

SECOND EDITION  
REMASTER

# PATHFINDER SOCIETY



## YEAR OF IMMORTAL INFLUENCE

Scenario #6-04

Levels 3-6

**An Enkindled Carnival**

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## GM Resources

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

**Books:** *Pathfinder Player Core*, *Pathfinder Monster Core*

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

**Online Resource:** Pathfinder Reference Document at <https://lorespire.paizo.com>

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## Scenario Tags

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



**METAPLOT (IMMORTAL INFLUENCE)**

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## Summary

The player characters attend a carnival hosted by Hesla Embersplitter, an influential socialite who’s a rising star in the social circles of Absalom. The PCs interact with other important carnival goers and learn more about Hesla and her “big plans.” It’s all fun and games until the strange weather turns to a horrifying red rain resulting from the recent violent death of Gorum, the god of battle. The PCs must act quickly to get bystanders to safety and prevent panicking carnival bears from causing harm. Just when it seems that things couldn’t get any worse, numerous undead, spurred to violent action by the Godsrain, rise from the downtrodden Puddles District to exact revenge against the wealthy elites who’ve ignored their plight!

## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 3-6**



**PLAYERS: 3-6**



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# An Enkindled Carnival

By Mike Kimmel

## Adventure Background

A few weeks ago, the Pathfinder Society was introduced to Lady **Hesla Embersplitter** (female human socialite) and was able to get a small peek into some of her plans for Absalom's elite. Since this dinner party, the socialite has remained the latest star in the social scene, between fundraisers and petitioning for assistance for Ulthun II, the leader of the Knights of Lastwall. Rumors have cropped up around her and her background, none of them negative and each wilder than the last. One states that she's actually a fortune dragon in disguise, another that she's a banished member of House Thrune in Cheliox. The only rumor that seems to hold any water, however, is she and Ulthun have been seen together several times in private situations and that there seems to be something brewing.

In her latest venture to raise money, Hesla is hosting a large carnival in the Foreign Quarter, having spared no expense on any of the entertainment or games being set up. She's stated that all children under twelve are free to come and partake in the carnival, as a thank you to the city of Absalom and its people for their kindness towards her. As a show of goodwill, many Pathfinder Society agents are attending on their free time, including a small contingent escorting several students of the Dacilane Academy, a local boarding school for the children and wards of Society agents. When probed about other reasons for hosting the carnival, Helsa admitted to feeling nervous about the strange occurrences that have recently happened around Avistan, most poignantly the titanic sight of the war god Gorum's death at the claws of the assassin god Achaekek. She has decided to funnel her nervous energy into bringing the communities of Absalom closer together!

Unfortunately, Gorum's death and the resulting Godsrain spell disaster for the carnival, as a terrible red rain is on the horizon, and it's bound to cause a panic when it begins to fall on the carnival goers. Even worse, when the rain falls on the nearby Puddles District—a flooded, moldy neighborhood of destitute residents—thirsty undead surge toward the carnival, bent on exacting revenge against the wealthy elites who've ignored their district's plight.

## Where on Golarion?

*An Enkindled Carnival* takes place in Absalom, the City at the Center of the World. Beginning at the Grand Lodge in the Foreign Quarter, the PCs enjoy a nearby street carnival, then fight their way into the Puddles District to defeat dangerous foes. For more information about Absalom, see *Pathfinder Lost Omens Absalom, City of Lost Omens*.



## Getting Started

The adventure begins as the player characters are preparing to depart the Grand Lodge and head to the Gilded Carnival. Distribute **Handout #1: Carnival Invitation** (page 35) to the players and give them a moment to read it.

As the PCs are about to leave, two Pathfinder faction leaders stop them: **Urwal** (male iruxi astrologer) and **Eando Kline** (male human venture-captain), the leaders of the Pathfinder Society's Verdant Wheel and Vigilant Seal factions, respectively.

Read or paraphrase the following to begin the adventure.

The sky above Absalom is a crisp blue, though the dark clouds on the horizon are an ill omen for what should otherwise be a day of delightful entertainment. Many Pathfinders have gathered in



# An Enkindled Carnival

the courtyard of the Grand Lodge to walk together to the nearby Gilded Carnival, just a few blocks away in the city's Foreign Quarter. The Pathfinders defy the oncoming clouds with their excitement and uplifted moods—but not all are quite so cheerful.

"Oh dear, oh my, how drippily dreadful," says Urwal, leader of the Verdant Wheel faction. He suddenly perks up. "Oh, it's you! I've been looking for you. Eando, I've found them!" Then he frowns again, gazing off at the clouds. "Oh, no, oh dear."

Eando Kline strides over, waving and addressing the group. "Hello! Off to the carnival? If we could have a moment of your time—"

Urwal cuts in. "Before it's too late! Before the rain begins! Before—sorry. It's just that I had this horrible dream. It's the clouds, you see. Or rather, what the clouds bring. Not just rain, but... pain! Danger! And something... uh... wet. But not just a normal kind of wet. Something awfully wet. Or... wetly awful? Wet and awful? I'm not entirely sure, but it's not going to be good."

Eando puts his hand on Urwal's shoulder. "Now, now. A little rain never hurt anyone. But... I suppose I've seen stranger things in this line of work. You agents had best be on the lookout for anything strange, or even dangerous, while you're at the carnival. I'm not saying I have issues with Hesla Embersplitter or the carnival itself, but she seems to be making major moves in the city, and we're not sure what to make of them just yet. Be careful, and stick together throughout the carnival, just in case."

Urwal holds out some berries and says, "yes, extra careful! And just to be safe, eat these before you go! They'll keep you safe from the rain's effects. I'm sure of it."

Eando and Urwal answer the PCs' questions as best they can.

**What do you know about the carnival?** Eando says, "It's a fundraiser, but it also seems like Hesla has spared no expense in setting it up. So, it's as much a publicity stunt as anything else, I imagine."

**What can you tell us about Hesla Embersplitter?** Eando says, "Well, there are plenty of rumors. Would you believe me if I told you she's actually a fortune dragon in disguise? A banished member of House Thrune? I certainly don't believe it, but each rumor I hear about her is wilder than the last! The only one I believe, as I've heard it multiple

times, is that it seems she's spending quite a bit of time with Watcher-Lord Ulthun."

**Who else is attending the carnival?** Eando says, "Given Hesla's swift rise in Absalom's social circles, I expect quite a crowd to be there! We've heard plenty of people from the Puddles District want to attend, especially families with children, because it's free, of course. Anyone who wants to gain favor with Hesla or other influential folk will be there. Several Pathfinder Society leaders are attending, as well. Zarta Dralneen, Sheila Heidmarch... it's a big event!" Urwal stops squinting at the sky long enough to chime in, "Oh, I heard J Dacilane is escorting a few students from Dacilane Academy, too. Don't worry, they're children of Pathfinder agents, so they know how to keep out of trouble. Err, theoretically."

**What can you tell us about this fruit?** Urwal says, "Nothing at all. It literally came to me in a dream!"

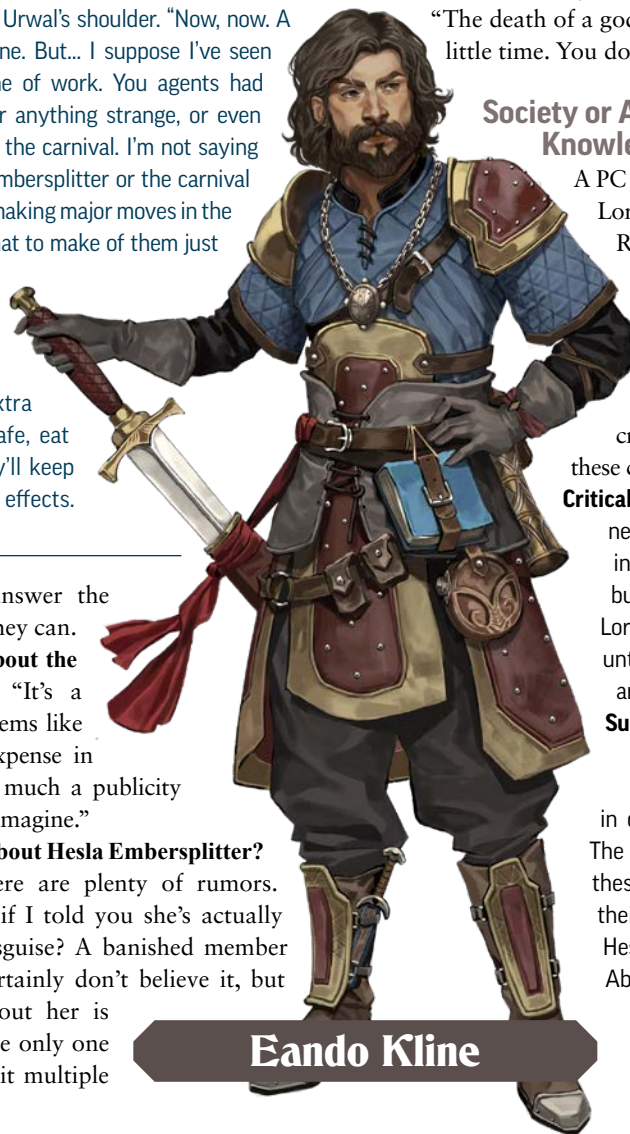
**What else can you tell us about the rain?** Urwal says, "The death of a god changes so much, so much in so little time. You don't have much time."

## Society or Absalom Lore (Recall Knowledge)

A PC who succeeds at a DC 16 Absalom Lore check or 18 Society check to Recall Knowledge learns more about recent events involving Hesla Embersplitter and Absalom. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

**Critical Success** Hesla Embersplitter is a newcomer to Absalom. Her sudden rise in popularity is displeasing to many, but she has the favor of Watcher-Lord Ulthun II, making her more or less untouchable, as far as other socialites are concerned.

**Success** Hesla's grand carnival site is located quite close to the Puddles District, where many residents live in destitution due to intense flooding. The carnival is likely to be popular with these residents, especially parents and their children, who can attend for free. Hesla Embersplitter has been courting Absalom's elite, such as during a recent dinner party she hosted, but it seems she's also attempting to curry favor with the downtrodden.



Eando Kline

# An Enkindled Carnival

**Critical Failure** Hesla's carnival isn't likely to be very popular, as she has a poor reputation, especially in the nearby Puddles District.

**Treasure:** Each PC who's participated in *Pathfinder Society Intro: Year of Immortal Influence* receives a small gift from Hesla Embersplitter along with their carnival invitation: one *minor healing potion* (or one *lesser healing potion* for levels 5–6).

**Development:** Urwal stops the PCs from leaving if any of them refuse to eat the berries, insisting that they must eat them—or at least rub them on their faces—if they want to go on the mission.

After their meeting, the PCs can spend some time procuring supplies, if needed, before heading to the carnival.

## Hero Points

When they are ready to set out, remind the players that they each have 1 Hero Point available.

## The Gilded Carnival

When the PCs arrive, the carnival is already well under way. Read or paraphrase the following as the PCs arrive at the Gilded Carnival.

Fire eating, games of chance, juggling clowns, dancing bears, enchanted fireworks, friendly footraces, rhyming contests—these are but a few of the countless attractions on offer at the Gilded Carnival! Throngs of excited people from all walks of life stretch along multiple city blocks. Vibrant golden lanterns, sparkling with magic, mark the event's perimeter, though the fun and laughter has no such boundary. Children run to and fro, playfully eluding their exasperated chaperones, while the fancifully dressed “guards” seem content to allow anyone and everyone to come and go as they please, hardly bothering to inspect invitations. Most people pay no mind to the gathering storm clouds, but the lines at the indoor attractions are getting long, and a few people have begun congregating beneath the awnings near the street food vendors, just in case.

