

Sense Motive

Getting Started

- 18+ You senses Tanbaru's apprehension, but he quite adamantly maintains that he is fine.

Knowledge (Geography or Nature)

Getting Started

- 15+ Kullan Dei is a 2,500-mile long mountain range that winds its way through Nagajor and into the dragon kingdom of Xa Hoi. The northernmost stretch of the mountain range extends into southern Dtang Ma. The nearest summit is just a few hours' hike from the busy streets of the sprawling capital Ramparassad.

Diplomacy (Gather Information)

Getting Started

Speaks Dtang, Nagaji, or Tien

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Diplomacy (Gather Information) Getting Started

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- 25+ The mountain range is volcanically active. In fact, Mount Pho-Yim, which looms over Ramparassad, often exudes ominous smoke. Seismic activity is common in the mountains, sometimes causing earthquakes, landslides, and volcanic eruptions.

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Knowledge (Geography or Nature) Getting Started

- 25+ Many species of birds and snakes are endemic to the Kullan Dei Mountains. Some develop a spiritual attachment to important sites, defending those areas as guardians or watching over them as auspicious sentinels. Dragons, ogres, and various types of kami and oni are also relatively common in the region.

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Rules of the Trail

Does Not Speak/Read Dtang, Tien, or Nagaji

The Pilgrim's Path

“Do not obstruct paths! Δον τ πιτχη ψουρ τεντ ορ λεαπε φο υρ εθυιπμεντ ον τηε τραιλ. Βε χουρτεουσ ανδ μινδφουλ οφ οτ ηερσ υσινγ τηε τραιλ.

Leave no trace! Τακε ψουρ τραση ωιτη ψου. Δον τ μακε φ ιρεσ ουτσιδε δεσιγνατεδ αρεασ. Δον τ λεαπε ανψ οτηερ τρ αχε οφ ψουρ πασσαγε.

Stay on the marked trail! Νατυρε ισ σαχρεδ ανδ φραγιλε; δο νοτ τρεαδ ον ιτ. Δον τ ηαρμ ανιμαλσ υνλεσσ ψου μυστ δεφενδ ψουρσελφ.

Rules of the Trail

Speak/Read Dtang, Tien, or Nagaji

The Pilgrim's Path

“Do not obstruct paths! *Don't pitch your tent or leave your equipment on the trail. Be courteous and mindful of others using the trail.*

Leave no trace! *Take your trash with you. Don't make fires outside designated areas. Don't leave any other trace of your passage.*

Stay on the marked trail! *Nature is sacred and fragile; do not tread on it. Don't harm animals unless you must defend yourself.”*

Knowledge (geography, local, or religion)

The Pilgrim's Path

18+ You know that the stone pillars not only mark the beginning of the Pilgrim's Path but also a transition from profane to sacred, which means that travelers should show proper reverence to tradition and the rules of the trail. One of the stone pillars lists these rules.

Knowledge (Nature)

A1 The Fallen Rock

15+ You identify the birds as cliff-nesting martins endemic to the Kullan Dei mountains. You also know that they are timid creatures and likely to abandon their young if disturbed.

Knowledge (geography, local, or religion)

A1 The Fallen Rock

19+ You realizes that the locals consider the birds an auspicious sign, and never kill them or eat their eggs.

Sense Motive

A1 The Fallen Rock

16+ You sense that the birds are timid creatures and likely to abandon their young if disturbed.

Perception

A2. Wayside Shrine

22+ While approaching this wayside shrine along the winding path, you notice three statues standing near it, but curiously, only two remain by the time you arrive at the shrine.

Survival

A2. Wayside Shrine

16+ You notices that the fire ring has not been used in at least 2 months.

Knowledge (Religion)

A2. Wayside Shrine

15+ You recognize the carving as the holy symbol of Yamatsumi. Any PC who succeeds at a Survival DC 16 notices that the fire ring has not been used in at least 2 months.

Knowledge (geography, local, or religion)

A2. Wayside Shrine

19+ You examine one of the statues depicting a female monk holding an old, pitted bronze gong in her hands. A small bronze mallet hangs on a chain from the statue. You know that the locals believe gongs are a connection between mortals and the supernatural world, and sounding a wayside gong symbolizes announcing one's arrival.

Knowledge (planes, or religion) A2. Wayside Shrine

17+ After examining the second statue depicting a monk with a bowl in his hands, you realize that pilgrims in Dtang Ma often leave votive offerings for the kami.

Knowledge (planes, or religion) A2. Wayside Shrine

22+ You remember that rice is a favored food of the kami.

Knowledge (arcana or geography) B1. The Lost Path

15+ You confirm that only powerful magic could create such a perfectly cylindrical cavity in the mountainside.

Craft (stonemasonry) B1. The Lost Path

Knowledge (dungeoneering, engineering, or geography)

16+ You notice that the narrow steps are the result of both centuries of natural erosion and the use of rock-cutting tools.

