naginata +10 (deadly d8, unholy) **Damage** 1d8+2 slashing

Prone to Monologuing If a PC uses an action to taunt Bloodmoon with a successful DC 15 Deception, Diplomacy, or Intimidate check, Bloodmoon must spend an action monologuing on the next turn.

BIG KATSU

CREATURE 4

LARGE HUMANOID HUNGERSEED TENGU

Variant ogre glutton (*Pathfinder Monster Core* 251)

Perception +6; darkvision

Languages Common, Jotun, Tien

Skills Athletics +12, Intimidate +10, Survival +6

Str +6, **Dex** -1, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2

Items leather armor, greataxe

AC 18; **Fort** +14, **Ref** +7, **Will** +6

HP 70

Speed 30 feet

Melee \curvearrowright horns +14, **Damage** 1d6+8 piercing

Melee \curvearrowright greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+8 slashing

Melee \curvearrowright jaws +14, **Damage** 1d8+8 piercing plus Grab (page 359) and glutton's feast

Glutton's Feast If the ogre glutton damages a living creature with their jaws Strike, they gain 1d4 temporary Hit Points for 1 minute.

Glutton's Rush $\curvearrowright\curvearrowright$ The ogre glutton Strides twice and makes a jaws Strike. If they damage a living creature with this Strike, the temporary Hit Points they receive from glutton's feast is increased to 2d4.

Swallow Whole \curvearrowright (attack) Small, 2d4+4 bludgeoning, Rupture 14 (page 360)

Oni Form \curvearrowright Big Katsu takes on the size and form of an Oni (already reflected in the stat block above).

Boss Choice

The three boss possibilities (Big Katsu, Bun the Black, and Mama Tofu) are all the same CR. All three options are referred to below as "the Boss" and use the same adjustments.

Scaling Event 5: Boss Fight

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

19-22 Challenge Points: Replace Bloodmoon with Empowered Bloodmoon.

23-27 Challenge Points: Replace Bloodmoon with Empowered Bloodmoon and add a halfling troublemaker.

28-32 Challenge Points: Replace Bloodmoon with Empowered Bloodmoon, replace the Boss with the Enraged Boss, and add a halfling troublemaker.

33+ Challenge Points: Replace Bloodmoon with Empowered Bloodmoon, replace the Boss with the Enraged Boss, and add two halfling troublemakers.

BUN THE BLACK

CREATURE 4

MEDIUM AMPHIBIOUS DRAGON WATER

Elite river drake (*Pathfinder Monster Core* 129)

Perception +11; darkvision, scent (imprecise) 30 feet

Languages Common, Draconic, Tien

Skills Acrobatics +13, Athletics +12, Intimidation +8, Stealth +11, Survival +9

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

AC 19; **Fort** +13, **Ref** +11, **Will** +9

HP 60; **Immunities** paralyzed, sleep; **Resistances** acid 10

Tail Lash \curvearrowright **Trigger** A creature within reach of Bun the Black's tail uses an action to Strike or attempt a skill check; **Effect** Bun the Black attempts to Strike the triggering creature with their tail. If it hits, the target takes a -2 circumstance penalty to the triggering roll.

Speed 20 feet, fly 50 feet, swim 30 feet

Melee \curvearrowright fangs +14, **Damage** 2d8+5 piercing

Melee \curvearrowright tail +14 (reach 10 feet), **Damage** 2d6+5 bludgeoning

Caustic Mucus $\curvearrowright\curvearrowright$ (acid, primal) Bun the Black spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6 acid damage (DC 21 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends



Silver Bark, Golden Blades

with the persistent acid damage. Bun the Black can't use Caustic Mucus again for 1d6 rounds.

Draconic Frenzy ♦♦ Bun the Black makes one fangs Strike and two tail Strikes in any order.

Speed Surge ♦ (move) Frequency three times per day; **Effect** Bun the Black Strides or Flies twice.