A carnival employee, **Genevri Durra** (friendly female human combat veteran), beats a tambourine and calls out to the newly arriving adults, including the PCs, soliciting donations.



Urwal

A woman wearing battered armor drums a tambourine with the hilt of her dagger. “Donations, please! Donations for the cause! Every copper helps win the fight! Donations, donations! One gold buys a shield to save a warrior's life! Three gold buys a holy water to keep the dead at bay! Donations!”

If the PCs ask, Genevri explains that the donations are for Hesla's fund for the fight against Tar-Baphon, the Whispering Tyrant, “who commands legions of undead and threatens all of Avistan

with ruin. Every copper helps!”

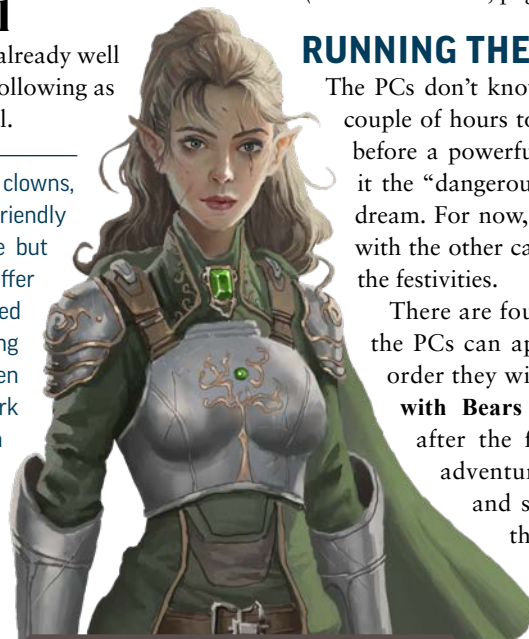
**Donations:** Each PC has the option of donating 1 gp (or 3 gp for levels 5–6). Donating grants no immediate benefit, but Hesla hears of any PCs who neglect to donate, making it more difficult for the PCs to impress her (see **Hesla Herself**, page 7).

## RUNNING THE GILDED CARNIVAL

The PCs don't know it yet, but they only have a couple of hours to spend at the Gilded Carnival before a powerful storm arrives, bringing with it the “dangerous rain” that Urwal saw in his dream. For now, however, the PCs can interact with the other carnival goers and participate in the festivities.

There are four activities to partake in, and the PCs can approach the first three in any order they wish. The final activity, **Dancing with Bears** (page 9), takes place only after the first three are complete. The adventure assumes the PCs cooperate and stick together while attending the carnival. If they want to split up, remind them that Eando asked them to stick together in case of danger.

The first three activities are **Dacilane Academy's Fishing Fiasco** (page 6), **Hesla Herself** (page 7), and **Talk of the Town** (page 8). The PCs have enough time to play out each of these scenes once. Once they've completed each one (regardless of their success



Genevri Durra

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or failure in any given attraction), proceed to **Dancing with Bears** (page 9), then to **The Oncoming Storm** (page 10).

## Strange Weather

As the carnival progresses, the weather grows increasingly strange, as described below.

**Shifting Winds:** Following the completion of the first carnival activity, each PC can attempt a DC 18 Nature check (DC 20 for levels 5–6) or DC 20 Perception check (DC 22 for levels 5–6). On a success, a PC notices the wind subtly but suddenly shift—it’s coming from the south, where moments before it was coming from the east. It’s still light enough that most carnival-goers haven’t noticed. A PC who succeeds at this check gains a +3 circumstance bonus on their check to notice the **Whispering Breeze** (below).



J Dacilane

**Whispering Breeze:** Following the completion of the third carnival activity, each PC can attempt a DC 18 Religion check (DC 20 for levels 5–6) or DC 20 Perception check (DC 22 for levels 5–6).

On a success, the PC hears eerie whispers on the wind coming from the direction of the Puddles District. While the words are indiscernible, they remind the PC of someone desperately begging for water.

PCs who attempt to investigate these phenomena have no success, but if at least two PCs succeed at the check to notice the whispering breeze, or at least one PC critically succeeds, a Dacilane Academy student approaches them. **Geltra** (introverted female kobold bookworm) says, “you heard it too? Better be careful. I’ve got a bad feeling about this weather...

and the last time I had a bad feeling about something, all the grownups vanished into thin air!” Geltra hands the PCs a gift, then runs off to enjoy the carnival without further explanation.

**Rewards:** If the PCs meet Geltra, she gives them two *effervescent ampoules* (or four for levels 5–6).

## DACILANE ACADEMY’S FISHING FIASCO

**J Dacilane** (male human Eagle Knight), head of the Dacilane Academy, is escorting a small cadre of students at the carnival. The dozen or so students are all children of Pathfinder agents, and J is having some difficulty keeping them out of trouble. To be fair, he’s a bit distracted, as he promised **Vim Moneymaker** (talkative female goblin Pathfinder aspirant) that he’d win her the Gilded Goldfish—the most difficult prize to win—at the carnival’s fishing game. Then he discovered that he’s terrible at fishing.

A man in an Eagle Knight uniform is standing near a fountain decorated with seashells, driftwood, and fake “pirate treasure.” He’s attempting to placate a gaggle of children of all ages, but most of them seem upset, and some are wandering off to look for trouble elsewhere. One of the older children is surprisingly the most upset of the bunch—she’s carrying a baby goblin in a chest harness. She grabs the man’s sleeve and says, “Oh, please, Sir Dacilane. My little brother would love it so, so much! You don’t want me to have to disappoint little Pin, do you?”

Little Pin, for his part, is busy picking his nose, but when his older sister holds him up to the Sir Dacilane, Pin begins to wail, as if on cue.



Geltra

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"I'm sorry," says J Dacilane, "I'm clearly not good enough to win the goldfish! Maybe we'd better move along, find another game?" The wailing intensifies.

Upon seeing the PCs, J Dacilane perks up. "Pathfinders! Wonderful! Gather 'round, students! Surely, with their tremendous talent, these Pathfinders can win the Gilded Goldfish, and we can be on our way!" He leans in and whispers to the PCs, "Please help."

PCs who've participated in *Pathfinder Society Scenario #3-18 Dacilane Academy's Delightful Disaster* or *Pathfinder Society Scenario #4-16 Dacilane Academy's First Great Prank War* likely recognize J Dacilane and some of the Dacilane Academy students from their prior misadventures; during the fishing challenge, the students cheer them on! The PCs gain a +1 circumstance bonus to their skill checks during the fishing challenge. If the PCs don't recognize these NPCs from prior adventures, they make any necessary introductions first.

The host of the fishing challenge is **Paldrin Gress** (clever male human entertainer), who's standing in front of makeshift shelves near the fountain. Each shelf holds multiple glass bowls with a variety of small fish and trinkets, but one prize stands out: an iridescent goldfish that glows with silvery light. Paldrin quickly explains the rules to the PCs—catch the biggest fish in the fountain on your first try and win the Gilded Goldfish! If they catch a smaller fish, or catch the biggest fish on a subsequent try, they can pick any other prize, but not the goldfish. They must use the fishing rods provided.

Each PC can attempt a single skill check to assess the situation, then each PC can attempt a check to play the fishing game.

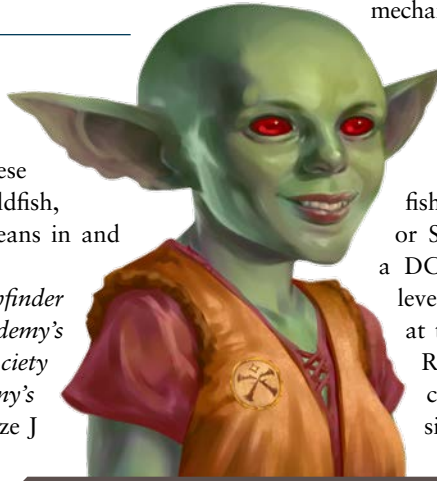
**Assess the Situation:** The game is somewhat rigged, and by succeeding at checks to assess the situation, the PCs can gain insight about how to catch the biggest fish. A PC who succeeds at a DC 16 Circus Lore or Games Lore check (DC 18 for levels 5–6) notices that some hidden contraption is agitating the water, startling the fish at regular intervals. A PC who succeeds at a DC 18 Nature check (DC 20 for levels 5–6) gains insight about the

big fish's behavior, while a PC who succeeds at a DC 18 Crafting check (DC 20 for levels 5–6) can adjust the mechanism on the shoddy fishing rod so it's more secure. If at least half the PCs (rounded up) succeed at their checks, or any PC critically succeeds, reduce the DC of the fishing game checks by 2.

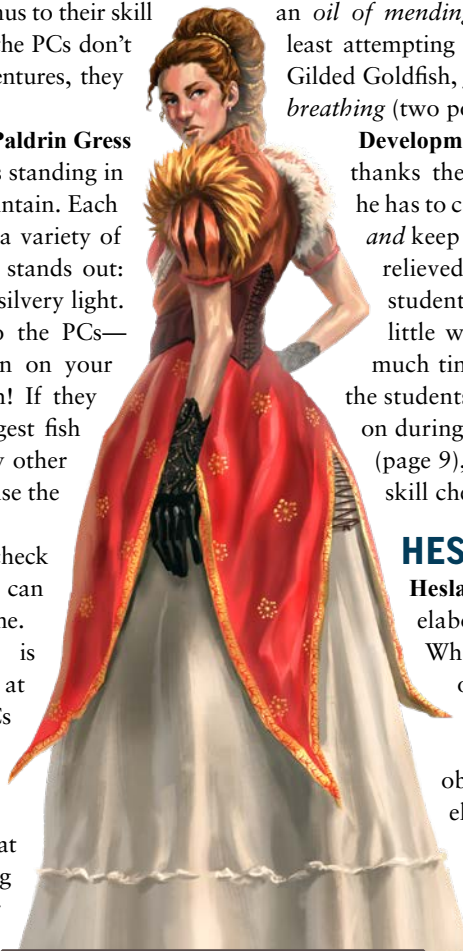
**Fishing Game:** A PC who plays the fishing game can attempt a DC 18 Athletics or Survival check (DC 20 for levels 5–6), a DC 16 Fishing Lore check (DC 18 for levels 5–6), or another appropriate skill at the GM's discretion (using these DCs). Remember to reduce the DC of these checks if the PCs successfully assessed the situation. If at least half the PCs (rounded up) succeed at their checks, or any PC critically succeeds, they catch the biggest fish and win the prize!

**Rewards:** J gives the PCs an *oil of mending* (two oils for levels 5–6) for at least attempting the fishing game. If they won the Gilded Goldfish, J also gives them a *potion of water breathing* (two potions for levels 5–6).

**Development:** If the PCs win the goldfish, J thanks them (somewhat begrudgingly; now he has to carry a fishbowl around the carnival *and* keep the students out of trouble). Vim is relieved, and Pin stops wailing. The other students' delight keeps them engaged a little while longer, so they don't have as much time to cause trouble; this results in the students showing up and cheering the PCs on during the **Dancing with Bears** attraction (page 9), reducing the difficulty of the PCs' skill checks during that encounter.



**Vim Moneymaker**



**Hesla Embersplitter**

## HESLA HERSELF

**Hesla Embersplitter** holds court in an elaborate, furnished carnival tent. While anyone can come and go, the overstated wealth of those gathered around Hesla and the glares they give to anyone who isn't obviously one of Absalom's highest elites, causes most of the carnival goers to avoid the tent and its occupants. The PCs immediately recognize Hesla if they have played *Pathfinder Society Intro: Year of Immortal Influence*.



