



**PATHFINDER  
SOCIETY**

**LOST ON THE SPIRIT ROAD**

By Christopher Wasko



# PATHFINDER SOCIETY

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## How to Play

*Pathfinder Society Scenario #1-06: Lost on the Spirit Road* is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [PathfinderSociety.club](http://PathfinderSociety.club).

## GM Resources

*Lost on the Spirit Road* makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at [pfrd.info](http://pfrd.info), and the creature stat blocks are reprinted at the back of the adventure for the GM's convenience.

## Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides>.



**Repeatable**

# Lost on the Spirit Road

By Christopher Wasko

**GM Synopsis:** In this replayable scenario, the PCs recover a relic lost in transit in the Forest of Spirits. This scenario involves variable elements, including combat threats and minor roleplaying and investigation segments. The GM can choose which elements to use or determine them randomly.

## Adventure Background

Venture-Captain Amara Li has been expanding a collection of storied Tien relics, with the aim of creating several museums open to the public across Tian Xia. Her first such museum is near the Lantern Lodge in Goka, where she typically conducts operations. Recently, she has been spending much of her time in Minkai. She hopes to capitalize upon Minkai's increasing openness to faraway nations to set the foundations for a Pathfinder lodge. She plans to use a museum as a way to gather interest and support for the Pathfinder Society, and she has put out a call to Pathfinders from across the world to help her in this new endeavor. These Pathfinders have been making connections, helping with archival work, and working as guards to ensure that the relics that Venture-Captain Li purchases or receives as donations safely make it to the museum.

But even with guards, not every relic reaches its destination safely. A collector from Taldor recently donated her collection of artifacts from Tian Xia to Amara Li's cause, and Li hired out space on a series of caravans to make the long journey north through the continent of Avistan, across the frozen Crown of the World, down through the steppes of Hongal. She sent Pathfinders up to the Hongal to accompany the caravan for the last stage of its journey, through the Forest of Spirits to Minkai.

Amara Li understands that the journey is lengthy, but she has become increasingly concerned. The letters and reports she received from these Pathfinder agents indicate that they made it to the Forest of Spirits, but she has heard nothing from them since. All evidence indicates that the caravan disappeared somewhere in the Forest of Spirits. While this supernatural coniferous wood can be perilous to those who disrespect the mystical forces within it, particularly the guardians of nature known as kami, those who stay close to the road rarely encounter trouble.

Unbeknownst to Amara Li or the person who donated it, the relic housed an imprisoned kodama kami, a guardian of wild trees. Entering the forest near its warded grove allowed it to reawaken and exert influence on the surrounding wilderness. The kami

## WHERE ON GOLARION?

Lost on the Spirit Road begins in northern Minkai. The PCs quickly travel into the Forest of Spirits, a dense and frigid pine forest home to numerous supernatural forces. For more information on Minkai and the Forest of Spirits, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available in hobby and game stores and online at [paizo.com](http://paizo.com).



convinced the Pathfinders on the caravan to take an old side road and then travel off into the forest, returning it to its old ward. This spiritual activity also drew the attention of a kitsune named Dorobu, who tracked down the caravan and seized its most valuable goods, including the kami's prison. Other forces within the forest also scheme to hunt down the source of spiritual energy, hoping to use it for nefarious ends. To protect the kodama from destruction at the hands of nefarious forces, a group of spirits has been attempting to lead these nefarious forces in circles, all the while guiding the caravan toward the thief so that they can reclaim the relic and carry the poor kami back to its ward. Yet time and again, the thief has slipped away from the caravan. While everyone trapped in this circular chase continues to grow more and more frustrated, the deadlock shows no sign of breaking without outside assistance.

## Adventure Synopsis

The PCs retrace the caravan's steps, finding a village on the outskirts of the Forest of Spirits. By asking the locals and looking for clues, the PCs learn the caravan recently passed through the village and determine the caravan's route into the woods. Before the PCs leave, minions of an aggressive force lurking in the forest take notice of the PCs' arrival and attack. After dealing with this threat, the PCs continue their investigation.



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Following the caravan's trail, the PCs encounter two benign spirits in the forest. The PCs can allow these spirits to possess them temporarily to receive the spirits' knowledge of the caravan, which appears to have been robbed by a kitsune thief. Shortly afterwards, the PCs find the disoriented caravan attacked by yet another threat. Once the PCs neutralize the danger, the travelers relay that the forest began acting strangely as they entered its boundaries, and that they were robbed shortly before they got lost.

The PCs track down the thief and attempt to pry some answers from him. Depending on the PCs' persuasiveness, the thief details the nature of the relic as a kami's prison, the origins of the violent forces seeking the relic, and his motivations for getting involved. This might include the thief returning his stolen treasure if the PCs prove particularly convincing. With this information, the PCs are poised to confront the ringleader of the attacks, preventing further aggression and recovering the relic.



AMARA LI

the instructions in the Scaling Encounter sidebars in the appendices to select the appropriate creatures.

## GETTING STARTED

Before beginning the adventure, present the following information to the players. Each of the PCs arrived in Minkai within the past few months. Since then, the PCs have been working with Venture-Captain Amara Li to help lay the groundwork for a lodge in Minkai, performing a variety of tasks that are well-suited to their individual skills. They know that Amara Li has been collecting relics from across the world to house in a new museum with a focus on relics from Minkaian history that have been kept in other nations. To this end, she has been traveling all over the nation to pursue leads. These relics have come from a combination of purchases and donations, and she has occasionally called on local Pathfinders to guard the

relics. The PCs are currently working in Sakakabe, a prosperous city famous for its trade in silver and pearls.

Venture-Captain Li summons the PCs to meet with her in one of the gardens of the Kiri Kyomai teahouse, a famous teahouse run by geisha. The quality of the Kiri Kyomai's tea, food, and samisen music make it a popular destination for locals and travelers alike. She waits for the PCs to enjoy their tea before turning their attention to more serious matters. Read or paraphrase the following.

---

"I fear that misfortune may have struck some of your fellow agents. I hope that you can help them return here to safety, but I fear the task I have to request of you may instead center around recovering what you can from your fallen allies and, if it is safe to do so, completing the mission in their stead."

---

After a brief pause to ensure that the PCs do not balk at the idea of a recovery mission, the venture-captain continues.

---

"Last year, I received a donation of relics from Taldor. The route is lengthy and complicated, so I will spare you unnecessary details. A caravan carrying the relics safely arrived in Hongal to the north, where it met up with a pair of Pathfinder agents, Lin Po and Ti Lan. These agents inspected the cargo, sent me a missive indicating that all was in order, and joined a second caravan to take the Spirit Road through the Forest of Spirits. The journey is understandably long, taking over two months to complete. Still, the caravan is late, and I fear that they may

## Running this Scenario

For replayability, this scenario is structured as a flexible adventure framework that accommodates multiple stories. Appendix 1 (see page 16) provides information on how to determine which one of four possible villages the PCs will visit while searching for the missing caravan: Ayaichi, Basaru, Suboyashi, or Tano. Appendix 1 describes how to use **Table 1: Village Details** to generate the village's individual characteristics and to determine the effects of the spirits the PCs encounter along the way. Similarly, Appendix 1 provides information regarding how to use **Table 2: Plots** to determine which of four relics (green scarf, omamori amulet, paper lantern, and wild bonsai) the PCs will attempt to recover and what enemies they will face. It can be helpful to select these details before reading the rest of the scenario. Appendices 2–9 detail the encounters, including providing information about the motivations and behaviors of the creatures the PCs find on their journey.

## Scaling Encounters

Some encounters require swapping out creatures to scale for different party sizes. The appendices for these encounters have the alternative creatures marked "(0)" to indicate that they should not be used in addition to the original creature. These additional creatures are not listed with the abbreviated stat blocks in each encounter, as the base encounters are designed for four players. Follow



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have run into trouble along the way. They were supposed to reach Sakakabe two weeks ago.

"While it's possible that they were waylaid in the northernmost parts of Minkai, I believe it's far more likely that they ran into trouble in the Forest of Spirits, a mystical place that shelters departed souls and most of the world's kami. Kami are spiritual guardians with a deep connection to certain living locations or living things. The locals pay great respect to the kami, never intruding further into the forest than their one coastal road, the Spirit Road, and a number of small settlements built around shrines. This should make tracking the caravan simple, since there's only a single road along which they should have had to rest or resupply at some point. I need you to check each of the roadside settlements until you find the last one to have seen the caravan, then track it from there and figure out what happened."

"Be sure to respect the kami and the local traditions honoring them; I don't want you to come to harm in your journey. The kami are mostly benevolent, so long as they receive the proper respect, but there are some dangers that might have harried the caravan. Bandits, hobgoblins, and giants, among other creatures, dwell within the forest. The forest also hosts some aggressive plants and animals, not to mention malign spirits such as the oni, the sworn enemies of the kami. The locals will know more than I of what perils to expect."

Amara Li attempts to answer the PCs' questions, repeating any information that the PCs forget from her briefing.

**Are the lost souls you mentioned dangerous?** If the PCs ask a question like this one, she shares the information from the Success entry of the Forest Lore or Nature check to Recall Knowledge described below. She also shares this information if the PCs bring up incorrect details about the spirits, such as a PC stating the results of a critical failure on the check in her presence.

**What if the caravan made it through the Forest of Spirits safely and ran into trouble in the grasslands?** "If anyone in the villages you come across in the Forest of Spirits has seen members of the caravan, then turning back to search the northern grasslands would be wise. But it's far easier to search along a single road than expansive plains with rolling hills."

Finally, Amara Li provides the PCs with provisions for the long journey, lending them a pair of horses and a sturdy

wagon stocked with basic provisions, including food, water, a repair kit, and a map of Minkai and the Forest of Spirits. The map of the Forest of Spirits indicates that the only settlements within the woodland are along the Spirit Road.

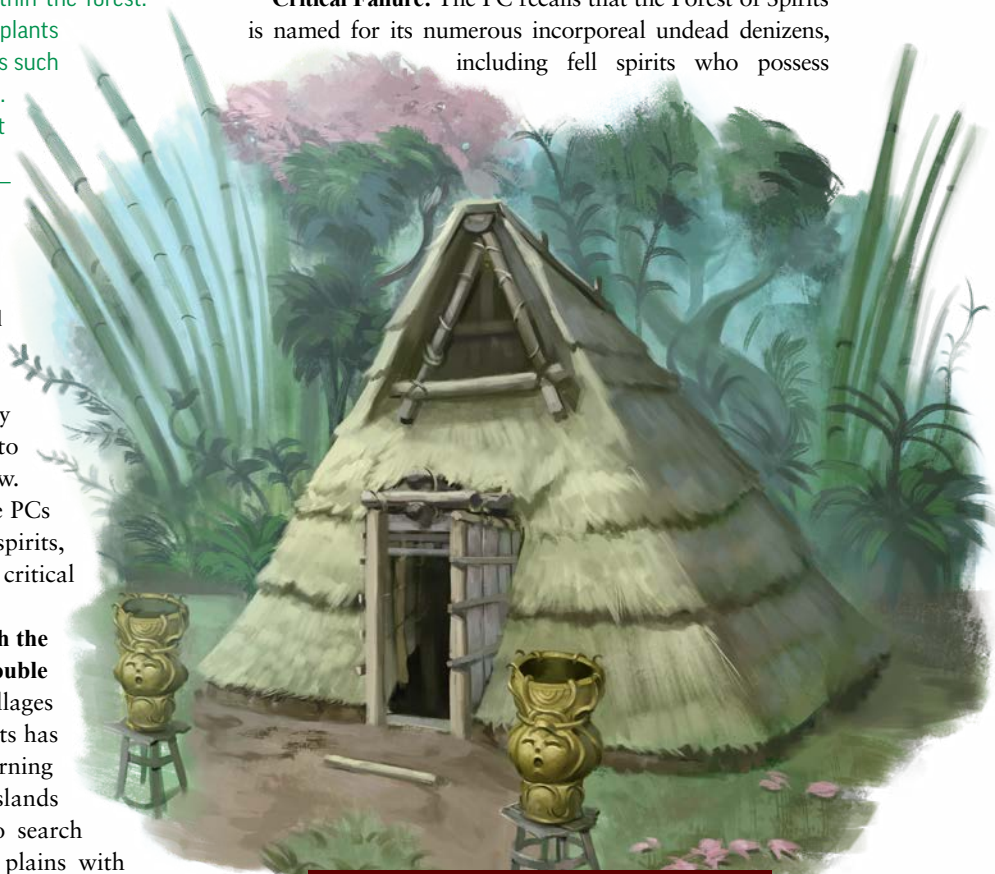
## FOREST LORE OR NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Forest Lore or Nature check to Recall Knowledge might know more about the Forest of Spirits. A failure grants no information, and a critical success grants additional intelligence beyond the Success entry's information. Remember that these checks should be rolled secretly.

**Critical Success:** The PC knows several details about villages bordering the Forest of Spirits, as well as the kitsune that populate the region. Such PCs gain a +2 circumstance bonus on checks to investigate the village and to negotiate with the thief.

**Success:** The PC recalls general information about the Forest of Spirits, including its dense populations of kami and mostly benign spirits that can possess living creatures to share memories but exert little control over their hosts.

**Critical Failure:** The PC recalls that the Forest of Spirits is named for its numerous incorporeal undead denizens, including fell spirits who possess



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travelers' bodies only to horrifically murder their hosts. A PC who receives this result and is not corrected is frightened 1 for the duration of **Encounter B: Caravan Defense** (see page 9).

## THE BORDER VILLAGE

Although Sakakabe is the closest city to the forest of Spirits, it still takes several weeks of travel on a road that winds through the Osogen Grasslands to reach the Forest of Spirits. Along the way, the PCs cross paths with travelers heading south into Minkai, as well as the nomadic herders who call the rolling plains home. No one the PCs meet in the grasslands has seen the caravan the PCs are looking for.

When the PCs enter the Forest of Spirits, the atmosphere changes. The forest is cool and damp, and profoundly alive. Snow blankets the ground and clings to branches of towering pine and spruce trees. Birds, rodents, foxes, deer, bears, and numerous other creatures roam through the woods, keeping their distance from the road. The density of the trees suggests that logging is almost unheard of in this forest. Animals are not the only creatures moving out in the woods; the PCs occasionally see unexplained movement in the trees and rocks or feel like someone is watching them. As the PCs progress through the forest, they visit several small villages, none of which have seen the caravan the PCs are looking for. They can find signs of passage from several caravans and groups that travelled on foot, and the remains of campsites right next to the trail. However, there are no indications that any of these groups came to harm.

Eventually, the PCs arrive at a village nestled deeper in the forest's outskirts.

The village's name is variable, as are its defining characteristics. Use **Table 1: Village Details** on page 16 to determine the village's name, charm, and foible. The foible—a minor penalty so integral to the town's identity or circumstances that it affects the PCs—becomes immediately apparent as the PCs interact with the locals. This foible affects the PCs for the remainder of the scenario.

When the PCs ask about the caravan, the villagers tell them that several caravans from Avistan have passed along the Spirit Road in recent months. The villagers ask the PCs for more details about when their caravan was expected to pass through the village. The PCs have several ways to figure this information out; for example, they can tell the villagers what Amara Li shared with them about when the caravan was expected to enter the Forest or to arrive in Minkai, they can estimate the caravan's path based on how long it took them to reach the village, or they can consult the map of the Forest of Spirits that they received from Amara Li. Whatever method they use, they arrive at the answer that the caravan should have passed through this village about six weeks ago.

The PCs can then follow up on the villagers' knowledge of the caravan by making three different skill checks to interact with the them. The skills appropriate for each village are listed on **Table 1: Village Details** on page 16. Each set of skills represents topics, achievements, or methods of interaction which are particularly useful when attempting to impress or earn the trust of the villagers in that location.