MAMA TOFU

CREATURE 4

MEDIUM HAG HUMANOID

Variant sweet hag (*Pathfinder Monster Core* 189)

Perception +10; darkvision

Languages Aklo, Common, Fey, Jotun, Tien; truespeech

Skills Acrobatics +9, Athletics +11, Deception +10, Nature +8, Occultism +8, Stealth +9

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

Coven Mama Tofu adds charm, honeyed words, and outcast's curse to their coven's spells (page 358).

AC 21; **Fort** +11, **Ref** +11, **Will** +12; +1 status to all saves vs. magic
HP 70; Weaknesses cold iron 5

Speed 25 feet **Melee** ♦ candy cane claw +14 (agile, magical),
Damage 1d10+5 piercing plus soporific touch

Occult Innate Spells DC 20, attack +14; **2nd** *create food* (sweets only), *invisibility* (at will), *laughing fit*, *shrink*, *sleep*; **1st** *charm* (at will), *cleanse cuisine* (at will), *spider sting*;
Cantrips (2nd) *daze*, *figment*, *light*, *message*; **Constant (5th)** *truespeech*

Betraying Touch ♦ Mama Tofu touches a creature that doesn't realize she's an enemy. The betrayed creature is affected by soporific strike with a -4 circumstance penalty to their saving throw.

Change Shape ♦ (concentrate, occult, polymorph) Mama Tofu can take on the appearance of any Medium humanoid woman (page 358). This doesn't change her Speed or attack and damage bonuses with her Strikes, but it might change the damage type her Strikes deal (typically to bludgeoning).

Poisoned Candy ♦♦ (occult) Mama Tofu casts an innate spell that can normally target 1 creature on a piece of food, typically a sweet treat. The spell is stored in the food. The first creature that eats any of the food is affected by the spell and takes a -4 circumstance penalty to their saving throw against that effect.

Soporific Touch (incapacitation, occult) A creature damaged by Mama Tofu's claw must succeed at a DC 20 Fortitude save or be enfeebled 1 for 1 day. If the creature critically fails or fails this save while already enfeebled by soporific strike, it falls unconscious and dreams of eating delicious sweets; this is a mental sleep effect. If not woken up before 1 minute passes, the creature wakes up automatically.

EMPOWERED BLOODMOON

HAZARD 3

UNIQUE COMPLEX HAUNT MAGICAL UNHOLY

Stealth +10

Description Bloodmoon is a naginata that can act on its own provided it is attuned to at least one creature.

Disable Two successful DC 20 Occultism or Religion, dispel magic (2nd rank; counteract DC 18)

AC 19; **Fort** +12, **Ref** +6

Hardness 11; **HP** 44 (BT 22); **Immunities** object immunities (except spirit); **weakness** holy 10

Float ↻ (magical) **Trigger** Combat begins with the creature it is attuned to; **Effect** The blade begins to float in the air, then rolls initiative.

Routine (3 actions) Bloodmoon uses its first action to fly up to 20 feet towards an opponent. It then makes two naginata strikes, each against a different foe.

Melee ♦ naginata +12 (deadly d8, unholy) **Damage** 1d8+8 slashing

Prone to Monologuing If a PC uses an action to taunt Bloodmoon with a successful DC 18 Deception, Diplomacy, or Intimidate check, Bloodmoon must spend an action monologuing on the next turn.

Tiny Bloodmoon is treated as a tiny creature with reach.

