

1. Tenth-By-Third:

“The basis of this trial is the nature of this mortal’s demiplane, which violates at least fifty-three firm principles of astral safety, in turn triggering twelve separate instances of multidimensional uncertainty and instability. Safer techniques existed by which to achieve a similar result, yet she embraced an unintuitive and untested methodology—all compounded by a sorcerous disregard for cosmic calculus.”

2. Zahal:

“Consider the actions that followed: she used her untouchable redoubt to abduct mortals—as many as hundreds at a time. Was there just cause? Was there consent? Or was this the callous action of a sorcerer focused on her own goals rather than aware of the bigger picture?”

3. Tchekua:

“An enduring stone structure might survive for thousands of years, its carved walls and sheltered libraries preserving the lore of lost ages for all who follow. To have such sites swiped not only steals the past from future generations, but it also robs the present people of their cultural heritage.”

5. Tenth-By-Third:

“Mortals are fallible, naturally erring from cosmic law and planar constants. The accused has a record of recklessness, and it is clear that she would revert to such reckless behavior again if permitted the freedom to experiment again. Can even centuries of self-reflection overcome a creature’s base instincts?”

4. Zahal

“Ah yes, and let us not forget what drew me to these proceedings in the first place: Hao Jin’s interference with the River of Souls. In recent years, her demiplane has captured souls bound for Pharama’s judgment. And as I need not remind anyone, stealing souls is, ah...” Zahal leans down, taps her snout, and rumbles the last part of her sentence to convey its severity. “...deeply frowned upon.” Then with a smirk, she adds, “Unless this is what defines cosmic law these days?”

6. Tchekua:

“Even in the event that Hao Jin performed the necessary steps to create her demiplane and fill it for the sake of historic preservation, there remains the fact that she left her charges untended. Thousands of creatures across more than a dozen generations suffered in her absence as she explored the Outer Planes. Were she truly responsible, would she not have guarded and guided these people until such a time as they could chart their own destinies?”

Barrister: Profession (barrister) check, or highest of their Intelligence, Wisdom, or Charisma modifiers; or # ranks in Diplomacy, Knowledge (local), or Sense Motive.

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Summary:

Skills: Bluff, Diplomacy, Intimidate, and relevant Craft, Knowledge, and Profession skills are most appropriate.

*: Using one of the strong skills grants the PC a +5 circumstance bonus on the check.

Roleplay: +1 to +5 bonus on a check if the PC roleplayed especially well or made an especially poignant argument.

Repeat Witnesses:

For groups with 6 or more potential witnesses, a PC takes a cumulative –4 penalty on the skill checks to influence judges for each subsequent time that PC testifies.

For group of fewer witnesses, only apply this penalty if a PC would testify in consecutive scenes or would testify a third time.

If the PC's result also exceeds one or both of the other judges' DCs by 5 or more, they earn 1 point for those judges respectively. For a group of four PCs, also grant the PCs one bonus point for one judge who is within one point of ruling in Hao Jin's favor at the end.

Barrister: DC 15/17 to assist; DC 15/17 to defend, but +4 for each subsequent defense.

1. Tenth-By-Third:

The herald details some of these consistencies in Hao Jin's behavior before Zahal encourages it to get to the point — that Hao Jin's techniques were irresponsible, that she didn't respect arcane theory, and that her sorcerer spellcasting is too unpredictable to be trusted with demiplane creation. **Likely** PC responses might involve defending sorcerous magic, observing how complex Hao Jin's magic is, calling out how fortunate the judges should be that someone as competent as Hao Jin performed these rituals (averting amateur disasters), pointing out her ability to create and revise rituals like the one she devised for the Pathfinder Society, or the like.

Skill DC: Tchekua (DC 21), Tenth-By-Third (DC 29), Zahal (DC 25) (In Subtier 10–11, increase DCs by 2. Fewer than 6, -1 DC)

Strong Skills*: Intimidate, Knowledge (arcana), Spellcraft

2. Zahal:

The yamiraj voices further concerns tied to the demiplanes' inhabitants, the conditions in which they lived after being kidnapped, the motivations that could possess a spellcaster to behave in this way, and the way in which this is reminiscent of a night hag poaching spirits from the River of Souls. **Likely** PC responses might include citing how Hao Jin often transported those who were otherwise in mortal danger, how her magic provided a suitably sustaining environment for the

inhabitants, and how moving these people helped preserve their lore for future generations.