The DC for each skill check is 16 in Subtier 1–2, or 19 in Subtier 3–4. Whatever the third skill check the PCs attempt is, the DC increases by 2 to account for fewer locals knowing the information. Each PC may attempt each skill check once, including any efforts to Aid. If the PCs succeed at one check, they learn that this village was the last place the caravan stopped to rest before continuing on the eastward branch of the Spirit Road, a branch that leads toward Minkai but forks in a few locations. The road's exact path varies over time, with detours and new paths forming to more easily avoid disturbing the wildlife. Strangely, despite warnings from the villagers, the caravan chose to take an older path toward Minkai, which veers into thicker woodland for several days' journey before rejoining the main road. The caravan's members were determined to take this alternate path, but they did not share their reasoning with the villagers. If the PCs succeed at two or three checks, they win over the locals and earn their respect, gaining the benefit of the village's charm for the remainder of the scenario. The villagers also gift the PCs additional rewards after they help fend off the attack in **Encounter A**. If the PCs fail all three checks, they still learn that the caravan stopped in town before heading east along an unusual path, but in doing so they bicker with the townsfolk. They take a –4 penalty to their initiative checks in **Encounter A**.

## A. Village Assault

## Moderate

Just as the PCs conclude their investigation, villagers on the perimeter sound the alarm, causing townsfolk to scatter. The village is under attack!

PCs should begin the encounter in or near the last building they visited during their investigation. Foliage on the map provides difficult terrain.

**Creatures:** The creatures attacking the village are minions of the scenario's villain (whom the PCs will face in **Encounter C**). Their motives and tactics are detailed in the scenario's appendices. The creatures enter from the north and south borders of the map along the road, spreading out to cover more ground.

## GREEN SCARF SUBTIER 1–2

### JINKINS (2)

### CREATURE 1

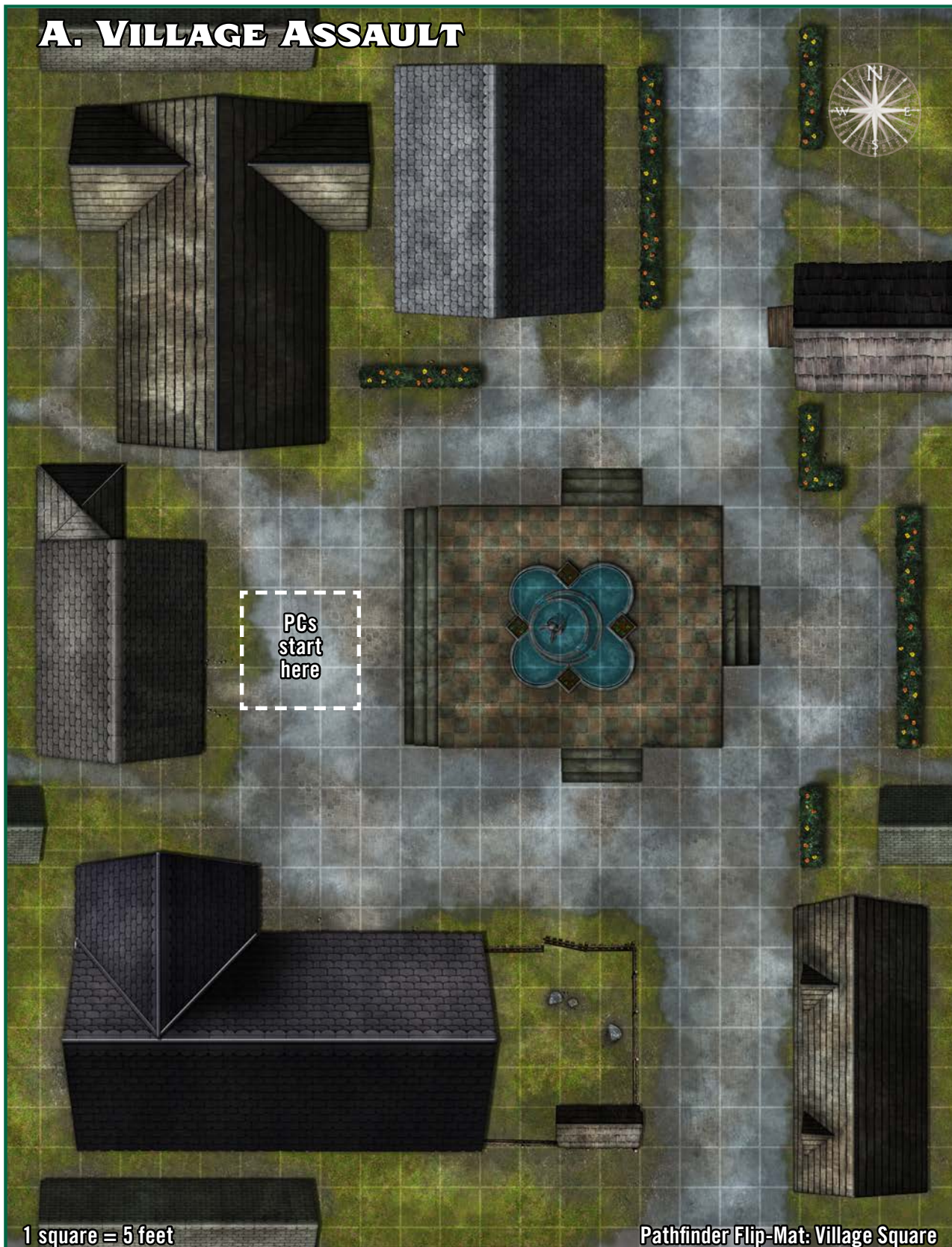
*Pathfinder Bestiary* 193, page 18, art on page 44

**Initiative** Perception +7



# Lost on the Spirit Road

## A. VILLAGE ASSAULT





# Lost on the Spirit Road

## GREEN SCARF SUBTIER 3-4

### JINKIN

### CREATURE 1

*Pathfinder Bestiary* 193, page 21, art on page 44

**Initiative** Perception +7

### SOULBOUND DOLLS (2)

### CREATURE 2

*Pathfinder Bestiary* 304, page 21

**Initiative** Perception +8

## OMAMORI AMULET SUBTIER 1-2

### LOYAL GIANT FOXES (2)

### CREATURE 1

Page 24

**Initiative** Perception +7

## OMAMORI AMULET SUBTIER 3-4

### LOYAL GIANT FOXES (2)

### CREATURE 1

Page 27

**Initiative** Perception +7

### VICIOUS VULPINE

### CREATURE 3

Page 27

**Initiative** Perception +8

## PAPER LANTERN SUBTIER 1-2

### SKELETAL CHAMPION

### CREATURE 2

*Pathfinder Bestiary* 298, page 30, art on page 46

**Initiative** Perception +8

### SKELETON GUARD

### CREATURE -1

*Pathfinder Bestiary* 298, page 30

**Initiative** Perception +2

## PAPER LANTERN SUBTIER 3-4

### SKELETAL CHAMPION

### CREATURE 2

*Pathfinder Bestiary* 298, page 33, art on page 46

**Initiative** Perception +8

### SKELETON GUARDS (2)

### CREATURE -1

*Pathfinder Bestiary* 298, page 33

**Initiative** Perception +2

### SKELETAL HORSE

### CREATURE 2

*Pathfinder Bestiary* 299, page 33

**Initiative** Perception +8

## WILD BONSAI SUBTIER 1-2

## PINE BRUTES (2)

## CREATURE 1

Page 36

**Initiative** Perception +7

## WILD BONSAI SUBTIER 3-4

## WEAK ARBOREAL WARDEN

## CREATURE 3

*Pathfinder Bestiary* 6, 24, page 38, art on page 42

**Initiative** Perception +9

**Rewards:** Regardless of their initial interactions, the villagers are deeply grateful for the PCs' help fending off the rampaging monsters. They provide the PCs with two alchemical items (three if the PCs succeeded at two or three skill checks during their investigation) that they think will help the PCs defeat similar creatures in the Forest of Spirits. The specific type of alchemical item they receive is detailed in **Table 1: Village Details** (page 16). Each of these consumables represents 1 Treasure Bundle, for a total reward of 2 or 3 Treasure Bundles depending upon the PCs' success during the investigation.

## SPIRITS IN THE WOODS

Following the villagers' directions, the PCs travel the Spirit Road toward the east, taking the same path that the caravan traveled before them. Along the journey, the road branches off several times, typically only for a short distance before rejoining the main road or reaching a dead end. The seemingly endless rows of conifer trees create a serene yet monotonous backdrop.

The patch is choked with snowdrifts, making it too narrow for a wagon to traverse easily. The wagon regularly catches on roots or stalls in the snow. Overall, these impediments slow the wagon to a speed of 10 feet. If the PCs leave the wagon behind in the village, they can travel at their normal overland speed. While weather has obscured the trail, the PCs soon see obvious signs that the caravan before them ran into similar difficulties, such as an abandoned wheel along the side of the path and damaged branches. If the PCs visited Basaru, it continues to snow as they travel. Otherwise, occasional flurries of snow fall from trees above as breezes shake their branches. Two incorporeal spirits approach the PCs at different times during their travels manifesting as transparent humanoid shapes outlined only by the snow, as if the forest itself were clinging to an invisible person. Each spirit looks at the party for a moment, then moves slowly toward them in a nonthreatening fashion, hovering just above the ground. A PC who succeeds at a DC 10 Nature or Religion check recognizes that the spirit needs a host to interact with the living world, and wants to possess a PC in order to share its experience; these types of spirits are



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not strong enough to take control of a body they possess, but they may influence their host's thinking and behavior by superimposing their own consciousness.

If the PCs wish to avoid being possessed, they can easily circumvent the slow-moving spirits and be on their way. If a PC chooses to accept a spirit into their body, however, they experience a rush of memories, both from the spirit's living days and its recent moments roaming the forest. The PC hosting the spirit receives an additional charm and foible from **Table 1** (see page 16) as they absorb some of the spirit's personality. Each new charm and foible may be chosen or determined randomly, but they must be different from the characteristics of the village the PCs visited earlier (the two spirits, however, may have the same charms, foibles, or both). Given that some village charms and foibles do not easily translate into spirit personality traits, some have information in parentheses in **Table 1** to help define the spirit's characteristics while applying the same penalty. Like the village characteristics, the effects of each spirit's charm and foible persist throughout the rest of the scenario. A single PC may only host one spirit at a time.

The first spirit the PCs encounter has recently seen the caravan: the host PC sees flashes of memory as the caravan is beset by creatures native to the forest—the same type of creature that will attack again in **Encounter B**—all the while harried by a humanoid thief that appears to have a fox's head and tail. A PC who succeeds at a DC 10 Society check recognizes the creature as a kitsune, a race of crafty shape-changing humanoids common throughout Tian Xia, including the Forest of Spirits. The spirit observed the kitsune infiltrate one of the wagons while the guards were distracted repelling the attack, and then sneak away holding a sack of clanging valuables and the relic Venture-Captain Amara Li seeks. Hosting this spirit allows the PC to attempt an appropriate Recall Knowledge check about the threat they will face in **Encounter B**, and the spirit's guidance leads them to the caravan more quickly, allowing the PCs to accept the caravaneer's gifts prior to the encounter. If the host PC describes their vision, other PCs may attempt Recall Knowledge checks as well, but they suffer a –2 penalty on the check due to the secondhand nature of the account of the vision.

The second spirit the PCs encounter witnessed the kitsune's escape from the battle, following him to a clearing deeper in the woods. There, the spirit observed the kitsune behave in a way that belies his motivation for stealing the relic: an amateur mage kitsune immediately retrieves the relic and a book from his satchel, poring over some text and eagerly reciting incantations under his breath; a selfish thief kitsune opens up the sack, grabs fistfuls of treasure, and holds them up to sparkle in the light with a wicked grin; and a champion of Pharasma kitsune stares at the

relic in his hand while silently running his thumb along a holy symbol around his neck, nodding with an expression of resolve. If the kitsune is the violent villain, the spirit observed him stalking into the forest like a feral animal clutching the clattering sack until a white, cat-like creature with a mischievous sneer emerged from inside a nearby tree trunk—seemingly having melded into the wood—only to snatch the sack and disappear in a flash. Hosting this spirit gives the PC insight into the thief's motivations (see Finding the Thief on page 11 for more details).

## B. Caravan Defense

## Moderate

Regardless of whether or not the PCs accept the visions, spirits and minor kami endeavor to make the trail to the caravan as clear as possible to the PCs, moving aside brush to reveal wagon tracks, snagging lost scraps of fabric on trees, and otherwise making sure that the PCs find their way to the caravan. In making the trail clear for the PCs, however, the spirits inadvertently guide another threat toward the caravan, which launches an attack.

Under normal circumstances, the attackers ambush the caravan just as the PCs arrive, immediately transitioning into the encounter. If a PC hosts the first spirit from the Spirits in the Forest section above, however, the spirit expedites the reunion with the caravan, allowing the PCs to speak with the travelers and receive the encounter's Rewards (page 11) before the attack. Either way, the PCs should begin the encounter somewhere along the road. GMs can decide based on the map's appearance which squares contain trees and undergrowth that might affect movement or provide cover. This map uses *Pathfinder Flip-Tiles: Forest Starter Set*, tiles 39B, 28B, 21B, 01A, 27B, 35B, 17A, 18A, 03A, 24A, 12A, 37B, 41B, 42B, 02A, 25B, 40B, 36B, 22A, and 19A.

**Creatures:** The creatures that attack the PCs here are not affiliated with the scenario's villain. The enemies typically appear along a different branch of the road from the PCs. Depending on the results from **Table 2** (see page 17), the PCs may face a group of human or tengu bandits, guardian statues animated by the kami's influence, hostile spirits haunting the stretch of road, or a bullying poracha or two. Exhausted from travel, the caravan's members retreat to their wagons, where they take shelter. The two Pathfinder agents, Lin Po and Ti Lan, fall back to stand guard over the caravan, but they provide minor assistance to the PCs from afar.

