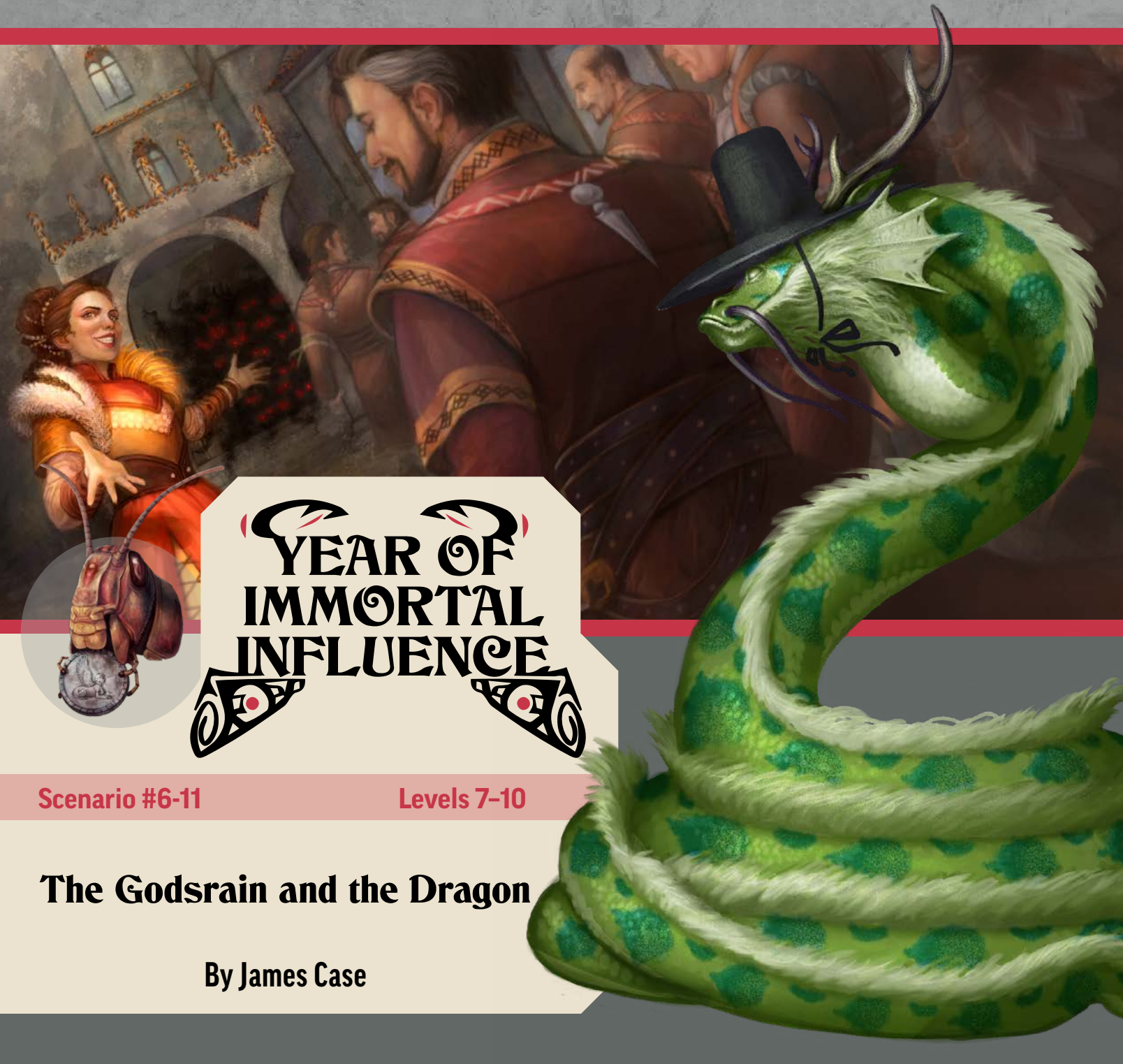


SECOND EDITION

# PATHFINDER SOCIETY



## YEAR OF IMMORTAL INFLUENCE

Scenario #6-11

Levels 7-10

### The Godsrain and the Dragon

By James Case

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## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 7-10**



**PLAYERS: 3-6**



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# The Godsrain and the Dragon

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## GM Resources

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Player Core*, *Pathfinder GM Core*, *Pathfinder Monster Core*, *Pathfinder Lost Omens Tian Xia World Guide*

**Maps:** *Pathfinder Flip-Mat: Night Market & Shrine*, *Pathfinder Flip-Mat: Coastline*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

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## Scenario Tags

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



**GODSRAIN**

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## Summary

To secure the help of the draconic archivist Valashinaz in appraising the mysterious warshards that have fallen to Golarion in the wake of the Godsrain, the Pathfinder Society has agreed to send veteran agents to dispense of a thorn in the dragon's side—the young imugi dragon Xalreonshin. This upstart has recently taken up residence at the edge of Valashinaz's territory, in the mountainous hot spring town of Maecho, trading on her name and reputation to siphon off gold and magical items to his own end. The PCs must travel to the town and track down Xalreonshin's human aides, convincing them to give up the information needed to find the dragon's watery lair. After finding them amid Maecho's tourist attractions, the PCs should have the information they need to travel through the mountains to Xalreonshin's hidden lake, where the dragon is hiding an object of great importance. The Pathfinders might be able to talk the imugi down, or they may find themselves spending their hot spring vacation locked in draconic combat!

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## Content Warning

A section of this adventure takes place in a traditional spa and public bath, though all adventure content is limited to non-bathing common areas where attendants are dressed in bathrobes. 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.

# The Godsrain and the Dragon

By James Case

## Adventure Background

The Pathfinder Society secured friendly relations with the dragon **Valashinaz** (scholarly underworld dragon) over a year ago, and now seek to call upon that connection. They've recovered several warshards large and small, and their powers seem varied and unpredictable. The latest warshard recovered, the largest yet, seems even stranger. **Venture-Captain Amara Li** (ambitious female human bard) and **Venture-Captain Yi Da Som** (helpful female samsaran scholar) have brokered another agreement with Valashinaz to use her not-inconsiderable skill honed over centuries of appraising fantastic items to appraise these shards. Among the tribute required, though, is a task.

For her part, Valashinaz sees this as the perfect opportunity to deal with **Xalreonsin** (ambitious male imugi patron), an upstart dragon who has encroached into her territory. Xalreonsin believed he was being properly surreptitious when setting up his lair near Valashinaz's territory. He was not and has avoided her wrath mainly because she's been preoccupied with the literal fallout from the god slaying months ago. Now with the Pathfinders needing her aid, Valashinaz can get someone else to take care of Xalreonsin, though, and so she has tasked the Pathfinders, as part of the appraisal agreement, with getting him out of her territory "by any means necessary."

While Valashinaz may consider Xalreonsin only a minor annoyance, he's still a dragon of some power, and so the Society has called upon veteran agents to deal with him.

## Getting Started

The PCs will begin their adventure waking up in their rooms on Fireday in the Morning Azalea, a guesthouse in the very heart of Maecho's hospitality



Venture-Captain Yi Da Som

Venture-Captain Amara Li

## Where On Golarion?

*The Godsrain and the Dragon* takes place in and around the city of Maecho, a rural spa town in the mountains of Hwanggot on the eastern coast of Tian Xia, far from the Pathfinder Society's headquarters in the Inner Sea. Also known as the Kingdom of Flowers, Hwanggot maintains an aloof peace through its intricately layered systems of diplomacy. More information on Hwanggot can be found on page 97 of *the Lost Omens Tian Xia World Guide*.



district. From the balcony of the guesthouse's common room, the PCs can see vendors as they set up their stalls and the first wave of morning caravans as they bring a wave of tourists into town to enjoy the hot springs, mountain hikes and sights, and legendary breweries. Over a hearty breakfast of rice, doenjang stew, spicy cucumbers, and leek pancakes, the PCs can

# The Godsrain and the Dragon

reflect on the events that brought them here a few days ago from Haseong's Lantern Lodge. Read or paraphrase the following flashback to begin the adventure.

Softly shutting the window and tapping a fulu talisman on the sill to mute the roar of the crowds outside, Venture-Captain Yi Da Som, a samsaran woman in a floral hanbok, strides back across the room, motioning everyone to remove their shoes and take a seat on the cushions that line the floor. Already sitting in the room is Venture-Captain Amara Li, a human woman in sharp Gokan fashion who pours tea—a chilled roasted barley to match the warm season—with a practiced ease to begin the meeting. In place of one of the cushions, farthest from the Venture-Captains, is a large amethyst geode.

"Pathfinders, Venture-Captain Li and I are so glad you could make it," Da Som begins, sipping at her tea. "We're all equally troubled by the events of the Godsrain and unsure what to do with the 'warshards' that our operatives have been recovering. Though they are clearly artifacts of great power, we're unable to ascertain their abilities. While Venture-Captain Kline would like nothing more than to bury them in one of his sealing vaults, Venture-Captain Li and I feel like they might yet prove of use to the Society."

At this, Amara Li gestures at the amethyst geode, "Last year, we were able to open diplomatic relations with a rather knowledgeable collector, the dragon Valashinaz." Li's expression is inscrutable. "She's a being of great age and experience, not to mention power. Her expertise would be invaluable in appraising these shards, though... like all dragons, she is not wont to exchange favors for nothing."

Yi Da Som and Amara Li are happy to answer any questions the PCs may have about this exchange before moving on.

**We're taking orders from a dragon?** "In so many words, yes." Li answers, taking a sip of her tea. "Lady Valashinaz's experiences extend even further into the past than the haziest of Venture-Captain Da Som's samsaran memories, and she has

treated with us fairly and equitably to this point. Our mission is to explore and report, and such an ancient creature as an underworld dragon can be an invaluable source of knowledge to the Society."

**Do we know what she wants?** "Certainly nothing material." Da Som tucks a stray thread back into its hem. "She has artifacts aplenty, so it is likely what we can provide her is either knowledge or services. Thankfully, these warshards are unlike anything seen on Golarion to this point, and she seems quite intrigued to study them."

If the PCs have any further private discussions they would like to make, they can. Otherwise, Li taps the geode to open a channel to Valashinaz. Read or paraphrase the following.

As Amara Li's fingers trace a rune on the amethyst geode's surface, it begins flaring with purple light. The light builds and builds before streaming forth to illuminate the walls and ceiling. As the image resolves, the serpentine shape of a great black and red underworld dragon can be seen coiling around a massive golden statue of the legendary hero Tian Shen.

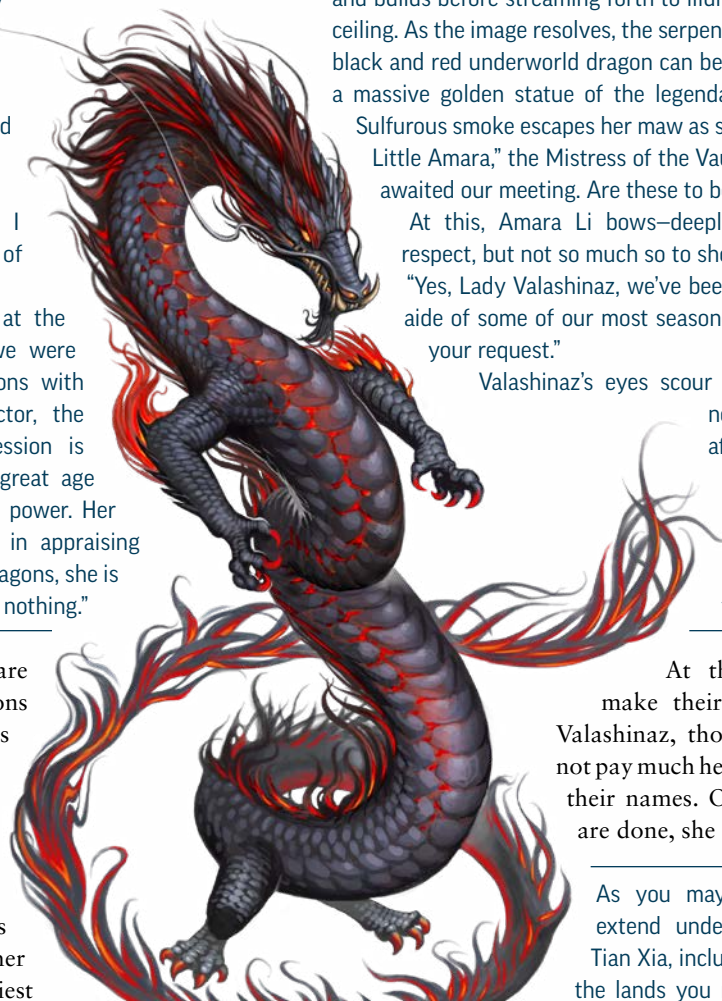
Sulfurous smoke escapes her maw as she speaks. "Little Yi, Little Amara," the Mistress of the Vaults rumbles, "I have awaited our meeting. Are these to be my assistants?"

At this, Amara Li bows—deeply enough to show respect, but not so much so to show undo deference—"Yes, Lady Valashinaz, we've been able to secure the aide of some of our most seasoned agents to help in your request."

Valashinaz's eyes scour the room until she notices the PCs, but after a moment of thought, she seems pleased with her appraisal. "Yes, they seem like they will do nicely."

At this, the PCs can make their introductions to Valashinaz, though she seems to not pay much heed to remembering their names. Once introductions are done, she continues.

As you may know, my vaults extend underground far across Tian Xia, including many places in the lands you now call Hwanggot. While I do not overmuch care what you small ones do upon the surface,



**Valashinaz**

# The Godsrain and the Dragon

I do care when other powerful entities make moves on my territory, least of all other dragons. Of late, one Xalreonshin has taken up residence in the town of Maecho. There, he pretends to be one of my envoys, collecting all sorts of cheap trinkets. I know not what he aims to do there, but I cannot have my reputation, or that of my Vaults, associated with such amateur work.” While Valashinaz’s voice remains perfectly level, the regions of the statue closest to her coils begin to melt slightly.

“Unfortunately, my attentions are needed elsewhere in all this chaos—much remains to be researched about these warshards that have fallen on our world. So, that’s my trade, little adventurers, go take care of this problem for me, and I’ll share the results of my warshard research with your Society.”

At this, Da Som, Li, and Valashinaz answer what questions they can, though the venture-captains are quick to steer away any questions that may further incite Valashinaz’s temper, and give withering looks to any doing so intentionally.

“So this Xalreonshin is... a dragon?” Valashinaz scoffs and a wisp of sulfur escapes her maw. “He and I are both dragons in the sense that you and a prairie dog are both bipeds. He’s an imugi, a serpent striving to become a real dragon. Call that what you will.”

“Do we know where in Maecho he might be?” Li places two sketches down on the table. “We do not. However, these two might—a Park Mi-ja and a Minister Jo, who our other agents have reported are highly involved in the town council and were among the first to push for Xalreonshin’s greater involvement in Maecho’s affairs. They’d be excellent leads for tracking the imugi down.

“Is this Xalreonshin good for the town?” Valashinaz makes an indifferent gesture with a claw. Da Som interjects, “It seems that his presence has brought more trade and tourists to the town...” Seeing Valashinaz’s nostrils flare, she smoothly continues, “... which should only make it easier to find those residents who might be able to give you more information on its whereabouts.”

After any last questions and discussions, the geode winks out, Valashinaz’s image disappearing with the crystal’s light.

## ARCANA OR RELIGION CHECK

A PC who succeeds at a DC 24 Arcana or Religion check may know more about imugi. 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** An imugi has the potential to ascend from their imugi form to a more powerful, true imperial dragon form if they take care of a koi egg for a thousand years. Several imperial dragons were not born as such, but are ascended imugi, though none would admit it.