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A finely dressed woman smiles wryly and says, “ah, look! Some of the Pathfinder agents I invited. Please, join us! I would hear what you have to say about my Gilded Carnival! I trust you’re enjoying yourselves—and that you’ve donated to the cause?”

A PC who succeeds at a DC 22 Perception check to Sense Motive (DC 24 for levels 5–6) sees a vicious glimmer in Hesla’s eyes, as if she’s waiting to pounce on any tactless or embarrassing remarks. PCs who succeed at this check gain a +1 circumstance bonus to their check to impress Hesla.

**Donations:** If a PC chose not to make a donation to Genevri Durra (page 5), increase the DC of their check to impress Hesla by 2.

**Impressing Hesla:** Each PC can attempt a DC 20 Diplomacy check to Make an Impression, a DC 20 Deception check to Lie (DC 22 for levels 5–6), a DC 18 Society check to behave appropriately (DC 20 for levels 5–6), or a DC 16 Absalom Lore, Undead Lore, or similar Lore check (DC 18 for levels 5–6) to Recall Knowledge about Hesla’s affairs in Absalom or the topic she’s most interested in: Tar-Baphon. If at least half the PCs (rounded up) succeed at this check, or if any PC critically succeeds, the group impresses Hesla.

**Rewards:** If the PCs impress Hesla, she gives them a *dancing scarf* (or a *diplomat’s badge* for levels 5–6). “A fitting gift for those with such an esteemed role in the city—no, across all of Golarion, to the Gravelands and beyond.”

**Development:** If the PCs fail to impress Hesla, she speaks modest praise of the Pathfinder Society, but her carefully crafted expression and tone convey disdain. The crowd remains polite, but they obviously want the PCs to leave so they can get back to their haughty conversation.

If the PCs impress Hesla, she subtly praises them to her peers for the next few minutes. Hesla’s comments are reserved, and the PCs easily understand that she’s mostly trying to make herself look like a good judge of character rather than

genuinely complimenting others. Her words nonetheless cause the small crowd to increase its trust in the PCs. During **Event 1: Dreaded Downpour** (page 10), the first time the PCs would fail one of the three tasks, they instead succeed (resulting in the hazard not triggering; see **Event 1** for details).

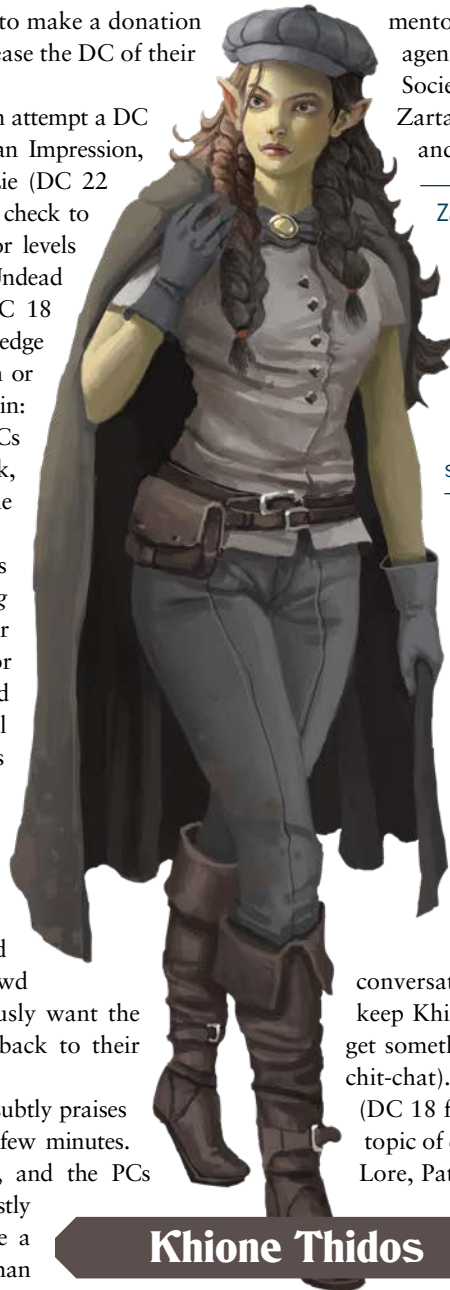
## TALK OF THE TOWN

**Zarta Draldeen** (female human archivist) just bought some treats from the carnival’s Bustling Bakery to share with **Khione Thidos** (female dromaar Pathfinder). Zarta is escorting Khione around the carnival, acting as a mentor of sorts (and making sure the talkative agent doesn’t spill too much about the Pathfinder Society’s various ongoing mysteries and plans). Zarta waves to the PCs and introduces herself and Khione.

Zarta’s exasperation shows through her thin smile as she hands a flaky biscuit to her companion. “Khione here has been telling me all about... well, everything. I don’t suppose you agents have a few minutes to spare? I could use a break from all this hustle and bustle. Why don’t you talk to Khione for a few minutes? I’m sure you’ve got lots to talk about. And if not... she certainly does!”

Khione smiles, nodding enthusiastically, and launches into a barrage of questions as Zarta vanishes into a nearby bookseller’s tent for a well-deserved break. Khione asks the PCs about their most recent adventures, their impressions of the Hesla Embersplitter and the Gilded Carnival, their thoughts on Watcher Lord Ulthun and Tar-Baphon, their thoughts on Gorum’s death, their favorite baked good, and anything else she can think of. She occasionally pauses to take a bite of her pastry, giving the PCs an opportunity to speak up.

After engaging Khione in 10 minutes of conversation, each PC can attempt a skill check to keep Khione from getting bored (and, hopefully, to get something more from the conversation than idle chit-chat). A PC can attempt a DC 16 Lore check (DC 18 for levels 5–6) with a Lore skill related to a topic of conversation that comes up (such as Baking Lore, Pathfinder Society Lore, or Absalom Lore), a DC 18 Diplomacy or Performance check to hold Khione’s attention (DC 20 for levels 5–6), or another



**Khione Thidos**

# An Enkindled Carnival

appropriate skill check at the GM's discretion, using these DCs. Each PC can attempt one check, and each PC who succeeds at a check learns one of the following rumors from Khione (or two on a critical success). They learn the rumors in the order presented, whatever the topic of conversation may be—Khione seems to be keeping track of multiple conversations and thoughts at once, nimbly bouncing from topic to topic.

- Hesla spared no expense in arranging the carnival, and it seems unlikely that donations from the city's common folk will be sufficient to recuperate her financial loss.
- Speaking of common folk, there sure are lots of people from the Puddles in attendance! They're having fun, but would Hesla have gained more goodwill if she'd spent the money on fixing up the Puddles instead of paying for dancing bears and entertainers?
- Khione has noticed a lot of unease as the day goes on. Is anyone else getting a headache and hearing weird whispers? It's probably nothing—or maybe she's had too much sugar!
- Oh, did you know Watcher Lord Ulthun loves sweet drinks? Fascinating fellow, that one. His interest in Hesla Embersplitter came on quite suddenly, and some suspect that he's been influenced by magic! I kind of wonder if she put something in his port. Then again, Hesla is quite the catch. Maybe it was love at first sight!
- Speaking of Hesla—have you spoken with her yet? She talks a lot about the Whispering Tyrant, but I keep getting a feeling that there's more to her little crusade than meets the eye. Can't quite put my finger on it, but I'd bet my favorite *aeon stone* that she's got other plans.

**Rewards:** If the PCs learn at least two rumors (three rumors for parties of five or more PCs), their conversation with Khione is long enough for Zarta to complete her shopping uninterrupted. She gives the PCs an *everlight crystal* as a reward (or a *pendant of the occult* for levels 5–6).

**Development:** If the PCs learn the requisite number of rumors, Zarta found what she was looking for in the bookshop. If the PCs ask Zarta what she was shopping for, she demurs, clutching an old book a bit closer to her chest. “Oh, nothing special. Just following up on a hunch.”

## DANCING WITH BEARS

The PCs can complete this activity only after they've completed the first three carnival activities described in the preceding pages. Remember to allow the PCs to attempt checks to notice the “whispering breeze” (page 6) after completing their third carnival activity.

J Dacilane once again calls on the PCs for their help. A few students are missing, and he hears they were last seen near the dancing bear attraction, “Come on and Clap your Claws!” J asks the PCs to participate in the attraction to distract the academy students while he looks for the missing troublemakers.

Hesla paid a hefty sum to **Serriadara** (mysterious female human wandering druid) to convince her to travel all the way from the Wildwood to Absalom with her troupe of trained bears. The bears are relatively new to the entertainment business, and they aren't very good dancers, but they're trained well enough to know not to hurt anyone (on purpose, at least). The bear attraction is a charity event, with audience members making a variety of donations to Hesla's cause. The donations allow the audience members to pick different hats for the bears to wear or purchase stuffed replicas of the bears. (Grizzlegrump is by far the most popular, but Mama Clawsalot is a close runner-up.)

As the PCs reach the front of the line, the students cheer them on, and the PCs notice **Sheila Heidmarch** (female human Taldan diplomat) in the nearby crowd. She's being escorted around the carnival by her husband **Sir Canayven Heidmarch** (male human Taldan manager), and the pair stop to watch the PCs dance with the bears.

If the PCs impressed Hesla in their conversation with her, nearby gawkers talk them up in front of the Heidmarches and a sizable crowd gathers, bolstering the PCs' morale and granting them a +1 circumstance bonus to their checks to dance with bears.

If the PCs won the Gilded Goldfish during the fishing game, a few of the more rambunctious students (who would otherwise have grown bored and wandered off to cause trouble) decide to join the PCs in the dance! Their enthusiasm livens up the bears, reducing the DCs below by 1.

**Dance with Bears:** Each PC may attempt a single skill check: Acrobatics or Performance to dance, Nature or Animal Lore to understand the bear behavior, or Athletics to stay on their feet even when the bears jostle them. Each check is DC 18 (DC 20 for levels 5–6). A PC can elect to dance with one of the safer bears, or one of the more dangerous (somewhat less trained) bears. Dancing with a more dangerous bear causes a PC to increase the degree of success of their check by one step (it's more entertaining), but regardless of their check result, they take the amount of bludgeoning damage listed for a critical failure instead of the amount listed for their result. Each check has the following results.

**Critical Success** The crowd goes wild! You manage to dodge all the bear's awkward lurches and swipes. They probably weren't intentionally aimed at your head.



# An Enkindled Carnival

**Success** You put on a great show! You only get knocked down once, taking 1d6 bludgeoning damage (2d6 for levels 5–6).

**Failure** You dance adequately, but you get battered around, taking 2d6 bludgeoning damage (3d6 for levels 5–6).

**Critical Failure** Calling your performance a “bear dance” is an insult to both bears and dancers. You spend most of the time knocked on the ground, taking 3d6 bludgeoning damage (4d6 for levels 5–6).

**Rewards:** If at least two PCs successfully dance with a bear, they win a *scroll of cleanse affliction* (or a 3rd-level scroll of *cleanse affliction* for levels 5–6).

**Development:** If at least two PCs successfully dance with a bear, the carnival bears become more comfortable with them. During **Event 2: Bears!** (page 12), the PCs understand additional ways to calm the rampaging bears (see **Event 2** for details).

J Dacilane comes running up to the PCs, thanking them for keeping the students occupied. “I managed to find the troublemakers. Alec Gracekin, I expected, but Tels Olsen should know better! I’ve sent them home early, and they’ll have an extra assignment to complete instead of enjoying the rest of the fun with everyone else.”

## CONCLUDING THE CARNIVAL

Once the PCs complete each of the above carnival activities, concluding with Dancing with Bears, proceed to **The Oncoming Storm**, below.

## The Oncoming Storm

Shortly after the PCs wrap up their dance with the carnival bears, it starts to rain. Read or paraphrase the following to begin Part 2.

What starts as a light rain quickly strengthens into a steady downpour. The carnival goes hustle for cover, lift their hoods, or shrug and accept that getting a bit wet is a reasonable price to pay for such a memorable day. As the clouds grow ever darker and the rain begins to take on an unnatural, otherworldly hue, people begin to worry. Parents draw their children closer, hustling a bit more quickly for the nearby tents, and even the most stoic attendees wear concerned frowns.

A goblin in a brightly colored tunic and sun-shaped hoop earring pushes through the crowd. “Hey, Pathfinders! You’re needed! Come quick!”

The goblin is **Gezlek** (devoted male goblin acolyte), a member of the Crookedtoes goblin tribe, a group that fled the Goblinblood Wars and settled in the Puddles. Gezlek is studying to become a cleric of Sarenrae. He was among the first to notice the sudden surge of undead rising in the Puddles as the rain began and ran to get help from the nearest folks he could think of: Pathfinders at the Gilded Carnival.

Gezlek quickly explains—between big gulps of air from running so fast—“There are ghouls and ghosts rising from the Puddles! I’ve been hearing strange whispers all day, and the red rain—it’s coming this way—when the red rain started hitting the water, undead began to emerge! It’s all heading this way, the rain and the dead—you’ve got to get these people inside! Someone’s going to get hurt!”

The PCs don’t have much time to ask Gezlek any questions. Gezlek starts shouting at people to find shelter, but his panicked cries only add to the existing chaos. People mill about, not sure where the danger is coming from (if there’s really any danger at all), jostling one another and making little progress toward shelter.

The rain turns decidedly red, and the true panic begins. Thankfully, because each of the PCs was exposed to Urwal’s strange berries earlier that day, the rain doesn’t affect them.

Proceed to **Event 1: Dreaded Downpour**.

## EVENT 1: DREADED DOWNPOUR TRIVIAL

Read or paraphrase the following.

As the rain turns crimson, angry shouts begin to drown out the murmur of the crowd. People who were waiting patiently mere moments ago are suddenly becoming frustrated, even aggressive, as they push and shove and shout. Those who’ve already found shelter begin to cower as the attendees in the rain grow angrier. Hesla Embersplitter, accompanied by a handsome man with decorative gold armor and a red cloak, emerge from the crowd. “All right, everyone, stay calm—” Hesla begins, but someone shoves her out of the way. The man with her tries to snatch the aggressor, but he’s already run off in a panic.

The man with Hesla is Watcher-Lord **Ulthun II** (male human Knight of Lastwall). As the crowd grows hostile,



Gezlek

# An Enkindled Carnival

Ulthun urges Hesla to find cover, but Hesla loudly proclaims, “This is *my* carnival, and I won’t see it fall into chaos! Do something!” Ulthun hesitates, unsure what to do next.

**Maintain Order:** The PCs must act quickly to maintain order and help attendees escape the red rain, which has the unpleasant (and dangerous) effect of increasing the aggression in those it touches. A nearby awning for the large food serving area provides some shelter, and a nearby large tent for the night’s circus acts looks like an ideal shelter. To get everyone to safety, the PCs must accomplish three tasks: get Hesla’s help, calm the crowd, and chase off angry spirits. For each of these tasks, each PC can attempt one of the listed checks or attempt to Aid another PC. If at least one PC succeeds at their check for a given task (or at least two PCs for groups of 5 or more), they successfully complete the task. Each time the party fails to overcome a task (if not enough PCs succeed at checks), they trigger a rain-soaked crowd hazard (see below), then can choose to continue with the next task, or abandon the effort and take shelter.

**Task 1—Get Hesla’s Help:** To convince Hesla and Ulthun to help, a PC must succeed at a DC 20 Diplomacy check (DC 22 for levels 5–6) or DC 18 Society check (DC 20 for levels 5–6). A PC who succeeds at their check notices Hesla is surprised at what’s happening, but she also seems to be intensely focused, like she’s rapidly calculating the ramifications of her decisions.

**Task 2—Calm the Crowd:** To calm the crowd, a PC must succeed at a DC 18 Deception, Diplomacy, or Intimidation check (DC 20 for levels 5–6).

**Task 3—Chase off Angry Spirits:** As the downpour intensifies, red mist rises from the cobblestones. The faces of angry spirits appear in the mist. To chase off the spirits, a PC must succeed at a DC 18 Occultism or Religion check (DC 20 for levels 5–6) or DC 16 Absalom Lore or Undead Lore check (DC 18 for levels 5–6). If the PCs have disabled the rain-soaked crowd hazard at least once, they spirits are more interested in the PCs, and each PC gains a +2 circumstance bonus to these checks. A PC who succeeds at their check realizes that the spirits are being agitated by the strange red rain.

**Hazards:** Each time the PCs fail one of the above tasks (by not

succeeding at enough checks), more people grow angry and panicked as the red rain falls on them. The rain-soaked crowd hazards represent the threat the crowd presents to the PCs. Whenever the party triggers this hazard, each PC has enough time to attempt a single check to disable the hazard, or to take cover from the surging crowd. PCs who elect to take cover gain a +2 circumstance bonus to their Reflex save against the hazard in the event that no one manages to disable it. If a PC manages to disable the hazard, the crowd has no effect (unless it’s triggered again on a subsequent failed task).

## Levels 3–4

### RAIN-SOAKED CROWD

### HAZARD 2

Page 21

## Levels 5–6

### RAIN-SOAKED CROWD

### HAZARD 4

Page 26

**Casualties:** Take note of the total number of tasks (up to 3) that the PCs fail, as it factors into their secondary objectives and faction missions. Each failed task represents additional people who were exposed to the crimson rain or otherwise wounded in the process of finding shelter. If the PCs abandon the effort, note that they failed all three tasks.

**Development:** Once the PCs have attempted to overcome these tasks and weathered the dangerous crowd, read or paraphrase the following.

Hesla is the last person to get to safety after uncharacteristically staying in danger to help others find shelter. Just before she reaches the shelter, a bright red sheet of rain washes over her, seeming to cut across the rest of the rain like a lightning bolt. There’s a single clap of thunder, then everyone is inside.

Ulthun checks over Hesla, his expression distraught. “Are you



Ulthun

# An Enkindled Carnival

alright? You're soaked! Let's get you someplace dry..."

Hesla waves him off. "Find me something warm to drink. I'll be fine."

The rain subsides—for the moment, at least. Just as it seems that calm is restored, a few people on the edge of the crowd begin to scream. Then, loud roars drown out the screams. Someone shouts, "BEARS!"

Hesla stands, opens her mouth to say something... before collapsing into a heap.



Carnival Bear

Proceed to **Event 2: Bears!** below.

## EVENT 2: BEARS!

**LOW**

To make matters worse, the turning weather, panicking carnival goers, and approaching undead frighten some of the carnival bears out into the rain. When the rain touches them, it enrages the otherwise (mostly) peaceful bears.

Read or paraphrase the following.

The crowd packs further into the shelter, away from the entrance. Across the street, several carnival bears have broken free from their enclosure and are rampaging across the large, fenced intersection where several attractions are cordoned off from the rest of the carnival. Soaking with red rain, the bears have rage in their eyes, and they roar and swipe menacingly at anyone who comes near. Their handler, the druid Serriadara, steps up to try to calm the largest bear, but it knocks her to the ground and roars. She doesn't get up.

**Creatures:** A number of carnival bears—the same ones the PCs danced with—have broken from their enclosure. Though the crowd is safely under cover in nearby structures, the bears are about to break out of the fenced festivity court (the area depicted on the map on page 13). The PCs must calm the bears before they hurt more people.

After the PCs roll initiative, Serriadara manages to cry out while she's being assisted by bystanders, "Don't kill them! Just scare them or calm them down! Something's wrong, they're not themselves! Try commanding them!" Then she passes out. If at least two PCs succeeded at a check to dance with the bears during Part 1, or if any PC succeeds at a DC 18 Nature check (DC 20 for levels 5–6) or DC 16 Animal Lore or Circus Lore check (DC 18 for levels 5–6) to recall knowledge, the PCs realize that the bears might respond to simple commands. They also realize the bears might calm down if they remember their true calling: dancing. If the PCs learn this information, any PC can use the following activity during this encounter.

### CLAP YOUR CLAWS! ♦♦

**MOVE**

You wave your arms, dance around, roar, or otherwise do your best to act like a dancing bear. Target a single carnival bear (or big carnival bear) within 30 feet. Attempt a DC 18 Acrobatics, Athletics, Nature, or Performance check, or a DC 16 Animal Lore or Circus Lore check. Increase the DC by 2 for levels 5–6. The check has the following results.

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**Critical Success** The target joins the dance. It spends its next turn dancing (unless successfully commanded to do otherwise). The next time someone Commands an Animal on the target, increase the degree of success by one step.

**Success** The target enjoys the dance. The next time someone Commands an Animal on the target, increase the degree of success by one step.

**Failure** The target roars at you.

**Critical Failure** The target roars at you and immediately attempts an Intimidation check to Demoralize you.

The carnival bears are hostile to the PCs. They use straightforward, aggressive tactics, charging into melee and ravaging whichever PCs happen to be nearby. They're too enraged to use clever tactics or work together. If the PCs don't manage to calm the bears, they'll have to scare them. Any given bear flees and cowers in the corner for the remainder of the encounter if reduced to below one quarter of its maximum Hit Points, if someone successfully commands it to "stop" or "flee" (or a similar command), or if it ever becomes frightened 2 (or greater).

Use the map on page 13 for this encounter. The PCs begin at the entrance in the southwest corner, while the bears are interspersed throughout the paths between the tents, each about 30 feet from one another and at least 30 feet from the PCs' starting location.

## Levels 3-4

### CARNIVAL BEARS (2)

CREATURE 2

Page 22, art on page 33

## Levels 5-6

### BIG CARNIVAL BEARS (3)

CREATURE 3

Page 27, art on page 33

**Development:** With the bears under control, everyone's attention turns back to Ulthun, who's cradling an unconscious Hesla in his arms and shouting for noncombatants to remain calm and stay in cover. Proceed to Rising Tide.

## Rising Tide

While the rain has subsided for the moment, screams, shouts, and

alarm bells echo through the streets to the south. A mass of undead and angry spirits, spurred to violence by the red rain, approaches the carnival. They're drawn to the Gilded Carnival not only by the large crowds gathered there, but by their desire to exact revenge against the wealthy elites of Absalom who've ignored the plight of the Puddles District for years.

The crowd's cries of dismay draw the PCs' attention to the southern edge of the carnival, where the first undead have begun pouring in from the Puddles.

## EVENT 3: GHOUL ATTACK

LOW

Read or paraphrase the following.

The red, soaking street is largely abandoned, though it's covered in discarded food and other carnival litter. Rasping voices echo through the street, from the south, pleading for water. The cool wind seems to carry and even amplify the harsh whispers. "Waa-ack-grrrgghhh-waaater! Pleeease!"

**Creatures:** The first undead to approach are a form of ghouls. Some of them wear more modern clothes, while other wear clothing that might have been popular years ago, but all appear quite destitute in undeath, much as they must have been in life.

The ghouls are hostile to the PCs. They coordinate and focus their attacks on a single target if possible, grabbing the target and slurping its blood until it's incapacitated, then moving on to another. The ghouls fight until destroyed.

Use the map on page 15 for this encounter. The PCs begin within 20 feet of the center of the map. The ghouls begin 30 feet from the southern edge of the map, rushing up the central street.

## Levels 3-4

### PUDDLES GHOULS (4)

CREATURE 0

Page 23, art on page 33

## Levels 5-6

### TOUGH PUDDLES GHOULS (4)

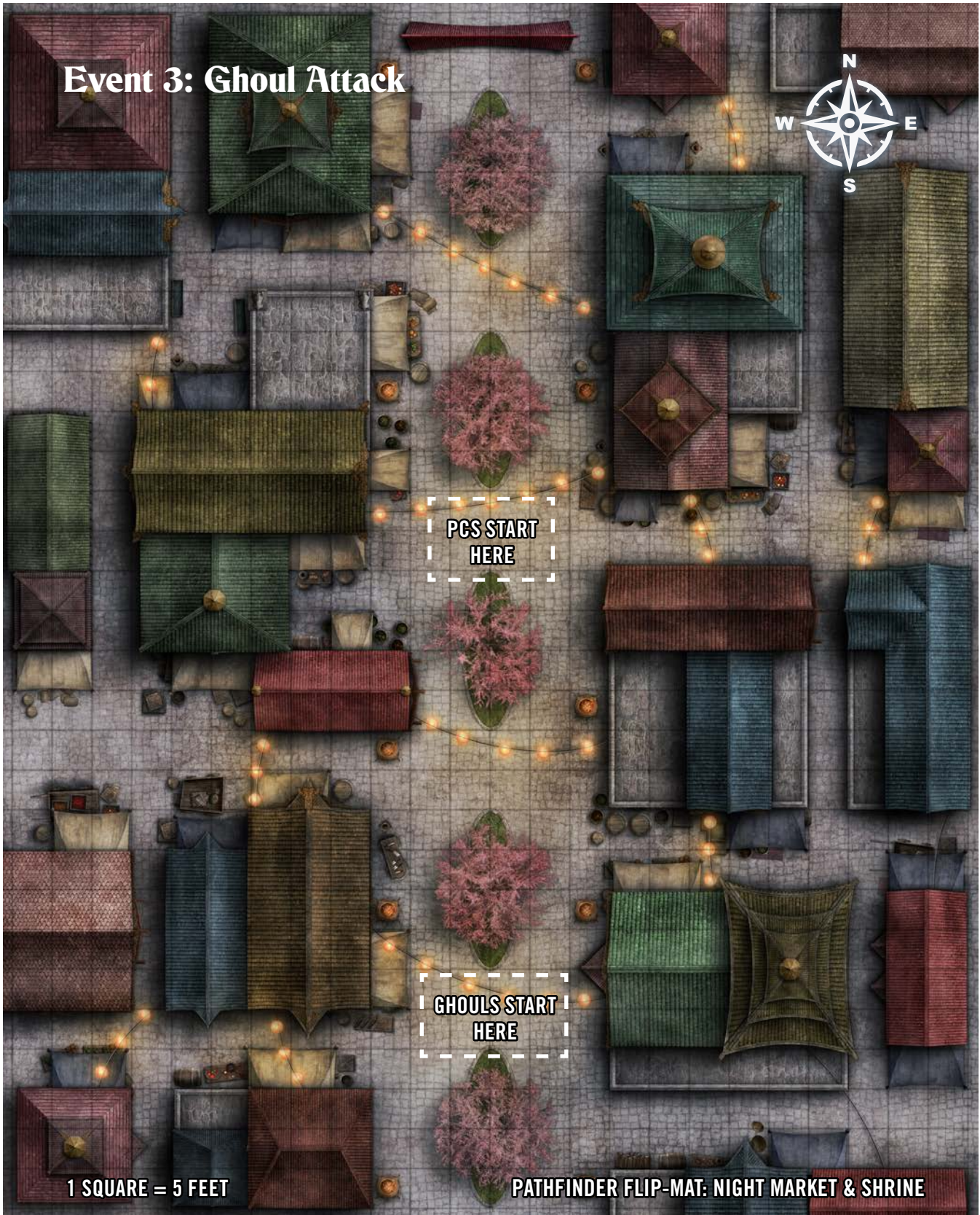
CREATURE 2

Page 28, art on page 33



Puddles Ghoul

# An Enkindled Carnival



# An Enkindled Carnival

**Development:** The PCs have no time to rest before more undead surge forward from the Puddles. Two rounds after the end of this encounter, proceed to **Event 4: Vengeful Dead**.

## EVENT 4: VENGEFUL DEAD MODERATE

Read or paraphrase the following.

A light drizzle of red rain accompanies a series of wretched groans and shrieks that herald the approach of additional undead creatures from the Puddles.

**Creatures:** A combination of hostile wights and zombies attack the PCs, who begin this battle right where they ended last one. The mindless zombies attack whichever living creature is closest, while the vengeful wights focus their attacks on whichever PC is holding the most expensive object (such as a weapon or magic item). The undead all fight until destroyed.

If a soggy zombie hulk is present, it's already carrying one corpse that it can use for its squelchy corpse Strike. It can also use any fallen undead (or unfortunate PCs) for these Strikes.

Use the map on page 17 for this encounter. The PCs begin wherever they were at the end of Event 3. The undead approach from the southern edge of the map.

### Levels 3-4

**WIGHT** CREATURE 3  
Page 24, art on page 34

**PLAGUE ZOMBIES (2)** CREATURE 1  
Page 24

### Levels 5-6

**SOGGY ZOMBIE HULK** CREATURE 5  
Page 29

**WIGHTS (2)** CREATURE 3  
Page 29, art on page 34

**Development:** After this encounter ends, proceed to **Restorative Interlude**.

## RESTORATIVE INTERLUDE

The rain intensifies once more, but for now, it's normal rain. The nearby puddles show reflections of people—dressed in shabby clothes and completely drenched—but the people aren't actually there. One of these puddly apparitions pushes past the others (causing the water to ripple a bit) and speaks. He's a human wearing plain cleric's vestments and a simple wooden holy symbol of Erastil. His voice sounds like it's very far away, or underwater. "You stepped up to protect the innocent—and I fear you must do so again, and soon. But, for now, you have earned a reprieve. We are grateful." His last words—we are grateful—echo quietly as the other apparitions repeat them, sending more ripples through the nearby puddles of red water. "Thank you for preventing yet more souls from ending up as we have."

The PCs might ask who the man is, or any number of other questions, but the apparitions fade as quickly as they appeared. A soothing wind washes over the PCs, along with a final whispered "thank you," restoring each of them to their normal maximum Hit Points and restoring 1 Focus Point to any PC who is below their maximum number of Focus Points. A PC who succeeds at a DC 18 Arcana or Religion check believes these apparitions may only have been able to appear because of the strange rain, but unlike the other undead, they were empowered to render restorative aid, rather than being spurred to violence.

**Development:** As the restorative whisper fades, the sounds of screams and alarm bells come rushing back, along with a powerful gust of wind and pouring red rain. Several Puddles residents flee past the PCs, shouting that a terrifying ghost is hurling knives and causing mayhem, and begging someone to put an end to the violence! Proceed to **Event 5: The Puddles Phantom**.

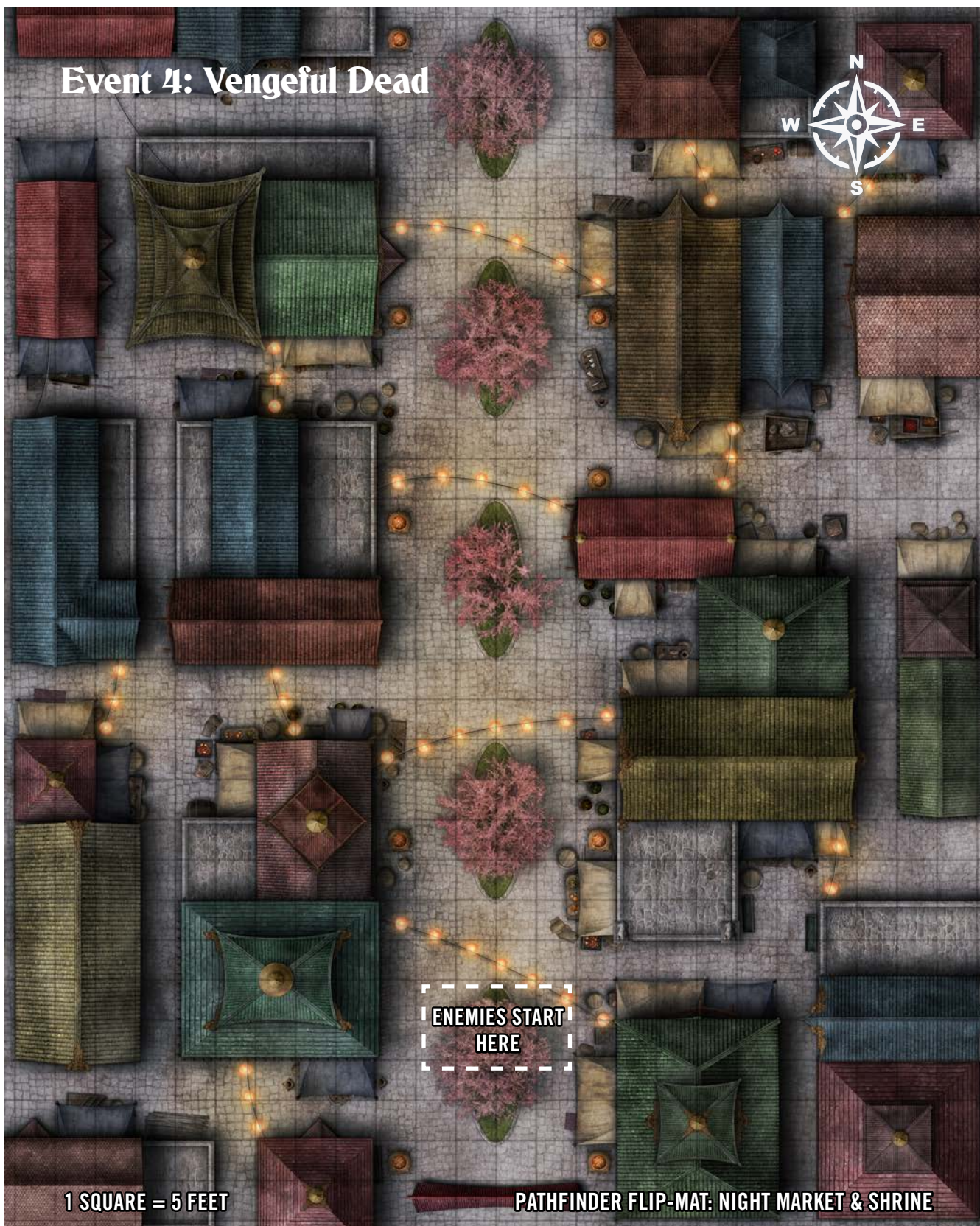
## EVENT 5: THE PUDDLES PHANTOM SEVERE

The PCs need only travel a few blocks before encountering an area of the Foreign District where



Wight

# An Enkindled Carnival



# An Enkindled Carnival

the rain has temporarily expanded the borders of the Puddles District and flooded the streets.

Read or paraphrase the following.

The biting wind makes these flooded streets noticeably colder than the surrounding city. The rain has calmed to a drizzle, but the harsh wind makes it feel like needles. Red mist rises from the surface of the water, occasionally appearing like strange apparitions with twisted expressions of agony and desperation.