## GREEN SCARF SUBTIER 1-2

### WEAK PORACHA

### CREATURE 3

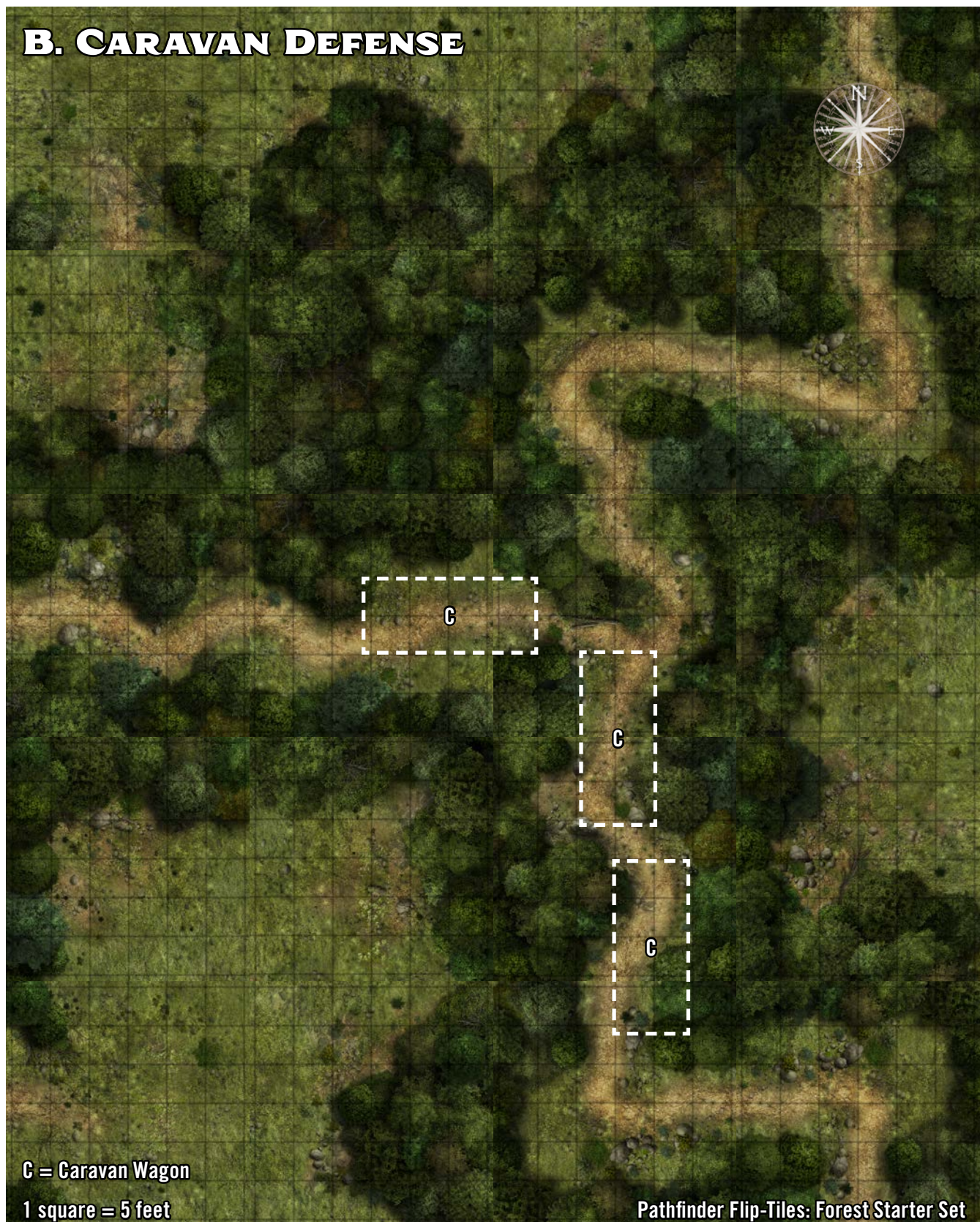
*Pathfinder Bestiary* 6, 265, page 19, art on page 45

**Initiative** Perception +8



# Lost on the Spirit Road

## B. CARAVAN DEFENSE





# Lost on the Spirit Road

## GREEN SCARF SUBTIER 3-4

### WEAK PORACHAS (2)

### CREATURE 3

Pathfinder Bestiary 6, 265, page 22, art on page 45

**Initiative** Perception +8

## OMAMORI AMULET SUBTIER 1-2

### HUMAN BANDITS (4)

### CREATURE -1

Page 25

**Initiative** Perception +7

## OMAMORI AMULET SUBTIER 3-4

### TENGU SNEAKS (3)

### CREATURE 2

Pathfinder Bestiary 310, Page 28

**Initiative** Stealth +8

## PAPER LANTERN SUBTIER 1-2

### MALICIOUS SPIRITS

### HAZARD 3

Page 31

**Initiative** Stealth +12

## PAPER LANTERN SUBTIER 3-4

### VENGEFUL SPIRITS

### HAZARD 5

Page 34

**Initiative** Stealth +15

## WILD BONSAI SUBTIER 1-2

### LESSER GUARDIAN STATUES (4)

### CREATURE -1

Page 37

**Initiative** Perception +3

## WILD BONSAI SUBTIER 3-4

### SPIRIT GUARDIAN STATUES (2)

### CREATURE 3

Page 40

**Initiative** Perception +9

**Rewards:** Weary of fending off threats and grateful for help, the travelers gift the PCs some weapons from their wares. In Subtier 1-2, the PCs receive three weapons: a composite shortbow with 10 arrows, a greataxe, and a greatclub. In Subtier 3-4, the caravan is transporting some magic items, and its leadership is willing to part with one. The PCs may choose one of the following as a reward: a *retribution axe*, a *staff of fire* etched with a +1 *weapon potency* rune, or a *wand of heal* (1st). These rewards comprise 3 Treasure Bundles.

With the immediate threat gone, the PCs have a chance to learn of recent events from their fellow Pathfinders. Lin Po is a short, heavyset Tian man with a round, clean-shaven face and an irrepressible sense of humor, affable even under stressful conditions. His partner Ti Lan is an athletic woman who stands a few inches taller than Lin Po, with broad shoulders and a stern demeanor. Despite her strict countenance, Lin Po clearly appreciates her partner's jovial nature and occasionally cracks a small smile at his wittier comments.

Lin Po and Ti Lan thank the PCs for coming to their rescue and admit that they feared they would be trapped in the forest forever. They explain the source of their predicament, starting with receiving a message from the kami within the relic shortly before reaching the village. The message was vague, but they were able to discern that the kami was trapped within, and that it was afraid that some sort of nefarious force in the forest would try to capture it. At the time, they had a strong sense that the kami's ward was close by, and they convinced the caravan to take a minor detour to assist a spirit in need. Unfortunately, the detour ended up being far longer than they expected, as the theft of the relic disrupted their plans. Since then, they have been following trails left by the spirits in hopes of finding their way back to the spirit road. The have glimpsed the thief in the distance several times, still carrying their bag, but they have never managed to catch up with him. From this, they surmise (correctly) that the spirits are trying to lead them to the thief. They are tired, scared, and frustrated, and they feel guilty for leading an entire caravan into such a troublesome situation. If the PCs have additional questions for the Pathfinders, use the information from the Adventure Background (page 3) and the Spirits in the Woods section (page 8) to fill in details.

After explaining the situation to the PCs, Lin Po and Ti Lan ask the PCs to track down the thief and put an end to this trouble. If the PCs ask the Pathfinders to come along, they explain that they are unwilling to abandon the caravan. Though it is still early in the day, the caravan stops and makes camp, awaiting the PCs' safe return.

## FINDING THE THIEF

After the caravan makes camp, the PCs must track down the relic Amara Li tasked them with retrieving. A PC who is trained in Survival can attempt a DC 15 Survival check to Track the thief. When running the omamori amulet story, these are a set of feline pawprints from an eight-legged creature. For all other stories, the marks in the snow resemble pawprints, but they have the gait of a biped. If no PC succeeds at this check, the kami's influence causes the nearby plants to bend in such a way that they point the PCs toward its prison; the PCs can automatically



# Lost on the Spirit Road

track the thief, but the visible spiritual influence in the area grants the villain and any creatures assisting it in **Encounter C** a +2 bonus on initiative checks.

After following the tracks off the road and navigating deeper into the forest for about an hour, the PCs come to a clearing where they find the thief. In the omamori amulet story, the thief is a poracha (art on page 45); in all other arcs, it is the kitsune Dorobu, though his motivations vary. The thief carries a sack of valuables taken from the caravan, including the kami's relic. Details about interacting with the thief are described below, along with skill DCs for Subtier 1–2. In Subtier 3–4, increase all these DCs by 3. In all cases, the thief has no desire for conflict and flees with his treasures if attacked; treat this result as if the PCs had failed all skill checks to negotiate. Each PC may attempt each skill check once, including to Aid, but the thief becomes unresponsive to a particular skill if three or more PCs fail using that skill.

A PC who accepted the second spirit knows which skills can convince the thief to surrender his plunder and can add their character level to any such checks if they are untrained.

**Amateur Mage:** Dorobu is a novice spellcaster fascinated with the spiritual magic of the kami. He had been studying how the plants in this region had become animate and territorial during the local kami's absence, with aggressive arboreals filling the kami's role as a forest protector using indiscriminate violence. When he sensed the return of the imprisoned kami due to its influence on the surrounding spiritual energy, he witnessed an uptick in the arboreals' aggression, so he stole the kami's prison and is trying to devise a spell or ritual to harness the trapped kami's power and control the plants. The kitsune can be shamed into surrendering the kami's prison using a DC 17 Intimidation check or persuaded to give the relic to the more experienced PCs using a DC 15 Forest Lore or Nature check.

**Champion of Pharasma:** Dorobu is a noble warrior and servant of Pharasma. During the kami's absence, a slow but steady stream of undead has been emerging from this region, likely animated by restless spirits left unchecked by the missing kami. The kitsune has dutifully destroyed these monsters, but he saw an opening to permanently stop their rising when he sensed the kami's return. Dorobu stole the kami's prison and returned it to its formerly warded site, but worried that releasing the kami would lead to more trouble with the undead in the

area and possibly jeopardize the kami's spirit. Though he was rather set in his ways when he first gained the relic, the regular onslaught of undead has made him more willing to listen to an alternative solution. The PCs can convince Dorobu to trust them to free the kami if he returns the relic by succeeding at a DC 17 Diplomacy check, or they can appeal to his faith by succeeding at a DC 15 Pharasma Lore or Religion check.

**Selfish Thief:** Dorobu is an opportunistic scoundrel. Having heard whispers of a caravan bursting with gold and magical relics, the kitsune stalked the caravan across its journey along the Spirit Road. The caravan was well





# Lost on the Spirit Road

guarded, but an attack by other forest denizens gave Dorobu an opening to sneak in and steal a variety of goods, including the kami's prison. After reveling in his score, however, Dorobu was approached by one of the forest's spirits, who warned him that the stolen relic housed a trapped kami, making it the target of a dangerous witch seeking to corrupt its magic. This has left Dorobu confused and worried. The PCs can trick the kitsune into surrendering the relic by playing on his fears by succeeding at a DC 15 Deception check, persuade him that his score is not actually valuable by succeeding at a DC 15 Underworld Lore check, or discretely separate his stolen goods from his sack by succeeding at a DC 17 Thievery check.

**Violent Villain:** Dorobu is bloodthirsty and keen on using the kami's magic to wreak havoc. He successfully stole the kami's prison from the caravan and was en route to harness its power, but had his spoils stolen by a mischievous poracha named Tishoki along the way. The PCs meet Tishoki in this encounter, as he emerges from a nearby tree to greet them during their search for the relic. Tishoki loves riddles, soft music, and battles of wits. The PCs can convince him to part with the relic and the other stolen goods by succeeding at a DC 17 Deception check, or entertain him so much he gifts these items to the PCs by succeeding at a DC 15 Games Lore or Performance check.

**Rewards:** If the PCs succeed at one check to negotiate with the thief, he offers the relic but withholds his other treasures until after the villain is defeated. If the PCs succeed at two or more checks, he offers the PCs a weapon to use against the villain: a low-grade cold iron katana in Subtier 1–2, or a +1 *striking katana* in Subtier 3–4. Either of these results also prompts the thief to return all the valuables he stole from the caravan. The katana and the returned treasures comprise 4 Treasure Bundles. If the PCs fail all their checks to persuade the thief, then he still offers his katana at the end of **Encounter C** as thanks for defeating the villain, but he discretely keeps some of the stolen goods, costing the PCs 1 Treasure Bundle.

## FIGHT FOR THE RELIC

Regardless of the PCs' prowess dealing with the thief, eventually the scenario's villain catches up with them. This final confrontation occurs in the general vicinity of where the PCs spoke with the thief, a pristine clearing with one or two noteworthy natural landmarks. This location is the imprisoned kami's ward, and the area hums with spiritual energy as it yearns for its rightful protector's return. The scenario's villain is the final force keeping the kami bound within its prison.

**C. Confronting the Villain Moderate or Severe**  
GMs should construct the map described below using

*Pathfinder Flip Tiles: Forest Starter Set* and *Pathfinder Flip Tiles: Forest Perils Expansion*. The PCs should begin the encounter somewhere in or near the center of the map. As with **Encounter B**, GMs can determine which squares contain trees and undergrowth that might affect movement or provide cover. This map uses the following tiles from *Pathfinder Flip-Tiles: Forest Starter Set* and *Forest Perils Expansion*, with tiles from the Expansion marked with an \*: tiles 25B, 36B, 19B, 22B, 30B, 07B, 20B\*, 21B, 32B, 24B, 33B, 14B, 25B, 06B, 29B, 09B, 35B, 03B, 22A\*, and 10B.

**Creatures:** The scenario's villain—determined when rolling on or selecting a row from **Table 2: Plots** (page 17)—attacks the PCs here, entering from any border of the map. Find the description of the encounter listed on **Table 2: Plots** for **Encounter C** and use the creatures listed in the appropriate subtier. The villain may be a monster specifically trying to claim the power of the relic for itself or have other less nefarious motivations as described in the encounter's entry in the corresponding appendix. This encounter is a moderate threat in Subtier 1–2 and a severe threat in Subtier 3–4.

## GREEN SCARF SUBTIER 1–2

### WEAK GREEN HAG

### CREATURE 3

*Pathfinder Bestiary* 6, 201, page 20

**Initiative** Perception +10

## GREEN SCARF SUBTIER 3–4

### ANNIS HAG

### CREATURE 6

*Pathfinder Bestiary* 202, page 23

**Initiative** Perception +15

## OMAMORI AMULET SUBTIER 1–2

### DOROBU

### CREATURE 3

Page 26, art on page 43

**Initiative** Perception +12

## OMAMORI AMULET SUBTIER 3–4

### DOROBU

### CREATURE 6

Page 29, art on page 43

**Initiative** Perception +15

## PAPER LANTERN SUBTIER 1–2

### EERIE SKELETAL GIANT

### CREATURE 3

Variant skeletal giant

*Pathfinder Bestiary* 299, Page 32

**Initiative** Perception +7



# Lost on the Spirit Road

## C. CONFRONTING THE VILLAIN

Villain  
starts  
here



PCs  
start  
here

1 square = 5 feet

Pathfinder Flip-Tiles: Forest Starter Set



# Lost on the Spirit Road

## SKELETONS SUBTIER 3-4

### SKELETAL GIANT

### CREATURE 3

*Pathfinder Bestiary* 299, page 35

**Initiative** Perception +7

### SKELETAL MAGE

### CREATURE 5

Page 35

**Initiative** Perception +12

## WILD BONSAI SUBTIER 1-2

### WEAK ARBOREAL WARDEN CREATURE 3

*Pathfinder Bestiary* 6, 24, page 38, art on page 42

**Initiative** Stealth +14

## WILD BONSAI SUBTIER 3-4

### ENLIGHTENED AWAKENED TREE

### CREATURE 6

Variant awakened tree

*Pathfinder Bestiary* 25, page 41

**Initiative** Stealth +14

## CONCLUSION

When the scenario's villain falls, so does the last spiritual barrier keeping the kami caged inside the relic. With a warm green light, the relic smoothly ejects a small humanoid figure with moss-like skin and a conical hat. The kodama bows to the PCs and thanks them for both returning it to its home and dispatching the usurpers that had profaned its grove while it was imprisoned. It gifts the now non-magical relic to the PCs and affirms that they will forever be welcome in its stretch of the Forest of Spirits.

The thief briefly approaches the PCs following their triumph over the villain. He offers them the appropriate rewards for their level of success detailed in Finding the Thief above, followed by a few parting words based on how the PCs interacted with him earlier. After doing so, the thief quietly disappears into the woods.

With the villain defeated, the PCs can lead the caravan safely along the remainder of the Spirit Road into Minkai. There they reunite with Amara Li and present her with the relic. She is relieved to see everyone returning safely, including Lin Po and Ti Lan. She listens keenly to the tale of their exploits in the Forest of Spirits, fascinated that the relic housed a trapped kami all this time and that neither she nor her benefactor had any idea. Finally, she suggests that all of the agents take a well-earned rest before embarking on new adventures.

## Primary Objectives

The PCs fulfill their primary objective if they retrieve the relic and defeat the scenario's villain, freeing the kami trapped within the item. Doing so earns each PC 2 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

## Secondary Objectives

The PCs fulfill their secondary objective if they make a positive impression with their contacts along the Spirit Road. To do so, they must fulfill two out of the three following objectives: Earn the village's charm prior to **Encounter A** by successfully dealing with the villagers, host at least one spirit in the forest, and acquire the katana prior to **Encounter C** by successfully negotiating with the thief. Doing so earns each PC 2 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.