ENRAGED BIG KATSU

CREATURE 5

LARGE HUMANOID HUNGERSEED TENGU

Variant ogre glutton (*Pathfinder Monster Core* 251)

Perception +8; darkvision

Languages Common, Jotun, Tien

Skills Athletics +14, Intimidate +12, Survival +86

Str +6, **Dex** -1, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2

Items leather armor, greataxe

AC 20; **Fort** +16, **Ref** +9, **Will** +8

HP 85

Speed 30 feet

Melee ♦ horns +16, **Damage** 1d6+10 piercing

Melee ♦ greataxe +16 (reach 10 feet, sweep), **Damage** 1d12+10 slashing

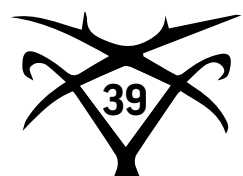
Melee ♦ jaws +16, **Damage** 1d8+10 piercing plus Grab (page 359) and glutton's feast

Glutton's Feast If the ogre glutton damages a living creature with their jaws Strike, they gain 1d4 temporary Hit Points for 1 minute.

Glutton's Rush ♦♦ The ogre glutton Strides twice and makes a jaws Strike. If they damage a living creature with this Strike, the temporary Hit Points they receive from glutton's feast is increased to 2d4.

Swallow Whole ♦ (attack) Small, 2d4+4 bludgeoning, Rupture 14 (page 360)

Oni Form ♦ Big Katsu takes on the size and form of an Oni (already reflected in the stat block above).



Silver Bark, Golden Blades

ENRAGED BUN THE BLACK

CREATURE 5

MEDIUM AMPHIBIOUS DRAGON WATER

Variant river drake (*Pathfinder Monster Core* 129)

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common, Draconic, Tien

Skills Acrobatics +14, Athletics +13, Intimidation +9, Stealth +12, Survival +10

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

AC 20; **Fort** +14, **Ref** +12, **Will** +10

HP 75; **Immunities** paralyzed, sleep; **Resistances** acid 10

Tail Lash **Trigger** A creature within reach of Bun the Black's tail uses an action to Strike or attempt a skill check; **Effect** Bun the Black attempts to Strike the triggering creature with their tail. If it hits, the target takes a -2 circumstance penalty to the triggering roll.

Speed 20 feet, fly 50 feet, swim 30 feet

Melee **◆** fangs +15, **Damage** 2d8+7 piercing

Melee **◆** tail +15 (reach 10 feet), **Damage** 2d6+7 bludgeoning

Caustic Mucus **◆◆** (acid, primal) Bun the Black spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d8 acid damage (DC 21 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. Bun the Black can't use Caustic Mucus again for 1d6 rounds.

Draconic Frenzy **◆◆** Bun the Black makes one fangs Strike and two tail Strikes in any order.

Speed Surge **◆** (move) Frequency three times per day; **Effect** Bun the Black Strides or Flies twice.

ENRAGED MAMA TOFU

CREATURE 4

MEDIUM HAG HUMANOID

Elite sweet hag (*Pathfinder Monster Core* 189)

Perception +12; darkvision

Languages Aklo, Common, Fey, Jotun, Tien; truespeech

Skills Acrobatics +11, Athletics +13, Deception +12, Nature +10, Occultism +10, Stealth +11

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

Coven Mama Tofu adds charm, honeyed words, and outcast's curse to their coven's spells (page 358).

AC 23; **Fort** +13, **Ref** +13, **Will** +14; +1 status to all saves vs. magic

HP 85; Weaknesses cold iron 5

Speed 25 feet

Melee **◆** candy cane claw +16 (agile, magical), **Damage** 1d10+7 piercing plus soporific touch

Occult Innate Spells DC 22, attack +16; **2nd** *create food* (sweets only), *invisibility* (at will), *laughing fit*, *shrink*, *sleep*; **1st** *charm* (at will), *cleanse cuisine* (at will), *spider sting*; **Cantrips (2nd)** *daze*, *figment*, *light*, *message*; **Constant (5th)** *truespeech*

Betraying Touch **◆** Mama Tofu touches a creature that doesn't realize she's an enemy. The betrayed creature is affected by soporific strike with a -4 circumstance penalty to their saving throw.

Change Shape **◆** (concentrate, occult, polymorph) Mama Tofu can take on the appearance of any Medium humanoid woman (page 358). This doesn't change her Speed or attack and damage bonuses with her Strikes, but it might change the damage type her Strikes deal (typically to bludgeoning).