Skill DC: Tchekua (DC 25), Tenth-By-Third (DC 25), Zahal (DC 25) (In Subtier 10–11, increase DCs by 2. Fewer than 6, -1 DC)

Strong Skills*: Diplomacy, Knowledge (local), Perform (oratory)

3. Tchekua:

Zahal finds this point curious, and Tchekua elaborates on how Hao Jin's capturing sites for her own desires seems self-centered, may have harmed some of the creator cultures responsible for those sites, and ultimately paints Hao Jin as someone who doesn't actually respect history. **Likely** PC responses might point to Hao Jin's ongoing work in the Empty Court to decipher the past, the vision of her mistake in a museum and her oath to preserve the past, the way in which Hao Jin's actions preserved sites that would have otherwise been destroyed, or the cultural value of the relics the Pathfinder Society has recovered thanks to Hao Jin's efforts.

Skill DC: Tchekua (DC 25), Tenth-By-Third (DC 21), Zahal (DC 25) (In Subtier 10–11, increase DCs by 2. Fewer than 6, -1 DC)

Strong Skills*: Appraise, Knowledge (engineering), Knowledge (geography), Knowledge (history)

Summary:

Skills: Bluff, Diplomacy, Intimidate, and relevant Craft, Knowledge, and Profession skills are most appropriate.

*: Using one of the strong skills grants the PC a +5 circumstance bonus on the check.

Roleplay: +1 to +5 bonus on a check if the PC roleplayed especially well or made an especially poignant argument.

Repeat Witnesses:

For groups with 6 or more potential witnesses, a PC takes a cumulative –4 penalty on the skill checks to influence judges for each subsequent time that PC testifies.

For group of fewer witnesses, only apply this penalty if a PC would testify in consecutive scenes or would testify a third time.

If the PC's result also exceeds one or both of the other judges' DCs by 5 or more, they earn 1 point for those judges respectively. For a group of four PCs, also grant the PCs one bonus point for one judge who is within one point of ruling in Hao Jin's favor at the end.

Barrister: DC 15/17 to assist; DC 15/17 to defend, but +4 for each subsequent defense.

4. Zahal:

Tchekua and Tenth-By-Third loudly protest the psychopomp's taunt before she laughingly apologizes and returns to the point at hand. In a more serious tone, she elaborates that Hao Jin purposefully siphoned souls to fuel her project, and that makes Zahal very unsympathetic. **Likely** PC defenses might point to Hao Jin's exact methods, which siphoned only a negligible portion of an escaping soul's essence to fuel the demiplane's magic; the process by which the demiplane actively trapped souls was a malfunction and never an intention.

Skill DC: Tchekua (DC 25), Tenth-By-Third (DC 25), Zahal (DC 29) (In Subtier 10–11, increase DCs by 2. Fewer than 6, -1 DC)

Strong Skills*: Knowledge (planes), Knowledge (religion), Spellcraft

5. Tenth-By-Third:

This question causes the judges to argue with one another for some time. Tchekua insists that the rise of civilization is a natural outgrowth of mortals' ability to surpass their instinct-driven ancestors and attain limitless levels of higher reasoning. Zahal takes a middle ground, acknowledging that societies and people may evolve, but they do so only by overcoming the staggering inertia of their current philosophies. Ultimately the judges come to a standoff on the subject and call for a witness to Hao Jin's reckless tendencies and capacity to grow and learn. **Likely** PC responses could point to Hao Jin's willingness to serve Axis as penance, her ready capitulation to the plane's reprimand, her psychiatric state as a whole, her reticence to assist the PCs out of concern that she would violate Axis's fledgling trust, or the way her childhood museum accident dramatically changed her approach to preserving the past.

Skill DC: Tchekua (DC 21), Tenth-By-Third (DC 29), Zahal (DC 21) (In Subtier 10–11, increase DCs by 2. Fewer than 6, -1 DC)

Strong Skills*: Diplomacy, Heal, Sense Motive

6. Tchekua:

Tchekua takes issue with any news of the tapestry demiplane's impending collapse, considering this more the fault of Hao Jin (who was capable of intervening) than the inhabitants who lacked power or the Pathfinders who lacked perspective. Tenth-By-Third cares little for societies determining their own fates, but the talk of defaulting on responsibility riles the herald anew. **Likely** PC responses might relay how Axis authorities are ultimately responsible for detaining and denouncing Hao Jin (and preventing her from maintaining the demiplane), or how Hao Jin ultimately agreed to assist the demiplane earlier despite her doing so threatening her standing with Axis. In this way, Tchekua's concerns are hypocritical, leaving him susceptible to shaming and satire.

Skill DC: Tchekua (DC 21), Tenth-By-Third (DC 25), Zahal (DC 21) (In Subtier 10–11, increase DCs by 2. Fewer than 6, -1 DC)

Strong Skills*: Intimidate, Perform (acting), Perform (comedy), Perform (oratory)