**KODAMA**



# Lost on the Spirit Road

## APPENDIX 1: TABLES

This appendix contains the randomized elements that afford this scenario replayability. **Table 1: Village Details** includes the charms and foibles of both the village at the start of the scenario and the spirits encountered in the forest, as well as the name of the selected village. Select a row on the table or randomly roll a d4 to choose the village's characteristics. For now, ignore the (spirit) portion of the foible column.

Use **Table 1** again to determine the effects of the influence of spirits described in *Spirits in the Woods* (page 8). For each spirit, either choose or randomly select an entry from the Charm column and one from the Foible (Spirit) column—these can be the same as each other, but they can't be the same as the benefits and drawbacks the PCs have already gained from the village. Use the (Spirit) description to present the detrimental aspect of the spirit's personality and behavior, rather than the name of the village foible.

**Table 2: Plot** is used to determine the scenario's narrative throughline: the relic that holds the imprisoned kami, the motivation of the kitsune thief, the minions that attack the village in **Encounter A**, the caravan threat in **Encounter B**, and the villain that directed the attack and confronts the PCs in **Encounter C**. Just as with using **Table 1** to determine the village's characteristics, GMs should roll once on this table and use all the content contained in that same row.

### Charms

The following describes the charms listed on **Table 1**.

**Hunters:** The villagers or spirits are master hunters,

and they share tricks for fighting in the forest. This charm provides a +1 bonus to attack rolls against foes with cover.

**Hospitable:** The villagers or spirits provide comfort and care to travelers, improving their stamina. This charm allows a PC to reroll a single saving throw once per encounter.

**Fleet:** The village houses friendly wind spirits, which increase agility. This charm provides a 5-foot bonus to Speed.

**Knowledgeable:** The villagers or spirits know much about the forest and its kami, and readily share their stories. This charm provides a +2 bonus to Lore checks and checks to Recall Knowledge.

### Foibles

The following describes the foibles listed on **Table 1**.

**Insular:** The villagers or spirit only speak Tien and are reticent with outsiders. This foible imposes a –2 circumstance penalty to Charisma-based skill checks.

**Snowy:** Snow falls in this stretch of the forest, or the spirit is distracted by something from its past life. This foible imposes a –2 circumstance penalty to Perception checks.

**Superstitious:** The villagers or spirit are wary of the forest and fear its denizens. This foible requires a PC to succeed at a DC 5 flat check at the beginning of each encounter or be frightened 1 for the first round.

**Reverent:** The villagers view humanoids as beholden to the beasts of the woods, or the spirit perished from being mauled by an animal. This foible imposes Weakness 2 against natural attacks.

**TABLE 1: VILLAGE DETAILS**

1d4	Village Name	Skills	Charm	Foible (Spirit)	Village Reward (Subtier 1–2)	Village Reward (Subtier 3–4)
1	Ayaichi	Nature, Hunting Lore, Survival	hunters (protective)	insular (peevish)	lesser alchemist's fire	moderate alchemist's fire
2	Basaru	Diplomacy, Medicine, Performance	hospitable	snowy	low-grade cold iron ammunition	moderate juggernaut mutagen
3	Suboyashi	Acrobatics, Occultism, Religion	fleet (quick-witted)	superstitious (wary)	holy water	true graveroot*
4	Tano	Arcana, Intimidate, Society	knowledgeable	reverent (mauled to death)	lesser bestial mutagen	moderate bestial mutagen

\* True graveroot is an uncommon variant of graveroot poison (*Core Rulebook* 552) that only affects undead, ignoring their immunities to poison damage and effects. True graveroot decays very quickly and does not last long after being harvested.



# Lost on the Spirit Road

## Adventure Plots

The major plots associated with each relic are summarized below. More detail on each of these creatures and their motivations appears in Appendices 2–9.

**Green Scarf (Appendices 2–3):** A cunning hag has developed an interest in magic that can bind unwilling souls and spirits into constructed vessels. She seeks a method for binding kami in this way, and the weak energy emanating from the kami's prison has sparked her predatory instincts. Her servants include several of her past creations and malevolent fey. In the hag plot, the PCs must also contend with one or more particularly grouchy porachas, feline creatures native to the Forest of Spirits.

**Omamori Amulet (Appendices 4–5):** In this plot, the kitsune Dorobu is both the initial thief of the kami's relic and the villain, and he has gathered a loose alliance of other foxlike creatures. He lost the relic to a poracha

that has since been doing his best to lead Dorobu on a merry chase, as well as to keep the relic away from bandits that have been prowling the nearby trails. Much to the chagrin of the spirits who have been trying to help the kami, the poracha is in no rush to take the kami to its ward.

**Paper Lantern (Appendices 6–7):** The kami's absence weakened the protections on the nearby forest against destructive spiritual influences. Both mindless and cunning skeletons have arisen in its wake, and they are none too keen to see the area's protector return. Meanwhile, agitated spirits have gathered into a haunt in the surrounding woods.

**Wild Bonsai (Appendices 8–9):** A combination of the kami's frustration and surges of primal energy that burst out of its prison as it attempts to escape have caused great distress to nearby plant creatures. The kami has also inadvertently animated several guardian statues that lash out at anyone they encounter.

TABLE 2: PLOTS

1d4	Relic	Kitsune	Encounter A	Encounter B	Encounter C
1	green scarf	selfish thief	gremlins	poracha	hag
2	omamori amulet	violent villain	foxes	bandit	kitsune
3	paper lantern	champion of Pharsma	skeletons	haunt	skeletons
4	wild bonsai	amateur mage	pine brutes	animated trees	arboreal



# Lost on the Spirit Road

## APPENDIX 2: GREEN SCARF STATISTICS (SUBTIER 1-2)

The statistics presented in this appendix include full stat blocks for creatures appearing when running the scenario with the green scarf relic in Subtier 1-2, including any variations described in the text.

### Green Scarf Encounter A (Subtier 1-2)

Two jinkins serve a more powerful hag, and desperately want to stay on her good side. They gang up on targets using flanking whenever possible. If half or more of the gremlins fall, the remaining gremlin(s) retreat into the forest.

#### JINKINS (2)

#### CREATURE 1

**CE** **TINY** **FEY** **GREMLIN**  
*Pathfinder Bestiary* 193  
**Perception** +7; darkvision  
**Languages** Undercommon  
**Skills** Acrobatics +7, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7  
**Str** -2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +2  
**Items** shortsword  
**AC** 17; **Fort** +6, **Ref** +10, **Will** +7  
**HP** 19; **Weaknesses** cold iron 2  
**Speed** 30 feet  
**Melee** **◆** shortsword +9 (agile, finesse, magical, versatile S), **Damage** 1d6-2 piercing  
**Primal Innate Spells** DC 17; **Cantrips (1st)** *prestidigitation*  
**Sneak Attack** The jinkin deals 1d6 extra precision damage to flat-footed creatures.  
**Tinker** (curse, primal, transmutation) A group of six jinkins can work together for an hour to imbue an item with a curse at a range of 60 feet. While this process is lengthy, it's also unobtrusive and can be performed while Hiding. Jinkins prefer to use this ability on magic items. The curse makes the item unreliable (DC 5 flat check or waste any action to Interact with or Activate the item), adds a bizarre requirement to use the item, or imparts some other curse of a similar caliber.

## SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

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

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

**14-15 Challenge Points:** Add three mitflits to the encounter.

#### MITFLITS (0)

#### CREATURE -1

**LE** **SMALL** **FEY** **GREMLIN**  
*Pathfinder Bestiary* 192  
**Perception** +4; darkvision, scent (imprecise) 30 feet  
**Languages** Undercommon  
**Skills** Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5  
**Str** -1, **Dex** +3, **Con** +0, **Int** -1, **Wis** +1, **Cha** -1  
**Self-Loathing** (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.  
**Vermin Empathy** Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.  
**Items** dart (10), shortsword  
**AC** 15; **Fort** +2, **Ref** +7, **Will** +4  
**HP** 10; **Weaknesses** cold iron 2  
**Speed** 20 feet; climb 20 feet  
**Melee** **◆** shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing  
**Ranged** **◆** dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing  
**Primal Innate Spells** DC 16; 2nd *speak with animals* (at will; arthropods only); 1st *bane*; **Cantrips (1st)** *prestidigitation*  
**Vengeful Anger** (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.



# Lost on the Spirit Road

## Green Scarf Encounter B (Subtier 1-2)

When the attack on the caravan begins, most of the members of the caravan retreat to their wagons to hide. The Pathfinders Lin Po and Ti Lan stand guard over the caravan, but they provide minor assistance to the PCs from afar.

**Creatures:** Porachas are elusive creatures native to the Forest of Spirits. Porachas are rarely hostile to travelers, but the jinkins gremlins serving the hag have irritated this poracha to his wit's end with their loud chittering and sadistic pranks. One of these "pranks" even caused the poracha internal injuries that have been slow to heal. In the scaling for this encounter, the poracha's injuries have healed, but his fury has not yet cooled.

The poracha Jaunts to engage foes that hide in the back first, especially concentrating on creatures that have sonic attacks. If reduced to 8 HP or less, a poracha Object Melds with a tree to escape, or Jaunts away if the PCs attack its melded object.

Both Lin Po's and Ti Lan's initiative are 10. Their assistance amounts to one hit with a crossbow bolt for 1d8 damage against the poracha each round. As long as the PCs engage the poracha in combat, it leaves these NPC Pathfinders and the other caravan members alone. If the PCs lose the combat or abandon the caravan, it takes 2 rounds to knock Lin Po or Ti Lan unconscious and then flees into the forest.

### WEAK PORACHA

### CREATURE 3

UNCOMMON N MEDIUM BEAST

*Pathfinder Bestiary 6, 265*

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

**Languages** Common, Senzar, Sylvan, Tien

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

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

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

**HP** 35; **Weaknesses** sonic 5

**Speed** 40 feet

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

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

**Jaunt** ✦ (conjunction, move, primal, teleportation) The poracha teleports up to 40 feet. It must have line of sight to the space it teleports to. It can't use Jaunt again for 1d4 rounds.

**Object Meld** ✦✦ (primal, transmutation) The poracha touches an adjacent object of enough volume to contain it. It merges into the object indefinitely, and while it's inside, time moves exceptionally slowly for it and it has

## SCALING ENCOUNTER B

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**10-11 Challenge Points:** Give the weak poracha 10 additional Hit Points and a +2 bonus on Perception checks.

**12-13 Challenge Points:** Use a poracha instead of a weak poracha.

**14-15 Challenge Points:** Use a poracha instead of a weak poracha, and give the poracha 15 additional Hit Points.

only limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. The poracha can use only mental actions or Jaunt; if it Jaunts, it leaves the object and appears where it chooses. If a creature Strikes the object, the poracha is expelled unharmed.

## PORACHAS (0)

## CREATURE 4

UNCOMMON N MEDIUM BEAST

*Pathfinder Bestiary 265*

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

**Languages** Common, Senzar, Sylvan, Tien

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

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

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

**HP** 50; **Weaknesses** sonic 5

**Speed** 40 feet

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

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

**Jaunt** ✦ (conjunction, move, primal, teleportation) The poracha teleports up to 40 feet. It must have line of sight to the space it teleports to. It can't use Jaunt again for 1d4 rounds.

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



# Lost on the Spirit Road

## Green Scarf Encounter C (Subtier 1-2)

This infamous woodland hag has menaced border villages for years, and hungrily seeks an imprisoned kami to power her profane magic and remove a weakening curse that another hag inflicted upon her long ago. She takes the form of a sickly-looking young woman. When she sees the PCs, she pretends that she is lost in the forest and asks for their aid, rolling Deception for her Initiative. She flees if reduced to 6 HP or less.

When scaling the encounter, the hag may be accompanied by one or more soulbound homunculi, constructs she forged from the blood of her vanquished foes. These homunculi fight until destroyed.

### WEAK GREEN HAG

### CREATURE 3

CE MEDIUM HAG HUMANOID

Pathfinder Bestiary 6, 201

**Perception** +8; darkvision

**Languages** Aklo, Tien, Jotun; *tongues*

**Skills** Acrobatics +7, Athletics +9, Crafting +9, Deception +8, Nature +6, Occultism +6, Stealth +7

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

**Coven** A green hag adds *entangle*, *outcast's curse*, and *wall of thorns* to her coven's spells.

**AC** 19; **Fort** +9, **Ref** +9, **Will** +10, +1 status to all saves vs. magic

**HP** 55; Weaknesses cold iron 5

**Sound Imitation** A green hag who succeeds at a Deception check to Lie can mimic the sounds of any animal found near her lair. She has a +4 circumstance bonus to this check.

**Speed** 25 feet, swim 25 feet

**Melee** ♦ *claw* +12 (agile, magical), **Damage** 1d10+3 slashing plus enfeebling humors

**Occult Innate Spells** DC 18, attack +12; **2nd** *invisibility* (at will), *tree shape* (at will); **Cantrips (2nd)** *acid splash*, *dancing lights*, *ghost sound*, *message*; **Constant (5th)** *tongues*; **(2nd)** *water breathing*; **(1st)** *pass without trace*

**Betraying Touch** ♦ The green hag touches a creature that doesn't realize the hag is an enemy. The betrayed creature is affected by the hag's enfeebling humors and takes a -4 circumstance penalty to their saving throw against that effect.

**Change Shape** ♦ (concentrate, occult, polymorph, transmutation) The green hag can take on the appearance of any Medium humanoid woman. This doesn't change her Speed or her attack and damage bonuses with her Strikes but might change the damage type her Strikes deal.

## SCALING ENCOUNTER C

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**11-13 Challenge Points:** Add one weakened soulbound homunculus.

**12-13 Challenge Points:** Add two weakened soulbound homunculi.

**14-15 Challenge Points:** Add three weakened soulbound homunculi.

**Enfeebling Humors** (necromancy, occult) A creature damaged by a hag's claw must succeed at a DC 18 Fortitude save or be enfeebled 1 for 1 day. On a critical failure, or if it gets hit again and fails its save a second time, it's enfeebled 2 for 1 day.

**Exhale Miasma [two-actions]** (necromancy, occult) The green hag exhales a miasma of green vapors. Each living creature in a 15-foot cone is affected by her enfeebling humors (attempting a save as normal). She can't use Exhale Miasma again for 1d4 rounds.

### WEAK SOULBOUND HOMUNCULI (0)

### CREATURE -1

CE TINY CONSTRUCT SOULBOUND

Pathfinder Bestiary 6, 208

**Perception** +3; darkvision

**Languages** Aklo, Tien, Jotun

**Skills** Acrobatics +3, Stealth +3

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

**AC** 15; **Fort** +0, **Ref** +5, **Will** +1

**HP** 7; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Speed** 15 feet, fly 40 feet

**Melee** ♦ *jaws* +5 (finesse, magical), **Damage** 1d4 piercing plus homunculus poison

**Homunculus Poison** (poison); A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action. **Saving Throw** DC 13 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round)



# Lost on the Spirit Road

## APPENDIX 3: GREEN SCARF STATISTICS (SUBTIER 3-4)

The statistics presented in this appendix include full stat blocks for creatures appearing when running the scenario with the green scarf relic in Subtier 3-4, including any variations described in the text.

### Green Scarf Encounter A (Subtier 3-4)

This violent jinkin serve a more powerful hag, and desperately want to stay on her good side. He fights alongside a pair of soulbound dolls that the hag created from the souls of unfortunate mortals who crossed her path.