**Success** An imugi is a sort of lesser dragon, a serpent that typically takes small towns under their protection and use their powers over water to aid them.

**Failure** No information.

**Critical Failure** Imugi are a sort of lesser dragon whose power is unstable—rather than being a font of magic themselves, they must consume magical creatures and items to avoid losing their powers.

## HERO POINTS

Once the PCs have finished their conversation with Da Som, Li, and Valashinaz, return to the present moment in the Morning Azalea for them to complete their preparations and remind them that they each have 1 Hero Point available.

## A. Maecho Sights and Sounds

The PCs can set out from the Morning Azalea to attempt to find Xalreonshin’s two assistants in Maecho, with the goal of convincing them to give up information on how to find the reclusive imugi (and possibly convince him to leave peacefully). A quick conversation with the Azalea’s owner reveals that, as today is Fireday, Auntie Park can usually be found at the Dawnsilver Spa—one of Maecho’s many, many spas and hot springs inns—and Minister Jo would likely be at the Mustardflower Market, an open-air market located within a field of brilliant yellow canola flowers. The PCs can visit the areas in whichever order they choose—Auntie Park and Minister Jo will be at their respective locations all day.

If the PCs can make a good impression on Xalreonshin’s aides, they will receive a tip-off. Regardless of who they approach first, the PCs should always receive the tip-offs in the same order. The first time the PCs would receive a tip-off, give them the Path Tip-off, and the second time they would receive a tip-off, give them the Phrase Tip-off, modifying the text as appropriate depending on who it came from.

**Path Tip-off:** “Xalreonshin makes his lair in a hidden mountain lake that can be found from the trails to the east of Maecho. Stepping off the trail is a sure way to be misled by the spirits of the mountain, but look for the stone marker shaped like the masked fey spirit Taljjae—it’s about three hours into the hike. If you tap the marker in three sets of three, the passage to Xalreonshin’s lair will open to you.”

**Phrase Tip-off:** “The path to Xalreonshin’s lair is guarded by magical constructs. They’ll attack anyone that comes through, but there’s a secret phrase to ensure that we aides can get there undeterred. Sing ‘The Rabbit and the Butterfly’ as you pass the statues, and they won’t do more than turn to watch you as you pass through.”



# The Godsrain and the Dragon



This is a traditional Hwan nursery rhyme, and the aide is happy to teach the words to the PCs (see page 13 for more information).

The Dawnsilver Spa section features an influence social encounter and begins on page 7, and the Mustardflower Market section features a combat encounter and begins on page 9.

## A1. A RELAXING SPA DAY

Maecho's local government has recently invested in signage in a variety of languages showing the way to the town's major tourist destinations, including its most illustrious and famous hot spring baths and spas. The Dawnsilver Spa is, however, a hole in the wall frequented mostly by locals, and the small establishment is not marked on any of the obvious signs. A PC must succeed at a DC 23 Society check to Gather Information (which takes an hour) to ask locals for directions to the spa (DC 26 for levels 9–10); if characters ask in Tian, they receive a +2 circumstance bonus to their check. If successful, the PCs arrive early, if unsuccessful, they are still able

to find the spa, but they arrive late—this will have an effect on the encounter at the spa. Read or paraphrase the following as the PCs find the Dawnsilver Spa.

---

Branching off from one of the busy thoroughfares of Maecho is a quieter residential street. A humble stone building stands at the furthest end, with little decoration out front except for a simple rock garden, a small fountain, and a sign reading "Dawnsilver Spa" in Tian in cut-out metal lettering (though two of the letters are missing). A few people, mostly older and clearly locals, walk down the street, baskets of bathing supplies in hand. Each wears a towel around their neck, and clear looks of relaxation on their face, their hair still damp.

---

Upon entering the spa, an attendant directs the PCs to a set of lockers for them to store their shoes. The attendant is an older Tian-Hwan woman who speaks very little Taldane, but she is happy to help the PCs with gestures and the occasional few words to understand the proper customs. After storing their shoes in the lockers, the PCs can check in for a day pass, which costs 20 sp and

# The Godsrain and the Dragon

gets the PCs a wristband with a wooden key and locker number, a yellow set of bathrobes, and small towel. All guests also must check any weapons and similar gear (such as wands or staves) at the front desk and escort any animal companions, familiars, or similar pets to a small park adjoining the spa—outfitted with animal beds and feed—to wait. If the PCs push back, the attendant will inform them that their gear and companions will be well taken care of but also that their policy is quite firm; causing a scene at the attendant will result in all DCs in the Dawnsilver Spa being 3 higher as the PCs will find themselves preceded by their reputation of being rude tourists with poor spa etiquette.

Once the PCs have checked in, the attendant will direct them down a staircase to a series of small private changing rooms where PCs can change into their bathrobes and store their armor and day clothing in another locker. If PCs wear their usual clothing or armor into the spa, an attendant is quick to inform them that they should leave their armor in the locker, with similar penalties if the PCs insist on causing a scene. Once all PCs have changed into their bathrobes, read or paraphrase the following as they exit into the Dawnsilver Spa's lounge area.

In contrast to the building's humble exterior, the lounge of the Dawnsilver Spa is brightly lit and well maintained. Stone tiles line the floor, which is pleasantly warm, heated by the same spring that supplies the various spa features. To the west is a raised seating area with plush cushions upon woven mats, as well as a small refreshments counter. To the east is a foot bath area raised on cedar planks, as well as marked hallways leading to the sauna and the main bathing areas. The south wall is entirely absent; instead, sliding doors open straight onto a recliner-lined balcony overlooking a stunning waterfall. This spa is truly one of the hidden gems of Maecho.

The lounge is not especially crowded at this time of day, with only a few guests: an elderly Tian human man and his grandson of about ten years playing cards in the refreshments area, a Mwangi elf woman reading a book in a recliner on the balcony, and a middle-aged Tian woman with short hair

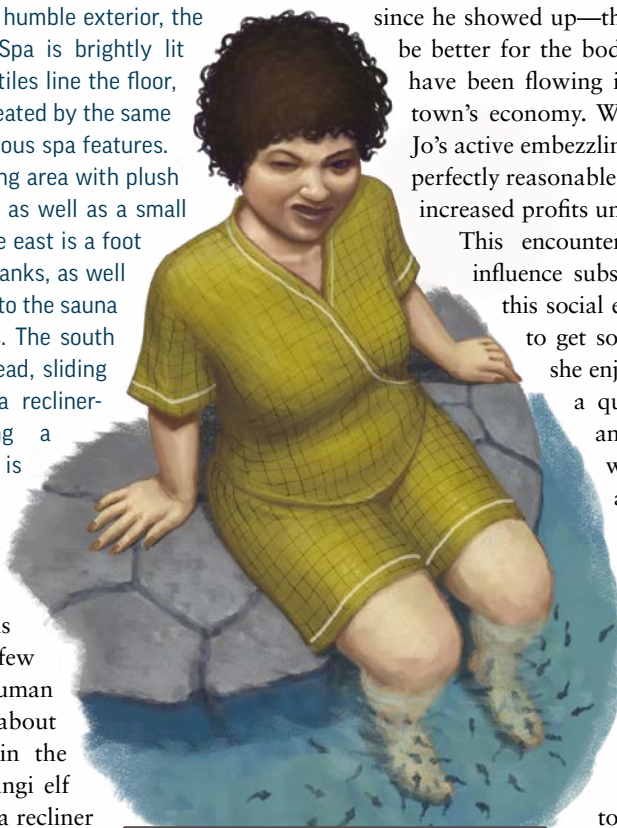
soaking her feet in the foot bath, who by process of elimination must clearly be Auntie Park.

The woman in the foot bath turns her head upwards as she is approached. "Out-of-towners! It was only a matter of time until they put the Dawnsilver in one of the tourist books," she mutters to herself in Tian. She adjusts her posture slightly, scooping a handful of warm water and rubbing it onto a scarred knee, before leaning back. "Welcome, sit down!" she says in lightly accented Taldane, with a much friendlier tone. "How are you enjoying your visit to Maecho?"

Park Mi-ja, more commonly known as **Auntie Park** (exhausted female human community leader / rumormonger) is a community leader in Maecho, albeit an unofficial one. Having grown up in the town, on the border of the spirit-shrouded mountains, she has great respect for dragons, fey, celestials, and other such creatures, and so when Xalreonshin first appeared in town months ago, claiming to be operating under the auspices of the great Valashinaz, she saw no reason to doubt him. She's been an advocate for the dragon with the local town leadership and acts as his unofficial envoy to them, and indeed the town seems to be doing much better since he showed up—the waters are purer and seem to be better for the body and spirit, and more tourists have been flowing in and helping to revitalize the town's economy. While she's unaware of Minister Jo's active embezzling of town profits, she thinks it's perfectly reasonable for a modest share of the town's increased profits under Xalreonshin to go to him.

This encounter with Auntie Park uses the influence subsystem (*GM Core* 187–189). In this social encounter, the PCs must attempt to get some information from Auntie as she enjoys her day off. Give the players a quick rundown of this system if anyone at the table is unfamiliar with it, most notably the two main actions each PC can choose on their turn each round (Influence or Discover).

Auntie is here to enjoy her day off and will be reluctant to talk about work immediately; however, she does enjoy some good gossiping and is always happy to brag about her beloved hometown and family to outsiders. Her influence stat block reflects these approaches, but the PCs might find other ways



**Auntie Park**



# The Godsrain and the Dragon

of convincing her. Use the DCs in the stat blocks as guidelines for when the PCs want to use other methods to Influence Auntie, with lower DCs for particularly fitting skill uses.

Auntie spends an hour in the main area of the spa, which constitutes of four 15-minute rounds in the influence subsystem. In each round, Auntie will move to a different specialty room of the spa, which changes the conditions accordingly and has a special action that a PC can take instead of the Influence action. PCs can learn about these special actions using the Discover ability (similarly to learning one of Auntie's weaknesses), which can be for the current room or a future room—Auntie loves the spa and is happy to give tips on how to better enjoy it. You can present the first three rooms in any order, but the final round always takes place in the lounge area. If the PCs arrived at the Dawnsilver Spa early, then the encounter will last an extra round as Auntie has the time to linger a bit longer in one of the first three rooms, and the PCs gain a +2 circumstance bonus to any checks in this bonus round.

- **Exfoliating Fish Bath** This foot bath, located on the balcony, overlooks a stunning scene of a nearby waterfall. The foot bath is filled with small fish, which nibble harmlessly at the feet to exfoliate them. A PC can use Nature to Influence Auntie here, in addition to the normal skills, by herding the fish to pay more attention to her. Abilities that allow for communication with fish result in an automatic critical success on a check to Influence.
- **Dawnsilver Sauna** The spa's namesake feature, this sauna incorporates panels of dawnsilver to "sharpen the air," which is said to improve circulation. The sauna is extremely hot, requiring a successful DC 21 Fortitude save (DC 24 at levels 9–10) to avoid a –1 circumstance penalty on any checks during this round; PCs with any amount of fire resistance or similar environmental protection to heat don't need to attempt this check. A PC can put a small amount of water on top of the dawnsilver heating elements, releasing a pleasing silver mist into the air that opens the lungs; this can be done by any PC who uses an ability or item with the water trait on the heating elements. Alternatively, a PC can bring in a cup of water from the common area. (Though Auntie would love to do this herself, she has been warned by staff too many times not to put water on the sauna as it leaves residue on the dawnsilver that must be scrubbed off later, but she figures that if the out-of-towners do it, it can be chalked up to lack of spa knowledge rather than her intentional disregard for the staff's policies). Releasing the dawnsilver mist reduces all DCs in this round by 1.

- **Rock Massage Trench** This specialty room contains a winding knee-deep trench of piping hot water. Rounded rocks are embedded into the trench floor at regular intervals, which knead into pressure points on the feet as they are walked over. PCs who do not habitually travel barefoot (such as most halflings) must succeed at a DC 23 Will save (DC 26 at levels 9–10) or be distracted by the painful sensation of the rocks, imposing a –1 circumstance penalty on any checks during this round. If a PC offers an arm to help Auntie balance as she walks through the massage trench, all DCs in this round are reduced by 1.
- **Relaxing Lounge** After relaxing in the spa, Auntie retires to the lounge area for a sweet glass of refreshing sikhye and a sauna-baked egg. The lounge plays pleasant, if old-fashioned, Hwan folk music and the cushions are especially soft. A PC who does not succeed at a DC 25 Fortitude save (DC 28 for levels 9–10) becomes drowsy after the relaxations of the spa and suffers a –1 circumstance penalty on any checks in this round; this is a sleep effect. A PC who uses an ability or item that has the cold trait on Auntie's sikhye will half-freeze it into a sikhye slush, which she finds delightful and counts as an automatic critical success on a check to Influence.

## Levels 7–8

### AUNTIE PARK

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Page 19, art on page 35

## Levels 9–10

### WELL-INFORMED AUNTIE PARK

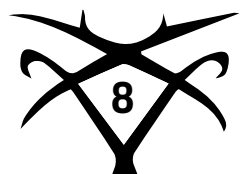
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Page 27, art on page 35

**Development:** Auntie Park's response to the PCs depends on how many Influence Points they earn.

If the PCs fail to reach 4 Influence Points with Auntie, she pointedly leaves the spa as soon as she can and does not give the PCs any tip-off. Furthermore, she talks extensively about the rude tourists throughout town, and the news reaches Xalreonshin quickly, imposing a –1 circumstance penalty to any checks to treat with him; this is cumulative with any other circumstance penalties to treat with Xalreonshin that are incurred by the PCs in the adventure.

If the PCs reach 4 or 5 Influence Points with Auntie, she can't help but gossip a bit and gives them a tip-off. This information is more a slip of the tongue than an intentional shift in her allegiances, and she does not further aid the PCs in the adventure.



# The Godsrain and the Dragon

If the PCs reach 6 or more Influence Points with Auntie, she not only gives them a tip-off, but she also puts in a good word with one of her friends who runs a souvenir store in Maecho's main square. At any point before the end of the adventure, the PCs can give their name to Auntie's friend to receive the rewards listed in the Reward section below.

If the PCs reach 8 Influence Points with Auntie, she becomes convinced that Xalreonsin's presence in Maecho is not bringing it prosperity, but attracting unwanted hardship to the town she loves. She not only gives the PCs a tip-off and puts in a good word with her friend, granting them access to the rewards in the Reward section, but she divulges some additional gossip that she's learned from her time serving Xalreonsin: the imugi has made his nest in Maecho because he has grown impatient waiting for his chance to ascend into a true imperial dragon. Instead, he's found a way to tap the natural magic of the town's springs—as well as from minor magical items and trinkets—into his koi egg to fuel its hatching, and with it, his ascension. Auntie furthermore shares that as Xalreonsin is an imugi associated with water, items associated with earth should be able to ward them somewhat from his magic. Getting Auntie to change allegiances in this way contributes to the scenario's secondary objective, and it grants the PCs information that will come in handy in the Dragon's Lair encounter (page 13).

**Reward:** If the PCs achieve the 6 Influence Point threshold, then Auntie promises to set them up with some “free samples” from her friend at the Spring Bloom, a hand-crafted ceramics store in the main square. The PCs can visit the Spring Bloom at any time to find a middle-aged man (Auntie's good friend and onetime paramour, though that is a story several decades old) who gifts them with ceramic figurines worth 90 gp (190 gp for Levels 9–10). These figurines have the primal and earth traits, which may make them valuable in the Dragon's Lair encounter with Xalreonsin (page 13).