Craft (stonemasonry)

B1. The Lost Path

Knowledge (dungeoneering, engineering, or geography)

- 21+ You notice that the narrow steps are the result of both centuries of natural erosion and the use of rock-cutting tools. You can also see that some of the tool marks have been made within the last year.

Perception

B2. Courtyard

- 15+ You notice that the most recent weapon marks are from spears and arrows, though no arrowheads are present. There is also a curious set of burn marks on the ground.

Knowledge (arcana) or Spellcraft

B2. Courtyard

- 18+ You believe the curious set of burn marks on the ground were caused by a scorching ray spell not long ago.

Survival (Track)

B3. Dormitory

- 17+ You notice that only three of the blankets seem to have been used recently.

Knowledge (Engineering, Local or Religion)

B3. Dormitory

10+ It seems this was a dormitory and that during the pilgrimage season in the fall and spring, up to 60 people slept side-by-side in this room.

Perception

B4. Storage Rooms

0+ As you rummage through the junk, you find nothing of value but notices some recently made bundles of dried rabbit meat.

Perception

B4. Storage Rooms

19+ As you carefully rummage through the junk, you notice five eggs hidden amid the clothes.

Knowledge (nature)

B4. Storage Rooms

12+ You can identify these as the eggs of a fairly large snake.

Knowledge (nature)**B4. Storage Rooms**

- 17+ You can identify these as the eggs of a fairly large snake. You also remember that these eggs represent an especially strong subspecies of serpent that might serve as powerful companions if properly reared and trained.

Perception or Survival (track)**B5. Meditation Room**

- 16+ You notice that the pillows on the floor look relatively new and show signs of recent use.

Knowledge (planes)**B5. Meditation Room
North Wall**

- 22+ You identify the inhuman creatures as highly stylized depictions of fire and earth elementals, respectively, with the background image suggesting a scene on the Plane of Earth as the colossus crushes fiery creatures.

Knowledge (planes)**B5. Meditation Room
East Wall**

- 18+ You recognizes the horned humanoids as efreeti (i.e. genies of fire) and the fiery circle as a temporary portal.

Profession (soldier)

B5. Meditation Room
East Wall

15+ You recognizes the genies' tactics as a planned retreat to lure the immense monster into a trap.

Knowledge (history)

B5. Meditation Room
East Wall

20+ You recognizes the genies' tactics as a planned retreat to lure the immense monster into a trap.

Knowledge (religion)

B5. Meditation Room
South Wall

18+ You can identify the bearded giant as Yamatsumi, the god of mountains, volcanoes, and winter.

Knowledge (geography or nature) B5. Meditation Room
South Wall

15+ You gather that the cavern is not a conventional cave but rather the basin of a volcano.

Knowledge (history or nobility) B5. Meditation Room
West Wall

20+ You recognizes that the woman is Ankilhi from local mythology. She is known for her 68 great deeds, which included slaying great beasts, acts of kindness, and unifying the people against a common enemy.

Knowledge (history or nobility) B5. Meditation Room
West Wall

25+ You also can identify the armor she carries as that of the graveknight Pnao Kilnak, whom she destroyed in single combat. As the story goes, she sought to destroy the graveknight's armor with Yamatsumi's fire, but the Mountain Lord spoke of a slumbering evil that the armor might wake; instead he bid her to melt down the fragments and forge them into a powerful weapon to wield in his name.

Knowledge (planes or religion) B5. Meditation Room
West Wall

30+ You also can identify the old man as a jinushigami, one of the most powerful types of kami in existence, known to guard immense natural features like forests and mountain ranges.

Knowledge (planes or religion) B5. Meditation Room
West Wall

20+ You know the creature is a kami, and get the feeling that the creature is immensely powerful.

**Knowledge (geography)
Survival**

B5. Meditation Room
West Wall

- 18+ You notice that the mountains behind the old man are part of the Kullan Dei system and are located in the border region between Dtang Ma and Nagajor. In fact, it appears that this temple is in the foothills of these very mountains.

Knowledge (local or geography)

B6. Library

- 16+ You know that Tian-Dtangs consider it polite to record one's visit in a guestbook. It is also a safety measure; if someone goes missing, it is possible to check if there is a record about the person's visit.

**Linguistics 15+
or Read Dtang, or Tien**

B6. Library

Perception or Profession (librarian)

- 15+ You notice that nearly all entries have been made in the fall and spring, around the time the mountain streams freeze and thaw, respectively. After the year 3945 AR, the number of visits dropped to just a few visitors per year, then stopped altogether for several hundred years. All records from the last 300 years are written in Nagaji.

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**Craft (sculpture or stonemasonry)
Knowledge (engineering)**

B8. Alter Room

- 16+ You notice that the statue is not part of the original construction, though the building material is the same.

Knowledge (dungeoneering)

B8. Alter Room

- 18+ You see that the creature depicted is a particularly large or wildly exaggerated dark naga.

Knowledge (history or religion)

B8. Alter Room

- 18+ You know that the statue does not depict any well-known historical or religious figure.

Sense Motive

Kami Asunder

- 15+ You realize that not all options are equal—choosing the wrong approach may anger Jiraku even if the check is successful.