#### JINKIN

#### CREATURE 1

CE TINY FEY GREMLIN

*Pathfinder Bestiary* 193

**Perception** +7; darkvision

**Languages** Undercommon

**Skills** Acrobatics +7, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7

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

**Items** shortsword

**AC** 17; **Fort** +6, **Ref** +10, **Will** +7

**HP** 19; **Weaknesses** cold iron 2

**Speed** 30 feet

**Melee** ✦ shortsword +9 (agile, finesse, magical, versatile S),

**Damage** 1d6-2 piercing

**Primal Innate Spells** DC 17; **Cantrips (1st)** *prestidigitation*

**Sneak Attack** The jinkin deals 1d6 extra precision damage to flat-footed creatures.

**Tinker** (curse, primal, transmutation) A group of six jinkins can work together for an hour to imbue an item with a curse at a range of 60 feet. While this process is lengthy, it's also unobtrusive and can be performed while Hiding. Jinkins prefer to use this ability on magic items. The curse makes the item unreliable (DC 5 flat check or waste any action to Interact with or Activate the item), adds a bizarre requirement to use the item, or imparts some other curse of a similar caliber.

## SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20-23 Challenge Points:** Add one jinkin to the encounter.

**24-27 Challenge Points:** Add one jinkin and one soulbound doll to the encounter.

**28-31 Challenge Points:** Add two soulbound dolls to the encounter.

**32-35 Challenge Points:** Add a jinkin and two soulbound dolls to the encounter.

**36+ Challenge Points:** Add two jinkins and two soulbound dolls to the encounter.

## SOULBOUND DOLLS (2)

## CREATURE 2

CE TINY CONSTRUCT SOULBOUND

*Pathfinder Bestiary* 304

**Perception** +8; darkvision

**Languages** Tien

**Skills** Acrobatics +8, Occultism +4, Stealth +8

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

**Personality Fragments** A soulbound doll shares fragments of its donor soul's personality, though none of that creature's memories. This causes a soulbound doll to match the donor soul's alignment and gain the corresponding alignment traits.

**AC** 20; **Fort** +7, **Ref** +10, **Will** +6

**HP** 23; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Speed** 20 feet

**Melee** ✦ fist +10 (agile, finesse, magical), **Damage** 1d6+2 bludgeoning

**Occult Innate Spells** DC 18, attack +8; **3rd** *levitate*, *vampiric touch*; **Cantrips (1st)** *light*, *mage hand*, *prestidigitation*



# Lost on the Spirit Road

## Green Scarf Encounter B (Subtier 3–4)

When the attack on the caravan begins, most of the members of the caravan retreat to their wagons to hide. The Pathfinders Lin Po and Ti Lan stand guard over the caravan, but they provide minor assistance to the PCs from afar.

**Creatures:** Porachas are elusive creatures native to the Forest of Spirits. Porachas are rarely hostile to travelers, but the jinkins gremlins serving the hag have irritated this pair of porachas to their wit's end with their loud chittering and sadistic pranks. One of these "pranks" even caused the porachas internal injuries that have been slow to heal. In some of the scalings for this encounter, one of more of the poracha's injuries have healed, but their fury has not yet cooled.

The porachas Jaunt to engage foes that hide in the back first, especially concentrating on creatures that have sonic attacks. If reduced to 8 HP or less, a poracha Object Melds with a tree to escape, or Jaunts away if the PCs attack its melded object.

Both Lin Po's and Ti Lan's initiative are 10. Their assistance amounts to one hit with a crossbow bolt for 1d8 damage against one of the porachas each round. As long as the PCs engage the porachas in combat, they leave these NPC Pathfinders and the other caravan members alone. If the PCs lose the combat or abandon the caravan, it takes a poracha 2 rounds to knock Lin Po or Ti Lan unconscious. After taking down both of these Pathfinders, the porachas take the caravan's treasures and flee into the forest.

## WEAK PORACHAS (2)

## CREATURE 3

UNCOMMON N MEDIUM BEAST

*Pathfinder Bestiary* 6, 265

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

**Languages** Common, Senzar, Sylvan, Tien

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

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

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

**HP** 35; **Weaknesses** sonic 5

**Speed** 40 feet

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

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

**Jaunt** ♦ (conjunction, move, primal, teleportation) The poracha teleports up to 40 feet. It must have line of sight to the space it teleports to. It can't use Jaunt again for 1d4 rounds.

**Object Meld** ♦♦ (primal, transmutation) The poracha touches an adjacent object of enough volume to contain it. It merges into the object indefinitely, and while it's inside, time moves

## SCALING ENCOUNTER B

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20–23 Challenge Points:** The PCs fight one weak poracha and one poracha.

**24–27 Challenge Points:** The PCs fight three weak porachas.

**28–31 Challenge Points:** The PCs fight two weak porachas and a poracha.

**32–35 Challenge Points:** The PCs fight one weak poracha and two porachas.

**36+ Challenge Points:** The PCs fight three porachas.

exceptionally slowly for it and it has only limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. The poracha can use only mental actions or Jaunt; if it Jaunts, it leaves the object and appears where it chooses. If a creature Strikes the object, the poracha is expelled unharmed.

## PORACHAS (0)

## CREATURE 4

UNCOMMON N MEDIUM BEAST

*Pathfinder Bestiary* 265

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

**Languages** Common, Senzar, Sylvan, Tien

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

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

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

**HP** 50; **Weaknesses** sonic 5

**Speed** 40 feet

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

**Melee** ♦ claw +13 (agile, finesse, magical), **Damage** 2d4+7 slashing

**Jaunt** ♦ (conjunction, move, primal, teleportation) The poracha teleports up to 40 feet. It must have line of sight to the space it teleports to. It can't use Jaunt again for 1d4 rounds.

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



# Lost on the Spirit Road

## Green Scarf Encounter C (Subtier 3–4)

This infamous woodland hag has menaced border villages for years, and hungrily seeks an imprisoned kami to power her profane magic. She opens combat by imprisoning the most threatening-looking foe with her bonds of iron, and then enters melee. She flees if reduced to 12 HP or less.

When scaling the encounter, the hag may be accompanied by one or more of her soulbound dolls. These dolls fight until destroyed.

### ANNIS HAG

### CREATURE 6

CE LARGE HAG HUMANOID

Pathfinder Bestiary 202

**Perception** +15; darkvision

**Languages** Aklo, Common, Tien, Undercommon

**Skills** Acrobatics +10, Athletics +14 (+16 to Grapple), Crafting +11, Deception +11, Intimidation +11, Stealth +14

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

**Coven** An annis hag adds *earthbind*, *passwall*, and *spellwrack* to her coven's spells.

**AC** 24; **Fort** +16, **Ref** +12, **Will** +14, +1 status to all saves vs. magic

**HP** 85; **Resistances** physical 5 (except bludgeoning)

**Speed** 40 feet

**Melee** ♦ claw +16 (agile, cold iron, magical, reach 10 feet), **Damage** 2d8+6 slashing plus Grab

**Bonds of Iron** ♦♦ (attack, conjuration, occult) Once per day, an annis hag can cause a cage built of cold iron fingernails to spring out of nothingness at a range of up to 30 feet, attempting an Athletics check to Grapple against the target's Fortitude DC; if the target has a weakness to cold iron, the annis hag gains a +2 circumstance bonus to this check. Unlike a normal Grapple, the annis hag doesn't need to be within reach and can move as she pleases, and a successful attempt lasts until the creature escapes (DC 24), causing the cage to crumble into rust. Any creature can attempt to destroy the cage by attacking it. It has an AC of 19, Hardness 10, and 40 Hit Points.

**Change Shape** ♦ (concentrate, occult, polymorph, transmutation) The hag can take on the appearance of any Medium female humanoid. This doesn't change her Speed or her attack and damage bonuses with her Strikes but might change the damage type her Strikes deal (typically to bludgeoning).

**Rend** ♦ claw

## SCALING ENCOUNTER C

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20–23 Challenge Points:** Add a soulbound doll to the encounter.

**24–27 Challenge Points:** Add two soulbound dolls to the encounter.

**28–31 Challenge Points:** Add three soulbound dolls to the encounter.

**32–35 Challenge Points:** Add four soulbound dolls to the encounter.

**36+ Challenge Points:** Add five soulbound dolls to the encounter.

## SOULBOUND DOLLS (0)

## CREATURE 2

CE TINY CONSTRUCT SOULBOUND

Pathfinder Bestiary 304

**Perception** +8; darkvision

**Languages** Tien

**Skills** Acrobatics +8, Occultism +4, Stealth +8

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

**Personality Fragments** A soulbound doll shares fragments of its donor soul's personality, though none of that creature's memories. This causes a soulbound doll to match the donor soul's alignment and gain the corresponding alignment traits.

**AC** 20; **Fort** +7, **Ref** +10, **Will** +6

**HP** 23; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Speed** 20 feet

**Melee** ♦ fist +10 (agile, finesse, magical), **Damage** 1d6+2 bludgeoning

**Occult Innate Spells** DC 18, attack +8; **3rd** *levitate*, *vampiric touch*; **Cantrips (1st)** *light*, *mage hand*, *prestidigitation*



# Lost on the Spirit Road

## APPENDIX 4: OMAMORI AMULET STATISTICS (SUBTIER 1-2)

The statistics presented in this appendix include full stat blocks for creatures appearing when running the scenario with the omamori amulet relic in Subtier 1–2, including any variations described in the text.

### Omamori Amulet Encounter A (Subtier 1–2)

This pair of giant foxes is keen to serve their kitsune master, and eagerly hunt the PCs and townsfolk. They fight in a group and try to flank and bring down one foe at a time. If a fox is reduced to 6 HP or less, it flees into the forest.

#### LOYAL GIANT FOXES (2)

#### CREATURE 1

**N** **MEDIUM** **ANIMAL**

**Perception** +7; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +7, Athletics +4, Stealth +7

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

**AC** 16; **Fort** +7, **Ref** +9, **Will** +4

**HP** 22

**Speed** 30 feet, climb 20 feet

**Melee** ✎ jaws +9 (finesse), **Damage** 1d6+1 piercing

**Melee** ✎ claws +9 (agile, finesse), **Damage** 1d6+1 slashing

**Pounce** ✎ The giant fox Strides and makes a Strike at the end of that movement. If the fox begins this action hidden, it remains hidden until after this ability's Strike.

**Sneak Attack** A giant fox deals 1d4 extra precision damage to flat-footed creatures.

### SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**10–11 Challenge Points:** Give each of the giant foxes 10 additional Hit Points and increase their AC and saving throw bonuses by 1.

**12–13 Challenge Points:** Add one loyal giant fox to the encounter.

**14–15 Challenge Points:** Add one loyal giant fox to the encounter. Give each of the giant foxes 10 additional Hit Points and increase their AC and saving throw bonuses by 1.



# Lost on the Spirit Road

## Omamori Amulet Encounter B (Subtier 1-2)

When the attack on the caravan begins, most of the members of the caravan retreat to their wagons to hide. The Pathfinders Lin Po and Ti Lan stand guard over the caravan, but they provide minor assistance to the PCs from afar.

**Creatures:** These bandits notice the trail that the spirits leave for the PCs and eagerly follow it, expecting to find vulnerable travelers at the end. They gang up on targets using flanking, only using ranged attacks if they can't close to melee and attack in one round. If reduced to 4 HP or less, or if the circumstances of battle have clearly turned against them, the bandits flee into the woods.

Both Lin Po's and Ti Lan's initiative are 10. Their assistance amounts to one hit with a crossbow bolt for 1d8 damage against one of the bandits each round. As long as the PCs engage the bandits in combat, they leave these NPC Pathfinders and the other caravan members alone. If the PCs lose the combat or abandon the caravan, it takes a bandit 3 rounds to knock Lin Po or Ti Lan unconscious. After taking down both of these Pathfinders, the bandits take the caravan's treasures and flee into the forest.

## SCALING ENCOUNTER B

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

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

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

**14-15 Challenge Points:** Add three bandits to the encounter.

## HUMAN BANDITS (4)

## CREATURE -1

CN MEDIUM HUMAN HUMANOID

**Perception** +7

**Languages** Tien

**Skills** Athletics +5, Acrobatics +4, Deception +2, Intimidation +2, Society +3, Stealth +4, Survival +5, Thievery +5

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

**Items** club, leather armor, sling (10 bullets)

**AC** 15; **Fort** +3, **Ref** +7, **Will** +5

**HP** 8

**Speed** 25 feet

**Melee** ✦ club +6 (thrown 10 ft.), Damage 1d6 bludgeoning

**Ranged** ✦ sling +5 (propulsive, range increment 50 feet, reload 1), Damage 1d6 bludgeoning

**Ruffian Strike** A bandit deals 3 extra precision damage to a flat-footed creature.

**Surprise Attacker** On the first round of combat, creatures that haven't acted yet are flat-footed to the bandit.



# Lost on the Spirit Road

## Omamori Amulet Encounter C (Subtier 1-2)

The kitsune Dorobu, an exile from civilization with violent, bestial tendencies, craves the imprisoned kami's power to command the surrounding wilderness. Prior to combat, the kitsune casts *wild morph* and *magic fang* to make his claws particularly ferocious; these spells are already figured into the kitsune's statistics. The kitsune is overcome with ambition and fights to the death.

When scaling this encounter, Dorobu has fox allies. He sends these foxes to attack archers and spellcasters while he cuts through the closest target and works his way to the back, casting *fear* or *hydraulic push* if he gets in over his head. His minions flee if reduced to 6 HP or less, or once the kitsune is slain.

### DOROBU

### CREATURE 3

**UNIQUE** **NE** **MEDIUM** **HUMANOID** **KITSUNE**  
**Perception** +10, low-light vision  
**Languages** Druidic, Senzar, Tien  
**Skills** Athletics +8, Intimidation +6, Nature +10, Survival +10  
**Str** +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +4, **Cha** +1  
**Items** hide armor, holly and mistletoe  
**AC** 19; **Fort** +9, **Ref** +6, **Will** +12  
**HP** 48  
**Speed** 25 feet  
**Melee** ♦ bite +12, **Damage** 1d8+3 piercing  
**Melee** ♦ +1 *striking wild claws* +13 (agile, finesse), **Damage** 2d6+3 slashing  
**Primal Prepared Spells** DC 19, attack +12; **2nd** *heal* (×2), *hydraulic push*; **1st** *fear*, *magic fang* (×2); **Cantrips** (2nd) *guidance*, *produce flame*, *ray of frost*, *tanglefoot*  
**Order Spells** (1 Focus Point); **2nd** *wild morph*, *wild shape*

## SCALING ENCOUNTER C

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one angry fox to the encounter.

**12-13 Challenge Points:** Add two angry foxes to the encounter.

**14-15 Challenge Points:** Add three angry foxes to the encounter.

### ANGRY FOXES (0)

### CREATURE -1

**N** **TINY** **ANIMAL**  
**Perception** +7; low-light vision, scent (imprecise) 30 feet  
**Skills** Acrobatics +4, Athletics +2, Stealth +4  
**Str** +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -2  
**AC** 15; **Fort** +5, **Ref** +6, **Will** +4  
**HP** 8  
**Speed** 30 feet, climb 20 feet  
**Melee** ♦ jaws +8 (finesse), **Damage** 1d4 piercing  
**Melee** ♦ claws +8 (agile, finesse), **Damage** 1d4 slashing  
**Pounce** ♦ The fox Strides and makes a Strike at the end of that movement. If the fox begins this action hidden, it remains hidden until after this ability's Strike.



# Lost on the Spirit Road

## APPENDIX 5: OMAMORI AMULET STATISTICS (SUBTIER 3-4)

The statistics presented in this appendix include full stat blocks for creatures appearing when running the scenario with the omamori amulet relic in Subtier 3–4, including any variations described in the text.