Poisoned Candy **◆◆** (occult) Mama Tofu casts an innate spell that can normally target 1 creature on a piece of food, typically a sweet treat. The spell is stored in the food. The first creature that eats any of the food is affected by the spell and takes a -4 circumstance penalty to their saving throw against that effect.

Soporific Touch (incapacitation, occult) A creature damaged by Mama Tofu's claw must succeed at a DC 22 Fortitude save or be enfeebled 1 for 1 day. If the creature critically fails or fails this save while already enfeebled by soporific strike, it falls unconscious and dreams of eating delicious sweets; this is a mental sleep effect. If not woken up before 1 minute passes, the creature wakes up automatically.

HALFLING TROUBLEMAKER

CREATURE 1

SMALL HALFLING HUMANOID

Pathfinder Monster Core 192

Perception +10

Languages Common, Halfling

Skills Acrobatics +7, Athletics +3, Deception +5, Stealth +7, Thievery +7

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

Items filcher's fork, leather armor

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

HP 18

Speed 30 feet

Melee **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Ranged **◆** filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing

Graffiti Egg **◆** the halfling troublemaker throws an egg filled with paint, glitter, and confetti at a creature within 30 feet. The target must succeed a DC 17 Reflex saving throw or become dazzled for 1 round (or 1 minute on a critical failure).

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Sneak Attack The troublemaker deals an extra 1d6 precision damage to off-guard creatures.