## A2. MUSTARD MARKET MADNESS MODERATE

The Mustardflower Market is located at the top of a large hill with a stunning view of the town, offering stalls and wares alongside scenic places to picnic among the namesake yellow canola flowers that ring the plaza proper. The market is one of the primary tourist attractions of Maecho and is therefore very easy to find, with numerous signs pointing to its location—it's so easy to find, in fact, that no matter what time of day the PCs attempt to visit it is absolutely swarming with tourists and crowds.

There are two ways to access the market. Most tourists (as well as elderly locals and shopkeepers) make use of a ropeway gondola that carries them to the top of the hill with ease; however, there's always the old-fashioned way, a set of well-maintained but steep switchback steps carved into one side of the mountain. The line for the gondola is crowded, though persuasive PCs can convince an operator to let them cut in line with a successful DC 23 Diplomacy or Deception check. Alternatively, PCs looking to get their steps in can climb the switchback with a successful DC 24 Athletics check (DC 27 for levels 9–10). Failure on either of these checks means that the PCs spend extra time waiting in line or catching their breath on the steps, respectively, causing them to be flustered and disheveled when they arrive, which imposes a –2 circumstance penalty on their first check to treat with Minister Jo in the market.

When the PCs make it to the market, read or paraphrase the following.

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The gondola ropeway and steps join in front of a large pair of stone pillars carved in the shape of lions. Beyond them, tourists bustle between colorful stalls, picking out souvenirs (along with some healthy bartering). Picnic blankets surround the perimeter of the stalls, where couples, families, and friends enjoy skewers of spicy tteokbokki, small trays of smoked octopus, cups of savory boiled silkworm pupas, or perfectly sweet red bean cakes among a yellow sea of radiant blossoms, the cheer of summer filling the air.

Near the center of the plaza, being given a particularly wide berth, is a young man with a rather pathetic goatee and a very impressive nobleman's hat, and next to him, a figure that would be ten feet tall were it not hunched so low to the ground, covered in fabric. The nobleman talks animatedly with a shopkeep, while the fabric-laden figure holds a wooden pipe in its mouth, a soft “bibi” sound issuing forth with each breath.

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**Minister Jo** (corrupt male human accountant) is here, collecting taxes from a stall. This is legitimately a part of his job as one of Maecho's treasury ministers, but unknown to most, the young man uses creative accounting and spurious citations to inflate the amount of gold collected from local businesses, siphoning off part for himself and using the rest to source cheap magical trinkets for Xalreonsin to use in his ascension ritual. Near him is his **Appraiser** (despondent male yeongno bodyguard), a yeongno bound to Minister Jo's service and used for protection, as well as its ability to sense gold. A PC who succeeds at a DC 23 Religion check to Recall Knowledge learns that yeongno are fallen celestials who detest the rich, and that such a creature would likely



# The Godsrain and the Dragon

not serve Minister Jo willingly; a PC who critically succeeds also learns of a yeongno's ability to transform corrupt nobles into pigs. He's also hired one (or more at higher CP) hobgoblin bodyguard(s) to look tough and intimidating, as well as provide additional protection.

The PCs can talk with Minister Jo about his role in the city. Minister Jo is up-front about serving Xalreonsin, believing him to be good for local business (he gestures at the bustling market as evidence), but also loyal, refusing to give up information on his patron's whereabouts or aims. He is happy to chat and deflect with the PCs for 15 or so minutes, which is enough time for PCs to each attempt to ask one question (usually with a DC 23 Diplomacy or Deception check; DC 25 in levels 9-10), or to attempt to bully him into giving up information (with a DC 21 Intimidation check; DC 23 in levels 9-10). After this time, he realizes that the PCs are a threat to his livelihood and initiates combat; however, if at least half of the PCs were successful in their checks, he begins the combat encounter frightened 2 as doubt creeps into his mind.

**Celestial Binding:** The Appraiser is bound to Minister Jo's service by a bracelet around his wrist, which both shocks him painfully if he does not follow Minister Jo's orders and prevents him from using his Fortune's Favor ability. The Appraiser's bracelet can be removed using Disable a Device, which requires two total successful checks at a DC of 25 using Athletics, 24 using Thievery, or 23 using Arcana or Occultism (DC 27, 26, and 25, respectively, for levels 9-10). Reward creative applications of player abilities or items (such as using a *grease* spell to help pull the bracelet off) by reducing the DC of the next check by 2, especially if they require expending a resource such as an item or a spell slot. If the bracelet is removed, the Appraiser will immediately revolt against Minister Jo and turn him into a pig using his Fortune's Favor ability, with Minister Jo automatically critically failing his save and leading to the actions detailed in Development (Appraiser's Freedom). If the PCs are in combat with Minister Jo and the Appraiser when this occurs, combat immediately ends.

**Creatures:** If combat breaks out, the crowd immediately flees enough to give the PCs and enemies room to scrap, though the stalls furthest from the fight carry on selling as normal. Minister Jo attempts to stay at range, shooting at the PCs with his *sukgung* and occasionally insulting them. If he runs out of *expensive bolts*, he has a few more packed for shipment, lying in barrels around the market. He can Interact with one of the marked barrels on the map to recover a single *expensive bolt* from it; he can Reload his *sukgung*

with the *expensive bolt* as part of this action if he so chooses. The Appraiser attempts to keep PCs away from his employer, using Grab and Swallow Whole to prevent them from moving. While the Appraiser cannot use his Fortune's Favor ability in combat (see Celestial Binding), he will attempt to use Money is Pain against any creature carrying sufficient amounts of money. Minister Jo is ultimately a coward, and he surrenders if the Appraiser is killed or if he is brought below 15 Hit Points, ending the encounter and leading to the actions detailed in Development (Minister Jo's Defeat). Any hobgoblins will do their best to interpose themselves between the PCs and the minister, but they hold little loyalty and will surrender if reduced below 1/3 of their HP. This encounter uses the map on page 11.

## Levels 7-8

**HOBGOBLIN MERCENARY** **CREATURE 3**  
Page 20

**MINISTER JO** **CREATURE 6**  
Page 20

**THE APPRAISER** **CREATURE 7**  
Page 21, art on page 36

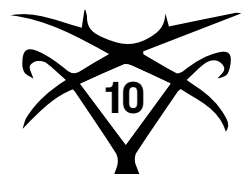
## Levels 9-10

**HOBGOBLIN SELLSWORD** **CREATURE 5**  
Page 28

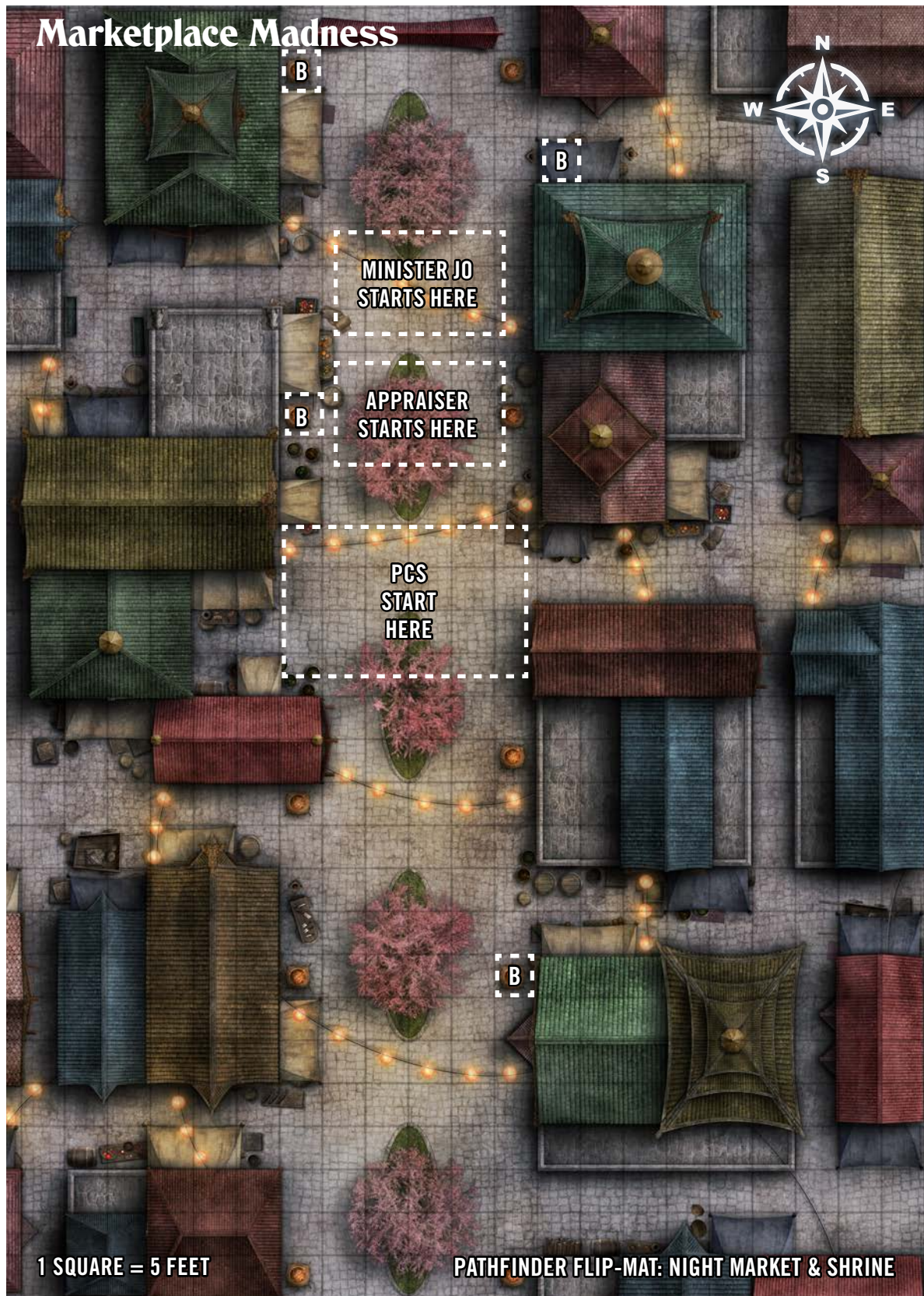
**DECKED-OUT MINISTER JO** **CREATURE 8**  
Page 28

**DECKED-OUT APPRAISER** **CREATURE 9**  
Page 29, art on page 36

**Development (Minister Jo's Defeat):** Throwing his weapons to the ground, Minister Jo begins to grovel at the PCs' feet, clearly having been scared straight by his brush with real danger and realizing that blindly following a dragon to make some extra gold is not worth his life. Minister Jo swears to stop sourcing magic items and gold for Xalreonsin and gives the PCs a tip-off, as well as takes full responsibility for the commotion with the local authorities if and when they arrive. He promptly resigns his position in the treasury the next day and leaves Maecho in shame. In the event Minister Jo was killed before he could surrender, his tip-off dies with him and the Appraiser flees without further communication with the PCs.



# The Godsrain and the Dragon



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**Development (Appraiser's Freedom):** Read or paraphrase the following if the Appraiser is freed, immediately ending combat if applicable.

With a crooked point of the yeongno's claw and a flash of golden light, Minister Jo disappears, his hat and robes fluttering empty, to the ground. The clothing rustles slightly, before a fat piglet wriggles forth, attempting to free itself from the prison of cloth. The Appraiser's flute whistles a curious "bibi" sound as he turns to face the party. (Thank you for releasing me from this corrupt man's shackles), his voice resounds telepathically. (A year spent as a pig will give him the chance to reflect on the error of his ways). His flute continues to whistle as his telepathic voice resounds, translating the piping notes into words. There is something Minister Jo does not know, however. One of the relics that he sourced for Xalreonsin, a gold and ivory comb, is cursed. Its magic is likely to backfire if worn or used. I trust you will use this information well).

The Appraiser gives the PCs a tip-off, hoping they will use the information to destroy Xalreonsin, and then disappears into the yellow canola flowers surrounding the market, while the pig that was Minister Jo squeals haplessly and faints. The direct judgment of a celestial, even a cast-out one such as a yeongno, is also evidence enough to local authorities that fault for the scuffle in the marketplace must lie with Minister Jo (who will not much be able to defend his case for the next year, anyways). The Appraiser's knowledge of the cursed comb may come in handy in the Dragon's Lair encounter (page 13).

**Rewards:** Minister Jo carries a wallet filled with ancient coins worth 100 gp (200 gp for levels 9–10) and a set of jade rings worth 140 gp (250 gp for levels 9–10). If defeated, he throws them to the ground as part of his show of groveling to the PCs; if transformed into a pig, they are left behind with the rest of his clothing. Either way, the PCs are free to take them.

## A3. A GOOD NIGHT'S REST

After making contact with both Auntie Park and Minister Jo, the crescent moon is rising and the streets are abuzz with tourists and locals alike enjoying strong drink and lively music until the wee hours of the morning. Numerous signs at the perimeter of the city note the

## What if the PCs Couldn't Learn Any Tip-Offs?

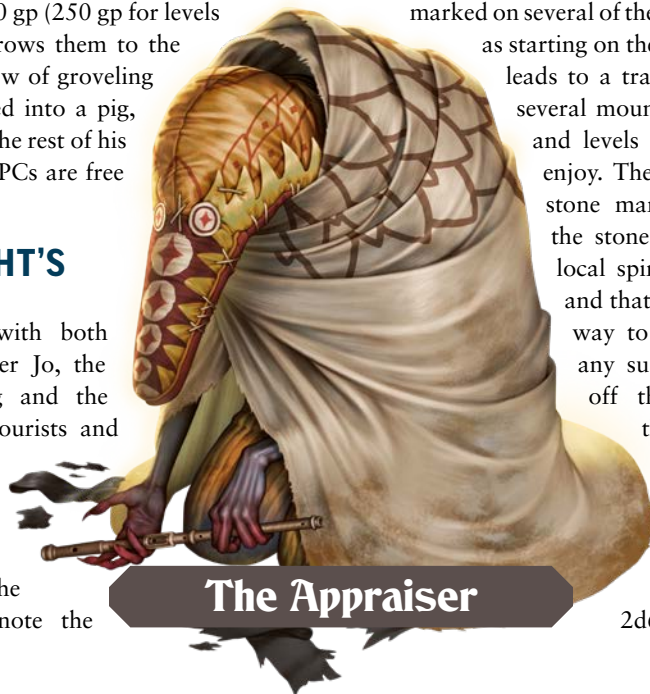
If the PCs fail to receive a tip-off from either location, all is not lost! Once Xalreonsin begins his ascension ritual, an obvious storm begins to blow above his pond, letting the PCs know the general direction to his lair, and the ritual's magic temporarily disrupts the illusions covering the secret trail. However, the PCs will have no way to bypass the guardian statues and the ritual will already be ongoing when they arrive, making Xalreonsin so swept up in the ritual's magic that the PCs will take a -1 circumstance penalty on all checks to treat with him.

dangers of going into the mountains at night, when the spirits are more active. The PCs can enjoy the nightlife to their hearts content, then return to the Morning Azalea for a good night's rest before the morning.

## B. Into the Ghostly Mountains

As the sun rises on Starday morning, Maecho is warm and the air is sticky with humidity, like it'll rain any minute. Undeterred, tourists are already beginning to bustle in the town square outside the guesthouse's balcony.