### Omamori Amulet Encounter A (Subtier 3-4)

This vicious vulpine has a cruel and keen intelligence. She serves Doboru because it believes that the kitsune will grant her more minions to rule over and give her more opportunities to play cruel and violent tricks on travelers. She and her pair of loyal giant foxes eagerly hunt the PCs and townsfolk. They fight in a group and try to flank and bring down one foe at a time. If a fox is reduced to 6 HP or less, it flees into the forest.

The scaling for this encounter introduces more vicious vulpines. In this case, the territorial creatures are almost as eager to gain an advantage over each other as they are to defeat the PCs. If combat swings in their favor, they can take the opportunity to attack their injured rivals.

#### LOYAL GIANT FOXES (2)

#### CREATURE 1

**N** **MEDIUM** **ANIMAL**

**Perception** +7; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +7, Athletics +4, Stealth +7

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

**AC** 16; **Fort** +7, **Ref** +9, **Will** +4

**HP** 22

**Speed** 30 feet, climb 20 feet

**Melee** ♦ jaws +9 (finesse), **Damage** 1d6+1 piercing

**Melee** ♦ claws +9 (agile, finesse), **Damage** 1d6+1 slashing

**Pounce** ♦ The giant fox Strides and makes a Strike at the end of that movement. If the fox begins this action hidden, it remains hidden until after this ability's Strike.

**Sneak Attack** A giant fox deals 1d4 extra precision damage to flat-footed creatures.

### SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20–23 Challenge Points:** Add one loyal giant fox to the encounter.

**24–27 Challenge Points:** Add one vicious vulpine to the encounter.

**28–31 Challenge Points:** Add one loyal giant fox and one vicious vulpine to the encounter.

**32–35 Challenge Points:** Add four loyal giant foxes to the encounter.

**36+ Challenge Points:** Add one loyal giant fox and two vicious vulpines to the encounter.

#### VICIOUS VULPINE

#### CREATURE 3

**NE** **MEDIUM** **BEAST**

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

**Languages** Common, Tien, Senzar

**Skills** Acrobatics +9, Athletics +7, Deception +9, Stealth +9

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

**AC** 19; **Fort** +9, **Ref** +11, **Will** +6

**HP** 55

**Speed** 30 feet, climb 20 feet

**Melee** ♦ jaws +9 (finesse), **Damage** 1d8+2 piercing plus 1d6 persistent bleed

**Melee** ♦ claws +9 (agile, finesse), **Damage** 1d8+2 slashing

**Pounce** ♦ The vicious vulpine Strides and makes a Strike at the end of that movement. If the fox begins this action hidden, it remains hidden until after this ability's Strike.

**Sneak Attack** A vicious vulpine deals 1d4 extra precision damage to flat-footed creatures.



# Lost on the Spirit Road

## Omamori Amulet Encounter B (Subtier 3–4)

When the attack on the caravan begins, most of the members of the caravan retreat to their wagons to hide. The Pathfinders Lin Po and Ti Lan stand guard over the caravan, but they provide minor assistance to the PCs from afar.

**Creatures:** These three tengu sneaks notice the trail that the spirits leave for the PCs and eagerly follow it, expecting to find vulnerable travelers at the end. They gang up on targets using flanking, only using ranged attacks if they can't close to melee and attack in one round. If reduced to 8 HP or less, or if the circumstances of battle have clearly turned against them, the bandits flee into the woods. When scaling the encounter, the tengu bandits can have human allies; these human bandits flee if reduced to 4 HP or less.

Both Lin Po's and Ti Lan's initiative are 10. Their assistance amounts to one hit with a crossbow bolt for 1d8 damage against one of the bandits each round. As long as the PCs engage the bandits in combat, they leave these NPC Pathfinders and the other caravan members alone. If the PCs lose the combat or abandon the caravan, it takes a bandit 2 rounds to knock Lin Po or Ti Lan unconscious. After taking down both of these Pathfinders, the bandits take the caravan's treasures and flee into the forest.

### TENGU SNEAKS (3)

### CREATURE 2

CN MEDIUM HUMANOID TENGU

*Pathfinder Bestiary* 310

**Perception** +6; low-light vision

**Languages** Common, Tengu, Tien, Undercommon

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

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

**Items** rapier, shortbow, studded leather armor

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

**HP** 27

**Speed** 25 feet

**Melee** ♦ rapier +10 (deadly 1d8, disarm, finesse), **Damage** 1d6+2 piercing

**Melee** ♦ beak +10 (finesse), **Damage** 1d4+2 piercing

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

**Go for the Eyes** ⤵ (incapacitation) **Trigger** The tengu critically hits with a beak Strike. **Effect** The tengu attempts to peck

## SCALING ENCOUNTER B

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20–23 Challenge Points:** Add two human bandits to the encounter.

**24–27 Challenge Points:** Add one tengu sneak to the encounter.

**28–31 Challenge Points:** Add one tengu sneak and two human bandits to the encounter.

**32–35 Challenge Points:** Add two tengu sneaks to the encounter.

**36+ Challenge Points:** Add three tengu sneaks to the encounter.

out its victim's eyes. The target must attempt a DC 17 Fortitude save.

**Success** Unaffected.

**Failure** Blinded for 1 round.

**Critical Failure** Blinded until healed to maximum HP.

**Sneak Attack** The tengu deals 1d6 extra precision damage to flat-footed creatures.

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

### HUMAN BANDITS (0)

### CREATURE -1

CN MEDIUM HUMAN HUMANOID

**Perception** +7

**Languages** Tien

**Skills** Athletics +5, Acrobatics +4, Deception +2, Intimidation +2, Society +3, Stealth +4, Survival +5, Thievery +5

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

**Items** club, leather armor, sling (10 bullets)

**AC** 15; **Fort** +3, **Ref** +7, **Will** +5

**HP** 8

**Speed** 25 feet

**Melee** ♦ club +6 (thrown 10 ft.), **Damage** 1d6 bludgeoning

**Ranged** [one-action] sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6 bludgeoning

**Ruffian Strike** A bandit deals 3 extra precision damage to a flat-footed creature.

**Surprise Attacker** On the first round of combat, creatures that haven't acted yet are flat-footed to the bandit.



# Lost on the Spirit Road

## Omamori Amulet Encounter C (Subtier 3-4)

The kitsune Dorobu, an exile from civilization with violent, bestial tendencies, craves the imprisoned kami's power to command the surrounding wilderness. Prior to combat, the kitsune casts *wild morph* and *magic fang* to make his claws particularly ferocious; these spells are already figured into the kitsune's statistics. The kitsune is overcome with ambition and fights to the death.

In the scalings of this encounter, Dorobu has fox allies. He sends these foxes to attack archers and spellcasters while he cuts through the closest target and works his way to the back, casting *fear* or *hydraulic push* if he gets in over his head. His minions flee if reduced to 6 HP or less, or once the kitsune is slain.

### DOROBU

### CREATURE 6

UNIQUE NE MEDIUM HUMANOID KITSUNE

**Perception** +15, low-light vision

**Languages** Druidic, Senzar, Tien

**Skills** Athletics +13, Intimidation +11, Nature +15, Survival +15

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

**Items** hide armor, holly and mistletoe

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

**HP** 99

**Speed** 25 feet

**Melee** ♦ bite +17, Damage 1d8+4 piercing

**Melee** ♦ +1 *striking wild claws* +18 (agile, finesse), Damage 2d6+4 slashing

**Primal Prepared Spells** DC 24, attack +17; 3rd *fear*, heal, hydraulic push; 2nd *enlarge*, heal (×2); 1st *fleet step*, *magic fang* (×2); **Cantrips** (3rd) *guidance*, *produce flame*, *ray of frost*, *tanglefoot*

**Order Spells** (1 Focus Point); 3rd *wild morph*, *wild shape*

### ANGRY FOXES (0)

### CREATURE -1

N TINY ANIMAL

**Perception** +7; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +4, Athletics +2, Stealth +4

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

**AC** 15; **Fort** +5, **Ref** +6, **Will** +4

**HP** 8

**Speed** 30 feet, climb 20 feet

**Melee** ♦ jaws +8 (finesse), **Damage** 1d4 piercing

**Melee** ♦ claws +8 (agile, finesse), **Damage** 1d4 slashing

**Pounce** ♦ The fox Strides and makes a Strike at the end of that movement. If the fox begins this action hidden, it remains hidden until after this ability's Strike.

## SCALING ENCOUNTER C

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20-23 Challenge Points:** Add three angry foxes to the encounter.

**24-27 Challenge Points:** Add one vicious vulpine and two angry foxes to the encounter.

**28-31 Challenge Points:** Add two vicious vulpines and one angry fox to the encounter.

**32-35 Challenge Points:** Add three vicious vulpines to the encounter.

**36+ Challenge Points:** Add three vicious vulpines to the encounter, and give all combatants 10 additional Hit Points.

### VICIOUS VULPINES (0)

### CREATURE 3

NE MEDIUM BEAST

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

**Languages** Common, Tien, Senzar

**Skills** Acrobatics +9, Athletics +7, Deception +9, Stealth +9

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

**AC** 19; **Fort** +9, **Ref** +11, **Will** +6

**HP** 55

**Speed** 30 feet, climb 20 feet

**Melee** ♦ jaws +9 (finesse), **Damage** 1d8+2 piercing plus 1d6 persistent bleed

**Melee** ♦ claws +9 (agile, finesse), **Damage** 1d8+2 slashing

**Pounce** ♦ The vicious vulpine Strides and makes a Strike at the end of that movement. If the fox begins this action hidden, it remains hidden until after this ability's Strike.

**Sneak Attack** A vicious vulpine deals 1d4 extra precision damage to flat-footed creatures.



# Lost on the Spirit Road

## APPENDIX 6: PAPER LANTERN STATISTICS (SUBTIER 1-2)

The statistics presented in this appendix include full stat blocks for creatures appearing when running the scenario with the paper lantern relic in Subtier 1–2, including any variations described in the text.

### Paper Lantern Encounter A (Subtier 1-2)

These pair of ruthless undead serve a greater skeleton risen in the void of the kami's absence. The skeleton guard attacks the closest target until either it or its victims fall. The skeletal champion targets spellcasters (especially those casting *heal*) before moving on to more well armored foes. All skeletons fight until destroyed.

#### SKELETAL CHAMPION

#### CREATURE 2

NE MEDIUM SKELETON UNDEAD

*Pathfinder Bestiary* 298

**Perception** +8; darkvision

**Languages** Common, Necril, Tien

**Skills** Acrobatics +8, Athletics +8, Intimidation +7

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

**Items** chain mail, steel shield (**Hardness** 5, **HP** 20, **BT** 10), lance, longsword

**AC** 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

**HP** 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Attack of Opportunity** ↻

**Shield Block** ↻

**Speed** 25 feet

**Melee** ✦ longsword +10 (versatile P), **Damage** 1d8+4 slashing

**Melee** ✦ claw +10 (agile), **Damage** 1d6+4 slashing

**Melee** ✦ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

### SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

10–11 Challenge Points: Add one skeleton guard to the encounter.

12–13 Challenge Points: Add two skeleton guards to the encounter.

14–15 Challenge Points: Add three skeleton guards to the encounter.

#### SKELETON GUARD

#### CREATURE –1

NE MEDIUM MINDLESS SKELETON UNDEAD

*Pathfinder Bestiary* 298

**Perception** +2; darkvision

**Skills** Acrobatics +6, Athletics +3

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

**Items** scimitar, shortbow (20 arrows)

**AC** 16; **Fort** +2, **Ref** +8, **Will** +2

**HP** 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 25 feet

**Melee** ✦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

**Melee** ✦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

**Ranged** ✦ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing



# Lost on the Spirit Road

## Paper Lantern Encounter B (Subtier 1-2)

When the attack on the caravan begins, most of the members of the caravan retreat to their wagons to hide. The Pathfinders Lin Po and Ti Lan stand guard over the caravan, but they provide minor assistance to the PCs from afar.

**Creatures:** Not all spirits dwelling in the Forest of Spirits are benign. This stretch of the path hosts a collection of hostile spirits who aggressively possess and harm passersby until they are collectively exorcised. The haunt occupies an area of forest with a 20-foot radius.

Both Lin Po's and Ti Lan's initiative are 10. Their assistance amounts to one successful Aid per round on a check to Disable the haunt or permanently lower the DC of the check to disable the haunt. As long as the PCs do not abandon the caravan, the haunt always chooses to target the PCs with its routine. If the PCs lose the battle or abandon the caravan, Lin Po and Ti Lan attempt to disable the haunt themselves and are knocked unconscious in the process. However, the rest of the caravan manages to escape.

## MALICIOUS SPIRITS

## HAZARD 3

COMPLEX

HAUNT

Stealth +12 (trained)

**Description** A cadre of evil spirits assails people's minds throughout the stretch of forest. The spirits first afflict their hosts with visceral images of their own deaths, then try to recreate their deaths by forcing their hosts to inflict similar wounds upon themselves. Creatures frightened by the haunt appear to have ephemeral masks with horns, tusks, and yellow eyes over their faces.

**Disable** Two Occultism or Religion checks DC 23 (trained) to exorcise the spirits. A creature can either inflict 4 mental damage to the haunt or permanently lower the DC of checks to exorcise the spirits 1 by succeeding at a DC 20 Diplomacy check to calm the spirits, a DC 20 Nature check to use kami-specific warding incantations, a DC 20 Occultism check to leverage obscure haunt lore, or a DC 20 Religion check to use a lesser exorcism. Any creature currently frightened by the haunt is a potential target for inflicting damage to the haunt; mental and positive damage only affect such a host creature if they choose to be affected, while force or similar damage harms both the haunt and the host equally.

**Will** +12

**HP** 44, negative healing; Immunities acid, cold, electricity, fire, physical, sonic; Weaknesses positive 5

**Visions of Death** ➤ **Trigger** Three or more creatures enter the haunt's area; **Effect** Spectral faces appear, and the haunt rolls initiative.

## SCALING ENCOUNTER B

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**10-11 Challenge Points:** Increase the haunts bonus on Stealth checks and Will saves by 1 and give it 10 additional Hit Points.

**12-13 Challenge Points:** The haunt gains a fourth action, which it uses to attempt to compel a second frightened creature to attack itself (it cannot cause the same creature to attack itself twice).

**14-15 Challenge Points:** Increase the haunts bonus on Stealth checks and Will saves by 1 and give it 10 additional Hit Points. Exorcising the spirits requires three skill checks instead of two. The haunt gains a fourth action, which it uses to attempt to compel a second frightened creature to attack itself (it cannot cause the same creature to attack itself twice).

**Routine** (3 actions; emotion, fear, mental) On its initiative, the haunt uses its first two actions to attempt to terrify a random target in its area that is not already frightened. The target must attempt a DC 20 Will save.

**Critical Success** The target is unaffected and is temporarily immune to this haunt for 24 hours.

**Success** The target is frightened 1.

**Failure** The target is frightened 1. The value of the frightened condition does not automatically decrease by 1 at the end of each of the target's turns. Instead, the target can attempt a DC 18 Will save at the end of each of their turns to remove the condition.

**Critical Failure** The target is frightened 2. The value of the frightened condition does not automatically decrease by 1 at the end of each of the target's turns. Instead, the target can attempt a DC 18 Will save at the end of each of their turns to lower their frightened value by 1.

The haunt then spends an action to compels one of the creatures that it has frightened to harm itself with surrounding forest debris, its strength fueled by spirit possession. The creature must succeed at a DC 20 Will save or attempt to Strike itself during its turn as its first action, using the haunt's statistics below. Note that frightened applies equally to the creature's attack roll and AC, and therefore does not affect the accuracy of the attack.

**Melee** ➤ debris +16, Damage 1d6+3 bludgeoning



# Lost on the Spirit Road

## Paper Lantern Encounter C (Subtier 1-2)

This skeletal giant leads the plague of undead spawning from the kami's grove. It fights until destroyed.