Silver Bark, Golden Blades

Appendix 3: Game Aids



Amara Li



Tea Set

Sakura



Risucho



Silver Bark, Golden Blades

Appendix 3: Game Aids



Kirin



Sprite

Poracha



House on the Spirit Road



Silver Bark, Golden Blades

Appendix 3: Game Aids



Mayor Kimi



Golden League Coin

Halfling



Tengu Sneak



Silver Bark, Golden Blades

Appendix 3: Game Aids

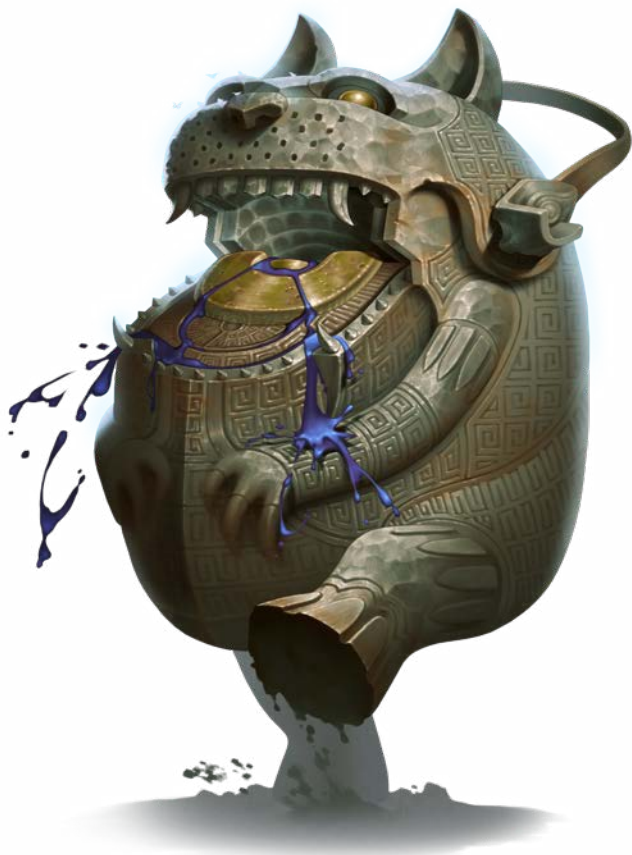


Bloodmoon



Pitborn Adept

Animated Wine Vessel



Boar

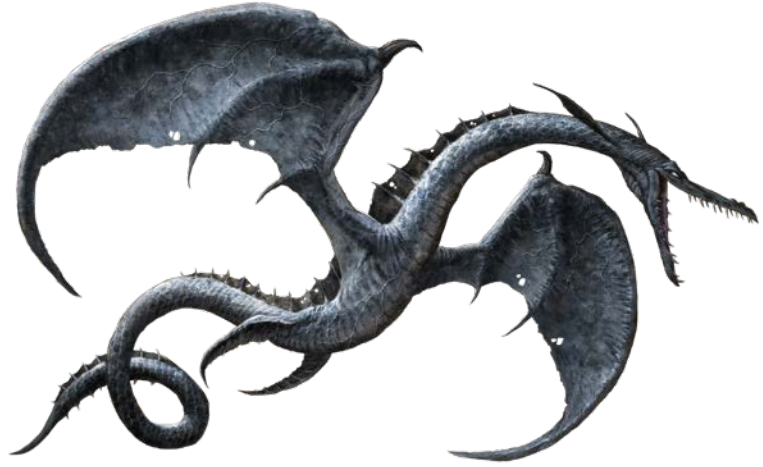


Silver Bark, Golden Blades

Appendix 3: Game Aids



Nursery Crawler



Bun the Black

Big Katsu



Mama Tofu



Silver Bark, Golden Blades

Handout #1: Sakura's Sprig

SAKURA'S SPRING

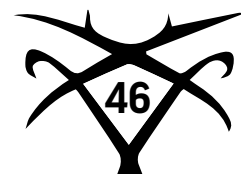
ITEM 5

RARE CONSUMABLE MAGICAL TALISMAN

Usage affixed to weapon; **Bulk** –

Activate ◆ envision; **Trigger** You strike an unholy target with the affixed weapon; **Requirements** You're trained in the affixed weapon.

This small glowing sprig of cherry tree flowers is only granted by Sakura, the kami of Silvertree. When activated, the affixed weapon gains the holy trait for the triggering attack and all other attacks for 1 minute.



Silver Bark, Golden Blades

ORGANIZED PLAY

Treasure Table

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

Treasure Bundles

- □ Sakura's Favor, page 11: 2 Treasure Bundles for the PCs securing Sakura's Favor.
- Investigating the Village, page 11: 1 Treasure Bundle for successfully investigating the village.
- Area **B6** or **C4**, page 14 or 16: 1 Treasure Bundle for searching the accountant's office.
- Area **B8** or **C8**, page 14 or 16: 1 Treasure Bundle if the PCs cleanse the shrine on their first attempt.
- Event 3, page 17: 1 Treasure Bundle for defeating the bandits.
- Event 4, page 17: 1 Treasure Bundle for defeating all creatures.
- □ Event 5, page 19: 3 Treasure Bundles for defeating the Boss and *Bloodmoon*.

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

Challenge Points

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

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1-2 encounters appear in Appendix 1, and level 3-4 encounters appear in Appendix

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

Remaster Changes

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

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



Silver Bark, Golden Blades



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

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		<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"/>	
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Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

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Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>



Silver Bark, Golden Blades

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Pathfinder Society Scenario #6-05: Silver Bark, Golden Blades

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You traveled into the Forest of Spirits, where the Kami Sakura charged you with cleansing Silvertree from an unholy miasma. You tracked the problem to a Golden League lair located near a tofu shop or a submerged boat launch. There, you defeated its leader Big Katsu, Bun the Black, or Mama Tofu.

Boons

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

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

aerial cloak (level 3, 60 gp; *Rage of Elements* 74)
floating four-person tent (level 2, 25 gp; *Rage of Elements* 75)
polished pebble aeon stone (level 3, 50 gp; *Rage of Elements* 98)
purifying ladle (level 2, 32 gp; *Rage of Elements* 202)
smoke veil (level 3, 60 gp; *Rage of Elements* 124)
thorn triad (level 4, 90 gp; *Rage of Elements* 203)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: PCRN

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club