After making their daily preparations, the PCs will be ready to head up the mountain trail, which is easily marked on several of the guidebooks in the guesthouse as starting on the east of town. There, the road leads to a trailhead that branches off into several mountain hikes of varying lengths and levels of experience for tourists to enjoy. The trails are outlined by small stone markers; a placard warns that the stones create clear roads that the local spirits have agreed to not enter and that to step beyond them is a sure way to become lost. (Indeed, going any substantial amount of distance off the designated route causes the PCs to become lost in the mountains for 1d4 hours unless they succeed on a DC 35 Survival or Religion check, after which they reemerge in town, missing 2d6 gp worth of minor goods or



The Appraiser

# The Godsrain and the Dragon

consumable items and remembering little other than the faint sound of laughter).

**Path Tip-Off:** If the PCs received the Path Tip-Off, they can find the Taljjae waymarker about 3 hours into the hike. Tapping it three sets of three times dispels an illusion in a nearby stone wall, revealing a hidden tunnel through the mountain.

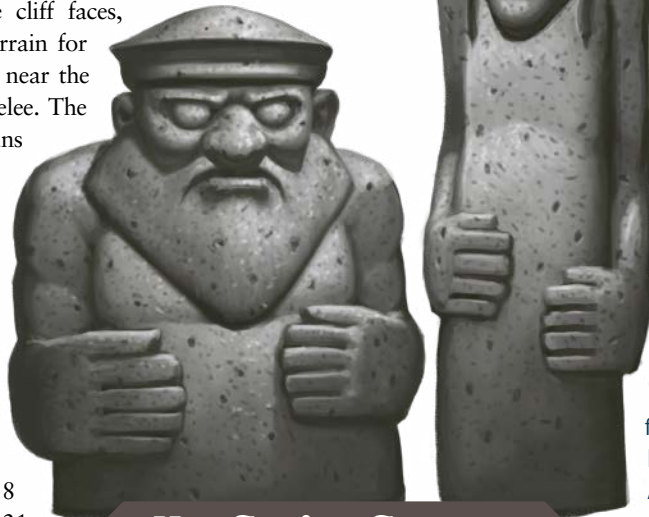
## B1. PATH TO THE POND MODERATE

The passage through the stone wall twists three times but is otherwise short, exiting into a gentle mountain slope. The path winds up and through a mountainous forest, quiet except for the sound of birds and the light babbling of a nearby stream of spring water. Watching over the path are four massive statues of white volcanic rock, one shoulder higher than the other... though exactly which shoulder seems to change each time the statues leave and reenter one's vision.

This mountain pass leads to Xalreonsin's pond. The statues here are ancient, carved well before Maecho came to be. PCs who succeed on a DC 20 Survival check to Sense Direction (DC 23 for levels 9–10) can identify that this stream eventually flows into the waterfall glimpsed from the Dawnsilver Spa, and furthermore they note that the water is slightly warmer than it should be at this altitude.

**Creatures:** Two of the four statues lining the path have been animated to serve as a security system by Xalreonsin's magic and the natural energy of the mountain's spring. Roll 1d4 twice to determine which of the marked statues are animated statues. The statues split their actions between shooting at PCs with their boiling water Strikes and Striding to close the distance. The statues are large and magically tied to the mountain, allowing them to traverse directly up and down the cliff faces, though they are difficult terrain for them. Once the statues are near the PCs, they will attack at melee. The statues are mindless guardians and fight until destroyed. This encounter uses the map on page 14.

**Phrase Tip-Off:** If the PCs received the Phrase Tip-Off, they can begin singing "The Rabbit and the Butterfly" when they pass by the statues. Doing so requires that the PCs each attempt a DC 18 Performance check (DC 21 for Levels 9–10). As long as the



Hot Spring Statues

party achieves three successes (four successes for parties of 6 characters), the statues will not attack, though they will turn ominously, their eyes tracking the party as they move past. "The Rabbit and the Butterfly" is a nursery rhyme that almost every Tian-Hwan child would know, so characters of Tian-Hwan origin automatically critically succeed, and characters of Tian origin automatically succeed.

**Critical Success** The PC sings so well they contribute two successes toward the group.

**Success** The PC contributes one success toward the group.

**Failure** The PC contributes no successes toward the group.

**Critical Failure** The PC is so distracting that they remove one success from the group.

### Levels 7–8

#### HOT SPRING STATUES (2)

#### CREATURE 7

Page 23, art on page 36

### Levels 9–10

#### REINFORCED HOT SPRING STATUES (2)

#### CREATURE 9

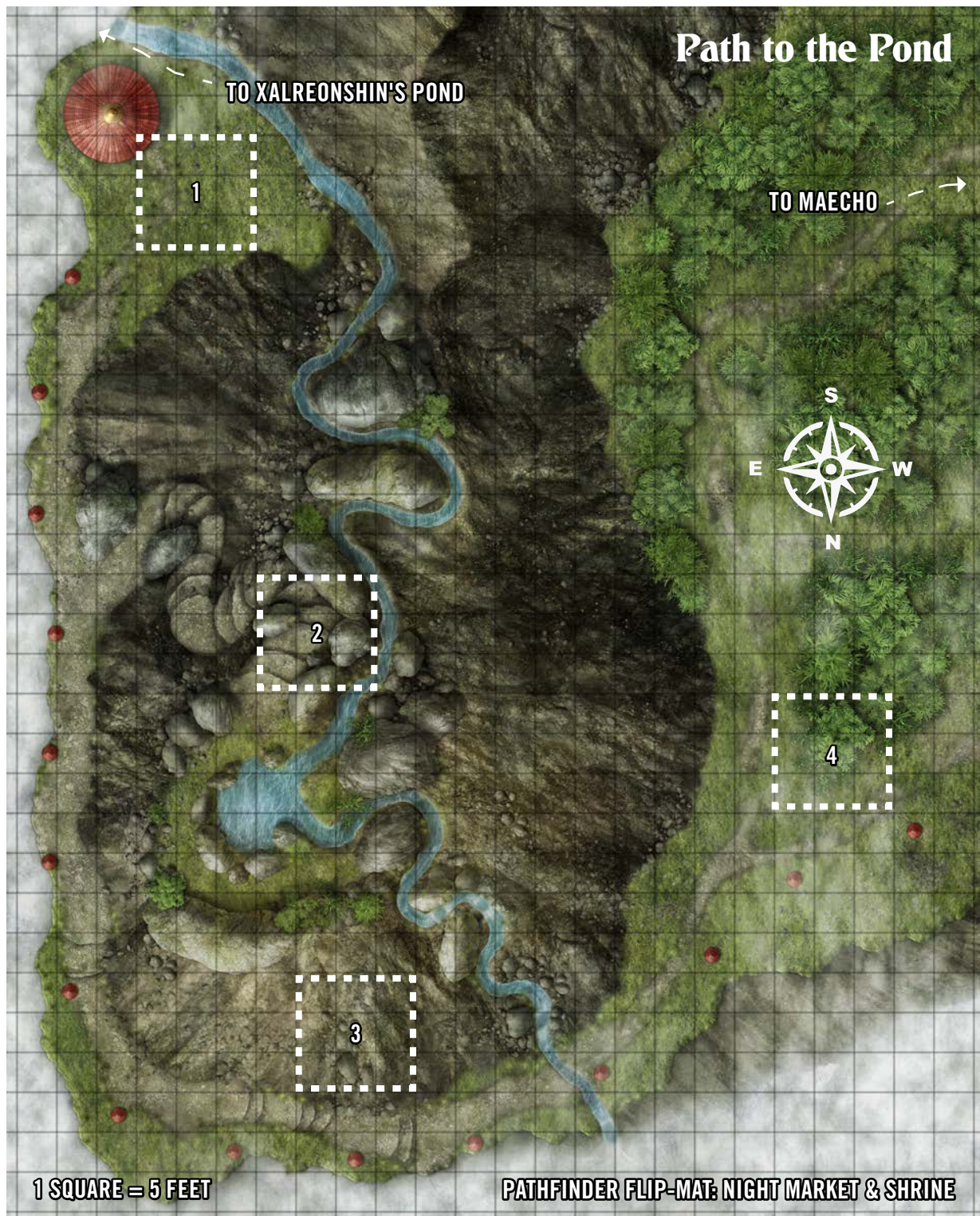
Page 31, art on page 36

**Reward:** Regardless of whether the PCs destroyed the guardian statues or passed by them using the Phrase Tip-Off, at the top of the pass they can find the skeletons of two bandits that attempted to waylay Auntie Park as she made the trek to Xalreonsin's cove. One of the skeletons still wears a +1 *striking fearsome handwraps of mighty blows* (+1 *striking shock handwraps of mighty blows* for Levels 9–10).

## B2. THE DRAGON'S LAIR MODERATE

Cresting over the top of the mountain pass, a magnificent volcanic lake comes into view. Steam drifts from the lake's surface, clearly fed by the same springs that heat Maecho's famous spas. A sandy cove and ramshackle dock are the only sign that the lake was once inhabited.

# The Godsrain and the Dragon



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As the cove grows closer, a serpentine figure arches from the water, water streaming from his horns. "Who goes there! Know that this cove is protected by Xalreonshin, envoy of the great dragon Valashinaz, Mistress of the Vaults!"

Xalreonshin has made this cove his lair, preventing access to all but Auntie Park and Minister Jo so they can bring him tidings of the activities in Maecho and resources from the town. True to his word, he has been devoting some of his water magic to improving the quality of the town's springs, though he has also been doing so to prepare his koi egg for ascension.

Though he projects an air of regality in his initial introductions with the PCs, over the course of initial pleasantries, Xalreonshin's attention flickers several times to the small island in the cove, a tic that PCs can pick up on with a secret DC 21 Perception check. On a success, they realize that there is something on that island he is worried about, and on a critical success, they can just barely see a koi egg on the island, half-buried in the sand amid some sort of ritual circle. This encounter uses the map on page 16.

There are several ways PCs might attempt to treat with the dragon to achieve Valashinaz's aims of moving him from her territory. A few likely approaches are below:

**Threaten Xalreonshin:** Most simply, the PCs can threaten Xalreonshin, possibly by invoking Valashinaz's name. This requires a successful DC 28 Intimidation check (DC 30 in levels 9-10) to first shake Xalreonshin's confidence and then a second successful check at DC 29 (DC 31 in levels 9-10) to break his spirit altogether and cause him to flee, leading to the events of Xalreonshin's Defeat.

**Convince Xalreonshin to Go Peacefully:** If the PCs convinced both Auntie Park and Minister Jo to turn on Xalreonshin, they can use this as a way to prove to him that his hold on Maecho is over. This requires a successful DC 26 Diplomacy or Society check, or a successful DC 27 check to use Deception if they try to embellish the truth a bit. A different PC must then succeed at a second check using Diplomacy, Society, or Deception; this must be a different skill than the first check, and the DC is 27 (or 28 using

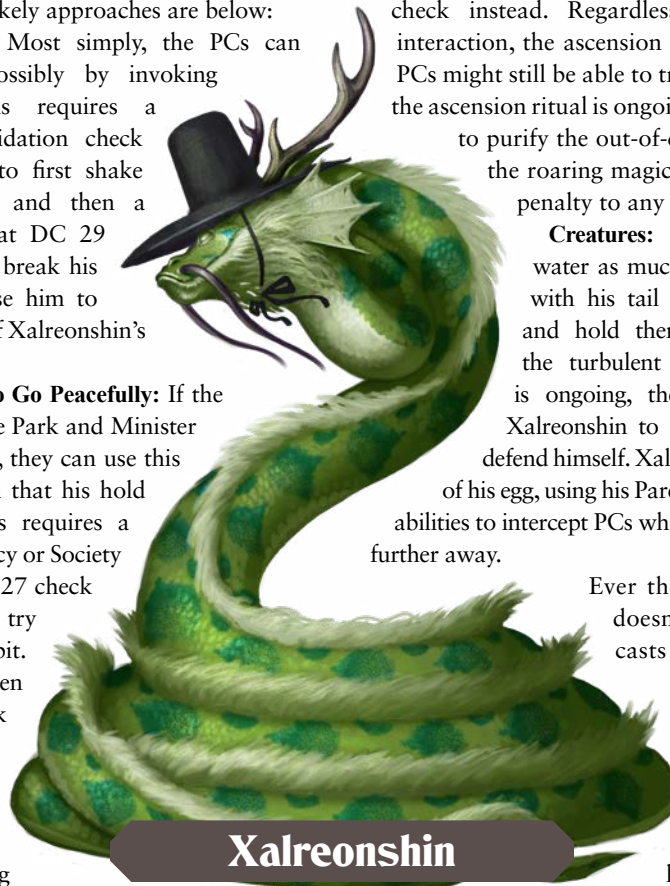
Deception), leading to the events of Xalreonshin's Defeat. These DCs are 2 higher in levels 9-10.

**Help Xalreonshin Ascend:** Alternatively, the PCs might gather that Xalreonshin is only here to finish his ascension ritual and that the quickest way to get him to leave is to simply give him what he wants. A PC must succeed at a DC 26 Diplomacy check to convince him that they're here to help him (DC 28 in levels 9-10), and then a second PC must demonstrate that they have sufficient magical knowledge to actually help with the ritual by succeeding at a DC 26 Religion, Arcana, Occultism, or Nature check to explain the magical theory (DC 28 in levels 9-10). Revealing knowledge of the cursed comb to Xalreonshin decreases these DCs by 2. If successful, Xalreonshin will ferry them to the egg and allow them to attempt to Disarm it, though he is extremely protective of the egg and assumes the PCs are sabotaging it after the first failed check to Disarm it, initiating combat.

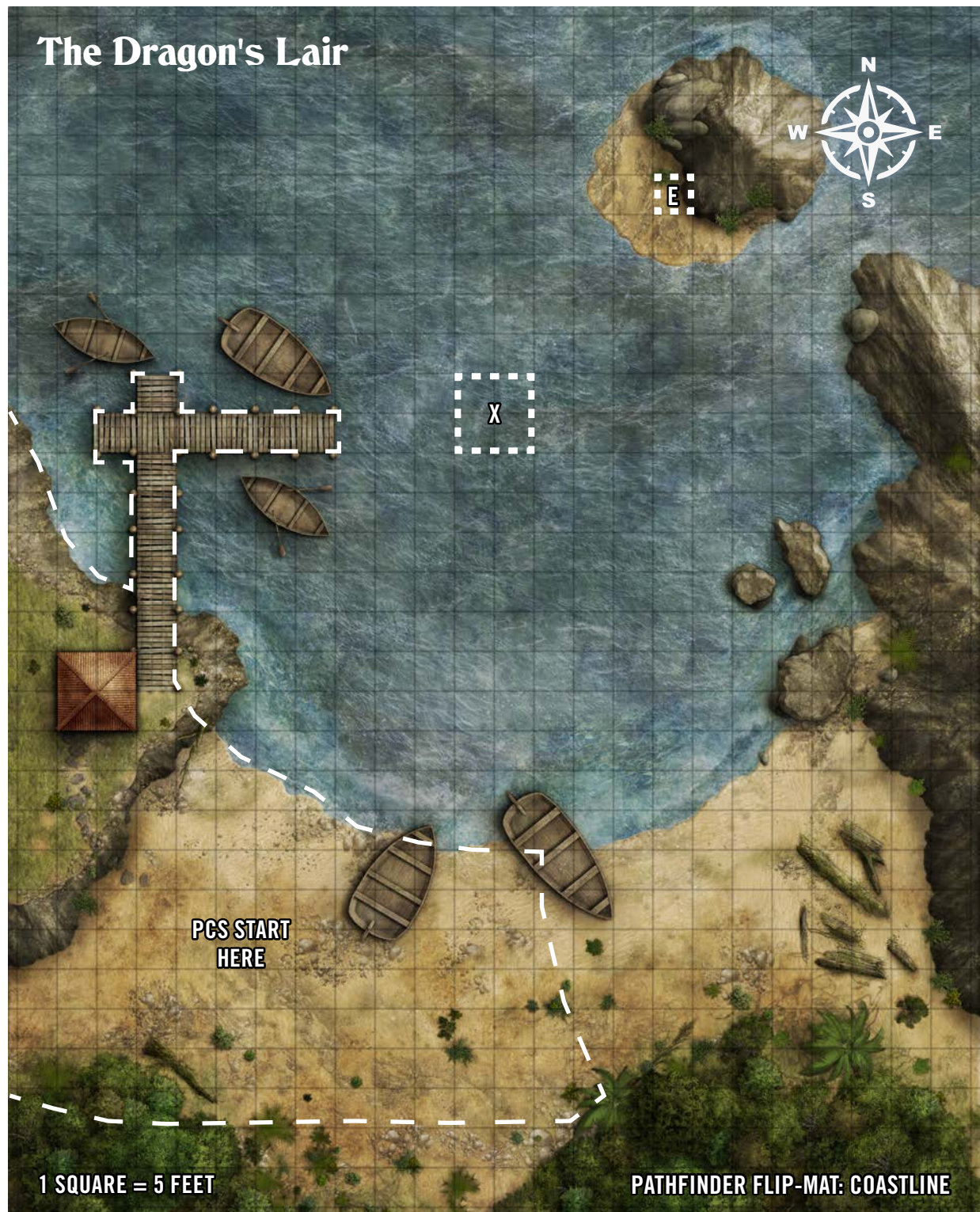
Regardless of what option they take, though, Xalreonshin is extremely distrusting after a millennium and is so close to his goal. On the first failed check to treat with him, Xalreonshin starts to become agitated, and on the second, he begins combat; if the PCs attempt to threaten him, he initiates combat on the first failed check instead. Regardless, after three rounds of interaction, the ascension ritual begins automatically. PCs might still be able to treat with Xalreonshin while the ascension ritual is ongoing (perhaps siding with him to purify the out-of-control ritual together), but the roaring magic imposes a -1 circumstance penalty to any checks to do so.

**Creatures:** Xalreonshin keeps to the water as much as possible, attacking PCs with his tail so that he can Grab them and hold them underwater. As long as the turbulent koi egg's ascension ritual is ongoing, the pouring rain will allow Xalreonshin to use his storm veil to better defend himself. Xalreonshin is fiercely protective of his egg, using his Parental Wrath and Floodwaters abilities to intercept PCs who approach it and push them further away.

Ever the pragmatist, Xalreonshin doesn't want to die here. He casts *fly* on himself and flees if reduced below 20 Hit Points (35 Hit Points in levels 9-10), scooping up his egg on the way; he also flees if the ascension ritual is halted for any reason, as



# The Godsrain and the Dragon



# The Godsrain and the Dragon

he has no reason to remain in Maecho if he'll need to spend another thousand years here nurturing his egg once more—this leads to the events of Development (Xalreonsin's Defeat). However, if the koi egg is destroyed, Xalreonsin will fight to the death, consumed with loss and rage and ultimately leading to the events of Development (Xalreonsin's Death).

**The Ascension Ritual:** Xalreonsin's koi egg is located on the island marked on the map, though its exact location may be difficult to ascertain once the storm kicks up. PCs can travel to the island by any normal means or by using one of the boats to row there—boats can be moved up to the PC's Speed with a successful DC 23 Athletics check or a successful DC 18 Sailing Lore check (DC 25 and DC 20 in levels 9-10, respectively). A ritual circle of magic items rests

around the koi egg. A PC who succeeds at a secret DC 23 Perception check or a DC 21 Arcana, Nature, Religion, or Occultism check notices that one of the magic items is a cursed comb that is polluting the ritual; PCs who learned about the comb from the Appraiser find it immediately with no check. Removing the comb from the circle means that successfully disabling the ritual will instead aid Xalreonsin in ascending, leading to the events of Development (Xalreonsin's Ascension). The egg is extremely fragile once the ritual grows close to completion—be sure that PCs are fully aware of this so that if they destroy the egg, the decision is one they choose.

## Levels 7-8

### XALREONSHIN

### CREATURE 7

Page 24, art on page 36

### TURBULENT KOI EGG

### HAZARD 7

Page 24, art on page 36

## Levels 9-10

### ASCENDING XALREONSHIN

### CREATURE 9

Page 32, art on page 36

### TEMPESTUOUS KOI EGG

### HAZARD 9

Page 32, art on page 36

**Development (Xalreonsin's Defeat)** Xalreonsin roars a mighty roar of regret and frustration and leaps from

the lake under the power of his innate *fly* spell. Coiling around his egg, he flies into the sky, cursing the Pathfinder Society and Valashinaz and vowing his revenge upon them when he's found another way to ascend.

**Development (Xalreonsin's Death)** As the PCs deal their final blow to the upstart dragon, his body thrashes as it sinks to the bottom of the hot spring lake. Shortly thereafter, an acrid smell fills the air as the water in the lake stagnates suddenly. When the PCs return to Maecho, they find that the various hot springs that had brought the town such renown have suddenly run dry; while the waters return a week later, the incident causes significant disruption to Maecho's prosperity and results in its reputation being tarnished for some time thereafter.

**Development (Xalreonsin's Ascension)** As the egg is purified, the magic of Maecho's waters and

the stolen items flash in a brilliant display. Read or paraphrase the following.

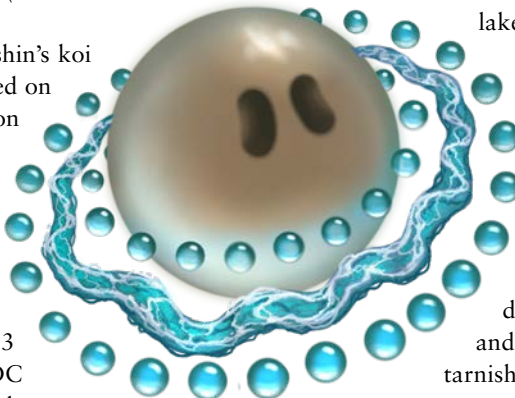
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With a noise like a perfect bell, the driving raindrops suddenly stop in midair. Light dances through each drop and, for a moment, it is as if a sea of tiny jewels hovers over the lake. Then, the droplets begin to spiral, joining together in streaks of light and water. Strange memories flood the minds of all present—the movement of a grandmaster, a glimpse of a time long ago, the scent of a flower long extinct, and more—and then they surge back out. Xalreonsin collapses into water as well, drawn into the spiral, and then in a thundering flash, the skies are clear, and a radiant sky dragon hovers in the air: Xalreonsin, an imperial dragon at last.

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Xalreonsin thanks the PCs for aiding him in his lifelong quest to ascend and opens his claw to reveal that his koi egg has become a tiny newborn imugi in turn, the cycle continuing. His purpose in Maecho fulfilled, he makes ready to leave, but not before giving his thanks to the Pathfinder Society and promising to return to aid them someday.

**Rewards:** The collection of minor magic items in the ritual circle can be recovered regardless of the outcome of the combat, and alongside 100 gp worth of incense and rare oils, consists of a *greater ring of sigils* and a *charm of resistance*. If Xalreonsin ascends, then he additionally leaves behind a pearl worth 120 gp. For levels 9–10, the ritual circle additionally contains *bands of force* and the pearl is worth 240 gp.



**Enchanted Koi Egg**

# The Godsrain and the Dragon

## Conclusion

As long as the PCs convince Xalreonshin to leave Valashinaz's domain—whether by defeating him in combat, convincing him to leave peacefully, or by facilitating his ascension—they have fulfilled their bargain with the Mistress of the Vault. They can hike back to the Morning Azalea without incident and enjoy what remains of their time in Maecho (possibly with one last soak in the hot springs) before taking the morning caravan back to Haseong, where they can debrief with Amara Li and Yi Da Som.

The PCs are allowed to be present for Valashinaz's report to the two venture-captains. Valashinaz, true to her word evaluates the Society's warshard using her considerable knowledge and experience. She is able to determine that the PCs' shard comes from the helm of Gorum, likely from those parts that surrounded the eye holes. It seems these pieces seek those from the same parts of the helm, which seems unique among warshards.

## REPORTING CONDITIONS

If Xalreonshin ascended into an imperial dragon, check box A on the reporting sheet. If Xalreonshin was thwarted in his ascension but survived, check box B. If Xalreonshin was slain, check box C.

## PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they get Xalreonshin to leave Maecho, whether by diplomacy or by force, resolving Valashinaz's draconic dispute and earning her favor in appraising the Society's *warshards*. Doing so earns each PC 2 reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they succeed in convincing either Auntie Park or Minister Jo to stop serving Xalreonshin. Doing so earns each PC 2 reputation with their chosen faction.

# The Godsrain and the Dragon

## Appendix 1: Level 7–8 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the Organized Play appendix on page 37 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely in the scaling sidebars).

### A1. A RELAXING SPA DAY (LEVELS 7–8)

#### AUNTIE PARK

UNIQUE MEDIUM HUMAN HUMANOID

Exhausted female community leader / rumormonger

**Perception** +15

**Will** +18

**Discovery** DC 21 Genealogy Lore, DC 25 Perception, DC 23 Society

**Influence Skills** DC 21 Tian Xia Lore or Genealogy Lore to share new bits of gossip, DC 22 Society, DC 23 Diplomacy or Deception, DC 25 Medicine or Athletics to help her stretch her back.

**Influence 3** Auntie begins to think a bit better of the PCs and confides that she works for a “powerful” patron. Add DC 20 Dragon Lore, Nature, or Religion to her list of influence skills for the rest of the encounter, representing attempts to talk about the fabled dragons or spirits of Tian Xia.

**Influence 4** Auntie confides that her patron is an imugi, Xalreonsin, and she allows the PCs to inquire directly about her dealings with him, even if it is before round 3. She gives the PCs a tip-off.

**Influence 8** Auntie becomes convinced that Xalreonsin is no good for Maecho and resolves to stop assisting him. The PCs gain the benefits noted on page 9. This contributes to the scenario’s secondary objectives.

**Resistances** Auntie is here on her day off to relax in the spa. Attempting to cut straight to “business talk” about her dealings with Xalreonsin before round 3 increases the check’s DC by 2.

**Weaknesses** Auntie’s oldest son has recently welcomed a new daughter into the family, and Auntie could not be happier to be a grandmother. Positive talks about family or children reduce a check’s DC by 2. She also loves her hometown, and praise about Maecho lowers a check’s DC by 1. PCs can also learn about Auntie’s sauna preferences (see page 8 when they would learn a weakness).

## Scaling A Relaxing Spa Day

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments.

**10+ Challenge Points:** For every 2 Challenge Points above 10, add 1 to each Influence Point threshold.

**Background** Auntie Park is a Maecho local who has seen the town move from quiet mountain town bordering the spirits to tourist attraction. She is happy to see her hometown prosper, but she also sometimes yearns for more quiet days where there were fewer crowds to compete with for space.

**Appearance** Auntie is a middle-aged Tian-Hwan woman with short curly hair whose resting face seems to carry a bit of judgment and whose judgmental face seems like it could crack stone.

**Personality** Impatient, overworked, sentimental, nostalgic

**Penalty** Badmouthing Maecho in front of Auntie causes her to mutter some rather colorful curse words under her breath in Tian and immediately end the current round, moving to the next room.

# The Godsrain and the Dragon

## A2. MUSTARD MARKET MADNESS (LEVELS 7-8)

### HOBGOBLIN MERCENARY

### CREATURE 3

MEDIUM HOBGOBLIN HUMANOID

*Variant Weak Hobgoblin Archer, Pathfinder Monster Core 199*

**Perception** +8; darkvision

**Languages** Common, Goblin, Tien

**Skills** Acrobatics +6, Athletics +6, Stealth +8

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

**Items** Crossbow (20 bolts), scale mail, shortsword

**AC** 21; **Fort** +8, **Ref** +10, **Will** +6

**HP** 30

**Formation** When they're adjacent to at least two other allies, the hobgoblin mercenary gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

**Speed** 25 feet

**Melee** ✦ shortsword +10 (agile, versatile S), Damage 1d6+2 piercing

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

**Crossbow Precision** The first time the mercenary hits with a crossbow attack in a round, it deals 1d8 extra precision damage.

**Perfect Aim** The mercenary ignores the concealed condition. Their targets don't benefit from lesser cover, and they reduce the AC bonus from standard cover by 2 against the mercenary's attack.

**Running Reload** ✦ The mercenary Strides, Steps, or Sneaks, then Interacts to reload.

### MINISTER JO

### CREATURE 6

UNIQUE MEDIUM HUMANOID

**Perception** +14

**Languages** Common, Tien

**Skills** Acrobatics +13, Deception +15, Intimidation +13, Occultism +15, Thievery +15

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

**Items** +1 striking *sukgung* (20 bolts and 3 *expensive bolts*), +1 striking *sword cane*

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

**HP** 100

**Cowardly Flight** ✨ **Trigger** An enemy enters into melee range of Minister Jo; **Frequency** once per hour; **Effect** Minister Jo is not a fighter and would prefer to be safely behind his bodyguards. He flees, Striding up to his Speed, and he must end his movement closer to the Appraiser than when he started. While fleeing, he can Reload his *sukgung* and then fire it backward over his shoulder in a panic, attempting a *sukgung* Strike against the triggering creature.

## Scaling Mustard Market Madness

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

**10-11 Challenge Points:** Replace Minister Jo with Elite Minister Jo.

**12-13 Challenge Points:** Replace the hobgoblin mercenary with a veteran hobgoblin mercenary, replace Minister Jo with Elite Minister Jo, and replace the Appraiser with the Elite Appraiser.

**14-15 Challenge Points:** Replace the hobgoblin mercenary with a veteran hobgoblin mercenary, replace Minister Jo with Elite Minister Jo, replace the Appraiser with the Elite Appraiser, and add one veteran hobgoblin mercenary to the encounter.

**16-18 Challenge Points (5+ players):** Replace the hobgoblin mercenary with a veteran hobgoblin mercenary, replace Minister Jo with Elite Minister Jo, replace the Appraiser with the Elite Appraiser, and add two veteran hobgoblin mercenaries to the encounter.

**Speed** 25 feet

**Melee** ✦ *sword cane* +17 (agile, concealable, finesse), Damage 2d6+6 slashing

**Ranged** ✦ *sukgung* +17 (fatal aim d12, range 200 feet, reload 1), Damage 2d8+6 piercing

**Expensive Reload** ✦ **Requirements** Minister Jo has *expensive bolts*; **Effect** Minister Jo supplements his mediocre fighting ability with a variety of cheaply sourced magical items. He Reloads his *sukgung* with an *expensive bolt* and activates its magic, imbuing his next *sukgung* Strike with one of the following effects.

- **Shuffling Bolt** (teleportation) If the bolt hits a target, the target and Minister Jo swap places. If the triggering hit was a critical success, the target is dazzled for 1 round after the teleportation.
- **Snare Bolt** If the bolt hits a target, silk webbing wraps around them, imposing a -10-foot circumstance penalty to their Speeds for 2d4 rounds, or until they Escape against a DC of 21. On a critical hit, the target is also immobilized until it Escapes.
- **Spark Bolt** (electricity) The bolt deals an additional 1d12 electricity splash damage.



# The Godsrain and the Dragon

## THE APPRAISER

## CREATURE 7

LARGE CELESTIAL

Variant yeongno (*Pathfinder Tian Xia World Guide* 299)

**Perception** +17; goldsense (precise) 120 feet

**Languages** Diabolic, Draconic, Emyrean, Tien; telepathy 100 feet

**Skills** Athletics +17, Diplomacy +15, Religion +15, Society +15, Stealth +13

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

**Items** wooden pipe

**Goldsense** The yeongno can detect the presence, location, and approximate value of gold within 120 feet.

**AC** 25; **Fort** +15, **Ref** +13, **Will** +17

**HP** 120

**Speed** 25 feet

**Melee** ✦ jaws +17, **Damage** 3d6+8 piercing plus Grab

**Ranged** ✦ pipe +13 (divine, sonic, range 60 feet), **Damage** 4d6 sonic

**Fortune's Favor** ✦✦✦ (curse, divine, incapacitation, polymorph)

**Frequency** once per day; **Effect** A target creature within 30 feet must succeed at a DC 25 Will save or gain the effects of cursed metamorphosis, being polymorphed into a pig whose girth is determined by the target's wealth. After 24 hours, the target can end this effect using a Dismiss action, at which point the yeongno becomes aware that the effect has ended. A yeongno can use Fortune's Favor only if no targets are currently under its effects.

**Money is Pain** ✦✦ (divine, mental) **Requirements** The target is carrying at least 100 gp worth of precious metals; **Effect** The yeongno crushes a creature it can see with the weight of their wealth. Apparitions of gold coins approximating the wealth of the target materialize and pummel the target from all sides. The target attempts a DC 25 Will save.

**Critical Success** The target is unaffected.

**Success** The target is slowed 1 for 1 round.

**Failure** The target takes 3d6 persistent mental damage and is slowed 1 as long as the damage continues. The effect immediately ends if they're carrying less than 100 gp worth of precious metals.

**Critical Failure** As failure, except any flat checks to remove the persistent damage automatically fail.

**Swallow Whole** ✦ (attack) Medium, 3d6+6 bludgeoning, Rupture 20

## VETERAN HOBGOBLIN MERCENARY (O) CREATURE 5

MEDIUM HOBGOBLIN HUMANOID

Variant Elite Hobgoblin Archer, *Pathfinder Monster Core* 199

**Perception** +12; darkvision

**Languages** Common, Goblin, Tien

**Skills** Acrobatics +10, Athletics +10, Stealth +12

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

**Items** Crossbow (20 bolts), scale mail, shortsword

**AC** 25; **Fort** +12, **Ref** +14, **Will** +10

**HP** 60

**Formation** When they're adjacent to at least two other allies, the hobgoblin mercenary gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

**Speed** 25 feet

**Melee** ✦ shortsword +14 (agile, versatile S), **Damage** 1d6+6 piercing

**Ranged** ✦ crossbow +16 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing plus crossbow precision

**Crossbow Precision** The first time the mercenary hits with a crossbow attack in a round, it deals 1d8 extra precision damage.

**Perfect Aim** The mercenary ignores the concealed condition. Their targets don't benefit from lesser cover, and they reduce the AC bonus from standard cover by 2 against the mercenary's attack.

**Running Reload** ✦ The mercenary Strides, Steps, or Sneaks, then Interacts to reload.



# The Godsrain and the Dragon

## ELITE MINISTER JO (0)

## CREATURE 7

UNIQUE MEDIUM HUMANOID

**Perception** +16

**Languages** Common, Tian

**Skills** Acrobatics +15, Deception +17, Intimidation +15, Occultism +17, Thievery +17

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

**Items** +1 striking *sukgung* (20 bolts and 3 expensive bolts), +1 striking *sword cane*

**AC** 26; **Fort** +13, **Ref** +16, **Will** +19

**HP** 120

**Cowardly Flight** ➤ **Trigger** An enemy enters into melee range of Minister Jo; **Frequency** once per hour; **Effect** Minister Jo is not a fighter and would prefer to be safely behind his bodyguards. He flees, Striding up to his Speed, and he must end his movement closer to the Appraiser than when he started. While fleeing, he can Reload his *sukgung* and then fire it backward over his shoulder in a panic, attempting a *sukgung* Strike against the triggering creature.

**Speed** 25 feet

**Melee** ➤ *sword cane* +19 (agile, concealable, finesse), **Damage** 2d6+8 slashing

**Ranged** ➤ *sukgung* +19 (fatal aim d12, range 200 feet, reload 1), **Damage** 2d8+8 piercing

**Expensive Reload** ➤ **Requirements** Minister Jo has *expensive bolts*; **Effect** Minister Jo supplements his mediocre fighting ability with a variety of cheaply sourced magical items. He Reloads his *sukgung* with an *expensive bolt* and activates its magic, imbuing his next *sukgung* Strike with one of the following effects.

- **Shuffling Bolt** (teleportation) If the bolt hits a target, the target and Minister Jo swap places. If the triggering hit was a critical success, the target is dazzled for 1 round after the teleportation.
- **Snare Bolt** If the bolt hits a target, silk webbing wraps around them, imposing a -10-foot circumstance penalty to their Speeds for 2d4 rounds, or until they Escape against a DC of 23. On a critical hit, the target is also immobilized until it Escapes.
- **Spark Bolt** (electricity) The bolt deals an additional 1d12 electricity splash damage.

## THE ELITE APPRAISER (0)

## CREATURE 8

LARGE CELESTIAL

Variant elite yeongno (*Pathfinder Tian Xia World Guide* 299)

**Perception** +21; **goldsense** (precise) 120 feet

**Languages** Diabolic, Draconic, Emyrean, Tien; telepathy 100 feet

**Skills** Athletics +19, Diplomacy +17, Religion +17, Society +17, Stealth +15

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

**Items** wooden pipe

**Goldsense** The yeongno can detect the presence, location, and approximate value of gold within 120 feet.

**AC** 27; **Fort** +17, **Ref** +15, **Will** +19

**HP** 140

**Speed** 25 feet

**Melee** ➤ jaws +19, **Damage** 3d6+10 piercing plus Grab

**Ranged** ➤ pipe +15 (divine, sonic, range 60 feet), **Damage** 4d6+2 sonic

**Fortune's Favor** ➤➤➤ (curse, divine, incapacitation, polymorph)

**Frequency** once per day; **Effect** A target creature within 30 feet must succeed at a DC 27 Will save or gain the effects of cursed metamorphosis, being polymorphed into a pig whose girth is determined by the target's wealth. After 24 hours, the target can end this effect using a Dismiss action, at which point the yeongno becomes aware that the effect has ended. A yeongno can use Fortune's Favor only if no targets are currently under its effects.

**Money is Pain** ➤➤ (divine, mental) **Requirements** The target is carrying at least 100 gp worth of precious metals; **Effect** The yeongno crushes a creature it can see with the weight of their wealth. Apparitions of gold coins approximating the wealth of the target materialize and pummel the target from all sides. The target attempts a DC 27 Will save.

**Critical Success** The target is unaffected.

**Success** The target is slowed 1 for 1 round.

**Failure** The target takes 3d6+2 persistent mental damage and is slowed 1 as long as the damage continues. The effect immediately ends if they're carrying less than 100 gp worth of precious metals.

**Critical Failure** As failure, except any flat checks to remove the persistent damage automatically fail.

**Swallow Whole** ➤ (attack) Medium, 3d6+8 bludgeoning, Rupture 20



# The Godsrain and the Dragon

## B1. PATH TO THE POND (LEVELS 7-8)

### HOT SPRING STATUES (2)

### CREATURE 7

UNCOMMON HUGE CONSTRUCT MINDLESS

Variant Giant Animated Statue *Monster Core* 19

**Perception** +13; darkvision

**Skills** Athletics +17

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

**AC** 26 (22 when broken); **Fort** +17, **Ref** +10, **Will** +9; construct armor

**HP** 100; **Hardness** 10; **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 statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 22.

**Speed** 30 feet

**Melee** ✦ stone fist +19 (magical), **Damage** 2d12+6 bludgeoning plus Grab

**Ranged** ✦ boiling water +12 (water, magical, range increment 80 feet), **Damage** 2d6+6 bludgeoning and 2d8 fire

**Geothermally Heated** The statue is magically powered by the same geothermal power that heats the waters in Maecho's hot springs. Dealing 15 cold damage to the statue cools it off, preventing it from using Boil Alive, removing the fire damage from its ranged attacks, and making it slowed 1 for one round, after which the cold water cycles out of the statue and it returns to its usual temperature.

**Boil Alive** ✦ (fire, water) The statue hinges open, revealing boiling water within it, and then plunges a creature it has grabbed or restrained in. The target takes 3d8 fire damage and 1d8 persistent fire damage.

### ELITE HOT SPRING STATUE (0)

### CREATURE 8

UNCOMMON HUGE CONSTRUCT MINDLESS

Variant Giant Animated Statue *Monster Core* 19

**Perception** +15; darkvision

**Skills** Athletics +19

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

**AC** 28 (24 when broken); **Fort** +19, **Ref** +12, **Will** +11; construct armor

**HP** 120; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

## Scaling Path to the Pond

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

**10-11 Challenge Points:** Replace one animated hot spring statue with an elite animated hot spring statue.

**12-13 Challenge Points:** Replace both animated hot spring statue with elite animated hot spring statues.

**14-15 Challenge Points:** Add one elite animated hot spring statue to the encounter.

**16-18 Challenge Points (5+ players):** Replace one animated hot spring statue with an elite animated hot spring statue and add one elite animated hot spring statue to the encounter.

**Construct Armor** Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 24.

**Speed** 30 feet

**Melee** ✦ stone fist +21 (magical), **Damage** 2d12+8 bludgeoning plus Grab

**Ranged** ✦ boiling water +14 (water, magical, range increment 80 feet), **Damage** 2d6+8 bludgeoning and 2d8 fire

**Geothermally Heated** The statue is magically powered by the same geothermal power that heats the waters in Maecho's hot springs. Dealing 15 cold damage to the statue cools it off, preventing it from using Boil Alive, removing the fire damage from its ranged attacks, and making it slowed 1 for one round, after which the cold water cycles out of the statue and it returns to its usual temperature.

**Boil Alive** ✦ (fire, water) The statue hinges open, revealing boiling water within it, and then plunges a creature it has grabbed or restrained in. The target takes 3d8+2 fire damage and 1d8 persistent fire damage.





# The Godsrain and the Dragon

## ELITE HOT SPRING STATUE (0)

CREATURE 8

UNCOMMON HUGE CONSTRUCT MINDLESS

Variant Giant Animated Statue *Monster Core 19*

**Perception** +15; darkvision

**Skills** Athletics +19

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

**AC** 28 (24 when broken); **Fort** +19, **Ref** +12, **Will** +11; construct armor

**HP** 120; **Hardness** 10; **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 statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 24.

**Speed** 30 feet

**Melee** ✦ stone fist +21 (magical), **Damage** 2d12+8 bludgeoning plus Grab

**Ranged** ✦ boiling water +14 (water, magical, range increment 80 feet), **Damage** 2d6+8 bludgeoning and 2d8 fire

**Geothermally Heated** The statue is magically powered by the same geothermal power that heats the waters in Maecho's hot springs. Dealing 15 cold damage to the statue cools it off, preventing it from using Boil Alive, removing the fire damage from its ranged attacks, and making it slowed 1 for one round, after which the cold water cycles out of the statue and it returns to its usual temperature.

**Boil Alive** ✦ (fire, water) The statue hinges open, revealing boiling water within it, and then plunges a creature it has grabbed or restrained in. The target takes 3d8+2 fire damage and 1d8 persistent fire damage.

## RESPLENDENT XALREONSHIN (0)

CREATURE 8

UNIQUE LARGE AMPHIBIOUS DRAGON WATER

**Perception** +15; darkvision, scent (imprecise) 60 feet

**Languages** Draconic, Tien

**Skills** Acrobatics +17, Athletics +19, Intimidation +17, Stealth +17

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

**Nesting** By coiling around a butterfly koi egg for 1 minute, the imugi designates it as their chosen heir, which grants the imugi the effects of a constant status spell on that egg. If the egg is destroyed or otherwise made nonviable, the imugi can choose a new koi egg with this ability after 1 week.

**AC** 26; **Fort** +14, **Ref** +21, **Will** +16

**HP** 155; **Immunities** paralyzed, sleep; **Weaknesses** poison 5

**Parental Wrath** ➤ **Trigger** A creature damages the imugi's chosen koi egg or ends its turn within 40 feet of the egg;

**Effect** The imugi Strides or Swims toward the triggering creature. If they end their movement within reach of the creature, they can attempt a melee Strike against it.

**Speed** 40 feet, swim 60 feet

**Melee** ✦ jaws +19 (reach 10 feet), **Damage** 2d10+10 piercing

**Melee** ✦ claws +19 (agile), **Damage** 2d6+10 slashing

**Melee** ✦ tail +19 (reach 15 feet), **Damage** 2d4+10 bludgeoning plus Grab

**Primal Innate Spells** DC 27; **4th** fly, water breathing; **Cantrips** (4th) detect magic

**Constrict** ✦ 2d8+6 bludgeoning, DC 27

**Floodwaters** ✦✦ (primal, water) Waters rush forth in a 60-foot line, dealing 4d6+2 bludgeoning damage (DC 27 basic Reflex save). Creatures that fail the save and aren't grabbed by the imugi are pushed 10 feet away.

**Storm Veil** The imugi twists any nearby precipitation into a swirling veil of sleet and wind. They gain concealment when in any form of mist or rain.



# The Godsrain and the Dragon

## EMPOWERED TURBULENT KOI EGG (0) HAZARD 8

COMPLEX WATER


**Stealth** +23 (expert)

**Description** A raging storm covers the mountain lake as spring water levitates from the lake to fall back down in a driving spiral of steaming rain. In the depths of the storm, barely visible, is a tiny koi egg surrounded by three bands of water.

**Disable** DC 28 Arcana, Religion, Nature, or Occultism to purify the magic corrupting the ascension ritual, or DC 31 Diplomacy or Performance to soothe the spirit within the koi egg and give it the strength to fight off the corruption itself; four total successes are required to purify the ritual, each of the first three successes purifying one ring of water and the final one halting the ritual itself. If the cursed comb has not been removed from the ritual site, then succeeding on this final check merely halts the ritual; if the cursed comb has been removed from the ritual site, then succeeding on this final check completes the ascension ritual.

**AC** 10; **Fort** +10, **Will** +10

**Hardness** 0; **HP** 1; **Immunities** all damage (until final ring is purified)

**Raise the Storm**  **Trigger** Xalreonshin rolls initiative, three rounds pass after the PCs begin speaking with Xalreonshin, or a creature other than Xalreonshin comes within 40 feet of the egg; **Effect** The turbulent koi egg churns the lake surface, ejecting water into the sky. A 1-mile-radius area centered on the egg becomes filled with heavy rain and strong wind imposing a -2 circumstance penalty to Perception checks and requiring flying creatures to Maneuver in Flight (DC 24).

**Routine (1 action)** Torrential water descends from the sky, taking the shape of a dragon that smashes into one creature within 60 feet of the egg. The dragon always targets the creature that is closest to the egg, dealing 2d10+2 bludgeoning damage and 2d10 fire damage in a spray of boiling water (DC 28 Fortitude save). Creatures that fail the save are pushed 10 feet away. Creatures that have the earth trait, are carrying an item with the earth trait, or are otherwise strongly tied to elemental earth (such as an earth elemental sorcerer or kineticist) get the result one degree of success better than the outcome of their save, as the power of elemental earth overcomes water.

**Reset** The turbulent koi egg can attempt to hatch again, restarting the ascension ritual, after 1000 years of Xalreonshin's care.

# The Godsrain and the Dragon

## Appendix 2: Level 9–10 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 9th-level PCs. If your group has a different composition or size, refer to the Organized Play appendix on page 37 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely in the scaling sidebars).

### A1. A RELAXING SPA DAY (LEVELS 9–10)

#### WELL-INFORMED AUNTIE PARK

UNIQUE MEDIUM HUMAN HUMANOID

Exhausted female community leader / rumormonger

**Perception** +17

**Will** +21

**Discovery** DC 23 Genealogy Lore, DC 27 Perception, DC 25 Society

**Influence Skills** DC 23 Tian Xia Lore or Genealogy Lore to share new bits of gossip, DC 25 Society, DC 25 Diplomacy or Deception, DC 27 Medicine or Athletics to help her stretch her back.

**Influence 3** Auntie begins to think a bit better of the PCs and confides that she works for a “powerful” patron. Add DC 22 Dragon Lore, Nature, or Religion to her list of influence skills for the rest of the encounter, representing attempts to talk about the fabled dragons or spirits of Tian Xia.

**Influence 4** Auntie confides that her patron is an imugi, Xalreonsin, and she allows the PCs to inquire directly about her dealings with him, even if it is before round 3. She gives the PCs a tip-off.

**Influence 8** Auntie becomes convinced that Xalreonsin is no good for Maecho and resolves to stop assisting him. The PCs gain the benefits noted on page 9. This contributes to the scenario’s secondary objectives.

**Resistances** Auntie is here on her day off to relax in the spa. Attempting to cut straight to “business talk” about her dealings with Xalreonsin before round 3 increases the check’s DC by 2.

**Weaknesses** Auntie’s oldest son has recently welcomed a new daughter into the family and Auntie could not be happier to be a grandmother. Positive talks about family or children reduce a check’s DC by 2. She also loves her hometown, and praise about Maecho lowers a check’s DC by 1. PCs can also learn about Auntie’s sauna preferences (see page 8) when they would learn a weakness.

## Scaling A Relaxing Spa Day

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments.

**19+ Challenge Points:** For every 4 Challenge Points above 19, add 1 to each Influence Point threshold.

**Background** Auntie Park is a Maecho local who has seen the town move from quiet mountain town bordering the spirits to tourist attraction. She is happy to see her hometown prosper, but she also sometimes yearns for more quiet days where there were fewer crowds to compete with for space.

**Appearance** Auntie is a middle-aged Tian-Hwan woman with short curly hair whose resting face seems to carry a bit of judgment and whose judgmental face seems like it could crack stone.

**Personality** Impatient, overworked, sentimental, nostalgic

**Penalty** Badmouthing Maecho in front of Auntie causes her to mutter some rather colorful curse words under her breath in Tian and immediately end the current round, moving to the next room.



# The Godsrain and the Dragon

## A2. MUSTARD MARKET MADNESS (LEVELS 9-10)

### HOBGOBLIN SELLSWORD

### CREATURE 5

MEDIUM HOBGOBLIN HUMANOID

*Variant Weak Hobgoblin General, Pathfinder Monster Core 199*

**Perception** +11; darkvision

**Languages** Common, Goblin, Tien

**Skills** Acrobatics +10, Athletics +13, Intimidation +12, Stealth +10

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

**Sellsword's Cry** When a hobgoblin sellsword rolls initiative, as long as they can perceive at least one foe, they can yell a mighty battle cry. The sellsword attempts an Intimidation check to Demoralize a single foe within 60 feet as a free action. If successful, any ally with the goblin trait can, as its first action on its first turn of the combat, Stride up to double its speed as a single action.

**Items** +1 glaive, composite shortbow (20 arrows), half plate

**AC** 23; **Fort** +10, **Ref** +13, **Will** +11

**HP** 70

**Formation** When they're adjacent to at least two other allies, the sellsword gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

**Speed** 25 feet

**Melee** ♦ glaive +15 (deadly d8, forceful, reach), Damage 1d8+8 piercing

**Ranged** ♦ composite shortbow +13 (brutal, deadly d10, propulsive, range increment 60 feet, reload 0), Damage 1d6+6 piercing

**Polearm Critical Specialization** On a critical hit, the target of the critical hit is moved 5 feet in a direction of the sellsword's choice.

### DECKED-OUT MINISTER JO

### CREATURE 8

UNIQUE MEDIUM HUMANOID

**Perception** +16

**Languages** Common, Tien

**Skills** Acrobatics +16, Deception +18, Intimidation +16, Occultism +18, Thievery +18

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

**Items** +1 striking *sukgung* (20 bolts and 3 *expensive bolts*), +1 striking *sword cane*

**AC** 27; **Fort** +13, **Ref** +16, **Will** +19

**HP** 140

**Cowardly Flight** ⤷ **Trigger** An enemy enters into melee range of Minister Jo; **Frequency** once per hour; **Effect** Minister Jo is not a fighter and would prefer to be safely behind his bodyguards. He flees, Striding up to his Speed, and he must end his movement closer to the Appraiser than when he started. While fleeing, he can Reload his *sukgung* and then fire it backward over his

## Scaling Mustard Market Madness

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

**19-22 Challenge Points:** Replace Decked-Out Minister Jo with Really Decked-Out Minister Jo.

**23-27 Challenge Points:** Replace the hobgoblin sellsword with a veteran hobgoblin sellsword, replace Decked-Out Minister Jo with Really Decked-Out Minister Jo, and replace the Decked-Out Appraiser with the Really Decked-Out Appraiser.

**28-32 Challenge Points:** Replace the hobgoblin sellsword with a veteran hobgoblin sellsword, replace Decked-Out Minister Jo with Really Decked-Out Minister Jo, replace the Decked-Out Appraiser with the Really Decked-Out Appraiser, and add one veteran hobgoblin sellsword to the encounter.

**33+ Challenge Points:** Replace the hobgoblin sellsword with a veteran hobgoblin sellsword, replace Decked-Out Minister Jo with Really Decked-Out Minister Jo, replace the Decked-Out Appraiser with the Really Decked-Out Appraiser, and add two veteran hobgoblin sellswords to the encounter.

shoulder in a panic, attempting a *sukgung* Strike against the triggering creature.

**Speed** 25 feet

**Melee** ♦ *sword cane* +20 (agile, concealable, finesse),

**Damage** 2d6+9 slashing

**Ranged** ♦ *sukgung* +20 (fatal aim d12, range 200 feet, reload 1),

**Damage** 2d8+9 piercing

**Expensive Reload** ♦ **Requirements** Minister Jo has *expensive bolts*; **Effect** Minister Jo supplements his mediocre fighting ability with a variety of cheaply sourced magical items. He Reloads his *sukgung* with an *expensive bolt* and activates its magic, imbuing his next *sukgung* Strike with one of the following effects.

- **Shuffling Bolt** (teleportation) If the bolt hits a target, the target and Minister Jo swap places. If the triggering hit was a critical success, the target is dazzled for 1 round after the teleportation.
- **Snare Bolt** If the bolt hits a target, silk webbing wraps around them, imposing a -10-foot circumstance penalty to their Speeds for 2d4 rounds, or until they Escape against a DC of 23. On a critical hit, the target is also immobilized until it Escapes.
- **Spark Bolt** (electricity) The bolt deals an additional 2d12 electricity splash damage.



# The Godsrain and the Dragon

## DECKED-OUT APPRAISER

CREATURE 9

UNCOMMON LARGE CELESTIAL

Variant yeongno (*Pathfinder Tian Xia World Guide* 299)

**Perception** +20; goldsense (precise) 120 feet

**Languages** Diabolic, Draconic, Emyrean, Tien; telepathy 100 feet

**Skills** Athletics +20, Diplomacy +18, Religion +18, Society +18, Stealth +16

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

**Items** wooden pipe

**Goldsense** The yeongno can detect the presence, location, and approximate value of gold within 120 feet.

**AC** 28; **Fort** +18, **Ref** +16, **Will** +20

**HP** 160

**Speed** 25 feet

**Melee** ✦ jaws +20, **Damage** 3d8+9 piercing plus Grab

**Ranged** ✦ pipe +16 (divine, sonic, range 60 feet), **Damage** 4d8 sonic

**Fortune's Favor** ✦✦✦ (curse, divine, incapacitation, polymorph)

**Frequency** once per day; **Effect** A target creature within 30 feet must succeed at a DC 28 Will save or gain the effects of cursed metamorphosis, being polymorphed into a pig whose girth is determined by the target's wealth. After 24 hours, the target can end this effect using a Dismiss action, at which point the yeongno becomes aware that the effect has ended. A yeongno can use Fortune's Favor only if no targets are currently under its effects.

**Money is Pain** ✦✦ (divine, mental) **Requirements** The target is carrying at least 100 gp worth of precious metals; **Effect** The yeongno crushes a creature it can see with the weight of their wealth. Apparitions of gold coins approximating the wealth of the target materialize and pummel the target from all sides. The target attempts a DC 28 Will save.

**Critical Success** The target is unaffected.

**Success** The target is slowed 1 for 1 round.

**Failure** The target takes 3d8 persistent mental damage and is slowed 1 as long as the damage continues. The effect immediately ends if they're carrying less than 100 gp worth of precious metals.

**Critical Failure** As failure, except any flat checks to remove the persistent damage automatically fail.

**Swallow Whole** ✦ (attack) Medium, 3d8+7 bludgeoning, Rupture 23

## REALLY DECKED-OUT MINISTER JO (0)

CREATURE 9

UNIQUE MEDIUM HUMANOID

**Perception** +18

**Languages** Common, Tian

**Skills** Acrobatics +18, Deception +20, Intimidation +18, Occultism +20, Thievery +20

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

**Items** +1 striking *sukgung* (20 bolts and 3 expensive bolts), +1 striking sword cane

**AC** 29; **Fort** +15, **Ref** +18, **Will** +21

**HP** 160

**Cowardly Flight** ⇨ **Trigger** An enemy enters into melee range of Minister Jo; **Frequency** once per hour; **Effect** Minister Jo is not a fighter and would prefer to be safely behind his bodyguard. He flees, Striding up to his Speed, and he must end his movement closer to the Appraiser than when he started. While fleeing, he can Reload his *sukgung* and then fire it backward over his shoulder in a panic, attempting a *sukgung* Strike against the triggering creature.

**Speed** 25 feet

**Melee** ✦ sword cane +22 (agile, concealable, finesse), **Damage** 2d6+11 slashing

**Ranged** ✦ *sukgung* +22 (fatal aim d12, range 200 feet, reload 1), **Damage** 2d8+11 piercing

**Expensive Reload** ✦ **Requirements** Minister Jo has *expensive bolts*; **Effect** Minister Jo supplements his mediocre fighting ability with a variety of cheaply sourced magical items. He Reloads his *sukgung* with an *expensive bolt* and activates its magic, imbuing his next *sukgung* Strike with one of the following effects.

- **Shuffling Bolt** (teleportation) If the bolt hits a target, the target and Minister Jo swap places. If the triggering hit was a critical success, the target is dazzled for 1 round after the teleportation.
- **Snare Bolt** If the bolt hits a target, silk webbing wraps around them, imposing a -10-foot circumstance penalty to their Speeds for 2d4 rounds, or until they Escape against a DC of 25. On a critical hit, the target is also immobilized until it Escapes.
- **Spark Bolt** (electricity) The bolt deals an additional 2d12 electricity splash damage.



# The Godsrain and the Dragon

## REALLY DECKED-OUT APPRAISER (O) CREATURE 10

UNCOMMON LARGE CELESTIAL

Variant elite yeongno (*Pathfinder Tian Xia World Guide* 299)

**Perception** +22; goldsense (precise) 120 feet

**Languages** Diabolic, Draconic, Emyrean, Tien; telepathy 100 feet

**Skills** Athletics +22, Diplomacy +20, Religion +20, Society +20, Stealth +18

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

**Items** wooden pipe

**Goldsense** The yeongno can detect the presence, location, and approximate value of gold within 120 feet.

**AC** 30; **Fort** +20, **Ref** +18, **Will** +22

**HP** 180

**Speed** 25 feet

**Melee** ✦ jaws +22, **Damage** 3d8+11 piercing plus Grab

**Ranged** ✦ pipe +18 (divine, sonic, range 60 feet), **Damage** 4d8+2 sonic

**Fortune's Favor** ✦✦✦ (curse, divine, incapacitation, polymorph)

**Frequency** once per day; **Effect** A target creature within 30 feet must succeed at a DC 30 Will save or gain the effects of cursed metamorphosis, being polymorphed into a pig whose girth is determined by the target's wealth. After 24 hours, the target can end this effect using a Dismiss action, at which point the yeongno becomes aware that the effect has ended. A yeongno can use Fortune's Favor only if no targets are currently under its effects.

**Money is Pain** ✦✦ (divine, mental) **Requirements** The target is carrying at least 100 gp worth of precious metals; **Effect** The yeongno crushes a creature it can see with the weight of their wealth. Apparitions of gold coins approximating the wealth of the target materialize and pummel the target from all sides. The target attempts a DC 30 Will save.

**Critical Success** The target is unaffected.

**Success** The target is slowed 1 for 1 round.

**Failure** The target takes 3d8+2 persistent mental damage and is slowed 1 as long as the damage continues. The effect immediately ends if they're carrying less than 100 gp worth of precious metals.

**Critical Failure** As failure, except any flat checks to remove the persistent damage automatically fail.

**Swallow Whole** ✦ (attack) Medium, 3d8+9 bludgeoning, Rupture 23

## VETERAN HOBGOBLIN SELLSWORD CREATURE 6

MEDIUM HOBGOBLIN HUMANOID

Variant Elite Hobgoblin General, *Pathfinder Monster Core* 199

**Perception** +15; darkvision

**Languages** Common, Goblin, Tien

**Skills** Acrobatics +14, Athletics +17, Intimidation +16, Stealth +14

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

**Sellsword's Cry** When a hobgoblin sellsword rolls initiative, as long as they can perceive at least one foe, they can yell a mighty battle cry. The sellsword attempts an Intimidation check to Demoralize a single foe within 60 feet as a free action. If successful, any ally with the goblin trait can, as its first action on its first turn of the combat, Stride up to double its speed as a single action.

**Items** +1 glaive, composite shortbow (20 arrows), half plate

**AC** 27; **Fort** +14, **Ref** +17, **Will** +15

**HP** 110

**Formation** When they're adjacent to at least two other allies, the sellsword gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

**Speed** 25 feet

**Melee** ✦ glaive +19 (deadly d8, forceful, reach), **Damage** 1d8+12 piercing

**Ranged** ✦ composite shortbow +17 (brutal, deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+10 piercing

**Polearm Critical Specialization** On a critical hit, the target of the critical hit is moved 5 feet in a direction of the sellsword's choice.



# The Godsrain and the Dragon

## B1. PATH TO THE POND (LEVELS 9-10)

### REINFORCED HOT SPRING STATUES (2) CREATURE 9

UNCOMMON HUGE CONSTRUCT MINDLESS

**Perception** +16; darkvision

**Skills** Athletics +20

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

**AC** 29 (25 when broken); **Fort** +20, **Ref** +12, **Will** +11; construct armor

**HP** 135; **Hardness** 13; **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 statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 25.

**Speed** 30 feet

**Melee** ✦ stone fist +22 (magical), **Damage** 2d12+9 bludgeoning plus Grab

**Ranged** ✦ boiling water +15 (water, magical, range increment 80 feet), **Damage** 2d8+6 bludgeoning and 2d10 fire

**Geothermally Heated** The statue is magically powered by the same geothermal power that heats the waters in Maecho's hot springs. Dealing 18 cold damage to the statue cools it off, preventing it from using Boil Alive, removing the fire damage from its ranged attacks, and making it slowed 1 for one round, after which the cold water cycles out of the statue and it returns to its usual temperature.

**Boil Alive** ✦ (fire, water) The statue hinges open, revealing boiling water within it, and then plunges a creature it has grabbed or restrained in. The target takes 3d10 fire damage and 1d8 persistent fire damage.

### ELITE REINFORCED HOT SPRING STATUE (0) CREATURE 10

UNCOMMON HUGE CONSTRUCT MINDLESS

**Perception** +18; darkvision

**Skills** Athletics +22

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

**AC** 31 (27 when broken); **Fort** +22, **Ref** +14, **Will** +13; construct armor

**HP** 155; **Hardness** 13; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

## Scaling Path to the Pond

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

**19-22 Challenge Points:** Replace one reinforced hot spring statue with an elite reinforced hot spring statue.

**23-27 Challenge Points:** Replace both reinforced hot spring statues with elite reinforced hot spring statues.

**28-32 Challenge Points:** Add one elite reinforced hot spring statue to the encounter.

**33+ Challenge Points:** Replace one reinforced hot spring statue with an elite reinforced hot spring statue and add one elite reinforced hot spring statue to the encounter.

**Construct Armor** Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 27.

**Speed** 30 feet

**Melee** ✦ stone fist +24 (magical), **Damage** 2d12+11 bludgeoning plus Grab

**Ranged** ✦ boiling water +17 (water, magical, range increment 80 feet), **Damage** 2d8+8 bludgeoning and 2d10 fire

**Geothermally Heated** The statue is magically powered by the same geothermal power that heats the waters in Maecho's hot springs. Dealing 18 cold damage to the statue cools it off, preventing it from using Boil Alive, removing the fire damage from its ranged attacks, and making it slowed 1 for one round, after which the cold water cycles out of the statue and it returns to its usual temperature.

**Boil Alive** ✦ (fire, water) The statue hinges open, revealing boiling water within it, and then plunges a creature it has grabbed or restrained in. The target takes 3d10+2 fire damage and 1d8 persistent fire damage.



# The Godsrain and the Dragon

## B2. THE DRAGON'S LAIR (LEVELS 9-10)

### ASCENDING XALREONSHIN

### CREATURE 9

UNIQUE LARGE AMPHIBIOUS DRAGON WATER

**Perception** +16; darkvision, scent (imprecise) 60 feet

**Languages** Draconic, Tien

**Skills** Acrobatics +18, Athletics +20, Intimidation +18, Stealth +18

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

**Nesting** By coiling around a butterfly koi egg for 1 minute, the imugi designates it as their chosen heir, which grants the imugi the effects of a constant status spell on that egg. If the egg is destroyed or otherwise made nonviable, the imugi can choose a new koi egg with this ability after 1 week.

**AC** 27; **Fort** +15, **Ref** +22, **Will** +17

**HP** 180; **Immunities** paralyzed, sleep; **Weaknesses** poison 6

**Parental Wrath** **Trigger** A creature damages the imugi's chosen koi egg or ends its turn within 40 feet of the egg; **Effect** The imugi Strides or Swims toward the triggering creature. If they end their movement within reach of the creature, they can attempt a melee Strike against it.

**Speed** 40 feet, swim 60 feet

**Melee** **✦** jaws +20 (reach 10 feet), **Damage** 2d10+10 piercing

**Melee** **✦** claws +20 (agile), **Damage** 2d8+10 slashing

**Melee** **✦** tail +20 (reach 15 feet), **Damage** 2d6+10 bludgeoning plus Grab

**Primal Innate Spells** DC 28; **4th** fly, water breathing; **Cantrips (4th)** detect magic

**Constrict** **✦** 2d10+4 bludgeoning, DC 28

**Floodwaters** **✦✦** (primal, water) Waters rush forth in a 60-foot line, dealing 5d6 bludgeoning damage (DC 28 basic Reflex save). Creatures that fail the save and aren't grabbed by the imugi are pushed 10 feet away.

**Storm Veil** The imugi twists any nearby precipitation into a swirling veil of sleet and wind. They gain concealment when in any form of mist or rain.

### TEMPESTUOUS KOI EGG

### HAZARD 9

COMPLEX WATER

**Stealth** +24 (expert)

**Description** A raging storm covers the mountain lake as spring water levitates from the lake to fall back down in a driving spiral of steaming rain. In the depths of the storm, barely visible, is a tiny koi egg surrounded by three bands of water.

**Disable** DC 29 Arcana, Religion, Nature, or Occultism to purify the magic corrupting the ascension ritual, or DC 32 Diplomacy or Performance to soothe the spirit within the koi egg and give it the strength to fight off the corruption itself; four total successes are required to purify the ritual, each of the first three successes purifying one ring of water

## Scaling The Dragon's Lair

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

**19-22 Challenge Points:** Replace Ascending Xalreonsin with a Resplendent Ascending Xalreonsin.

**23-27 Challenge Points:** Replace Ascending Xalreonsin with a Resplendent Ascending Xalreonsin and the tempestuous koi egg with a typhoon koi egg.

**28-32 Challenge Points:** Add one elite reinforced hot spring statue to the encounter.

**33+ Challenge Points:** Replace Ascending Xalreonsin with a Resplendent Ascending Xalreonsin and add one elite reinforced hot spring statue to the encounter.

and the final one halting the ritual itself. If the cursed comb has not been removed from the ritual site, then succeeding on this final check merely halts the ritual; if the cursed comb has been removed from the ritual site, then succeeding on this final check completes the ascension ritual.

**AC** 10; **Fort** +10, **Will** +10

**Hardness** 0; **HP** 1; **Immunities** all damage (until final ring is purified)

**Raise the Storm** **Trigger** Xalreonsin rolls initiative, three rounds pass after the PCs begin speaking with Xalreonsin, or a creature other than Xalreonsin comes within 40 feet of the egg; **Effect** The tempestuous koi egg churns the lake surface, ejecting water into the sky. A 1-mile-radius area centered on the egg becomes filled with heavy rain and strong wind imposing a -2 circumstance penalty to Perception checks and requiring flying creatures to Maneuver in Flight (DC 24).

**Routine (1 action)** Torrential water descends from the sky, taking the shape of a dragon that smashes into one creature within 60 feet of the egg. The dragon always targets the creature that is closest to the egg, dealing 2d12 bludgeoning damage and 2d12 fire damage in a spray of boiling water (DC 28 Fortitude save). Creatures that fail the save are pushed 10 feet away. Creatures that have the earth trait, are carrying an item with the earth trait, or are otherwise strongly tied to elemental earth (such as an earth elemental sorcerer or kineticist) get the result one degree of success better than the outcome of their save, as the power of elemental earth overcomes water.

**Reset** The tempestuous koi egg can attempt to hatch again, restarting the ascension ritual, after 1000 years of Xalreonsin's care.



# The Godsrain and the Dragon

## ELITE REINFORCED HOT SPRING STATUE (0) CREATURE 10

UNCOMMON HUGE CONSTRUCT MINDLESS

**Perception** +18; darkvision

**Skills** Athletics +22

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

**AC** 31 (27 when broken); **Fort** +22, **Ref** +14, **Will** +13; construct armor

**HP** 155; **Hardness** 13; **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 statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 27.

**Speed** 30 feet

**Melee** ✦ stone fist +24 (magical), **Damage** 2d12+11 bludgeoning plus Grab

**Ranged** ✦ boiling water +17 (water, magical, range increment 80 feet), **Damage** 2d8+8 bludgeoning and 2d10 fire

**Geothermally Heated** The statue is magically powered by the same geothermal power that heats the waters in Maecho's hot springs. Dealing 18 cold damage to the statue cools it off, preventing it from using Boil Alive, removing the fire damage from its ranged attacks, and making it slowed 1 for one round, after which the cold water cycles out of the statue and it returns to its usual temperature.

**Boil Alive** ✦ (fire, water) The statue hinges open, revealing boiling water within it, and then plunges a creature it has grabbed or restrained in. The target takes 3d10+2 fire damage and 1d8 persistent fire damage.

## RESPLENDENT ASCENDING XALREONSHIN (0) CREATURE 10

UNIQUE LARGE AMPHIBIOUS DRAGON WATER

**Perception** +18; darkvision, scent (imprecise) 60 feet

**Languages** Draconic, Tien

**Skills** Acrobatics +20, Athletics +22, Intimidation +20, Stealth +20

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

**Nesting** By coiling around a butterfly koi egg for 1 minute, the imugi designates it as their chosen heir, which grants the imugi the effects of a constant status spell on that egg. If the egg is destroyed or otherwise made nonviable, the imugi can choose a new koi egg with this ability after 1 week.

**AC** 29; **Fort** +17, **Ref** +24, **Will** +19

**HP** 200; **Immunities** paralyzed, sleep; **Weaknesses** poison 6

**Parental Wrath** ↻ **Trigger** A creature damages the imugi's chosen koi egg or ends its turn within 40 feet of the egg; **Effect** The imugi Strides or Swims toward the triggering creature. If they end their movement within reach of the creature, they can attempt a melee Strike against it.

**Speed** 40 feet, swim 60 feet

**Melee** ✦ jaws +22 (reach 10 feet), **Damage** 2d10+12 piercing

**Melee** ✦ claws +22 (agile), **Damage** 2d8+12 slashing

**Melee** ✦ tail +22 (reach 15 feet), **Damage** 2d6+12 bludgeoning plus Grab

**Primal Innate Spells** DC 30; **4th** fly, water breathing; **Cantrips (4th)** detect magic

**Constrict** ✦ 2d10+6 bludgeoning, DC 30

**Floodwaters** ✦✦ (primal, water) Waters rush forth in a 60-foot line, dealing 5d6+2 bludgeoning damage (DC 30 basic Reflex save). Creatures that fail the save and aren't grabbed by the imugi are pushed 10 feet away.

**Storm Veil** The imugi twists any nearby precipitation into a swirling veil of sleet and wind. They gain concealment when in any form of mist or rain.



# The Godsrain and the Dragon

## TYPHOON KOI EGG (O)

HAZARD 10

COMPLEX WATER


**Stealth** +25 (expert)

**Description** A raging storm covers the mountain lake as spring water levitates from the lake to fall back down in a driving spiral of steaming rain. In the depths of the storm, barely visible, is a tiny koi egg surrounded by three bands of water.

**Disable** DC 30 Arcana, Religion, Nature, or Occultism to purify the magic corrupting the ascension ritual, or DC 33 Diplomacy or Performance to soothe the spirit within the koi egg and give it the strength to fight off the corruption itself; four total successes are required to purify the ritual, each of the first three successes purifying one ring of water and the final one halting the ritual itself. If the cursed comb has not been removed from the ritual site, then succeeding on this final check merely halts the ritual; if the cursed comb has been removed from the ritual site, then succeeding on this final check completes the ascension ritual.

**AC** 10; **Fort** +10, **Will** +10

**Hardness** 0; **HP** 1; **Immunities** all damage (until final ring is purified)

**Raise the Storm**  **Trigger** Xalreonshin rolls initiative, three rounds pass after the PCs begin speaking with Xalreonshin, or a creature other than Xalreonshin comes within 40 feet of the egg; **Effect** The tempestuous koi egg churns the lake surface, ejecting water into the sky. A 1-mile-radius area centered on the egg becomes filled with heavy rain and strong wind imposing a -2 circumstance penalty to Perception checks and requiring flying creatures to Maneuver in Flight (DC 24).

**Routine (1 action)** Torrential water descends from the sky, taking the shape of a dragon that smashes into one creature within 60 feet of the egg. The dragon always targets the creature that is closest to the egg, dealing 2d12+2 bludgeoning damage and 2d12 fire damage in a spray of boiling water (DC 30 Fortitude save). Creatures that fail the save are pushed 10 feet away. Creatures that have the earth trait, are carrying an item with the earth trait, or are otherwise strongly tied to elemental earth (such as an earth elemental sorcerer or kineticist) get the result one degree of success better than the outcome of their save, as the power of elemental earth overcomes water.

**Reset** The tempestuous koi egg can attempt to hatch again, restarting the ascension ritual, after 1000 years of Xalreonshin's care.

# The Godsrain and the Dragon

## Appendix 3: Game Aids



**Venture Captain Yi Da Som**



**Venture Captain Amara Li**

**Valashinaz**



**Auntie Park**



# The Godsrain and the Dragon

## Appendix 3: Game Aids



**The Appraiser**

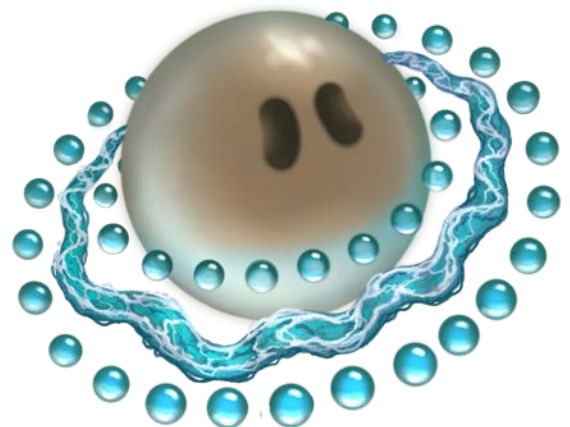


**Hot Spring Statues**

**Xalreonshin**



**Enchanted Koi Egg**



# The Godsrain and the Dragon

## ORGANIZED PLAY

### Treasure Table

LEVEL	TREASURE BUNDLE
7	22 gp
8	30 gp
9	44 gp
10	60 gp

### Treasure Bundles

- A Day at the Spa**, page 9: 1 Treasure Bundles for receiving Auntie Park's gift.
- Mustard Market Madness**, page 12: 3 Treasure Bundles for getting Minister Jo's coins and rings.
- Mountain Pass**, page 13: 3 Treasure Bundles for retrieving the handwraps off the skeleton.
- The Dragon's Coils**, page 17: 2 Treasure Bundles for retrieving the contents of the ritual circle
- The Dragon's Coils**, page 17: 1 Treasure Bundle for receiving the pearl from Xalreonsin.

CP Total	Level Range
10-15	7-8
16-18 (5+ players)	7-8
16-18 (4 players)	9-10
19-36	9-10

### Challenge Points

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

- 7th-level PCs = 2 points each
- 8th-level PCs = 3 points each
- 9th-level PCs = 4 points each
- 10th-level PCs = 6 points each

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

### Elite Adjustment

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

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

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

### Weak Adjustment

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

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

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

### Remaster Changes

With our shift to the new ORC license, we've changed 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 *Pathfinder Player Core*, *Pathfinder Player Core 2*, and *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.



# The Godsrain and the Dragon



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

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

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

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

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

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

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

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



# The Godsrain and the Dragon

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# Pathfinder Society Scenario #6-11: The Godsrain and the Dragon

Character Chronicle #

<hr/>	<hr/>	<b>2</b>
Character Name	Organized Play #	Character #

### Adventure Summary

To secure the help of the draconic archivist Valashinaz in appraising the mysterious warshards, you were sent to dispense of a thorn in the dragon's side—the young imugi dragon Xalreonshin. This upstart had recently taken up residence at the edge of Valashinaz's territory, in the mountainous hot spring town of Maecho, trading on her name and reputation to siphon off gold and magical items to his own end. You traveled to the town and tracked down Xalreonshin's human aides, convincing them to give up the information needed to find the dragon's watery lair. You then traveled through the mountains to Xalreonshin's hidden lake, where the dragon was hiding an object of great importance. You  talked the imugi down  fought and defeated the imugi.

### Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at [paizo.com](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

### Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

### Items

### Notes

### Reputation/Infamy

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## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: E5A4

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)