### EERIE SKELETAL GIANT

CREATURE 3

NE LARGE SKELETON UNDEAD

Variant skeletal giant (*Pathfinder Bestiary* 298)

**Perception** +7; darkvision

**Languages** Necril, Tien

**Skills** Athletics +12, Intimidation +9

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

**Items** glaive, half plate

**AC** 17; **Fort** +10, **Ref** +8, **Will** +7

**HP** 50, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 30 feet

**Melee** ♦ glaive +12 (deadly d8, forceful, reach 15 feet),

**Damage** 1d8+7 slashing

**Melee** ♦ horns +12 (agile), **Damage** 1d10+5 piercing

**Broad Swipe** ♦♦ The giant makes two Strikes with its glaive against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

**Terrifying Charge** ♦♦ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

## SCALING ENCOUNTER C

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one skeleton guard to the encounter.

**12-13 Challenge Points:** Add two skeleton guards to the encounter.

**14-15 Challenge Points:** Add three skeleton guards to the encounter.

### SKELETON GUARDS (0)

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

*Pathfinder Bestiary* 298

**Perception** +2; darkvision

**Skills** Acrobatics +6, Athletics +3

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

**Items** scimitar, shortbow (20 arrows)

**AC** 16; **Fort** +2, **Ref** +8, **Will** +2

**HP** 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 25 feet

**Melee** ♦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

**Melee** ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

**Ranged** [♦] shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing



# Lost on the Spirit Road

## APPENDIX 7: PAPER LANTERN STATISTICS (SUBTIER 3-4)

The statistics presented in this appendix include full stat blocks for creatures appearing when running the scenario with the paper lantern relic in Subtier 3-4, including any variations described in the text.

### Paper Lantern Encounter A (Subtier 3-4)

These ruthless undead serve a greater skeleton risen in the void of the kami's absence. Skeleton guards are mindless and attack the closest target until either they or their victims fall. A skeletal champion rides the skeletal horse and capitalizes on its high speed, targeting spellcasters (especially those casting *heal*) before moving on to more well-armored foes. All skeletons fight until destroyed.

#### SKELETAL CHAMPION

#### CREATURE 2

NE MEDIUM SKELETON UNDEAD

*Pathfinder Bestiary* 298

**Perception** +8; darkvision

**Languages** Common, Necril, Tien

**Skills** Acrobatics +8, Athletics +8, Intimidation +7

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

**Items** chain mail, steel shield (**Hardness** 5, **HP** 20, **BT** 10), lance, longsword

**AC** 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

**HP** 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Attack of Opportunity** ⚔

**Shield Block** ⚔

**Speed** 25 feet

**Melee** ⚔ longsword +10 (versatile P), **Damage** 1d8+4 slashing

**Melee** ⚔ claw +10 (agile), **Damage** 1d6+4 slashing

**Melee** ⚔ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

#### SKELETON GUARDS (2)

#### CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

*Pathfinder Bestiary* 298

**Perception** +2; darkvision

**Skills** Acrobatics +6, Athletics +3

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

**Items** scimitar, shortbow (20 arrows)

**AC** 16; **Fort** +2, **Ref** +8, **Will** +2

**HP** 4, negative healing; **Immunities** death effects, disease,

## SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20-23 Challenge Points:** Add two skeleton guards to the encounter.

**24-27 Challenge Points:** Add one skeletal champion and one skeleton guard to the encounter.

**28-31 Challenge Points:** Add one skeletal champion and one skeletal horse to the encounter.

**32-35 Challenge Points:** Add one skeletal champion, two skeleton guards, and one skeletal horse to the encounter.

**36+ Challenge Points:** Add two skeletal champions and one skeletal horse to the encounter.

mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 25 feet

**Melee** ⚔ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

**Melee** ⚔ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

**Ranged** ⚔ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

#### SKELETAL HORSE

#### CREATURE 2

NE LARGE MINDLESS SKELETON UNDEAD

*Pathfinder Bestiary* 299

**Perception** +8; darkvision

**Skills** Acrobatics +7, Athletics +9

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

**AC** 16; **Fort** +6, **Ref** +9, **Will** +8

**HP** 33, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 40 feet

**Melee** ⚔ hoof +9, **Damage** 1d8+5 bludgeoning

**Gallop** ⚔ The horse Strides twice, with its Speed increased by 10 feet.

**Undead Steed** Undead and creatures allied with them can Command a skeletal steed without needing to attempt a skill check.



# Lost on the Spirit Road

## Paper Lantern Encounter B (Subtier 3–4)

When the attack on the caravan begins, most of the members of the caravan retreat to their wagons to hide. The Pathfinders Lin Po and Ti Lan stand guard over the caravan, but they provide minor assistance to the PCs from afar.

**Creatures:** Not all spirits dwelling in the Forest of Spirits are benign. This stretch of the path hosts a collection of hostile spirits who aggressively possess and harm passersby until they are collectively exorcised. The haunt occupies an area of forest with a 20-foot radius.

Both Lin Po's and Ti Lan's initiative are 10. Their assistance amounts to one successful Aid per round on a check to Disable the haunt or permanently lower the DC of the check to disable the haunt. As long as the PCs do not abandon the caravan, the haunt always chooses to target the PCs with its routine. If the PCs lose the battle or abandon the caravan, Lin Po and Ti Lan attempt to disable the haunt themselves and are knocked unconscious in the process. However, the rest of the caravan manages to escape.

## VENGEFUL SPIRITS

## HAZARD 5

COMPLEX

HAUNT

**Stealth** +15 (trained)

**Description** A cadre of evil spirits assails people's minds throughout the stretch of forest. The spirits first afflict their hosts with visceral images of their own deaths, then try to recreate their deaths by forcing their hosts to inflict similar wounds upon themselves. Creatures frightened by the haunt appear to have ephemeral masks with horns, tusks, and yellow eyes over their faces.

**Disable** Two Occultism or Religion checks DC 26 (trained) to exorcise the spirits. A creature can either inflict 5 mental damage to the haunt or permanently lower the DC of checks to exorcise the spirits by 1 by succeeding at a DC 22 Diplomacy check to calm the spirits, a DC 22 Nature check to use kami-specific warding incantations, a DC 22 Occultism check to leverage obscure haunt lore, or a DC 22 Religion check to use a lesser exorcism. Any creature currently frightened by the haunt is a potential target for inflicting damage to the haunt; mental and positive damage only affect such a host creature if they choose to be affected, while force or similar damage harms both the haunt and the host equally.

**Will** +15

**HP** 52, negative healing; **Immunities** acid, cold, electricity, fire, physical, sonic; **Weaknesses** positive 5

**Visions of Death** ➤ **Trigger** Three or more creatures enter the haunt's area; **Effect** Spectral faces appear, and the haunt rolls initiative.

**Routine** (3 actions; emotion, fear, mental) On its initiative, the haunt uses its first two actions to attempt to terrify a random target in its area that is not already frightened. The target must attempt a DC 22 Will save.

## SCALING ENCOUNTER B

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20–23 Challenge Points:** Increase the haunts bonus on Stealth checks and Will saves by 1 and give it 20 additional Hit Points.

**24–27 Challenge Points:** The haunt gains a fourth action, which it uses to attempt to compel a second frightened creature to attack itself (it cannot cause the same creature to attack itself twice).

**28–31 Challenge Points:** Increase the haunts bonus on Stealth checks and Will saves by 1 and give it 20 additional Hit Points. Exorcising the spirits requires three skill checks instead of two. As a part of its third action, the haunt can to compel two different frightened creatures to attack themselves.

**32–35 Challenge Points:** Increase the haunts bonus on Stealth checks and Will saves by 2 and give it 40 additional Hit Points. Exorcising the spirits requires three skill checks instead of two. As a part of its third action, the haunt can to compel up to four different frightened creatures to attack themselves.

**36+ Challenge Points:** As 32–35 Challenge Points, and also increase the DCs of all checks in the Disable section of the haunt's statistics by 2.

**Critical Success** The target is unaffected and is temporarily immune to this haunt for 24 hours.

**Success** The target is frightened 1.

**Failure** The target is frightened 2. The value of the frightened condition does not automatically decrease by 1 at the end of each of the target's turns. Instead, the target can attempt a DC 18 Will save at the end of each of their turns to lower their frightened value by 1.

**Critical Failure** The target is frightened 3. The value of the frightened condition does not automatically decrease by 1 at the end of each of the target's turns. Instead, the target can attempt a DC 18 Will save at the end of each of their turns to lower their frightened value by 1.

The haunt uses its third action to compel any frightened creature to harm itself with surrounding forest debris, its strength fueled by spirit possession. The creature must succeed at a DC 22 Will save or attempt to Strike itself during its turn as its first action, using the haunt's statistics below. Note that frightened applies equally to the creature's attack roll and AC, and therefore does not affect the accuracy of the attack.

**Melee** ➤ debris +19, Damage 1d10+3 bludgeoning



# Lost on the Spirit Road

## Paper Lantern Encounter C (Subtier 3-4)

This skeletal mage leads the plague of undead spawning from the kami's grove. It fights until destroyed.

### SKELETAL CHAMPIONS (0)

### CREATURE 2

NE MEDIUM SKELETON UNDEAD

*Pathfinder Bestiary* 298

**Perception** +8; darkvision

**Languages** Common, Necril, Tien

**Skills** Acrobatics +8, Athletics +8, Intimidation +7

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

**Items** chain mail, steel shield (**Hardness** 5, **HP** 20, **BT** 10), lance, longsword

**AC** 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

**HP** 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Attack of Opportunity** ⚔

**Shield Block** ⚔

**Speed** 25 feet

**Melee** ⚔ longsword +10 (versatile P), **Damage** 1d8+4 slashing

**Melee** ⚔ claw +10 (agile), **Damage** 1d6+4 slashing

**Melee** ⚔ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

### SKELETAL GIANT

### CREATURE 3

NE LARGE MINDLESS SKELETON UNDEAD

*Pathfinder Bestiary* 299

**Perception** +7; darkvision

**Skills** Athletics +12, Intimidation +9

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

**Items** glaive, half plate

**AC** 17; **Fort** +10, **Ref** +8, **Will** +7

**HP** 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 30 feet

**Melee** ⚔ glaive +12 (deadly d8, forceful, reach 15 feet), **Damage** 1d8+7 slashing

**Melee** ⚔ horns +12 (agile), **Damage** 1d10+5 piercing

**Broad Swipe** ⚔⚔ The giant makes two Strikes with its glaive against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

**Terrifying Charge** ⚔⚔ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

### SKELETAL MAGE

### CREATURE 5

NE MEDIUM SKELETON UNDEAD

**Perception** +12, darkvision

**Languages** Necril, Tien

## SCALING ENCOUNTER C

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20-23 Challenge Points:** Add one skeletal champion to the encounter.

**24-27 Challenge Points:** Add two skeletal champions to the encounter.

**28-31 Challenge Points:** Add two skeletal giants to the encounter.

**32-35 Challenge Points:** Add three skeletal giants to the encounter.

**36+ Challenge Points:** Add three skeletal giants and one skeletal champion to the encounter.

**Skills** Intimidation +13, Religion +10

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

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

**HP** 58, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 25 feet

**Melee** ⚔ claw +11 (agile, finesse), **Damage** 1d6+3 slashing

**Divine Spontaneous Spells** DC 23, attack +13; 3rd (3 slots) *bind undead*, *blindness*, *chilling darkness*; 2nd (4 slots) *darkness*, *dispel magic*, *false life*, *sound burst* (signature); 1st (4 slots) *bane*, *harm* (signature), *magic weapon*, *ray of enfeeblement*; **Cantrips** (3rd) *chill touch*, *daze*, *divine lance*, *forbidding ward*, *shield*

**Bloodline Spells** (1 Focus Point) DC 23; 3rd *touch of undeath*

**Blood Magic** When a skeletal mage casts a spell, either it gains temporary Hit Points equal to the spell's level for 1 round, or one target takes 1 negative damage per spell level (if the spell already deals negative damage, combine this with the spell's initial damage before determining weaknesses and resistances).

**Widen Spell** ⚔ The skeleton mage causes the next spell they cast to affect a wider area. If the next action they use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet or smaller, and add 10 feet to the length of a larger cone or line.

**Signature Spell** The skeletal mage can freely heighten the spells marked signature.



# Lost on the Spirit Road

## APPENDIX 8: WILD BONSAI STATISTICS (SUBTIER 1-2)

The statistics presented in this appendix include full stat blocks for creatures appearing when running the scenario with the wild bonsai relic in Subtier 1-2, including any variations described in the text.

### Wild Bonsai Encounter A (Subtier 1-2)

In the kodama's absence, these two pine brutes have taken their duty to protect the forest to extremes, including sometimes antagonizing nearby villagers. They spread out and attack many different foes unless someone attacks them using fire, in which case they concentrate their aggression on that foe. They avoid enemies wielding axes. If a pine brute is reduced to 8 HP or less, it flees into the forest.

#### PINE BRUTES (2)

#### CREATURE 1

NE MEDIUM PLANT

**Perception** +7, low-light vision

**Languages** Arboreal, Senzar, Sylvan, Tien

**Skills** Athletics +7, Stealth +4 (+8 in forests)

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

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

**HP** 25; **Weaknesses** axe vulnerability, fire 5; **Resistances** bludgeoning 5, piercing 5

**Axe Vulnerability** A pine brute takes 5 additional damage from axes.

**Sap** A pine brute's bark secretes sticky sap. Any creature that hits the pine brute with a melee attack, is hit by the pine

### SCALING ENCOUNTER A

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**10-11 Challenge Points:** Give each pine brute 10 additional Hit Points.

**12-13 Challenge Points:** Add one pine brute to the encounter.

**14-15 Challenge Points:** Add one pine brute to the encounter and give each pine brute 10 additional Hit Points.

brute, or otherwise touches the pine brute must succeed at a DC 17 Reflex save or suffer the effects of a lesser tanglefoot bag (*Core Rulebook* 545), also becoming clumsy 1 until the sticky substance is removed. A creature striking the pine brute with a weapon or object can automatically succeed at this Reflex save by leaving the object stuck to the pine brute. The object can then be removed with a successful DC 17 Athletics check (made as a single action). A pine brute can have any number of objects stuck to it at a time. The pine brute can release a stuck object by using a single action, and the sap dissolves 1 minute after the pine brute dies, releasing all stuck objects.

**Speed** 25 feet

**Melee** ✎ branch +8, **Damage** 1d6+3 piercing plus sap



# Lost on the Spirit Road

## Wild Bonsai Encounter B (Subtier 1-2)

When the attack on the caravan begins, most of the members of the caravan retreat to their wagons to hide. The Pathfinders Lin Po and Ti Lan stand guard over the caravan, but they provide minor assistance to the PCs from afar.

**Creatures:** The primal energy spilling off from the kami's attempts to escape has animated these four statues. Built to honor the kami, these four statues now serve as temporary guardians of the forest. However, the kami's frustration has put them on high alert, and they consider anyone they see who is not clearly native to the forest to be a threat. They fight until destroyed.

Both Lin Po's and Ti Lan's initiative are 10. Their assistance amounts to one hit with a crossbow bolt for 1d8 damage against one of the bandits each round. As long as the PCs engage the statues in combat, they leave these NPC Pathfinders and the other caravan members alone. If the PCs lose the combat or abandon the caravan, Lin Po and Ti Lan remain behind to cover the caravan's escape and are knocked unconscious in the process.

### LESSER GUARDIAN STATUES (4)

### CREATURE -1

**N** **SMALL** **CONSTRUCT** **MINDLESS**

**Perception** +3; darkvision

**Skills** Athletics +5

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

**AC** 16 (14 when broken); construct armor; **Fort** +3, **Ref** +6, **Will** +3

**HP** 6; **Hardness** 2; **Immunities** bleed, death effects, disease,

## SCALING ENCOUNTER B

To adjust for the PC's overall strength, use the following challenge point adjustment. The adjustments are not cumulative.