The water here is 10 feet deep and relatively calm.

**Hazards:** The apparitions are vengeful spirits of Puddles residents who, like the other undead who attacked the carnival, are rising because of the enraging effects of the rain. They lash out at any living creatures in the area. The apparitions are located at the positions indicated on the map (page 19); each additional apparition added due to Challenge Points is 30 feet from the center of the map, spread as evenly as possible, floating somewhere above the water.

**Creatures:** Among the most dangerous of the creatures to rise from the Puddles is a phantom—not a true undead, but a spirit of someone who died of a knife wound in the Puddles this very morning, and whose journey into the afterlife was interrupted by the red rain. The spirit remains in a sort of purgatory and lacks a true purpose—influenced by the rain, the only concept they currently care about is revenge, and they attack anything living that approaches them. If enough time passes, the phantom is sure to seek out victims elsewhere.

The phantom flies above the water to try to stay out of reach. They use phantom dagger Strikes to attack foes, focusing on those who've most recently harmed them, or those who are closest if no one has harmed them. They cast *blood vendetta* at the earliest opportunity and use *telekinetic maneuver* to attempt to push PCs into the water if they get too close. The phantom fights until destroyed.

Use the map on page 19 for this encounter. The PCs begin at the northern edge of the map, and the puddles phantom is flying 10 feet above the water near the center of the map.



**Puddles Phantom**

## Levels 3–4

### PUDDLES PHANTOM

CREATURE 4

Page 25, art on page 34

### BLOODTHIRSTY APPARITIONS (2)

HAZARD 2

Page 25

## Levels 5–6

### PUDDLES PHANTOM

CREATURE 6

Page 30, art on page 34

### BLOODTHIRSTY APPARITIONS (2)

HAZARD 4

Page 30

**Rewards:** Searching the area, the PCs find a bloodstained +1 *dagger* (or a +1 *striking dagger* for levels 5–6).

**Development:** Shortly after the PCs defeat the puddles phantom, the bad weather subsides. The PCs notice that the alarm bells have stopped, and people seem to be congregating at the carnival again.

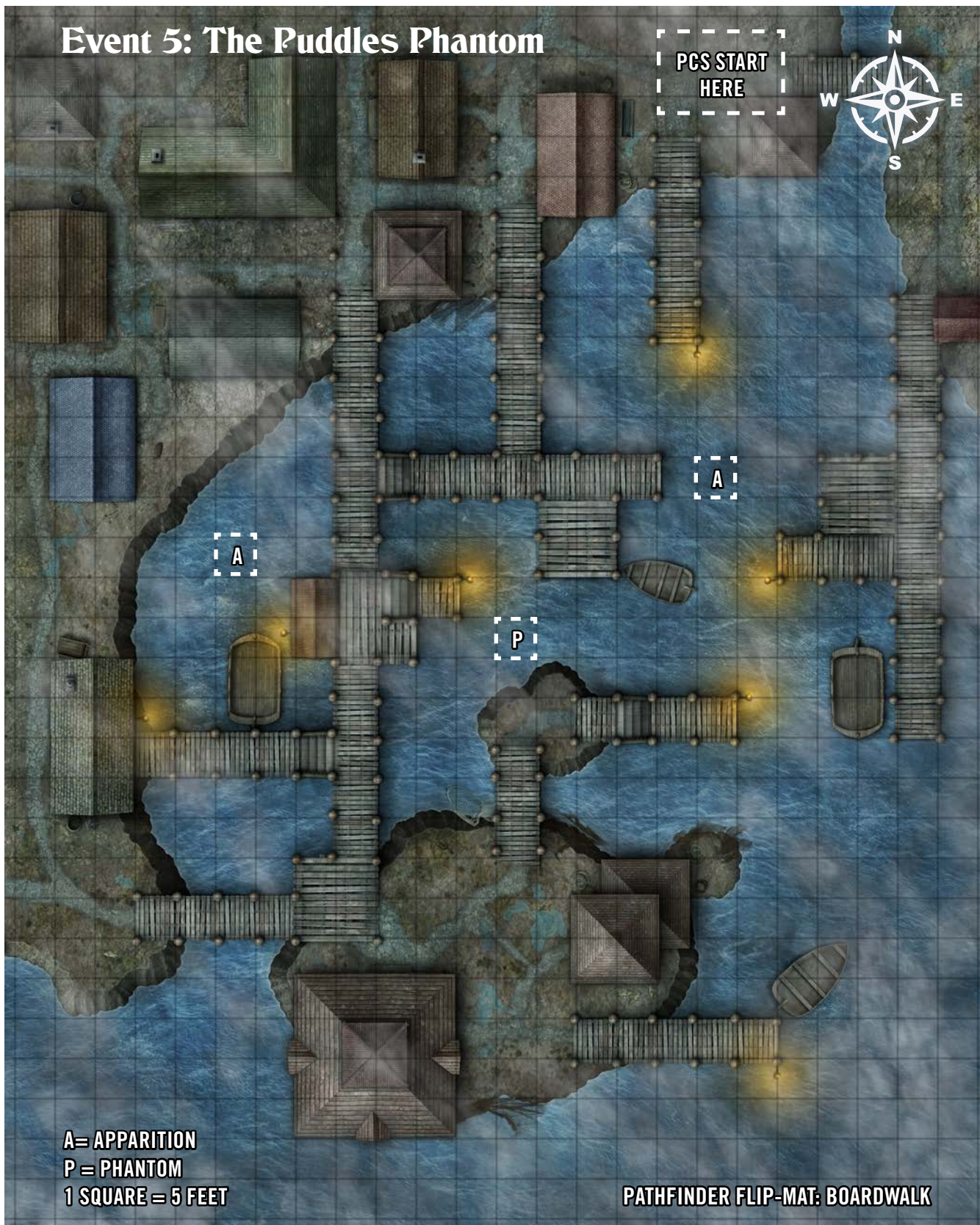
## Conclusion

After the PCs defeat the phantom, the rain clears briefly. Ulthun leads an evacuation of the carnival site and directs people to set up aid tents for those who require it. The PCs can pitch in, if they wish, but Ulthun seems to have everything under control, and numerous Pathfinder agents have stepped up to help.

Hesla has roused from being knocked out and insists that she's all right. She takes the opportunity to give a short speech, gesturing to the nearby undead (and the Puddles District):

"Look upon the danger, the destructive potential of the undead! These angry spirits were but a taste of what we might face if Tar-Baphon were to strike! These were the angry spirits of ordinary people—not trained undead soldiers, armed to the teeth! Thank you all for your heroism today, whether you fought against the undead, or donated to the cause. Every gold piece will be used to battle the Whispering Way!"

# An Enkindled Carnival



# An Enkindled Carnival

With that, Hesla steps down and asks Ulthun to escort her home—she’s still not feeling that well. The PCs don’t have a chance to speak with her, but they can speak with Zarta, Eando, and Khione, who have stuck around to make sure everyone is being taken care of. Zarta asks the PCs for a brief report. When they’re finished, she remarks that “someone had better keep an eye on Hesla Embersplitter. I still think she’s got some other motive beyond combating Tar-Baphon.” Khione raises her hand to volunteer. “I’ll keep an eye on her! After all, I’m very good at finding things out and reporting on them.” Zarta nods, and Eando agrees.

## REPORTING NOTES

If the PCs won the Gilded Goldfish, check box **A** on the reporting sheet. If the PCs spoke with Khione long enough for Zarta to purchase her mysterious book, check box **B**.

## PRIMARY OBJECTIVES

The PCs complete their primary objective by defeating the Puddles phantom and other undead, ending the threat to Absalom—for now. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs complete their secondary objective if they complete at least 4 of the following 7 objectives: notice the whispering breeze; win the goldfish for J Dacilane; impress Hesla Embersplitter; distract Khione; successfully dance with at least two bears; overcome the Dreaded Downpour event with 0 or 1 failed tasks; and avoid killing any carnival bears. Doing so earns each PC 2 Reputation with their chosen faction.

## FACTION NOTES

This mission is of particular interest to the Verdant Wheel and Vigilant Seal factions.

**Verdant Wheel:** If the PCs noticed the whispering wind or managed not to kill any of the carnival bears, each PC earns 2 Reputation with the Verdant Wheel faction.

**Vigilant Seal:** If the PCs overcome the Dreaded Downpour event with 0 or 1 failed tasks, they keep the casualty count low. Each PC earns 2 Reputation with the Vigilant Seal faction.

# An Enkindled Carnival

## Appendix 1: Level 3–4 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 and 7 of *Monster Core*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### EVENT 1: DREADED DOWNPOUR (LEVELS 3–4)

#### RAIN-SOAKED CROWD


#### HAZARD 2

UNCOMMON ENVIRONMENTAL SIMPLE

**Stealth** DC 15 (trained)

**Description** A crowd of carnival goers are spurred to panic by supernatural rain.

**Disable** DC 17 Diplomacy (trained) to calm them down, DC 18 Intimidation (trained) to cow them, DC 20 Athletics (trained) to force them back

**Surge Forward**  **Trigger** The PCs fail to overcome a task during the Dreaded Downpour event; **Effect** The crowd surges forward, dealing 2d10+7 bludgeoning damage to each PC. Each affected creature must attempt a DC 18 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and takes a -1 circumstance penalty to their next skill check to overcome a task during the Dreaded Downpour event.

**Critical Failure** The creature takes double damage and takes a -2 circumstance penalty to their next skill check to overcome a task during the Dreaded Downpour event.

# An Enkindled Carnival

## EVENT 2: BEARS! (LEVELS 3-4)

### CARNIVAL BEARS (2)

### CREATURE 2

UNCOMMON LARGE ANIMAL

Variant grizzly bear (*Monster Core* 41)

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

**Skills** Athletics +8, Survival +7

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

**AC** 17; **Fort** +11, **Ref** +8, **Will** +5

**HP** 40

**Somewhat Trained** The carnival bear might respond to commands even while hostile or unfriendly. If it's hostile or unfriendly, use the following degrees of success instead of the usual check results for attempts to Command an Animal against the bear.

**Critical Success** The bear does as commanded on its next turn.

**Success** The bear hesitates and does nothing on its next turn.

**Failure** The bear attacks the creature attempting to command it on its next turn.

**Critical Failure** The bear attacks the creature attempting to command it on its next turn, and becomes immune to Command an Animal for 1 minute.

**Speed** 35 feet

**Melee** ✦ jaws +8, **Damage** 1d8+2 piercing

**Melee** ✦ claw +8 (agile), **Damage** 1d6+2 slashing plus Grab

**Gentle Mauler** The carnival bear gains +1 circumstance bonus to damage rolls against creatures it has grabbed. After damaging a creature it has grabbed, it automatically releases the creature from its grip.

### BIG CARNIVAL BEARS (0)

### CREATURE 3

UNCOMMON LARGE ANIMAL

Variant grizzly bear (*Monster Core* 41)

**Perception** +10; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +10, Survival +8

**Str** +3, **Dex** +1, **Con** +5, **Int** -4, **Wis** +1, **Cha** -2

**AC** 18; **Fort** +12, **Ref** +6, **Will** +8

**HP** 59

**Somewhat Less Trained** The big carnival bear isn't well trained yet, though it might occasionally respond to commands. Whatever its current attitude, use the following degrees of success instead of the usual check results for attempts to Command an Animal against the big carnival bear.

**Critical Success** The bear does as commanded on its next turn.

**Success** The bear acts normally (as determined by the GM) on its next turn.

**Failure** The bear attacks the creature attempting to command it on its next turn.

## Scaling Event 2

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

**10-11 Challenge Points:** Remove two carnival bears and add two big carnival bears to the encounter.

**12-13 Challenge Points:** Add one carnival bear to the encounter.

**14-15 Challenge Points:** Remove one carnival bear and add two big carnival bears to the encounter.

**16-18 Challenge Points (5+ Players):** Add two carnival bears to the encounter.

**Critical Failure** The bear attacks the creature attempting to command it on its next turn, and becomes immune to Command an Animal for 1 minute.

**Speed** 35 feet

**Melee** ✦ jaws +10, **Damage** 2d8+3 piercing

**Melee** ✦ claw +10 (agile), **Damage** 1d10+3 slashing plus Grab

**Not So Gentle Mauler** The big carnival bear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed. After damaging a creature it has grabbed, it automatically releases it from its grip, but also knocks the creature prone unless the target succeeds at a DC 20 Fortitude save.

**Rush** ✦✦ The big carnival bear Strides and makes a Strike at the end of that movement. During the Stride, the bear gains a +10-foot circumstance bonus to its Speed.



# An Enkindled Carnival

## EVENT 3: GHOUL ATTACK (LEVELS 3-4)

### PUDDLES GHOULS (4)

### CREATURE 0

UNCOMMON MEDIUM GHOUL UNDEAD UNHOLY

Variant ghoul (*Monster Core* 162)

**Perception** +6; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +6, Athletics +7, Stealth +6, Survival +4

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

**AC** 17; **Fort** +3, **Ref** +8, **Will** +4

**HP** 13, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Stench** (aura, olfactory) 10 feet, DC 13

**Speed** 25 feet, swim 20 feet

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

**Melee** ✦ claw +8 (agile, finesse), **Damage** 1d4+1 slashing plus Grab

**Slurp Blood** ✦ (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the Puddles ghoul's reach; **Effect** The ghoul bites the creature, slurping its blood. This requires an Athletics check against the target's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim takes 1d6+1 piercing damage and the Puddles ghoul regains 3 Hit Points, gaining any excess HP as temporary HP.

**Swift Movement** ✦ (move) The Puddles ghoul jumps up to half its Speed or swims up to half its swim Speed. This movement doesn't trigger reactions.

## Scaling Event 3

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

**10+:** For every 2 Challenge Points beyond 8, add one Puddles ghoul to the encounter.

# An Enkindled Carnival

## EVENT 4: VENGEFUL DEAD (LEVELS 3-4)

### WIGHT

### CREATURE 3

MEDIUM UNDEAD UNHOLY WIGHT

*Pathfinder Monster Core* 348

**Perception** +10; darkvision

**Languages** Common, Necril

**Skills** Athletics +10, Intimidation +9, Stealth +8

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

**Items** dagger

**Grave Weapon** (divine) The wight is bound to a dagger it was buried with. Other wights can be bound to different weapons.

**AC** 18; **Fort** +11, **Ref** +6, **Will** +10

**HP** 40, fueled by spite, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Final Spite** **Trigger** The wight is reduced to 0 Hit Points; **Effect** The wight makes a Strike before being destroyed. This Strike can inflict corrupting spite, but fueled by spite doesn't apply.

**Fueled by Spite** Each time a creature loses Hit Points due to a corrupting spite curse the wight inflicted, the wight gains 3 temporary Hit Points.

**Speed** 25 feet

**Melee** **◆** dagger +12 (agile, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

**Melee** **◆** claw +12 (agile), **Damage** 1d4+6 slashing plus corrupting spite

**Ranged** **◆** dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

**Corrupting Spite** (curse, divine, void) The wight's unarmed attacks and bound weapons inflict a curse that makes a creature grow weak and spiteful. If a wight inflicts corrupting spite on a creature already afflicted by it, the victim attempts a new save, ignoring the result if it's better than a failure. A living humanoid that dies while under the curse rises as a wight after 1d4 rounds, controlled by the wight that killed it. The wight spawn can't inflict corrupting spite and is clumsy 2. If its creator dies or after roughly a month of existence, the new wight becomes autonomous and turns into a normal wight; **Saving Throw** DC 17 Fortitude; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 and doesn't treat any creatures as allies (1 round); **Stage 3** As stage 2, except drained 3 (1 round); **Stage 4** As stage 2, except drained 4 (1 round).

## Scaling Event 4

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

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

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

**14-15 Challenge Points:** Add one plague zombie and one wight to the encounter.

**16-18 Challenge Points (5+ Players):** Add two wights to the encounter.

### PLAGUE ZOMBIES (2)

### CREATURE 1

MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

*Pathfinder Monster Core* 356

**Perception** +3; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** As zombie shambler.

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Speed** 25 feet

**Melee** **◆** fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

**Zombie Bite** **◆ Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately



# An Enkindled Carnival

## EVENT 5: THE PUDDLES PHANTOM (LEVELS 3-4)

### PUDDLES PHANTOM

### CREATURE 4

RARE MEDIUM ETHEREAL INCORPOREAL PHANTOM SPIRIT

Variant phantom knight (*Monster Core 262*)

**Perception** +13; darkvision

**Languages** Common

**Skills** Intimidation +12

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

**Walk the Ethereal Line**  $\blacklozenge\blacklozenge$  The Puddles phantom walks the thin line between the Ethereal Plane and the Universe in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.

**AC** 21; **Fort** +8, **Ref** +12, **Will** +13; -1 status penalty to all saves vs. death effects

**HP** 45; **Immunities** bleed, disease, paralyzed, poison, precision;

**Resistances** all damage 3 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)

**Susceptible to Death** Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A Puddles phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *execute*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.

**Speed** fly 25 feet

**Melee**  $\blacklozenge$  *phantom dagger* +14 (agile, finesse, magical, versatile S), **Damage** 2d4+7 piercing

**Ranged**  $\blacklozenge$  *phantom dagger* +14 (agile, finesse, magical, thrown 10 ft., versatile S), **Damage** 2d4+7 piercing

**Occult Innate Spells** DC 23, attack +15; **2nd** *blood vendetta*, *telekinetic maneuver*; **Cantrips** *prestidigitation*, *telekinetic projectile*, *void warp*

**Phantom Daggers** (spirit) Each time they make a phantom dagger Strike, a Puddles phantom can choose to deal spirit damage instead of the normal physical damage type. Whichever damage type they choose, the phantom dagger vanishes and a new phantom dagger immediately appears in the phantom's hand.

## Scaling Event 5

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

**10+:** For every 2 Challenge Points beyond 8, add one bloodthirsty apparition to the encounter.

### BLOODTHIRSTY APPARITIONS (2)

### HAZARD 2

RARE COMPLEX HAUNT

**Stealth** +22 (trained)

**Description** Deceased Puddles residents lash out at living creatures.

**Disable** DC 15 Religion (trained) three times to banish the apparitions with prayers, or DC 18 Occultism (trained) once to commune with the spirits and convince them to pass on

**Bloodthirsty Wails**  $\blacklozenge$  (necromancy, occult) **Trigger** A living creature comes within 30 feet of the haunt; **Effect** The haunt wails, cursing the living for allowing the Puddles residents to wallow in misery while Absalom's elites prosper. Each living creature within 90 feet must attempt a DC 21 Will save. The haunt then rolls initiative.

**Critical Success** The creature is temporarily immune to this bloodthirsty apparition's routine for 1 minute.

**Success** The creature is unaffected.

**Failure** The creature shares the apparition's uncontrolled rage against the living. It makes a Strike against itself and becomes clumsy 1 for 1 minute.

**Critical Failure** As failure, but the creature becomes clumsy 2.

**Routine** (1 action) The haunt's screams send biting supernatural rain around the area, dealing 2d6+2 piercing damage to all living creatures within 90 feet (DC 18 basic Reflex save). Creatures who fail the save are blinded by a red haze for 1 round.

**Reset** The haunt re-forms after 1 hour. The haunt becomes disabled and doesn't reform 1 minute after the Puddles phantom is slain.



# An Enkindled Carnival

## Appendix 2: Level 5–6 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 and 7 of *Monster Core*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### EVENT 1: DREADED DOWNPOUR (LEVELS 5–6)

#### RAIN-SOAKED CROWD


#### HAZARD 4

UNCOMMON ENVIRONMENTAL SIMPLE

**Stealth** DC 18 (trained)

**Description** A crowd of carnival goers are spurred to panic by supernatural rain.

**Disable** DC 21 Diplomacy (trained) to calm them down, DC 22 Intimidation (trained) to cow them, DC 24 Athletics (trained) to force them back

**Surge Forward**  **Trigger** The PCs fail to overcome a task during the Dreaded Downpour event; **Effect** The crowd surges forward, dealing 4d8+10 bludgeoning damage to each PC. Each affected creature must attempt a DC 21 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and takes a -1 circumstance penalty to their next skill check to overcome a task during the Dreaded Downpour event.

**Critical Failure** The creature takes double damage and takes a -2 circumstance penalty to their next skill check to overcome a task during the Dreaded Downpour event.

# An Enkindled Carnival

## EVENT 2: BEARS! (LEVELS 5-6)

### BIG CARNIVAL BEARS (3)

### CREATURE 3

UNCOMMON LARGE ANIMAL

Variant grizzly bear (*Monster Core 41*)

**Perception** +10; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +10, Survival +8

**Str** +3, **Dex** +1, **Con** +5, **Int** -4, **Wis** +1, **Cha** -2

**AC** 18; **Fort** +12, **Ref** +6, **Will** +8

**HP** 59

**Somewhat Less Trained** The big carnival bear isn't well trained yet, though it might occasionally respond to commands. Whatever its current attitude, use the following degrees of success instead of the usual check results for attempts to Command an Animal against the big carnival bear.

**Critical Success** The bear does as commanded on its next turn.

**Success** The bear acts normally (as determined by the GM) on its next turn.

**Failure** The bear attacks the creature attempting to command it on its next turn.

**Critical Failure** The bear attacks the creature attempting to command it on its next turn, and becomes immune to Command an Animal for 1 minute.

**Speed** 35 feet

**Melee** ♦ jaws +10, **Damage** 2d8+3 piercing

**Melee** ♦ claw +10 (agile), **Damage** 1d10+3 slashing plus Grab

**Not So Gentle Mauler** The big carnival bear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed. After damaging a creature it has grabbed, it automatically releases it from its grip, but also knocks the creature prone unless the target succeeds at a DC 20 Fortitude save.

**Rush** ♦♦ The big carnival bear Strides and makes a Strike at the end of that movement. During the Stride, the bear gains a +10-foot circumstance bonus to its Speed.

## Scaling Event 2

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

**19-22 Challenge Points:** Add one carnival bear to the encounter.

**23-27 Challenge Points:** Add two carnival bears to the encounter.

**28-32 Challenge Points:** Add two big carnival bears to the encounter.

**33+ Challenge Points:** Add three big carnival bears to the encounter.

### CARNIVAL BEARS (0)

### CREATURE 2

UNCOMMON LARGE ANIMAL

Variant grizzly bear (*Monster Core 41*)

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

**Skills** Athletics +8, Survival +7

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

**AC** 17; **Fort** +11, **Ref** +8, **Will** +5

**HP** 40

**Somewhat Trained** The carnival bear might respond to commands even while hostile or unfriendly. If it's hostile or unfriendly, use the following degrees of success instead of the usual check results for attempts to Command an Animal against the bear.

**Critical Success** The bear does as commanded on its next turn.

**Success** The bear hesitates and does nothing on its next turn.

**Failure** The bear attacks the creature attempting to command it on its next turn.

**Critical Failure** The bear attacks the creature attempting to command it on its next turn, and becomes immune to Command an Animal for 1 minute.

**Speed** 35 feet

**Melee** ♦ jaws +8, **Damage** 1d8+2 piercing

**Melee** ♦ claw +8 (agile), **Damage** 1d6+2 slashing plus Grab

**Gentle Mauler** The carnival bear gains +1 circumstance bonus to damage rolls against creatures it has grabbed. After damaging a creature it has grabbed, it automatically releases the creature from its grip.



# An Enkindled Carnival

## EVENT 3: GHOUL ATTACK (LEVELS 5-6)

### TOUGH PUDDLES GHOULS (4)

### CREATURE 2

UNCOMMON MEDIUM GHOUL UNDEAD UNHOLY

Variant ghoul (*Monster Core* 162)

**Perception** +8; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +8, Athletics +9, Stealth +8, Survival +6

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

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

**HP** 28, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Stench** (aura, olfactory) 10 feet, DC 15

**Speed** 25 feet, swim 20 feet

**Melee** ✦ jaws +11 (finesse), **Damage** 1d8+3 piercing

**Melee** ✦ claw +11 (agile, finesse), **Damage** 1d8+3 slashing plus Grab

**Slurp Blood** ✦ (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the tough Puddles ghoul's reach; **Effect** The ghoul bites the creature, slurping its blood. This requires an Athletics check against the target's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim takes 1d8+3 piercing damage and the tough Puddles ghoul regains 4 Hit Points, gaining any excess HP as temporary HP.

**Swift Movement** ✦ (move) The Puddles ghoul jumps up to half its Speed or swims up to half its swim Speed. This movement doesn't trigger reactions.

## Scaling Event 3

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

**20+:** For every 4 Challenge Points beyond 16, add one tough Puddles ghoul to the encounter.



# An Enkindled Carnival

## EVENT 4: VENGEFUL DEAD (LEVELS 5-6)

### SOGGY ZOMBIE HULK

### CREATURE 5

UNCOMMON HUGE MINDLESS UNDEAD UNHOLY ZOMBIE

Variant zombie hulk (*Monster Core* 357)

**Perception** +7; darkvision

**Skills** Athletics +16

**Str** +7, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie is permanently slowed 1 and can't use reactions.

**AC** 19; **Fort** +14, **Ref** +8, **Will** +10

**HP** 140, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Speed** 25 feet

**Melee** ♦ hunk of wet meat +15 (reach 15 feet), **Damage** 2d8+9 bludgeoning plus moldy meat

**Ranged** ♦ squelchy corpse +15 (brutal, range increment 30 feet), **Damage** 2d6+7 bludgeoning plus moldy meat

**Corpse Throwing** A soggy zombie hulk can throw Medium or smaller corpses at foes. They can also throw Medium or smaller zombies for this purpose, who take just as much damage as the target they hit. A zombie that survives being thrown falls prone.

**Moldy Meat** A creature hit by the soggy zombie hulk's hunk of wet meat or squelchy corpse Strike must attempt a DC 22 Fortitude save, becoming sickened 1 on a failure (or sickened 2 on a critical failure). A creature that critically succeeds becomes temporarily immune for 1 hour.

**Wide Swing** ♦ The zombie hulk makes two hunk of wet meat Strikes against different targets within its reach.

### WIGHT

### CREATURE 3

MEDIUM UNDEAD UNHOLY WIGHT

*Monster Core* 348

**Perception** +10; darkvision

**Languages** Common, Necril

**Skills** Athletics +10, Intimidation +9, Stealth +8

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

**Items** dagger

**Grave Weapon** (divine) The wight is bound to a dagger it was buried with. Other wights can be bound to different weapons.

**AC** 18; **Fort** +11, **Ref** +6, **Will** +10

**HP** 40, fueled by spite, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Final Spite** ♦ **Trigger** The wight is reduced to 0 Hit Points; **Effect** The wight makes a Strike before being destroyed. This Strike can inflict corrupting spite, but fueled by spite doesn't apply.

## Scaling Event 4

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

**19-22 Challenge Points:** Add one wight to the encounter.

**23-27 Challenge Points:** Add one soggy zombie hulk to the encounter.

**28-32 Challenge Points:** Add one wight and one soggy zombie hulk to the encounter.

**33+ Challenge Points:** Add two soggy zombie hulks to the encounter.

**Fueled by Spite** Each time a creature loses Hit Points due to a corrupting spite curse the wight inflicted, the wight gains 3 temporary Hit Points.

**Speed** 25 feet

**Melee** ♦ dagger +12 (agile, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

**Melee** ♦ claw +12 (agile), **Damage** 1d4+6 slashing plus corrupting spite

**Ranged** ♦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

**Corrupting Spite** (curse, divine, void) The wight's unarmed attacks and bound weapons inflict a curse that makes a creature grow weak and spiteful. If a wight inflicts corrupting spite on a creature already afflicted by it, the victim attempts a new save, ignoring the result if it's better than a failure. A living humanoid that dies while under the curse rises as a wight after 1d4 rounds, controlled by the wight that killed it. The wight spawn can't inflict corrupting spite and is clumsy 2. If its creator dies or after roughly a month of existence, the new wight becomes autonomous and turns into a normal wight; **Saving Throw** DC 17 Fortitude; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 and doesn't treat any creatures as allies (1 round); **Stage 3** As stage 2, except drained 3 (1 round); **Stage 4** As stage 2, except drained 4 (1 round).



# An Enkindled Carnival

## EVENT 5: THE PUDDLES PHANTOM (LEVELS 5-6)

### PUDDLES PHANTOM

### CREATURE 6

RARE MEDIUM ETHEREAL INCORPOREAL PHANTOM SPIRIT

Variant phantom knight (*Monster Core 262*)

**Perception** +16; darkvision

**Languages** Common

**Skills** Intimidation +15

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

**Walk the Ethereal Line** ◆◆ The Puddles phantom walks the thin line between the Ethereal Plane and the Universe in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.

**AC** 24; **Fort** +11, **Ref** +15, **Will** +16; -1 status penalty to all saves vs. death effects

**HP** 71; **Immunities** bleed, disease, paralyzed, poison, precision;

**Resistances** all damage 4 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)

**Susceptible to Death** Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A Puddles phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *execute*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.

**Speed** fly 25 feet

**Melee** ◆ *phantom dagger* +17 (agile, finesse, magical, versatile S), **Damage** 2d4+10 piercing

**Ranged** ◆ *phantom dagger* +17 (agile, finesse, magical, thrown 10 ft., versatile S), **Damage** 2d4+10 piercing

**Occult Innate Spells** DC 25, attack +17; **2nd** *blood vendetta*, *telekinetic maneuver*; **Cantrips** *prestidigitation*, *telekinetic projectile*, *void warp*

**Phantom Daggers** (spirit) Each time they make a phantom dagger Strike, a Puddles phantom can choose to deal spirit damage instead of the normal physical damage type. Whichever damage type they choose, the phantom dagger vanishes and a new phantom dagger immediately appears in the phantom's hand.

### BLOODTHIRSTY APPARITIONS (2)

### HAZARD 4

RARE COMPLEX HAUNT

**Stealth** +22 (trained)

**Description** Deceased Puddles residents lash out at living creatures.

**Disable** DC 18 Religion (trained) three times to banish the apparitions with prayers, or DC 22 Occultism (trained) once to commune with the spirits and convince them to pass on

**Bloodthirsty Wails** ☞ (necromancy, occult) **Trigger** A living creature comes within 30 feet of the haunt; **Effect** The haunt wails, cursing the living for allowing the Puddles

## Scaling Event 5

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

**20+:** For every 4 Challenge Points beyond 16, add one bloodthirsty apparition to the encounter.

residents to wallow in misery while Absalom's elites prosper. Each living creature within 90 feet must attempt a DC 21 Will save. The haunt then rolls initiative.

**Critical Success** The creature is temporarily immune to this bloodthirsty apparition's routine for 1 minute.

**Success** The creature is unaffected.

**Failure** The creature shares the apparition's uncontrolled rage against the living. It makes a Strike against itself and becomes clumsy 1 for 1 minute.

**Critical Failure** As failure, but the creature becomes clumsy 2.

**Routine** (1 action) The haunt's screams send biting supernatural rain around the area, dealing 4d6 piercing damage to all living creatures within 90 feet (DC 21 basic Reflex save). Creatures who fail the save are blinded by a red haze for 1 round (or 1 minute on a critical failure).

**Reset** The haunt re-forms after 1 hour. The haunt becomes disabled and doesn't reform 1 minute after the Puddles phantom is slain.



# An Enkindled Carnival

## Appendix 3: Game Aids



**Eando Kline**



**Urwal**

**Genevri Durra**



**Geltra**



# An Enkindled Carnival

## Appendix 3: Game Aids



**J Dacilane**



**Vim Moneymaker**

**Hesla Embersplitter**



**Khione**



# An Enkindled Carnival

## Appendix 3: Game Aids



**Gezlek**



**Ulthun**

**Carnival Bear**



**Pathfinder Society Scenario #6-04**

**Puddles Ghoul**



# An Enkindled Carnival

## Appendix 3: Game Aids



**Wight**



**Puddles Phantom**

# An Enkindled Carnival

## Handout #1: Carnival Invitation

Esteemed Pathfinders—

As thanks for the warm welcome I've received from the people of Absalom, I graciously invite you to a delightful carnival hosted by none other than myself, Hesla Embersplitter. Come one, come all, for the food, the dancing, the games, and the prizes! All children under twelve are invited to attend for free, along with their chaperones. It is truly the least I can do for the people of this most glorious of cities. Let it be a day to remember for many years—no, the rest of our lives!

You'll find the Gilded Carnival just down the street in the Foreign Quarter, practically on the doorstep of your esteemed Grand Lodge.

You can't miss it! And I'm sure you don't want to. I'll be overjoyed to see you all there.

With gratitude,

—Hesla Embersplitter



# An Enkindled Carnival

## ORGANIZED PLAY

### Treasure Table

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

### Treasure Bundles

- Whispering Breeze, page 6: 1 Treasure Bundle for earning Geltra's gift.
- Dacilane Academy's Fishing Fiasco, page 6: 1 Treasure Bundle for winning the goldfish.
- Hesla Herself, page 7: 3 Treasure Bundles for impressing Hesla.
- Talk of the Town, page 8: 1 Treasure Bundle for earning a reward from Zarta.
- Dancing with Bears, page 9: 1 Treasure Bundle for successfully dancing with 2 or more bears.
- Event 5: The Puddles Phantom, page 16: 3 Treasure Bundles for finding the dagger.

CP Total	Level Range
8-14	3-4
16-18 (5+ players)	3-4
16-18 (4 players)	5-6
19+	5-6

### Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level.

Total up the number of Challenge Points your group has.

- 3rd-level PCs = 2 points each
- 4th-level PCs = 3 points each
- 5th-level PCs = 4 points each
- 6th-level PCs = 6 points each

Use the table above to determine which level range is appropriate for your PCs. Level 3-4 encounters are in Appendix 1, and level 5-6 encounters are in Appendix 2.

### Elite Adjustment

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

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

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

### Weak Adjustment

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

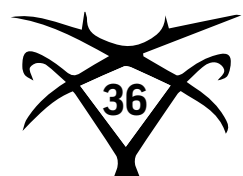
- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath),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

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

### Remaster Changes

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

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



# An Enkindled Carnival



## Event Reporting Form

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

Location \_\_\_\_\_

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

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

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

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

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

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

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



# An Enkindled Carnival

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