**10-11 Challenge Points:** Add one lesser guardian statue to the encounter.

**12-13 Challenge Points:** Add two lesser guardian statues to the encounter.

**14-15 Challenge Points:** Add one lesser guardian statue to the encounter. Give each of the lesser guardian statues 10 additional Hit Points and a +2 bonus on attack and damage rolls.

doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, an guardian statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated branch is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 14.

**Follow Trespasser** (move) ➤ **Trigger** A creature moves through the lesser guardian statue's reach. **Effect** The statue moves up to 15 feet in pursuit of the creature.

**Speed** 15 feet

**Melee** ➤ slam +6 (magical), Damage 1d4+1 bludgeoning



# Lost on the Spirit Road

## Wild Bonsai Encounter C (Subtier 1-2)

A weakened arboreal warden is drawn to the area near the wild bonsai. The excess energy that spills off the kami as the kami attempts to break free has driven them into a frenzy. They are inadvertently feeding upon this energy to restore itself, sapping the kami's strength.

If the PCs convinced Dorobu to surrender the bonsai, the kami within attempts to reach out to the PCs. When the arboreal warden is reduced to 20 Hit Points or fewer, their pull on the kami weakens, allowing the kami to speak telepathically to whoever possesses the bonsai. The kami gives the PC a phrase in Sylvan to say to the warden, which translates to "The high branches may tower, but they are nothing without roots to hold them aloft." This is among the kami's favored sayings, and hearing this phrase snaps the warden (and pine brute, if present) out of their frenzy, driving them to recognize the situation and cease their attack against the PCs.

Otherwise, the arboreal creatures fight until destroyed.

### WEAK ARBOREAL WARDEN

### CREATURE 3

**N** **LARGE** **PLANT**

*Pathfinder Bestiary* 6, 24

**Perception** +9; low-light vision

**Languages** Arboreal, Common, Senzar, Sylvan, Tien

**Skills** Athletics +11, Stealth +7 (+12 in forests)

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

**Items** large bark shield (Hardness 3, Hit Points 20, BT 10), stone longsword

**AC** 18 (20 with shield raised); **Fort** +11, **Ref** +7, **Will** +9

**HP** 60; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5

**Axe Vulnerability** An arboreal warden takes 5 additional damage from axes.

**Attack of Opportunity** ⤴

**Shield Block** ⤴

**Speed** 25 feet

**Melee** ✦ stone longsword +11 (reach 10 feet), Damage 1d8+8 bludgeoning

**Melee** ✦ shield bash +11, Damage 1d6+8 bludgeoning

**Shield Push** ✦✦ The arboreal warden Strides and then makes a shield bash Strike. If the attack hits, the target is pushed 10 feet.

## SCALING ENCOUNTER C

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**10-11 Challenge Points:** Give the arboreal warden 15 additional Hit Points.

**12-13 Challenge Points:** Give the arboreal warden 15 additional Hit Points and add a pine brute to the encounter.

**14-15 Challenge Points:** Give the arboreal warden 15 additional Hit Points, as well as a +2 bonus to its Perception, skills, AC, saving throws, attack rolls, and damage rolls. Add a pine brute to the encounter.

### PINE BRUTE (0)

### CREATURE 1

**N** **MEDIUM** **PLANT**

**Perception** +7, low-light vision

**Languages** Arboreal, Senzar, Sylvan, Tien

**Skills** Athletics +7, Stealth +4 (+8 in forests)

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

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

**HP** 25; **Weaknesses** axe vulnerability, fire 5; **Resistances** bludgeoning 5, piercing 5

**Axe Vulnerability** A pine brute takes 5 additional damage from axes.

**Sap** A pine brute's bark secretes sticky sap. Any creature that hits the pine brute with a melee attack, is hit by the pine brute, or otherwise touches the pine brute must succeed at a DC 17 Reflex save or suffer the effects of a lesser tanglefoot bag (*Core Rulebook* 545), also becoming clumsy 1 until the sticky substance is removed. A creature striking the pine brute with a weapon or object can automatically succeed at this Reflex save by leaving the object stuck to the pine brute. The object can then be removed with a successful DC 17 Athletics check (made as a single action). A pine brute can have any number of objects stuck to it at a time. The pine brute can release a stuck object by using a single action, and the sap dissolves 1 minute after the pine brute dies, releasing all stuck objects.

**Speed** 25 feet

**Melee** ✦ branch +8, **Damage** 1d6+3 piercing plus sap



# Lost on the Spirit Road

## APPENDIX 9: WILD BONSAI STATISTICS (SUBTIER 3-4)

The statistics presented in this appendix include full stat blocks for creatures appearing when running the scenario with the wild bonsai relic in Subtier 3-4, including any variations described in the text.

### Wild Bonsai Encounter A (Subtier 3-4)

In the kodama's absence, these two arboreal wardens have taken their duty to protect the forest to extremes, including sometimes antagonizing nearby villagers. They spread out and attack many different foes unless someone attacks them using fire, in which case they concentrate their aggression on that foe. They avoid enemies wielding axes. If an arboreal warden is reduced to 20 HP or less, or if a pine brute is reduced to 8 HP or less it flees into the forest.

#### WEAK ARBOREAL WARDENS (2) CREATURE 3

**N** **LARGE** **PLANT**  
*Pathfinder Bestiary* 6, 24  
**Perception** +9; low-light vision  
**Languages** Arboreal, Common, Senzar, Sylvan, Tien  
**Skills** Athletics +11, Stealth +7 (+12 in forests)  
**Str** +5, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1  
**Items** large bark shield (Hardness 3, Hit Points 20, BT 10), stone longsword  
**AC** 18 (20 with shield raised); **Fort** +11, **Ref** +7, **Will** +9  
**HP** 60; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5  
**Axe Vulnerability** An arboreal warden takes 5 additional damage from axes.  
**Attack of Opportunity**   
**Shield Block**   
**Speed** 25 feet  
**Melee** stone longsword +11 (reach 10 feet), **Damage** 1d8+8 bludgeoning  
**Melee** shield bash +11, **Damage** 1d6+8 bludgeoning  
**Shield Push** The arboreal warden Strides and then makes a shield bash Strike. If the attack hits, the target is pushed 10 feet.

#### SCALING ENCOUNTER A

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

**20-23 Challenge Points:** Add one pine brute to the encounter.

**24-27 Challenge Points:** Add one weakened arboreal warden to the encounter.

**28-31 Challenge Points:** Add one pine brute and one weakened arboreal warden to the encounter.

**32-35 Challenge Points:** Add two weakened arboreal wardens to the encounter.

**36+ Challenge Points:** Add three weakened arboreal wardens to the encounter.

#### PINE BRUTES (0)

#### CREATURE 1

**N** **MEDIUM** **PLANT**  
**Perception** +7, low-light vision  
**Languages** Arboreal, Senzar, Sylvan, Tien  
**Skills** Athletics +7, Stealth +4 (+8 in forests)  
**Str** +4, **Dex** +1, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0  
**AC** 16; **Fort** +10, **Ref** +4, **Will** +7  
**HP** 25; **Weaknesses** axe vulnerability, fire 5; **Resistances** bludgeoning 5, piercing 5  
**Axe Vulnerability** A pine brute takes 5 additional damage from axes.  
**Sap** A pine brute's bark secretes sticky sap. Any creature that hits the pine brute with a melee attack, is hit by the pine brute, or otherwise touches the pine brute must succeed at a DC 17 Reflex save or suffer the effects of a lesser tanglefoot bag (*Core Rulebook* 545), also becoming clumsy 1 until the sticky substance is removed. A creature striking the pine brute with a weapon or object can automatically succeed at this Reflex save by leaving the object stuck to the pine brute. The object can then be removed with a successful DC 17 Athletics check (made as a single action). A pine brute can have any number of objects stuck to it at a time. The pine brute can release a stuck object by using a single action, and the sap dissolves 1 minute after the pine brute dies, releasing all stuck objects.  
**Speed** 25 feet  
**Melee** branch +8, **Damage** 1d6+3 piercing plus sap



# Lost on the Spirit Road

## Wild Bonsai Encounter B (Subtier 3–4)

When the attack on the caravan begins, most of the members of the caravan retreat to their wagons to hide. The Pathfinders Lin Po and Ti Lan stand guard over the caravan, but they provide minor assistance to the PCs from afar.

**Creatures:** The primal energy spilling off from the kami's attempts to escape has animated these two statues. Built to honor the kami, these statues now serve as temporary guardians of the forest. However, the kami's frustration has put them on high alert, and they consider anyone they see who is not clearly native to the forest to be a threat. They fight until destroyed.

Both Lin Po's and Ti Lan's initiative are 10. Their assistance amounts to one hit with a crossbow bolt for 1d8 damage against one of the bandits each round. As long as the PCs engage the statues in combat, they leave these NPC Pathfinders and the other caravan members alone. If the PCs lose the combat or abandon the caravan, Lin Po and Ti Lan remain behind to cover the caravan's escape and are knocked unconscious in the process.

### SPIRIT GUARDIAN STATUES (2)

### CREATURE 3

**N** **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +9; darkvision

**Skills** Athletics +11

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

**AC** 19 (16 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +5

**HP** 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious  
**Construct Armor** Like normal objects, a spirit guardian

## SCALING ENCOUNTER B

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20–23 Challenge Points:** Give the spirit guardian statues 15 additional Hit Points.

**24–27 Challenge Points:** Add one spirit guardian statue to the encounter.

**28–31 Challenge Points:** Add one spirit guardian statue to the encounter and give all spirit guardian statues 15 additional Hit Points.

**32–35 Challenge Points:** Add two spirit guardian statues to the encounter.

**36+ Challenge Points:** Add two spirit guardian statues to the encounter and give all spirit guardian statues 15 additional Hit Points.

statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a spirit guardian statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 16.

**Follow Trespasser** (move) ➤ **Trigger** A creature moves through the animated guardian statue's reach. **Effect** The statue moves up to 20 feet in pursuit of the creature.

**Speed** 20 feet

**Melee** ➤ slam +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab



# Lost on the Spirit Road

## Wild Bonsai Encounter C (Subtier 3–4)

The surge of primal magic leaking off the kami as it attempts to break free of its prison has animated a tree and infused it with scraps of the kami's knowledge. The awakened tree feels the kami's frustration, and it does not realize that the magic required to maintain its own unique sentence is sapping the kami's strength.

If the PCs convinced Dorobu to surrender the bonsai, the kami within attempts to reach out to the PCs. When the awakened tree is reduced to 20 Hit Points or fewer, its pull on the kami weakens, allowing the kami to speak telepathically to whoever possesses the bonsai. The kami gives the PC a phrase in Sylvan to say to the tree, which translates to "The high branches may tower, but they are nothing without roots to hold them aloft." Hearing this phrase snaps the awakened tree out of its frenzy, driving it to recognize the situation, cease its attack against the PCs, and depart to a safe distance from the kami. When it does so, the animating force departs its body and re-integrates into the kami.

Otherwise, the enlightened tree fights until destroyed. Scaling the encounter adds weakened arboreal wardens. They follow the awakened tree's lead, departing only if the tree does and otherwise fighting until destroyed.

### ENLIGHTENED AWAKENED TREE

### CREATURE 6

**N** **HUGE** **PLANT**

Variant awakened tree (*Pathfinder Bestiary* 25)

**Perception** +13; low-light vision

**Languages** Arboreal, Common, Senzar, Sylvan, Tien

**Skills** Athletics +14, Nature +11, Stealth +9 (+14 in forests)

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

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

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

**Axe Vulnerability** An awakened tree takes 5 additional damage from axes.

**Speed** 20 feet

**Melee** ♦ branch +16 (reach 15 feet), Damage 2d8+6 bludgeoning

**Melee** ♦ root +16 (trip), Damage 2d6+6 bludgeoning

## SCALING ENCOUNTER C

To adjust for the PC's overall strength, use the following challenge point adjustment. These adjustments are not cumulative.

**20–23 Challenge Points:** Increase the reach on the awakened tree's branch attack to 20 feet and give it 20 additional Hit Points.

**24–27 Challenge Points:** Increase the reach on the tree's branch attack to 20 feet and give it 20 additional Hit Points. Add one weakened arboreal warden to the encounter.

**28–31 Challenge Points:** Add two weakened arboreal wardens to the encounter.

**32–35 Challenge Points:** Add three weakened arboreal wardens to the encounter.

**36+ Challenge Points:** Add three weakened arboreal wardens to the encounter. Increase the reach on the awakened tree's branch attack to 20 feet and give it 20 additional Hit Points.

## WEAK ARBOREAL WARDENS (0) CREATURE 3

**N** **LARGE** **PLANT**

*Pathfinder Bestiary* 6, 24

**Perception** +9; low-light vision

**Languages** Arboreal, Common, Senzar, Sylvan, Tien

**Skills** Athletics +11, Stealth +7 (+12 in forests)

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

**Items** large bark shield (Hardness 3, Hit Points 20, BT 10), stone longsword

**AC** 18 (20 with shield raised); **Fort** +11, **Ref** +7, **Will** +9

**HP** 60; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5

**Axe Vulnerability** An arboreal warden takes 5 additional damage from axes.

**Attack of Opportunity** ⤴

**Shield Block** ⤴

**Speed** 25 feet

**Melee** ♦ stone longsword +11 (reach 10 feet), Damage 1d8+8 bludgeoning

**Melee** ♦ shield bash +11, Damage 1d6+8 bludgeoning

**Shield Push** ♦♦ The arboreal warden Strides and then makes a shield bash Strike. If the attack hits, the target is pushed 10 feet.



# Lost on the Spirit Road



**ARBOREAL WARDEN**



# Lost on the Spirit Road



**DOROBU**



# Lost on the Spirit Road



**JINKIN**



# Lost on the Spirit Road



**PORACHA**



# Lost on the Spirit Road



**SKELETAL CHAMPION**



# Lost on the Spirit Road

## GM RESOURCES

### TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

### CHRONICLE SHEET

PCs who successfully complete this adventure gain the Traveler of the Spirit Road boon on their Chronicle sheet, as well as access to the katana or +1 *katana* as appropriate for the Subtier they played.



## Event Reporting Form

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

Location \_\_\_\_\_

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
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"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Fame Earned:		

Faction:			
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
Character Name:	Org Play #:	Level	
			<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

Faction:			
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
Character Name:	Org Play #:	Level	
			<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

Faction:			
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
Character Name:	Org Play #:	Level	
			<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

Faction:			
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
Character Name:	Org Play #:	Level	
			<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

Faction:			
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
Character Name:	Org Play #:	Level	
			<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

Faction:			
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
Character Name:	Org Play #:	Level	
			<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy



# Lost on the Spirit Road

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# Pathfinder Society Scenario #1-06: Lost on the Spirit Road

Character Chronicle #

Herolab Code

R2M5

A.K.A.

- 2

Player Name

Character Name

Organized Play #

Character #

Faction

Reputation

Faction

Reputation

Faction

Reputation

## Adventure Summary

The twisting, turning pathways along the Spirit Road offer many surprising revelations, some good, some bad. Only you are likely to remember which path you took, where it led you, and what adventures you had along the way. Well, perhaps you and a certain kitsune.

## Boons

☐☐☐ **Traveler of the Spirit Road (General):** You have traveled the pathways near the Forest of Spirits and not only managed to avoid losing your way, but even befriended some of the local kami. The kami's blessing follows you now and protects you from bad luck. Whenever you would critically fail a check to Hide, Sneak, Sense Direction, or Track while in a forested area, you may check a box next to this boon as a free action to treat that check as a failure instead.

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

## Items

## Purchases

katana<sup>u</sup> (2 gp)

### Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

### Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

## Notes

## Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #