

PATHFINDER SOCIETY®

YEAR OF THE SKY KEY



THE WOUNDED WISP

By Thurston Hillman



The Wounded Wisp

Pathfinder Society Scenario #6–10

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Pathfinder Society Scenario #6–10: The Wounded Wisp is a Pathfinder Society Scenario designed for 1st- and 2nd-level characters (Tier 1–2). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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THE WOUNDED WISP

By THURSTON HILLMAN



The Pathfinder Society attributes its origins to a group of great adventurers who convened in 4307 AR at a dive bar named The Wounded Wisp. The group reunited regularly to share drinks and tales before departing in pursuit of relics and glory, and a decade later, one member recorded and published these adventures under the title *Pathfinder Chronicles*. Since then, the Society has continued to grow and expand, developing an integral hierarchy while also promoting in its agents independence and the freedom to pursue promising finds.

Despite the expectation that Pathfinders will report all finds to the Grand Lodge in Absalom, many reports have never made their way into the Society's records. In some cases it is because an agent died in the field and could never deliver her findings. Other times, Pathfinders hoarded secrets in fear of their colleagues poaching their finds, despite the understanding that agents must respect each other's claims. Under rarer circumstances, a Pathfinder purposely reburies a delicate secret, believing that the world is not yet ready for it to come to light. The talented Pathfinder Eando Kline recently resigned rather than give the Decemvirate such information, but he was not the first to withhold a secret.

Among the first members of the Society was Eylisia, a well-traveled gnome explorer who shared many a drink with the now-famous Durvin Gest and Selmius Foster. She witnessed the dedication of the Grand Lodge in 4320, the creation of the Wall of Names in 4330, and many events leading all the way to infighting of 4411, which led to the masking of the Decemvirate and eventually to Eylisia's disappearance. She also participated in numerous debates on the ramifications of publishing finds and the impact such knowledge can have when distributed widely. In the course of her adventures, Eylisia uncovered numerous secrets that she believed would inflict greater damage if published in their time, yet her dedication to scholarship prevented her from destroying the information outright.

Eylisia hid a small trove of these secrets in Absalom itself, planting clues throughout the city and the Grand Lodge to guide clever agents to find the information on

WHERE ON GOLARION?

This adventure takes place in the city of Absalom on the Isle of Kortos. As this scenario focuses on investigating various sites in the city, it is strongly recommended that GMs research existing information on Absalom to embellish the scenario, adding appropriate flavor and handling any "off the rails" situations that may occur. For more information on Absalom, see *Pathfinder Campaign Setting: Guide to Absalom* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and game stores everywhere, and online at paizo.com.



their own when its discovery might be less damaging. Thanks to her many years spent nurturing the nascent Pathfinder Society, Eylisia was able to hide hints with long-lived allies, in the coffins of dead friends, and even on memorial plaques in the Grand Lodge itself.

SUMMARY

Whether they are enjoying some downtime between missions or eagerly awaiting their Confirmation assignment, the PCs receive a summons from Venture-Captain Drandle Dreng. Dreng gives a brief history lesson on the Wounded Wisp tavern before sending the PCs to retrieve a parcel from the Wisp's cellar.

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GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary (B1)*, *Pathfinder RPG Bestiary 2 (B2)*, and *Pathfinder RPG Bestiary 3 (B3)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Inside the Wounded Wisp, the PCs have some free time before the owner escorts them to the cellar. They can socialize with some other Pathfinders that frequent the Wisp, winning allies and contacts they can call upon later in the adventure. Once the cellar is open, the PCs discover that the particular item Dreng sent them to recover is actually a lever that accesses a hidden room once used by famed Pathfinder Selmius Foster. Before they can explore the hidden chamber, the PCs must fend off creatures that have made their home within.

Notes in Selmius's chamber under the Wounded Wisp detail much of the founding Pathfinder's chronicled exploits, but the PCs also discover a string of clues that appears in no published *Pathfinder Chronicles*. Appended by Foster's former assistant Adolphus, these clues point to various sites across Absalom—sites that Selmius believed were markers left by his contemporary, the gnome Pathfinder Eylisia. Drandle Dreng encourages the PCs to investigate these leads on their own.

These leads (which the PCs can follow in any order) take the PCs to several famous sites in Absalom, each of which bears a clue that helps the PCs locate a stash left behind by Eylisia underneath the Shrine of the Failed. The first clue (tied to the Wall of Names at the Grand Lodge) points the PCs to the Shrine of the Failed. The second clue (stored in a *Pathfinder's coin*) gives the PCs more information about how to open a secret door. The third clue (located in a wizard's home at the Arcanamirium) provides the PCs a password needed to access Eylisia's treasures.

Once the PCs have recovered the trove of lost secrets and are exiting the complex, a group that has been tracking their movements springs an ambush to kill the Pathfinders and take Eylisia's information for its own purposes. The exact nature of the group is random, ranging from Aspis Agents to Harbingers to cultists of Norgorber and beyond.

GETTING STARTED

As a springboard for new characters, *The Wounded Wisp* is meant to be flexible in how it fits into a Pathfinder's adventuring career. Some players may wish to have their character go through other scenarios as their first mission (such as *Pathfinder Society Scenario #5-08: The*

Confirmation), or they might begin with this adventure. In either case, *The Wounded Wisp* supports both novice adventures and Pathfinders with a bit of experience.

At the beginning of the scenario, GMs should inquire about the background of each Pathfinder, asking if they've completed their Confirmation or were granted a field commission. Use this information when the PCs interact with other members of the Society. For PCs who have yet to complete their Confirmation or receive a field commission, this adventure is highly appropriate, as Drandle Dreng has begun using novices to handle odd jobs around Absalom; expert Pathfinders rarely entertain his innocuous errands. PCs who have only recently joined the Society are still too junior to receive their pick of missions, and Drandle Dreng puts these agents to use while they wait for more prestigious assignments.

Read the following to get the adventure underway.

You have been stationed at the Grand Lodge in Absalom, awaiting assignment for a mission of utmost importance. Things finally seemed in motion when Venture-Captain Drandle Dreng sent out a summons for available agents. Specialized in the history of Absalom, Dreng is known for putting off-duty agents to work on sundry tasks when he finds them resting within the city's limits.

Coming to the meeting place—an odd choice of venue, as it is a street corner far from the Grand Lodge—a lone beggar garbed in baggy robes approaches. The only figure visible in the constant drizzle, the beggar sticks out his hands for currency.

"Have you any coin to spare, fine folk?"

The question hangs in the air for only a scant moment before the figure pulls back his hood to reveal the wizened face of Venture-Captain Drandle Dreng. He gives a crooked smile, soaked head to toe from his unprotected time in the rain. His clothes smell faintly of cabbage.

"Sorry about that," he says with a wink. "I always like to play a little joke on agents when I stumble across them during my jaunts into town. Now, why did I summon you fine folk here again...?" Dreng shakes his head from side to side, as though trying to knock water out of his ears, despite the constant downpour.

"Ah yes, the Wounded Wisp! I'm undercover now and can't stray far from the site I'm watching, but I need someone to retrieve a package for me from that fine establishment. It's among Absalom's most storied taverns, you see, and one that holds a special place of privilege in the Society's lore as the place where the organization began. Well, I could drone on and on about it, but standing out in the rain is doing none of us any favors." As if anticipating agreement, the bedraggled venture-captain produces a small slip of folded paper from one of his many stitched pockets. Dreng quickly shows a glimpse of the page's contents: a map detailing the location of the Wounded Wisp bar.

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"The bartender is a woman by the name of Heryn Gale, a fine lady who came to own the Wisp after the passing of her father from—oh, bah, it's really getting too cold for me to give a proper history lesson! If you could just go to the Wisp, and tell Heryn you're there to pick up my parcel, it would be most appreciated. I'll be around here for several more hours at least."

Given the odd nature of their meeting, Dreng's appearance, and the uncertain nature of his parcel, the PCs likely have questions for the venture-captain. While Dreng is typically quite amenable to idle chatter, the rain causes him to rush things, trying to get the PCs on their way to the Wounded Wisp as quickly as possible.

Why are you so shoddily dressed?
"Sometimes you need more than magic to remain unseen. This disguise serves its purpose and lets me pry secrets from loose lips better than any magical enchantment. Right now, I'm following up on a group operating out of this district that I believe to be associated with the Onyx Alliance... it's a bit of a long story, but sufficed to say, this disguise is quite important to my investigation."

What exactly is the parcel? "Before you judge, despite my current attire, I'm still a man of taste. The parcel is actually a special vintage of wine from the cellar of the Wounded Wisp. I've been sampling their finer wines in descending order of bottling. I dare not disappear from my current role in this district, but I also would appreciate some comfort items. After all, I doubt anyone would judge a supposed beggar sipping from a bottle of wine."

What can you tell us about the Wounded Wisp? "For starters, it's one of the most important establishments in the history of the Society. From those old walls, the first Pathfinders met to discuss their adventures across Golarion. Back then they weren't even called Pathfinders! Nowadays the bar is almost an official Pathfinder saloon, where agents of all varieties go to meet and share tales."

Knowledge (history)

Some characters may have greater knowledge of the Pathfinder Society's history and its association with the Wounded Wisp. Any Pathfinder can attempt this check untrained.

10+ The Wounded Wisp was a bar once frequented by the original members of the Pathfinder Society before the Society was even formed. Inside the Wisp, acquaintances

would share stories about their adventurous exploits with one another.

15+ Many volumes of the *Pathfinder Chronicles* came together under the Wisp's roof. Famous Pathfinders like Eando Kline and the Seeker Osprey often stopped by for a drink while they relaxed in Absalom between assignments. Though not officially affiliated with the Society, the bar maintains good relations with Pathfinders, offering discounts and prompt service. The owners have always kept themselves and the Wisp afloat through the generosity of Society agents who spend coin at the establishment.

20+ Selmus Foster was one of the founding members of the Pathfinder Society, known to have frequented the Wisp often and occasionally taken up residence in a spare room between his travels. His celebrated exploits first appeared in Volume 1 of the *Pathfinder Chronicles*.

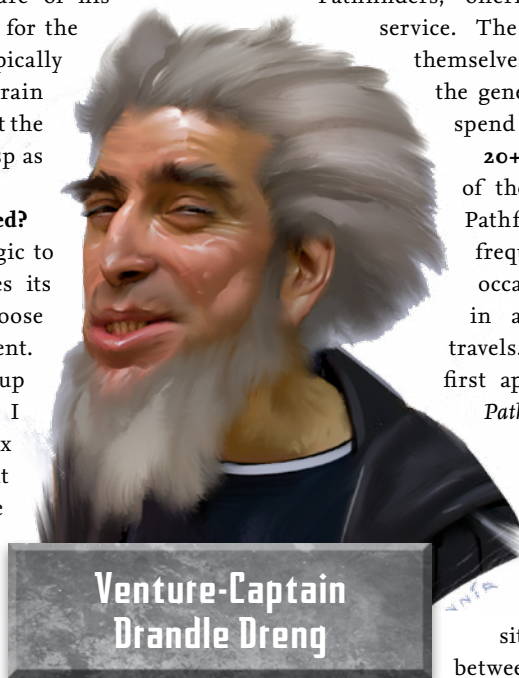
25+ Following the death of Selmus Foster on the island of Bhopan, his assistant Adolphus made several donations to maintain one of his mentor's favorite sites. The exact arrangement between Adolphus and the owners of the Wisp was never disclosed,

but it is said that some of this gold came from the same fortune that Adolphus used to found the Pathfinder lodge in Quantum.

A. THE WOUNDED WISP

The Wounded Wisp is located in the Foreign Quarter district of Absalom, close to the grounds of the Grand Lodge. PCs should have no difficulty finding the establishment with the map Dreng provided. Almost every initiate or member has heard of or seen the building at some point. Succeeding at a DC 10 Knowledge (geography or local) check is sufficient to find the Wounded Wisp, and Dreng's hastily sketched map provides basic directions even if none of the PCs know the way already.

Built from dark, discolored wood, the exterior of the Wounded Wisp is the image of an iconic dive bar. Stained and barred windows obscure direct vision into the establishment, though ruddy yellow light bleeds from a window in the front hall. In the hours just before dawn, the building closes long enough for menials to clean and to give staff a rest. The only distinguishing feature on



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the Wisp's exterior is a thick wooden sign hanging from above the bar's entrance. A brass ring fitted onto the sign anchors a lantern—referred to by the staff as “the wisp”—that hangs there during the evening hours.

A1. Entry Hall: This long wooden hallway is the entrance to the Wounded Wisp, heading north into the building itself. The walls are covered in numerous decorations and trophies left by successful Pathfinders who've donated minor paraphernalia to the bar.

A2. Coat Check: This large closet contains various coat racks and shelves for patrons to place any equipment they don't want to lug with them. Typically a teenager works here and manages any garments the patrons wish to stow.

A3. Main Hall: Tables fill the main floor of the Wounded Wisp where patrons sit with colleagues and share stories over drinks. Three sets of stairs lead up to a raised dining area (area A5).

A4. Bar: Staffed by at least one employee of the Wounded Wisp, the bar holds a variety of different beers, while hard liquors are kept in a glass case on the wall behind the bar.

A5. Dining Area: Four feet above the main floor of the Wounded Wisp, this section is sectioned off by elegant metal railings. On this level, patrons can enjoy a more private meal without the noise of the area below.

A6. Privies: These are washrooms for use by the patrons and staff.

A7. Kitchen: A staff of up to three cooks prepare appetizers and larger meals in this kitchen, which houses a wood-burning stove and several stone-surfaced tables.

A8. Back Storeroom: A set of stone stairs leads down from here into the basement level of the Wounded Wisp.

A9. Private Room: This area is reserved for private functions and has a separate bar and soundproof door. It is often used by venture-captains to disclose important briefings to agents in a more personal atmosphere than the grounds of the Grand Lodge.

Meet and Greet

The smell of smoke and spilled ale assails the senses in this wide-open area. Walls of dark-stained wood make up the sides of the Wounded Wisp, while well-used wooden tables are spread throughout the space. A raised area in the back of the establishment houses several additional tables and eating areas for groups seeking more than just a good drink. An austere bar supported by kegs instead of wooden panels commands the northern end of the room. A stained-glass cabinet stands behind the bar, its dark panes cracked in several spots, yet not so opaque as to conceal the several dozen types of hard liquor within.

As the PCs arrive, a handful of different groups are already relaxing around the bar, enjoying drink and food

LEVEL, SUBTIER, AND REPLAY

As a Tier 1–2 scenario, *The Wounded Wisp* can be replayed for credit with 1st-level characters an unlimited number of times. A player can also receive credit for playing and GMing the scenario once each for a 2nd-level character.

Unlike other scenarios, the subtiers for *The Wounded Wisp* are only 1 level apart. As a result, encounters present only the Subtier 1 creature numbers and statistics; sidebars on how to scale encounters describe how to make the encounter more challenging for a group playing in Subtier 2. When calculating the Average Party Level (APL) for a group, round to the nearest value; allow a group with an APL of 1.5 to choose which subtier to play.

offered by the Wisp's staff. Descriptions of several key patrons appear below, and GMs are encouraged to have the players interact with one or more of these parties, as the PCs may call upon these Pathfinders for assistance later in the scenario. The current talk of the bar is that Sir Reinhart of Kenabres, a Mendevian crusader who recently arrived from the north, plans on attempting the Test of the Starstone, the legendary trial by which one might ascend to godhood. For PCs who are not familiar with the test, the patrons of the bar can explain the background of the Starstone (see *Pathfinder Campaign Setting: The Inner Sea World Guide* or *Pathfinder Campaign Setting: Guide to Absalom* for more information).

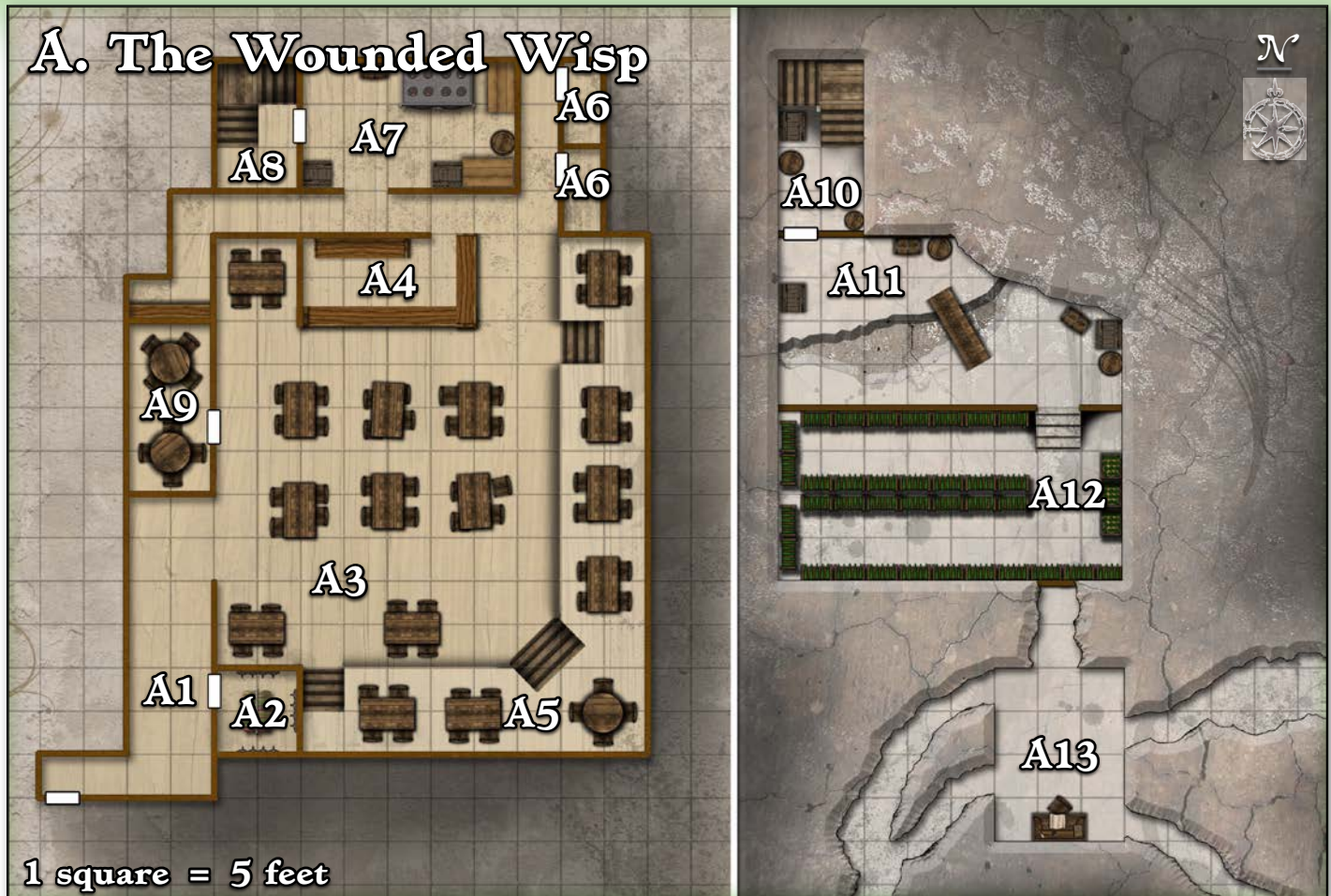
Heryn Gale works the bar of the Wounded Wisp, catering directly to those sitting on stools while simultaneously preparing drinks for those at tables and coordinating the wait staff. She offers to escort the PCs to the cellar to retrieve Drandle Dreng's parcel, but asks that they wait for her replacement to arrive so that she can step away from the bar. During this time, she offers the PCs free drinks and suggests they mingle with the other patrons.

The following are several Pathfinders and Society allies the PCs might speak with while waiting for Heryn. Each entry provides enough information for the GM to portray the NPC, as well as a way in which that patron can help the PCs later in the adventure. The GM should endeavor to introduce at least two of these characters before the PCs descend into the cellar.

Patron 1: Janira Gavix

Having completed her own Confirmation several months ago, **Janira Gavix** (N female halfling bard 4) enjoys taking breaks at the Wounded Wisp. Janira has an extraordinary memory, and she spends time here learning about the exploits of other adventurers and relating her own tales with oratorical flourishes. As the PCs enter the Wisp,

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Janira already has a group of newly confirmed Pathfinders listening to her tales of Society founder Durvin Gest and the fabled *Lens of Galundari*. More information about Janira appears in *Pathfinder Society Scenario #5–08: The Confirmation*, and she recognizes any PC who has earned credit for that scenario.

Roleplaying Opportunities: Janira has a lifelong love of learning, and she offers sincere praise to those who demonstrate a head for knowledge, facts, and figures. The halfling fancies herself an educator and loves inspiring others through motivational lectures and speeches, always taking care that her instincts as an older sister don't come across as condescendingly protective.

Motivation: More than anything, Janira seeks to assist and enlighten Pathfinders around her. She sees herself as a mentor to novices, working to assist them without taking over their missions. Still a junior herself, Janira is optimistic and cheerful when able to assist new or potential field agents.

Assistance: Chatting with Janira allows the PCs to call upon her services in the future. She spends most of her time during this adventure either at the Wounded Wisp or on the grounds of the Grand Lodge. If the PCs request aid, she can cast *cure light wounds* (CL 4th) for them twice

at no charge. In addition, Janira possesses a *wayfinder* and a *scroll of identify* that might help the PCs after they recover the *Pathfinder's coin* in area C.

Patron 2: Aram bin Kaleel

A devout inquisitor of Sarenrae, **Aram bin Kaleel** (N male human inquisitor of Sarenrae 10) owns Kaleel's Curiosities, a shop in the Coins district. At least once a month, Aram comes to the Wounded Wisp to chat with fellow Pathfinders, discussing matters of adventure and faith in equal measure.

Roleplaying Opportunities: Espousing a belief in a balanced approach when acting on behalf of the Society—particularly when it comes to Pathfinders with little knowledge and an overabundance of brawn—Aram bin Kaleel gives advice to younger Pathfinders but never steps in directly on their behalf. “A Pathfinder should stand on his own two feet, but be able to lean on a fellow agent when needed” is a common mantra espoused by the Keleshite merchant.

Motivation: Jaded by many recent events in the Pathfinder Society, Aram comes to the Wounded Wisp to relive what he believes to be the Society's golden days. When confronted by new agents, he seeks to enlighten

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them on the past, probing them with questions about various threats that often hamper Pathfinder expeditions (such as magical effects, swarms, traps, and other vexing obstacles), ensuring they are prepared for the challenges to come.

Assistance: As long as the PCs don't offend Aram bin Kaleel, the inquisitor invites them to visit his shop in the Coins district if they find themselves needing advice. Kaleel is familiar with Society equipment and can easily identify the *Pathfinder's coin* found in area C. He also a scholar of Golarion's religions and can assist the PCs in connecting the clue found in area B to the Shrine of the Failed.

Patron 3: The Boartusk Twins

Garl and **Shrade** (CN male and female half-orc barbarians 3), members of the Society for the past 3 years, have only traveled on a handful of missions. The two earned field commissions after saving the lives of a Pathfinder group deployed in Lastwall, and it's likely the two half-orcs never fully understood what they were getting into. Since that time, Garl and Shrade have participated in missions where brute strength is preferable to diplomacy or finesse. Sadly this means they tend to receive few jobs. The two enjoy their Pathfinder discount when making purchases from the Wounded Wisp and come to the bar frequently.

Roleplaying Opportunities: The two half-orcs make easy conversation, always eager to share stories of battle over a mug of ale. They're on friendly terms with the Wisp's staff, mainly due to the large tab they rack up over the course of an evening. The Boartusk Twins come off as familial comrades, especially to PCs with a more martial mindset.

Motivation: "There's nothing an axe can't fix"—that's the motto of the Boartusk Twins. More than anything, these half-orcs want to be recognized for more than their martial prowess, and they look for ways to assist other Pathfinders beyond use of their combat skills.

Assistance: The Boartusk Twins are adept at creating distractions and inflicting property damage, both of which might help the PCs get into the tomb in area C. The two are also willing to perform modest amounts of breaking and entering, which might help lawful-aligned groups get valuable information without dirtying their own hands.

Patron 4: Yargos Gill

The military historian **Yargos Gill** (CG middle-age male human expert 3) is one of the few patrons who bears no direct affiliation with the Society. Despite this, Gill has often found himself wrapped up in the Society's affairs (such as in the adventures *Pathfinder Society Scenario #1:*

Silent Tide and *Pathfinder Society Scenario #3–06: Song of the Sea Witch*), and he has come to accept the Pathfinders as allies. The older man is sipping from an oversized flagon of ale while reading through a large and ominous-looking tome.

Roleplaying Opportunities: Despite not being a member of the Pathfinder Society, Yargos Gill is familiar with the organization and has worked with Pathfinders in the past. He is amiable to agents but provides an outsider's unique perspective of the Society's actions. When talking, he often gets sidetracked, going on long tangents regarding important military history from the Inner Sea. The old man assumes that everyone is knowledgeable of such things, but if asked for particulars about his digressions, he goes into excruciating detail about esoteric events.

Motivation: Appeals to Pathfinder camaraderie have little effect on Yargos Gill. Instead, he enjoys learning about ancient secrets and current events, and he sometimes lends his expertise when doing so would allow him to participate in an important discovery without actually risking his own neck.

Assistance: As a historian, Yargos Gill has some knowledge of the failed aspirants, and can provide the PCs assistance in interpreting their discoveries from area B. His scholarly contacts also include members of the Arcanamirium, and Gill might accompany the PCs for part of their investigation of Fimbrik's residence in area D. There he can confirm that Fimbrik has not been heard from in several years, despite having been seen at his home.

Development: After the PCs have had some time to chat with the various groups relaxing at the Wounded Wisp, Heryn Gale's replacement finally arrives and takes over her duties. Heryn then gathers the PCs and escorts them to the cellars below, where she leads them to where Drandle Dreng's requested vintage is stored. She takes great care in warning them about the treacherous footing in area A11, noting that she plans on having the wooden board replaced—an inexpensive strategy the Wisp's staff have favored over committing to more extensive, and hence expensive, repairs.

A10. Storeroom

The basement of the Wounded Wisp is a stonework affair, having had its foundation strengthened following a significant donation by a Society member (Selmius Foster's assistant Adolphus) only to suffer damage during the quake of 4698.

A set of wooden stairs descends from the main floor into this tightly packed storeroom. Barrels, boxes, and crates of assorted foodstuffs and drink garnishes are pushed against the walls or under the stairs.

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SCALING ENCOUNTER A13

Roll 1d6 and use the following table to determine which hazards the PCs encounter in area **A13**. For tables with mostly new players, consider having the PCs encounter the giant spiders; certainly consider rerolling a result of 4 for newer groups that are unlikely to have splash weapons to deal with a swarm.

Subtier 1 (CR 2 or CR 3)

d6	Creatures
1	2 troglodytes
2	1 choker
3	2 giant spiders
4	1 bat swarm
5	2 cave scorpions
6	2 festrogs

Make the following changes to accommodate a party of four PCs playing in Subtier 1: reduce the troglodytes' stench DC to 9, reduce the choker's tentacle and constrict damage by 2 points, reduce the hit points of the giant spiders and cave scorpions to 10 hp, or reduce the hit points of the bat swarm to 8 hp; do not use the festrog option.

In Subtier 2, increase the number of foes encountered by 1. To accommodate a Subtier 2 group of only four PCs, use the Subtier 1 encounter without any further adjustments.

A11. Ruined Chamber (CR 1/2)

Formerly a meeting room where the staff of the Wounded Wisp could converse or take time off between shifts, this chamber suffered significant damage during the earthquake of 4698 AR. Several fissures split the floor, leading down to an equally damaged section of the city's sewer system.

Trap: Rather than pay to repair the damage, the proprietors of the Wounded Wisp acquired a broad wooden plank that serves as a bridge across the fissure. Neglected since it was "installed," the plank isn't as sturdy as it once was. It can support the weight of a typical Medium creature moving carefully at one-quarter its speed. If a Medium creature tries to move more quickly, there is a 50% chance that the board snaps under the strain. A Small creature or anyone weighing less than 80 pounds can move across the plank without difficulty, and a creature weighing more than 250 pounds breaks the board no matter how slowly he moves.

The pit is a tight, 10-foot-deep chasm. It has various handholds, and a creature can climb out with a successful DC 10 Climb check. A PC can also take a moment to reinforce the plank using the Disable Device skill, eliminating any chance for the board to break.

JURY-RIGGED WALKWAY

CR 1/2

Type mechanical; Perception DC 15; Disable Device DC 20

EFFECTS

Trigger location; Reset none

Effect 10-ft.-deep pit (1d6 falling damage); Reflex DC 16 negates; single target (creature moving across the plank)

A12. Cellar

This chamber is where the Wounded Wisp keeps its supply of specialty wines and ales for important occasions. The particular bottle the PCs seek (a vintage from a year preceding the creation of the Society) acts as a lever to a secret door leading to area **A13**. When a PC tries to extract the bottle, the wine rack slides back into a short stone tunnel that leads into the hidden room.

A13. Lost Chamber (CR varies)

A sturdy silver chain jutting from the ceiling ends in a glowing orb that radiates yellow light across the rectangular room. A simple desk of polished wood, stacked with documents and scattered notes, shelters a pair of wooden chests against the south wall. A series of cracks along the eastern and western walls form makeshift entrances into exposed caverns.

This chamber was once the private sanctuary of famed Pathfinder Selmius Foster in the month before he departed on his fatal voyage to distant Bhopen. Only his assistant Adolphus visited this place afterward, and only then to add further insights to his master's work before leaving to found a lodge in the Nexian capitol of Quantum. The desk contains various notes and leads penned by Selmius with Adolphus's later annotations. See the development section below for further details.

The only light source in this room is a plain rock that bears a *continual flame* spell and hangs from a chain. The illumination is enough to brighten the room but leaves the connecting tunnels dark. The same earthquake that damaged area **A11** created these passages, which eventually connect with parts of Absalom's sewers. Luckily for the PCs, few creatures have found this room, and none possessed the means to comprehend the chamber's contents.

Creatures: As the PCs explore the chamber, they attract the attention of creatures travelling the nearby tunnels. See the Scaling Encounter A13 sidebar to determine which creatures the PCs find here. These creatures have been lost in the caverns for some time and are very hungry, so they approach and attack. The GM should randomly determine which tunnel the creatures use; if there are multiple foes, consider having them attack from multiple directions.

At the beginning of combat, Heryn retreats to area **A11** and awaits a clear signal from the PCs. She does not run

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upstairs unless the PCs are faring poorly, in which case she calls for help. It takes 2 rounds for several Pathfinders to reach area **A13**, at which point they handily assist the PCs in defeating any remaining monsters and bind their comrades' wounds. In general, Heryn tries to stay in sight of the PCs to ensure they don't walk off with any of the Wisp's drinks.

All Subtiers

BAT SWARM	CR 2
hp 13 (<i>Pathfinder RPG Bestiary</i> 30)	
CAVE SCORPIONS (2)	CR 1
hp 16 each (<i>Pathfinder RPG Bestiary</i> 2 240)	
CHOKER	CR 2
hp 16 (<i>Pathfinder RPG Bestiary</i> 45)	
FESTROGS (2)	CR 1
hp 9 each (<i>Pathfinder RPG Bestiary</i> 3 115)	
GIANT SPIDERS (2)	CR 1
hp 16 each (<i>Pathfinder RPG Bestiary</i> 258)	
TROGLODYTES (2)	CR 1
hp 14 each (<i>Pathfinder RPG Bestiary</i> 267)	

Development: With the creatures defeated, the PCs can properly examine the files on the desk. The papers chronicle the personal exploits of Selmius Foster, a famous Pathfinder whose name the PCs recognize from their training as Pathfinder agents or from conversations with patrons in the Wounded Wisp. Most of Foster's more infamous adventures appear here in varying amounts of detail, but it is evident there is another investigation he had been pursuing before he died: the lost records of a Society agent named Elylsia. Give the PCs **Player Handout #1**, which details Selmius's thoughts on the matter, and **Player Handout #2**, an appended note from Adolphus. Together, these reference three major leads Foster had found but never had time to investigate properly, and they drive the rest of the adventure.

With this information, the PCs may decide to return to Drandle Dreng, if only to inform him that his wine was not in stock. Dreng has abandoned his street corner and returned to the Grand Lodge. If informed of the PCs' discovery, Dreng is eager to let the PCs follow up on Selmius's leads—as he says, “It is important that Pathfinders respect the finds and claims of their colleagues, and this exciting mystery is yours to pursue.” If the PCs confront Dreng about the convenience of finding a long-lost trove of documents by following his

HUNTING LEADS

Following their discovery at the Wounded Wisp, the PCs are now in possession of Selmius Foster's notes on the gnome Elylsia. There are three main leads the PCs can investigate to learn more and track down her hidden trove of knowledge. A summary of each clue and its location appears here, and the players can tackle the investigation in any order.

Lead 1—The Wall of Names (area B): Selmius's assistant Adolphus became increasingly suspicious that Elylsia was defacing the Wall of Names, a memorial at the Grand Lodge dedicated to deceased Pathfinders. Adolphus notes a handful of dates and fake names added by the gnome, and these names and their accompanying inscriptions help the PCs to identify the Shrine of the Failed as the location of Elylsia's treasure.

Lead 2—Arkath the Stonemason (area C): Selmius Foster had reason to believe a recently deceased stonemason named Arkath was working closely with Elylsia. When confronted, Arkath swore he would take his secrets to the grave, and the senior Pathfinder later divined through magic that Arkath interpreted his oath literally; a *Pathfinder's coin* buried with the stonemason bears a secret message that reveals part of how the PCs can access Elylsia's stash once they are in the Shrine of the Failed.

Lead 3—Fimbrik the Illusionist (area D): As a contemporary and close personal friend of Elylsia's, the gnome illusionist Fimbrik received a great deal of Selmius's scrutiny. The lead involves little more than a name and an address at the Arcanamirium, a prestigious school of magic in Absalom. Fimbrik left his home years ago but placed numerous illusions throughout his house that suggested he was still in residence. There the PCs can learn a password that allows them to open a secret door, as well as additional clues that help them narrow down the door's location.

directions, the venture-captain does little to confirm or deny his knowledge and simply emphasizes the importance of the find and how the PCs will be the ones to investigate this potentially far-reaching discovery.

The venture-captain does request that the PCs give him any documents not related to Elylsia so that he can begin assigning other agents to decrypt and collate the contents for proper study and comparison to exploits published in the *Pathfinder Chronicles*.

Rewards: If the PCs to defeat the creatures in area **A13**, (with or without help), reduce each PC's gold earned by 50 gp.

B. THE WALL OF NAMES

Created in 4330 AR, the Wall of Names resides on the grounds of the Grand Lodge in Absalom. The monument

PATHFINDER SOCIETY SCENARIO

is a curving wall of black glass that stands atop a small hill at the western edge of the lodge's grounds. Trees surround the hill, providing ample shade and privacy for those visiting the wall to remember fallen comrades. Carved into the wall are the name and date of death of every Pathfinder killed in the course of duty since the wall's construction, and most entries also include a sentence or two summarizing either the agent's greatest accomplishments or how she died.

The information left by Adolphus in area **A13** leads the PCs to the Wall of Names to investigate the site's vandalism. Here the PCs can find several false entries on the wall, each written by the gnome Eylisia and each referring to Pathfinders who never existed. Instead, these entries are a set of clues that point explorers to the gnome's hidden cache beneath the Shrine of the Failed.

Like other encounters in this scenario, the exact puzzle presented to the PCs can vary based on play. Of the three Pathfinders mentioned in Adolphus' notes—Doulgonlir Caskmail, Hollis "Evil Grin" Thorne, and Karina Clamp—two are simply hints to help the PCs realize the puzzle is based around failed aspirants; the third points the PCs to the altar that hides a secret door in area **E2f**, though the PCs can only learn how to open the secret door by investigating the other leads.

To illustrate this puzzle, the adventure provides two handouts: **Player Handouts #3** and **#4**. The latter of these is a list of 10 epitaphs that might correspond to the fictitious Pathfinders. Select three epitaphs at random by rolling on the table below, and cut them out. Each epitaph refers to one of the failed aspirants honored in the Shrine of the Failed, and the underlined part of each inscription refers to that aspirant's area of interest. For a group of inexperienced players, consider choosing the entries marked with an asterisk, as their areas of interest are more readily identifiable. **Player Handout #3** presents

the three Pathfinders' names and dates of death as they appear on the wall, and each entry also includes a blank space below for an inscription. Place the three selected epitaphs in these spaces, and give the assembled handout to the players.

All Subtiers

d10 Failed Aspirant

1	Sacrifice (Demuren)
2	Fish and Bountiful Sea (Gobru)
3	Rot (Mellag)
4*	Sixteen Poses (Oggo)
5	Spoiled Food and Wastefulness (Plokkis)
6	Blades (Silmor)
7	Hallucinatory Incense and Herbs (Spuchasta)
8*	Silence and Serenity (The Muted God)
9	Clouds and Tornados (Yepyari)
10*	Screaming Fear (Zimpar)

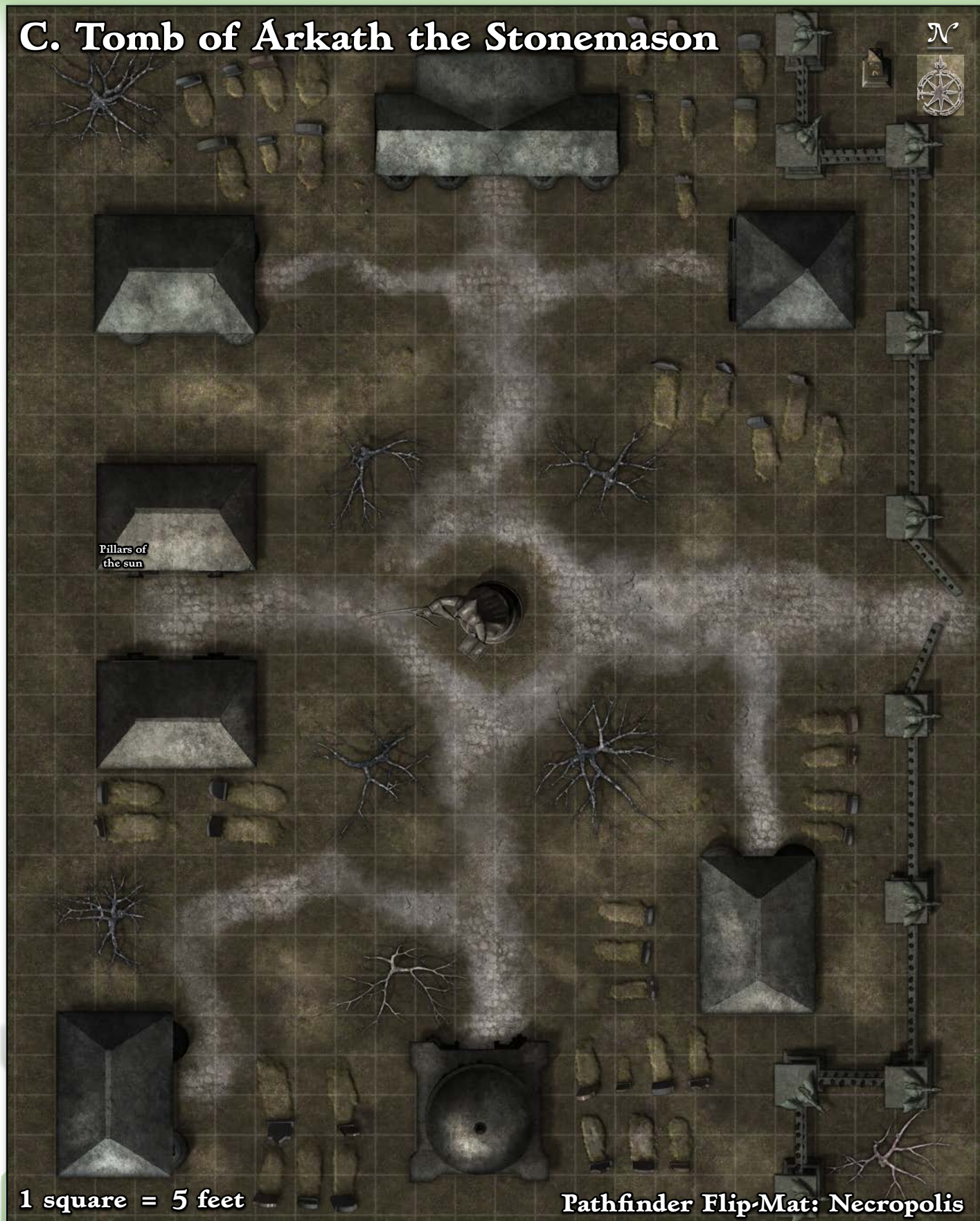
The portfolios of the failed aspirants are somewhat obscure knowledge among the citizens of Absalom. A PC who succeeds at a DC 15 Knowledge (history, local, or religion) check can recognize that the underlined portions of each inscription refer to failed aspirants. This is enough to point the PCs toward the Shrine of the Failed, but it neither identifies which of the aspirants' altars hides Eylisia's treasure, nor does this discovery tell the PCs how to open the secret door to reach said prize.

The PCs may discover clues as they follow other leads that reinforce the connection between these inscriptions and the Shrine of the Failed. Reduce the DC of the check by 2 for each of the other two leads (areas **C** and **D**) the PCs investigate and resolve. Arkath's hidden message in area **C** also references the shrine directly.



THE WOUNDED WISP

C. Tomb of Arkath the Stonemason



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C. TOMB OF ARKATH THE STONEMASON

Details left by Selmius Foster indicate the location of Arkath's burial site: a plot of land in Eastgate operated by one of the more popular faiths. Buried in a mausoleum on the church's property, Arkath paid a substantial sum to have his remains guarded. A fence surrounds the necropolis grounds, and although members of the faith and city guards routinely patrol the property, it is still legal to enter the grounds to respect the departed. Arkath's crypt is the northernmost structure on the map.

While the gates into the necropolis are left open to those paying their respects, the doors of the mausoleums are sealed with sturdy stone slabs. It is possible for a creature to sneak past the patrolling attendant to try to open the mausoleum, though the ponderous door imparts a –4 penalty on any Stealth check a PC attempts while trying to enter.

Before the PCs arrive, randomly determine the specific faith that maintains Arkath's burial site by rolling on the table below. For a group of newer players, consider selecting Sarenrae rather than rolling.

All Subtiers

d4	Religion	Cleric
1	Asmodeus	Durward
2	Pharasma	Hadriana
3	Abadar	Kefilwe
4	Sarenrae	Onyeka

Creatures: A low-ranking cleric of the chosen faith watches over the tombs of Arkath and the honored remains of several other friends of the church. Each of the possible clerics uses a variation of the same statistics (see All Subtiers on page 15). Guarding the sanctity of the tombs is the cleric's primary responsibility, but each cleric has different motivations and goals, as described below.

Priest 1: Durward (Asmodeus)

A former street thug, Durward lost several fingers and toes—and almost his life—before finding refuge among Absalom's Asmodean priests. He enjoys his position of privilege and the powers granted to him by his god. Durward is ruthless in persecuting those who enter his necropolis.

Roleplaying Opportunities: As a former member of one of Absalom's numerous street gangs, Durward speaks in slang and often uses seemingly made-up words that he picked up during his criminal past. His devotion to Asmodeus is genuine, for he believes the strong should always be in a position of power. As a result, he talks down to others, often stepping uncomfortably close so that he can express his obviously superior thoughts.

Motivation: Durward is an elitist, believing that his dedicated service to Asmodeus has put him in some kind of superior gang in Absalom. Because he considers the necropolis to be his turf, the PCs must convince Durward to allow them access to the mausoleum containing Arkath's remains.

Assistance: A PC who succeeds at a DC 20 Diplomacy check can convince Durward to let them into the mausoleum, and PCs who pay lip service to Asmodeus, Durward's vanity, or both gain a +5 circumstance modifier on this check. A 50 gp "donation" to the church of Asmodeus and Durward's pockets is enough to buy the cleric's loyalty and grant the PCs access to the sarcophagus. When they make the discovery of the *Pathfinder's coin* within, Durward is not clever enough to realize the magical nature of the coin and allows the PCs to depart with it, thinking he has conned them out of money.

Priest 2: Hadriana (Pharasma)

Fifth child of a noble family from far-away Ustalav, Hadriana was gifted to the church of Pharasma by her family and then sent to Absalom to study. Marked by a streak of white in her otherwise dark hair, this somber woman always gives the appearance of disinterest in her charge of guarding the necropolis.

Roleplaying Opportunities: Hadriana is a soft-spoken woman who does more listening than she does talking. Her favorite phrase is "I see..." accompanied by a slight nod. She prefers those who don't interrupt and show proper manners.

Motivation: When she finds the PCs on the necropolis grounds, she politely asks them their business in Pharasma's domain. If she discovers the PCs in the midst of ransacking Arkath's coffin without permission, Hadriana attacks immediately, seeking to punish the PCs for their transgression.

Assistance: A PC who succeeds at a DC 12 Diplomacy check can shift Hadriana's starting attitude from friendly to helpful, and she allows them to view the remains but take nothing from the site unless they succeed at a second DC 17 Bluff or Diplomacy check. Reckless handling of the interred remains irritates her, and she insists on the PCs' leaving if they do not treat the site and the bones with respect.

Priest 3: Kefilwe (Abadar)

Born in Thuvia, Kefilwe immigrated to Absalom at a young age, lost his parents to an altercation with one of the city's gangs, and became a ward of the church of Abadar. Tasked with watching over the various mausoleums under Abadar's protection, Kefilwe is a stern but fair guardian.

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Roleplaying Opportunities: Kefilwe carefully considers his words and tends to speak slowly and deliberately as a result. While talking to others, he thoughtfully paces around the necropolis grounds, encouraging further discussion while stroking his chin.

Motivation: As a servant of Abadar, Kefilwe is a disciple of reason and listens to any discussions brought before him. If the PCs can provide a reasonable explanation for their wanting to inspect Arkath's grave, the cleric of Abadar hears out their plea. Only obvious acts of larceny or other criminal acts prompt Kefilwe to attack.

Assistance: A PC who succeeds at a DC 17 Diplomacy check can shift Kefilwe's starting attitude from indifferent to friendly. This prompts the cleric to let the PCs access the mausoleum and view Arkath's remains. Alternatively, the PCs can offer restitution to the church of Abadar for their trespass—a donation that Kefilwe encourages. A payment of 20 gp is sufficient to earn the cleric's cooperation. In either case, the Garundi allows the PCs to borrow the *Pathfinder's coin* discovered inside so long as they return it following their investigation.

Priest 4: Onyeka (Sarenrae)

After rampaging orcs destroyed her home in Lastwall, **Onyeka** (N female human cleric of Sarenrae 4) came to Absalom in search of a new life. Not fully able to quench the fire in her soul, she found solace only in the teachings of Sarenrae. Onyeka is savage in her persecution of wrongdoers, adhering to a more militant interpretation of the Dawnflower's teachings.

Roleplaying Opportunities: Onyeka speaks with barely restrained hostility. The servant of Sarenrae knows of her patron's lessons of compassion but often chooses to ignore them. A PC who succeeds at a DC 20 Sense Motive check while speaking with the cleric can detect patterns in her speech that are uncharacteristically aggressive for a servant of the Dawnflower. Sarenrae is testing her wayward disciple with the PCs' visit, hoping Onyeka finds the compassion to let them complete their mission—a point to which Onyeka is oblivious.

Motivation: Filled with anger, Onyeka is fierce in her day-to-day patrol of the necropolis. Despising orcs (and half-orcs), Onyeka displays little of the compassion associated with Sarenrae's teachings. She confronts intruders with her weapon drawn, taking satisfaction in interrogating those she finds trespassing. The cleric itches for a fight, and if the PCs act in a manner that gives her any justification, she springs to attack.

Assistance: Onyeka's starting attitude is unfriendly, and a PC must succeed at a DC 18 Diplomacy check to soothe the anger that builds in her at the Pathfinders' intrusion. Respectful PCs who fully disclose their mission gain a +5 bonus on this check. If the PCs

SCALING ENCOUNTER

If the group consists of only four PCs, the GM should consider selecting Onyeka as the cleric guardian. PCs seeking a challenge are best suited to face Durward, whose ability to channel negative energy makes him a particularly dangerous foe.

In Subtier 2, there are two city guards (use the swordsman statistics found in Appendix 1 on page 26) on patrol nearby, and they come to the cleric's aid at the beginning of the second round of combat.

succeed, Onyeka agrees to escort them to Arkath's coffin, where she closely observes their investigation. If the PCs fail the check by 4 or less, Onyeka asks the PCs to leave and becomes increasingly impatient if they remain. If the PCs fail the check by 5 or more, Onyeka threatens violence, and makes good on her threats if the PCs do not leave quickly. Onyeka's suspicion of the PCs and their motivations makes her relatively difficult to mislead using the Bluff skill.

Special: Sarenrae is testing Onyeka's patience and compassion. As long as the PCs are earnest in their attempt to gain access to Arkath's tomb and don't resort to attacking or use of duplicity, they have Sarenrae's blessing. In the event that Onyeka attacks the PCs while they have this blessing, Sarenrae immediately strips the cleric of her spellcasting, domain, and channel energy abilities.

All Subtiers (CR 3)

DURWARD

CR 3

Male human cleric of Asmodeus 4

LE Medium humanoid (human)

Init -1; **Senses** Perception +2

DEFENSE

AC 16, touch 9, flat-footed 16 (+6 armor, -1 Dex, +1 shield)

hp 33 (4d8+12)

Fort +7, **Ref** +1, **Will** +7

OFFENSE

Speed 20 ft.

Melee heavy mace +5 (1d8+2)

Special Attacks channel negative energy 5/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

5/day—copycat (4 rounds)

5/day—touch of law

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*bear's endurance*, *inflict moderate wounds* (DC 14), *invisibility*^o, *spiritual weapon*

1st—*command* (DC 13), *inflict light wounds* (DC 13), *obscuring mist*, *protection from chaos*^o, *shield of faith*

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0—create water, detect poison, light, resistance

D domain spell; **Domains** Law, Trickery

TACTICS

During Combat Durward begins combat by casting *invisibility* as though pretending to flee. He then positions himself to strike as many foes as possible using his channel negative energy ability. He uses his *scroll of shatter* against the weapon of the most dangerous armed character.

Morale If reduced below 15 hp, Durward flees the necropolis. He is too proud to seek assistance and does not reappear for the rest of the scenario.

STATISTICS

Str 14, **Dex** 8, **Con** 14, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 14

Feats Combat Casting, Selective Channeling, Toughness

Skills Diplomacy +9, Heal +9, Knowledge (religion) +7, Spellcraft +7;

Languages Common

Combat Gear *potions of cure moderate wounds* (2), *scroll of shatter*, *wand of cause fear* (15 charges); **Other Gear** mwk breastplate, buckler, heavy mace, *cloak of resistance* +1

HADRIANA

CR 3

Female human cleric of Pharasma 4

N Medium humanoid (human)

hp 33

OFFENSE

Special Attacks channel positive energy 5/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

5/day—rebuke dead (1d4+2)

5/day—gentle rest

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*bear's endurance*, *gentle repose*⁰, *inflict moderate wounds* (DC 14), *spiritual weapon*

1st—*command* (DC 13), *deathwatch*⁰, *inflict light wounds* (DC 13), *obscuring mist*, *shield of faith*

0—*create water*, *detect poison*, *light*, *resistance*

D domain spell; **Domains** Healing, Repose

TACTICS

During Combat Hadriana begins combat by casting *obscuring mist* to hide from attackers. Unless she is actively warding off melee attackers, she then casts *bear's endurance* followed by *shield of faith*. Properly prepared, she uses *command* and her *wand of cause fear* to force the PCs to retreat from the necropolis. If seriously threatened in combat, she uses *inflict moderate wounds* and *spiritual weapon* to strike down her foes.

Morale If reduced below 10 hp, Hadriana flees the tomb to alert the city guard. It takes her 10 minutes to return with a guard, during which time she also heals herself.

KEFILWE

CR 3

Male human cleric of Abadar 4

LN Medium humanoid (human)

hp 33

OFFENSE

Special Attacks channel positive energy 5/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

5/day—acid dart (1d6+2 acid)

5/day—resistant touch +1

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*bear's endurance*, *inflict moderate wounds* (DC 14), *soften earth and stone*⁰, *spiritual weapon*

1st—*command* (DC 13), *inflict light wounds* (DC 13), *obscuring mist*, *sanctuary*⁰, *shield of faith*

0—*create water*, *detect poison*, *light*, *resistance*

D domain spell; **Domains** Earth, Protection

TACTICS

During Combat Kefilwe uses *sanctuary* to keep enemies at bay while taking a moment to cast *bear's endurance* and *shield of faith*. With his support spells in place, the servant of Abadar casts *spiritual weapon* and then moves into melee against the strongest opponents.

Morale If reduced below 10 hp, Kefilwe surrenders. He admits that he is not up to the task of defending the tombs and grudgingly allows the PCs access to the mausoleum.

ONYEKA

CR 3

Female human cleric of Sarenrae 4

CG Medium humanoid (human)

hp 33

OFFENSE

Special Attacks channel positive energy 5/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

5/day—touch of glory (+4)

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*bear's endurance*, *bless weapon*⁰, *inflict moderate wounds* (DC 14), *spiritual weapon*

1st—*command* (DC 13), *endure elements*⁰, *inflict light wounds* (DC 13), *obscuring mist*, *shield of faith*

0—*create water*, *detect poison*, *light*, *resistance*

D domain spell; **Domains** Glory, Sun

TACTICS

During Combat So long as she is still able to cast spells and has a moment to prepare for combat, Onyeka casts *bless weapon*. She tries to dispatch weaker enemies first. She revels in battle and rarely considers using her scrolls or wand.

Morale If reduced below 10 hp, Onyeka opts to use her ample healing abilities, but only to raise her hit points above this threshold. Otherwise, Onyeka does not flee and fights to the death.

Development: The interior of Arkath's sarcophagus is empty save for the stonemason's long-dead skeleton. PCs inspecting the corpse discover a small silver coin inside the skeleton's mouth. This coin is a *Pathfinder's coin* (see

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sidebar) that contains a special message left by Arkath. Unless the PCs have a *wayfinder* in their possession, they need to acquire one to decipher the coin's message.

Bringing the coin to the Grand Lodge provides the PCs with ample *wayfinders* to use to trigger the embedded message. If the PCs do not have the means to identify the coin's magic properties, several of the NPCs they met at the Wounded Wisp can help them. Aram bin Kaleel and Janira are both suitable candidates to ask for help, and both possess *wayfinders* of their own to lend to the PCs.

When the PCs trigger the message, read the following aloud.

The path and chamber are complete, hidden behind the nameplate of the requested aspirant and guarded by the word you requested. Fimbrik will add more.

This message informs the PCs not only that one component required to access Eylysia's cache is hidden behind a nameplate, but it also uses the word "aspirant," which can help point the PCs toward the Shrine of the Failed. Finally, this information reinforces the gnome Fimbrik's involvement in Eylysia's work.

Rewards: If the PCs fail to recover the *Pathfinder's coin* in Arkath's tomb, reduce each PC's gold earned by 75 gp.

D. HOME OF FIMBRIK THE ILLUSIONIST

A long-serving member of the Arcanamirium—Absalom's largest and oldest magical institution—the gnome Fimbrik worked closely with Eylysia. Despite never becoming a member of the Pathfinder Society, Fimbrik aided Eylysia as a colleague and as a fellow wandering gnome whenever he could, eventually culminating in his assistance in hiding her repository of secret knowledge. Selmius Foster noted the friendship and recorded his suspicions that Fimbrik was in league with whatever scheme Eylysia had devised.

Unlike the majority of Eylysia's old contacts, the long-lived Fimbrik is still alive. He is no longer in the city, yet the Arcanamirium allows the gnome a sizable residence on its campus in Absalom's Wise Quarter. Foster's notes record Fimbrik's address, though PCs may be skeptical about visiting a home that is mentioned in such an old document. Speaking with representatives of the Arcanamirium confirms Fimbrik's address in the Wise Quarter, though everyone indicates having not heard from the gnome in several years. The home itself is an impressive stone dwelling reminiscent of what one might expect from an eccentric wizard's home.

Unbeknownst to the Arcanamirium, Fimbrik left Absalom many years ago. In his stead, he set up several illusions to give strangers the impression that he was still in residence. His figments depict Fimbrik as an elderly

PATHFINDER'S COIN

The following magic item originally appeared in *Pathfinder Campaign Setting: Pathfinder Society Field Guide* and is reprinted here for use.

PATHFINDER'S COIN		PRICE 1,500 GP
SLOT none	CL 3rd	WEIGHT — lbs.
Aura faint divination		

This apparently simple coin, usually styled to resemble ancient currency, hides intricate gold and platinum wires within. This matrix, carefully modeled after fragmentary Azlanti coins, causes the *Pathfinder's coin* to rise an inch into the air and slowly spin in place if placed atop a *wayfinder*. In addition, when levitating above a *wayfinder*, the coin can be given a message of 25 words or fewer. This message repeats in the speaker's voice the next time the coin is floated above a *wayfinder*. Only one message may be stored at a time, and once it is triggered, the message is expended and a new one may be recorded.

CONSTRUCTION	COST 750 GP
Craft Wondrous Item, identify, levitate, magic mouth	

gnome garbed in noble attire with a dapper rounded hat on his head and a can tipped with a brilliant glowing gem in his hand.

A brick step leads to Fimbrik's front entrance, which is locked with a rusty simple lock (Disable Device DC 15). Numerous stacks of newspapers—roughly 2 years' worth of monthly copies—are piled around the door and crammed into a thin slot at its base. Each rounded corner of the building has a large window, allowing creatures to look into the structure without difficulty. A creature can also smash a window with relative ease (hardness 1, 2 hp).

Several illusion spells are active in Fimbrik's home, though the years have caused some unique degradation in their effectiveness. Specifically, the *programmed image* in area D4 triggers sporadically at any time of day, allowing the PCs to see multiple illusions of Fimbrik at the same time and giving them a hint that the gnome may not actually be present. Should the PCs interact with any of these illusions, the Will save DC to disbelieve them is 20.

D1. Living Room

A large sofa sits awkwardly near the entrance, facing toward the center of the room. Sets of chairs and tables are arranged throughout, and statues of grandiose gnomes occupy the corners of the room. A set of stairs at the northern edge of the chamber leads to an unused basement filled with stacked newspapers. A second set of stairs leads up to an unfinished second floor.

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PCs who succeed at a DC 14 Perception or Survival check while examining the room note that despite the lack of dust on many surfaces, no one has been here for years. The carpet and sofa show virtually no wear, and the clean tables are the product of a permanent *unseen servant*. This invisible housekeeper also tries to move any newspapers that are left on the doorstep and dispose of them in the basement, but ever since the local printers changed the thickness of their publication, the servant has had difficulty pulling the papers through the door slot, and eventually settled for leaving the newer papers neatly piled beside the door.

Trap: A summoning circle is just beneath the sofa, and it activates as soon as a living creature is adjacent to the sofa. Left unmaintained, the circle is less potent than usual and proves far easier to detect and disable. PCs might spot the trap, but the players must clearly state their intention to check for traps or other hazards after they open the door.

Subtier 1 (CR 3)

OLD SUMMONING CIRCLE	CR 3
Type magic; Perception DC 15; Disable Device DC 15	
EFFECTS	
Trigger proximity (<i>alarm</i>); Reset none	

Effect spell effect (*summon monster II*, summons 3 fiendish fire beetles)

Subtier 2 (CR 4)

OLD SUMMONING CIRCLE	CR 4
Type magic; Perception DC 17; Disable Device DC 17	
EFFECTS	
Trigger proximity (<i>alarm</i>); Reset none	
Effect spell effect (<i>summon monster III</i> , summons 3 fiendish hyenas)	

D2. Meeting Room

This chamber contains enough chairs, pillows, and desks to accommodate at least six visitors. An examination of the table in the southwest corner reveals a neatly penned letter: **Player Handout #5**. Underneath the letter is a hastily scrawled note in similar handwriting, which contains the name of the primary lead established in area **B**: either Doulgonlir Caskmail, Hollis "Evil Grin" Thorne, or Karina Clamp.

During the day, a *programmed image* plays whenever a creature looks into the room through one of its windows. After several seconds, a figment of Fimbrik enters the chamber and sits in a chair to read a newspaper. The illusory gnome responds to any attempts to get its

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attention by smiling and giving a tip of his hat before continuing to read.

Treasure: A long-forgotten *potion of cure moderate wounds* and *potion of lesser restoration* sit on the northwest windowsill.

Development: By recovering Fimbrik's notes, the PCs attain enough information to identify the right Pathfinder from the Wall of Names and know the password necessary to open the secret door beneath the Shrine of the Failed.

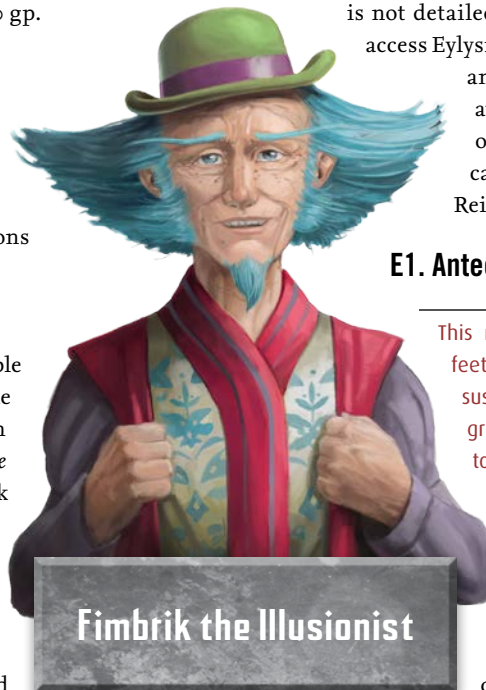
Rewards: If the PCs fail to recover Fimbrik's notes, reduce each PC's gold earned by 100 gp.

D3. Bedroom

A bed and desk occupy this room. At night, a *programmed image* shows Fimbrik peacefully sleeping in his bed with two muscle-bound men standing watch. These illusions do not react to any actions.

D4. Study

This study contains a round table surrounded by chairs, and the walls are replete with tome-laden bookshelves. A *programmed image* depicts Fimbrik perusing his book collection. Unlike the illusion in area D2, this illusion can activate at any time of the day. Originally it would not play while the illusion in area D2 was active, but the spell has since malfunctioned and now plays at any hour.



Fimbrik the Illusionist

E. THE SHRINE OF THE FAILED

By completing the various leads left in Selmius Foster's niche under the Wounded Wisp, the PCs have the necessary information to know Eylysia has a repository of her own under the Shrine. The timing of the PCs' visit to the Shrine of the Failed is flexible, and the adventure assumes the PCs visit the Shrine at the exact moment Sir Reinhart, a Mendevian crusader intent on becoming a god, attempts the Test of the Starstone. As the valiant—and utterly doomed—knight prepares to charge his steed across the chasm outside Starstone Cathedral, the PCs have unrestricted access to the Shrine of the Failed. The city guard and what few caretakers the shrine has have left to watch Sir Reinhart's ill-fated attempt.

Erected centuries ago by an unknown organization, the Shrine of the Failed is a dour complex that pays homage to those who failed in their attempts to overcome the Test of the Starstone. The building houses numerous altars,

SCALING ENCOUNTER C1

To accommodate a group of four PCs, reduce the number of creatures summoned by the trap by 1.

each dedicated to a specific failed aspirant. Black-robed acolytes protect, clean, and maintain the halls as well as the few trinkets left behind by the aspirants.

The shrine is a stone edifice with several levels that contain altars to the failed aspirants. The superstructure is not detailed in this adventure, for the PCs can access Eylysia's cache only through the basement annex accessible by a large set of stairs at the side of the shrine. The rest of the shrine is closed because the caretakers have left to witness Sir Reinhart's feat.

E1. Antechamber

This monumental chamber stretches eighty feet from end to end, with a ceiling suspended thirty feet from the floor by great pillars. Seven arched passages lead to humble rooms, each of which contains a polished stone altar dedicated to one of the failed aspirants who attempted the Test of the Starstone.

This chamber hides no threats when the PCs first enter, but as they depart, the hall hosts the scenario's final encounter; see the Ambush section on page 21 for more details. The columns here provide cover to creatures hiding behind them.

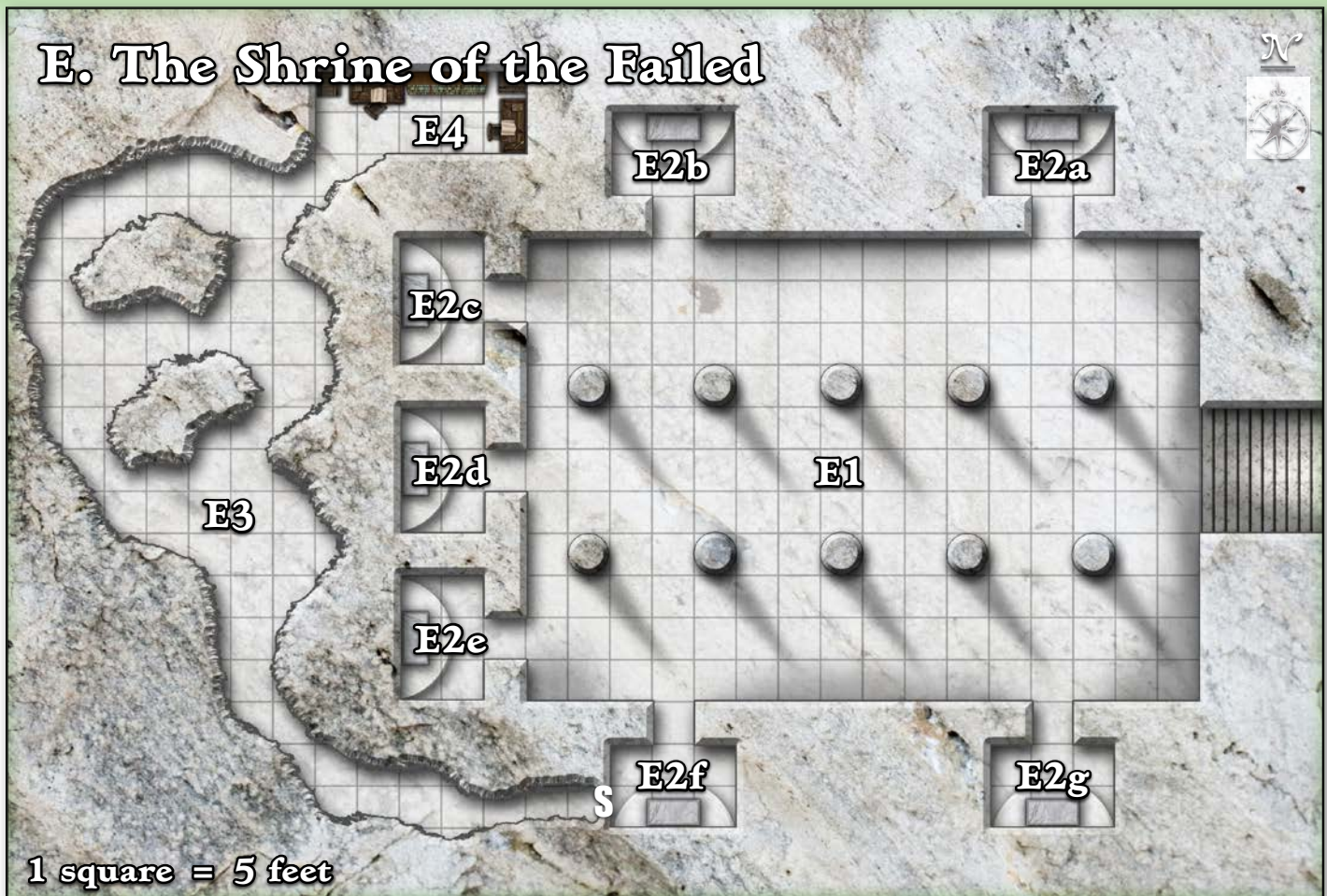
E2a–E2g. Altars of Failed Supplicants

Each of these chambers contains a small stone altar to one of the failed aspirants. Each altar stands upon a raised dais and bears a small brass nameplate identifying the aspirant and the would-be-god's areas of interest.

Due to the replayable nature of this adventure, these shrines do not appear in an exact order; however, the shrine in area E2f belongs to the failed aspirant selected in area B and referenced in area D2. Normally each altar bears several offerings, but the attendants have moved most of these to the sealed levels above in preparation for the building's temporary closure.

By searching area E2f, a PC who succeeds at a DC 25 Perception check or a DC 20 Will save can find a secret

PATHFINDER SOCIETY SCENARIO



door hidden by an illusion against the room's west wall, though she can't see any means to unseal the door. To open the door, a PC must slide the altar's nameplate to one side, revealing a miniature chalkboard and a thin piece of chalk, and write the word "wiffle" (the password discovered in area D2), on the board. This dispels the illusion concealing the door and causes the stone portal to open.

E3. Cavern (CR Varies)

The cavern beyond the secret door is made of stone. Although the cavern has the aesthetic of a natural cave, PCs who succeed at a DC 15 Knowledge (dungeoneering) or Spellcraft check can recognize the walls are not natural; rather, someone cleared this area using *stone shape* spells. This cavern is dark but for dim illumination near area E4 thanks to the *continual flame* effect there.

E4. Eylaysia's Repository

Several desks are arranged along the northern and eastern edges of this small stone alcove. Whereas the stonework leading to this chamber is rough, the walls in the alcove are

polished. A single gem rests among the neatly filed papers on the desk, emitting a soft luminescence that brightens the small room.

Treasure: The gem on the desk is a cut alexandrite worth 550 gp. It glows thanks to a *continual flame* spell (cast as a 3rd-level spell).

Development: The paperwork on the desk is a priceless collection of Pathfinder Society lore and information describing dozens of unexplored sites. Most are written in an Azlanti dialect further encrypted using an old cipher employed by the Society centuries ago. Although it should be clear to the PCs that this collection is very important, understanding the true scope of their discovery requires several weeks of careful study by researchers at the Grand Lodge.

The PCs may feel they have succeeded and can leave at their leisure, but their investigation has attracted the notice of a rival group that wishes to acquire the information for its own reasons—even at the cost of the PCs' lives.

Rewards: If the PCs do not recover Eylaysia's notes, reduce each PC's gold earned by 100 gp.

THE WOUNDED WISP

AMBUSH!

Creatures: As the PCs exit the secret door and return to area **E1**, a second group enters the Shrine of the Failed. These newcomers desire the PCs' discovery and are not opposed to killing a few Pathfinders to get it. The GM should randomly select the group's identity (which in turn determines its motives) using the table below. The statistics for these NPCs appear in Appendix 2.

Roll (1d4)	Group
1	Aspis Consortium
2	Devil's Claw mercenaries
3	Harbingers
4	Norgorberite cultists

Aspis Consortium: The Aspis Consortium maintains agents in Absalom to monitor the Pathfinder Society's comings and goings, and the PCs' investigation has come to the attention of several Aspis operatives. After paying an experienced diviner to predict the PCs' destination, these agents have arrived just in time to catch their Pathfinder rivals on the way out. For more information on the Aspis Consortium, see pages 262–263 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

Devil's Claw: A group of Chelish mercenaries composed primarily of those who failed to become Hellknights, the Devil's Claw Company has been hired by a family in Cheliaz to get leverage on the Society. An informant in the Society has monitored the PCs throughout the scenario and passed vital information to the mercenaries, allowing them to ambush the PCs as they exit the shrine.

Harbingers: An organization founded around the *Book of One Thousand Whispers*, the Harbingers desperately attempt to make the recorded prophecies within come true so as to set the world right after the death of the god Aroden. The group has come to the Shrine of the Failed in search of unattended items that fulfill more of the book's strange conditions, but the PCs' presence is a direct violation of the Harbingers' mission. They attack, hoping to kill the PCs and ensure the Pathfinders don't interfere with the foretold omens. For more information about the Harbingers, see page 261 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

Norgorberite Cultists: These cultists cover themselves as best they can in black robes draped over their armor. They do not speak as they attack, and exactly how they have tracked the PCs is unclear; however, the Norgorberite cultists fight to steal the PCs' discovery and destroy it so that their god can keep one more secret. For more information about Norgorber, see page 224 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

A SURPRISE ENCOUNTER

In order to keep things interesting for players who have already run through the scenario, the GM can use area **E3** to host a unique encounter. If every player at the table has already played through *The Wounded Wisp*, the GM can replace the Ambush encounter at the end of the scenario with an encounter in area **E3**. This consists of a creature guarding Eylisia's repository—either intentionally left by the gnome or as a wanderer that managed to stumble into the secret cavern. Roll on the table below to choose the creature.

This optional replacement encounter cannot be used unless there are five or more PCs. In Subtier 2, instead roll 1d3+1

All Subtiers

d3	Monster
1	1 Medium Fire Elemental (<i>Bestiary</i> 124)
2	1 Necrophidius (<i>Bestiary</i> 2 196)
3	1 Trollhound (<i>Bestiary</i> 3 274)
4	1 Carrion Golem (<i>Bestiary</i> 2 136)

Rewards: If the PCs fail to defeat the rival group while leaving the Shrine of the Failed, reduce each PC's gold earned by 105 gp.

Subtier 1 (CR 3)

The opposing group consists of NPCs of three different roles: healing, offense, and support. Use the following three tables to randomly select two offense NPCs, one healing NPC, and one support NPC. The GM may instead choose which NPCs to use to best fit the flavor of the rival group, such as choosing slicers for the Norgorberite cultists or one of the touched for the Harbingers.

All Subtiers (Healing)

d3	NPC
1	Neophyte
2	Touched

All Subtiers (Offense)

d3	NPC
1	Swordsman
2	Brute
3	Slicer

All Subtiers (Support)

d3	NPC
1	Archer
2	Evoker
3	Debilitator

PATHFINDER SOCIETY SCENARIO

SCALING AMBUSH

Make the following changes to accommodate a group of four PCs.

Subtier 1: Remove one offense NPC from the encounter.

Subtier 2: Add an additional healing NPC and an additional support NPC to the encounter.

CONCLUSION

After surviving the ambush, the PCs are able to leave the Shrine of the Failed and deliver Elylsia's cache to the Grand Lodge. The crowd gathered around the Starstone Cathedral has disbanded, and many of the locals are still horrified following Sir Reinhart's attempt to vault the chasm on horseback, which ended with a fall into oblivion.

Drandle Dreng personally thanks the PCs for their successful investigation, indicating his interest in their future careers as Pathfinders. If the PCs have yet to complete their Confirmation, the venture-captain promises to speak with Master of Scrolls Kreighton Shaine to have the process expedited. Dreng assures PCs who have already completed their Confirmation that they will receive further assignments soon. Each PC also receives the Explore, Report, Cooperate boon and the Prized Find boon on her Chronicle sheet.

Several days later, each of the PCs receives a missive summarizing some of the Society's initial findings. Give the PCs **Player Handout #6**.

Primary Success Conditions

The PCs complete their main mission if they recover Elylsia's records from area **E4** and return them to the Grand Lodge. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

Over the course of the adventure, the PCs have several opportunities to perform a particularly thorough investigation and complete their objectives without causing undue trouble in Absalom. If the PCs succeed at their primary success conditions and also complete three of the following five objectives, they succeed at their secondary mission and impress Drandle Dreng: befriend at least two of the four named allies in the Wounded Wisp tavern; defeat the creatures in area **A13** without the direct intervention of any NPCs; retrieve the *Pathfinder's coin* in area **C** without using violence; avoid killing the cleric guardian or any guards in area **C**; and avoid inflicting significant property damage to Arcanamirium property in area **D** (such as by breaking Fimbrik's windows or breaking down his door). Fulfilling at least three of these goals earns the PCs 1 additional Prestige Point.

THE WOUNDED WISP

PLAYER HANDOUT #1: FOSTER'S FINDINGS

I write this letter in the event that my upcoming expedition to Bhopan goes poorly. In this trove I have left my considerable findings, which I hope will be of use to our growing society. While most of this information will no doubt already be in the hands of fellow Society members, there is a personal matter which I have left contained within.

Events over the past decade have led me to suspect a fellow agent of hoarding her knowledge and not submitting it for review. This woman—a surprisingly sensible gnome by the name of Eglysia—has partaken of almost as many missions as I, yet she reports only a third of what I have brought to light. In order to ensure knowledge is not concealed, I have begun an investigation into Eglysia and her activities here in Absalom, hoping to find her hidden repository of stored knowledge. Thus far, I have come across two promising leads.

The first is Eglysia's contact with a well-known stonemason by the name of Arkath. I had the displeasure of meeting this fellow in his dying days, when he promised to take any secrets he held to his grave. He was interred in a mausoleum in the Ivy District weeks after our encounter, though I still believe there is more to his connection with Eglysia.

Another lead is Eglysia's friendship with a member of the Arcanamirium, a local wizard's guild. The fellow is a gnome by the name of Fimbrik. All of my attempts to speak with him have failed, though I have noted his home address in my files for follow-up.

It is my sincere hope that I am able to return to discover what Eglysia has hidden, but should I not, I entrust this to my assistant Adolphus or any brave Society agents who come across my unfinished work.

—Selmius Foster

PLAYER HANDOUT #2: ADOLPHUS' ADDENDUM

My mentor, Selmius Foster, is dead—slain during our journey to the island of Bhopan. I have taken up his investigation into Eglysia's activities, though recent developments mean my time in Absalom is short.

My initial follow-up of Foster's investigation into Arkath involved hiring several diviners to discern the veracity of Selmius's leads. It appears the stonemason was quite honest with my mentor; there is some key due buried with him in his mausoleum.

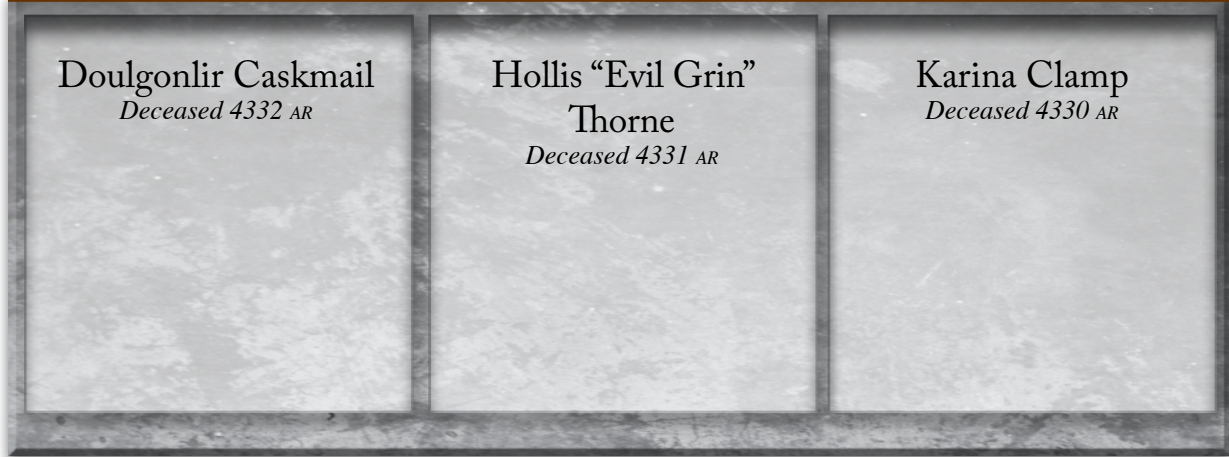
I have watched Eglysia for many months since my return, and I have caught her making additions to the Wall of Names—the memorial built in honor of my departed mentor. She has added three names, none of which are true Pathfinders and are likely worth investigating. Their names are:

- ~ Doulgonlir Caskmail
- ~ Hollis 'Evil Grin' Thorne
- ~ Karina Clamp

Events are in motion that will soon take me to Quantum, after which I will be unable to conclude this investigation. I leave this hidden under the Wounded Wisp, in hopes that one day I might return, or that the Society endures its current woes and a future generation of agents can take up this cause.

—Adolphus

PLAYER HANDOUT #3: FICTITIOUS PATHFINDER INSCRIPTIONS



PLAYER HANDOUT #4: WALL OF NAMES EPITAPHS

Sought the jade idol of ten thousand faces.	Respectfully resigned after losing a friend.	Survived the horrors of Nemret Noktoria.
Now but another <u>sacrifice</u> to the charau-ka of the Mwangi.	Lost to a life among the <u>fish</u> and <u>bountiful sea</u> .	Returned to <u>rot</u> from the inside.
Travelled to distant Jalmeray.	Sought to brave the Path of Aganhei.	Fought up all but one step of the Storval Stairs.
Failed to maintain the necessary <u>Sixteen Poses</u> .	Spoiled <u>rations and</u> <u>wastefulness</u> ended that dream.	<u>Blade</u> shattered at an inopportune moment.
Enjoyed the many excesses of Katapesh.	Wrote in solitude for 101 days.	Followed the last Linnorm King to Valenhall.
Ended by a <u>drug-induced</u> <u>hallucination</u> .	Lived a long life of <u>silence</u> and <u>serenity</u> .	Lost at sea, last seen in a <u>great tornado</u> .
Administered to the mind- menders of Ustalav.		
May they overcome the <u>screaming fear</u> .		

THE WOUNDED WISP

PLAYER HANDOUT #5: FIMBRIK'S NOTE

Well, you got me!

I'm not here anymore, and my house is filled with an incredible array of illusions to discourage the curious. But you just had to break in. I respect your gumption and assume you're either a petty burglar or someone looking into Elylsia's affairs.

I've left Absalom to look for my friend, for she's been missing for some time; however, I've attached the name of a particular Pathfinder you'll want to investigate at the Wall of Names at the Society Grand Lodge. I assure you, it's quite important, but I'll leave you to figure out why.

Oh, and the password. It's 'Wiffle.' You'll find it important, should you learn where to use it.

—The Illustrious Fimbrik

PLAYER HANDOUT #6: EARLY REVELATION

Pathfinder,

Your recent investigations and recovery of agent Elylsia's papers have already yielded results. Under my direction, a team of scholars has tracked down the long-retired Society ciphers the gnome used and translated many of her entries. Although many of these records present valuable leads, one is especially timely and exciting.

Several months ago, the Pathfinder Society recovered an incomplete relic called the Sky Key. Its missing components disappeared millennia ago, carried by dwarven refugees to the far corners of Avistan and beyond, and the Society has struggled to follow these faint trails to piece the potent device back together. It appears Elylsia may have found one of the pieces centuries ago! She writes of a visit to Car Kuata in Osirion, where she not only met with the Iroran devotees there, but also the curious order of dwarven monks known as the Ouat. According to her journals, some of the resident dwarves' ancestors arrived long ago from the distant north bearing a broken treasure of wire and steel. Based on additional context and several magical divinations, I have reason to believe Elylsia—and you—may have found one of the lost pieces of the Sky Key!

I have contacted Venture-Captain Norden Balentiir in Sothis to prepare for an expedition. You have already demonstrated your resourcefulness by uncovering this information; when I assemble a team to travel to Car Kuata, I hope you will consider joining the expedition.

Highest regards,

Venture-Captain Ambrus Valsin

PATHFINDER SOCIETY SCENARIO

APPENDIX 1: RANDOMIZED ELEMENTS

The Wounded Wisp has several sections that are randomly generated, better lending this scenario to being replayed. To assist GMs with this variety, the following is a breakdown of all randomized elements that appear in the scenario. The GM can use this information to prepare in advance for running the scenario, or it can serve as a breakdown for GMs running the scenario without a lot of time to prepare.

Items marked with a star (*) are suggested for newer groups or as simpler encounters for GMs running the scenario with less time to prepare. Excerpts for any of these creatures that appear in a Pathfinder Roleplaying Game hardcover book are also reprinted at the back of this adventure.

Wounded Wisp Cellar Inhabitant

This table determines the inhabitants of the secret chambers branching off from the cellar of the Wounded Wisp bar. In Subtier 2, increase the number of foes encountered by 1. To accommodate a Subtier 2 group of only four PCs, use the Subtier 1 encounter without any further adjustments.

d6	Monster
1	2 troglodytes
2	1 choker
3*	2 giant spiders
4	1 bat swarm
5	2 cave scorpions
6	2 festrogs

The Naming God

This table determines which failed aspirant is associated with each of the three fictitious Pathfinders found on the Wall of Names. The GM should designate one of the three Pathfinders to be the correct lead; that character's name also appears in area D2.

d10	Failed Aspirant
1	Sacrifice (Demuren)
2	Fish and Bountiful Sea (Gobru)
3	Rot (Mellag)
4*	Sixteen Poses (Oggo)
5	Spoiled Food and Wastefulness (Plokkis)
6	Blades (Silmor)
7	Hallucinatory Incense and Herbs (Spuchasta)
8*	Silence and Serenity (The Muted God)

9	Clouds and Tornadoes (Yepyari)
10*	Screaming Fear (Zimpar)

The following are the complete quotes and the failed aspirant to which they refer. The underlined portion references the aspirant's proposed area of concern were he to have become a god.

Demuren: Sought the jade idol of ten thousand faces. Now but another sacrifice to the charau-ka of the Mwangi.

Gobru: Respectfully resigned after losing a friend. Lost to a life among the fish and bountiful sea.

Mellag: Survived the horrors of Nemret Noktoria. Returned to rot from the inside.

Oggo: Travelled to distant Jalmeray. Failed to maintain the necessary Sixteen Poses.

Plokkis: Sought to brave the Path of Aganhei. Spoiled rations and wastefulness ended that dream.

Silmor: Fought up all but one step of the Storval Stairs. Blade shattered at an inopportune moment.

Spuchasta: Enjoyed the many excesses of Katapesh. Ended by a drug-induced hallucination.

Muted God: Wrote in solitude for 101 days. Lived a long life of silence and serenity.

Yepyari: Followed the last Linnorm King to Valenhall. Lost at sea, last seen in a great tornado.

Zimpar: Administered to the mind-menders of Ustalav. May they overcome the screaming fear.

Arkath's Religion

This table determines the religion of the cleric found guarding Arkath's tomb.

1d4	Religion
1	Abadar (Kefilwe)
2	Asmodeus (Durward)
3	Pharasma (Hadriana)
4*	Sarenrae (Onyeka)

Eylysia's Guardian

This table determines the creature guarding Eylysia's repository in the optional encounter (area E3). For Subtier 2, instead roll 1d3+1.

THE WOUNDED WISP

Note: The GM can use the optional encounter in area **E3** to replace the final ambush encounter, but only if all players at the table have played this scenario before.

d3	Monster
1*	1 Medium Fire Elemental
2	1 Necrophidius
3	1 Trollhound
4	1 Carrion Golem

Ambushers' Allegiance

This table determines the allegiance of the group encountered at the end of the scenario.

d4	Group
1	Aspis Consortium*
2	Devil's Claw
3	Harbingers
4	Norgorberite Cultists

Ambusher Group Composition

Use these tables to determine the composition of the ambushing group.

Healing NPCs

d3	NPC
1	Neophyte*
2	Touched

Offense NPCs

d3	NPC
1	Swordsman*
2	Brute
3	Slicer*

Support NPCs

d3	NPC
1	Archer*
2	Evoker
3	Debilitator

APPENDIX 2: AMBUSER STATISTICS

The statistics for the eight different types of NPCs who might ambush the PCs in area **E1** as they leave the Shrine of the Failed appear below. Consult the tables above to determine which NPCs to use.

Offense NPCs

BRUTE

CR 1/2

Human barbarian 1

CE Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 armor, +2 Dex, -2 rage)

hp 15 (1d12+3)

Fort +5, **Ref** +2, **Will** +4;

OFFENSE

Speed 40 ft.

Melee greatclub (1d10+6)

Special Attacks rage (5 rounds/day)

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** 15

Feats Power Attack, Weapon Focus (greatclub)

Skills Acrobatics +4 (+8 when jumping), Climb +6, Intimidate +3, Knowledge (local) +1, Perception +6, Survival +6

Languages Common

SQ fast movement

Combat Gear *potion of cure light wounds*, thunderstone; **Other**

Gear chain shirt, greatclub

SLICER

CR 1/2

Halfling rogue 1

NE Small humanoid (halfling)

Init +3; **Senses** Perception +5

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 shield, +1 size)

hp 9 (1d8+1)

Fort +1, **Ref** +6, **Will** +0; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee rapier +4 (1d4/18-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 11, **Dex** 17, **Con** 10, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +0; **CMB** -1; **CMD** 12

Feats Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +5, Bluff +7, Climb +1, Disguise +7, Escape Artist +6, Knowledge (local) +5, Perception +5, Sleight of Hand +6, Stealth +10; **Racial Modifiers** +2 Acrobatics (+2 when jumping), +2 Climb, +2 Perception

Languages Abyssal, Common, Halfling

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, *potion of protection from good*, tanglefoot bag; **Other Gear** leather armor, buckler, rapier

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SWORDSMAN CR 1/2

Human fighter 1

LE Medium humanoid (human)

Init +5; **Senses** Perception +2

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

hp 11 (1d10+1)

Fort +3, **Ref** +1, **Will** +2;

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+2/19–20)

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 14

Feats Improved Initiative, Step Up, Weapon Focus (longsword)

Skills Acrobatics –1, Diplomacy +2, Knowledge (local) +0

Languages Common

Combat Gear *potion of cure light wounds* (2); **Other Gear** chain shirt, light wooden shield, longsword

Support NPCs

ARCHER CR 1/2

Elf ranger 1

LN Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +0; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+1/19–20)

Ranged longbow +4 (1d8/x3)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point-Blank Shot

Skills Acrobatics +2, Bluff +0, Climb +3, Escape Artist +2, Knowledge (nature) +6, Perception +6, Spellcraft +0 (+2 to identify magic item properties), Stealth +5, Survival +4; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Abyssal, Celestial, Common, Elven

SQ track +1, wild empathy +0, elven magic

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, longbow with 20 arrows, short sword

DEBILITATOR CR 1/2

Half-orc witch 1

NE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 12 (1d6+6)

Fort +2, **Ref** +2, **Will** +2

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee club +1 (1d6+1)

Special Attacks hexes (evil eye [–2, 5 rounds])

Witch Spells Prepared (CL 1st; concentration +3)

1st—*cause fear* (DC 13), *ray of enfeeblement* (DC 13)

0—*bleed* (DC 12), *daze* (DC 12), *touch of fatigue* (DC 12)

Patron Trickery

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 15, **Wis** 10, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 13

Feats Toughness

Skills Acrobatics +3, Intimidate +1, Knowledge (nature) +6, Spellcraft +6, Stealth +3; **Racial Modifiers** +2 Intimidate

Languages Abyssal, Common, Infernal, Orc

SQ witch's familiar (rat), orc blood

Combat Gear *potion of cure light wounds*, *scroll of command*, alchemist's fire; **Other Gear** club

EVOKER CR 1/2

Half-elf evoker 1

LE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +3

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +2, **Ref** +2, **Will** +2; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20)

Special Attacks intense spells (+1 damage)

Arcane School Spell-Like Abilities (CL 1st; concentration +3)

5/day—force missile (1d4+1)

Evoker Spells Prepared (CL 1st; concentration +3)

1st—*burning hands* (DC 13), *magic missile* (2)

0—*acid splash*, *detect magic*, *ray of frost*

Opposition Schools enchantment, necromancy

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 15, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** –1; **CMD** 11

Feats Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft)

Skills Acrobatics +3, Knowledge (arcana) +6, Knowledge (history) +6, Perception +3, Spellcraft +9; **Racial Modifiers** +2 Perception

Languages Abyssal, Common, Elven, Infernal

SQ arcane bond (dagger), elf blood

THE WOUNDED WISP

Combat Gear *potion of cure light wounds, scroll of mage armor, scroll of shocking grasp*; **Other Gear** dagger

Healing NPCs

NEOPHYTE CR 1/2

Dwarf cleric of Norgorber 1

N Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 13, touch 9, flat-footed 13 (+3 armor, -1 Dex, +1 shield)

hp 13 (1d8+2)

Fort +4, **Ref** -1, **Will** +5; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee short sword +2 (1d6+2/19-20)

Special Attacks channel negative energy 3/day (DC 10, 1d6), hatred

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—touch of evil (1 round)

6/day—copycat (1 round)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*cure light wounds* (2), *protection from good*

0—*bleed* (DC 13), *guidance*, *light*

D domain spell **Domains** Trickery, Evil

STATISTICS

Str 14, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 11

Base Atk +0; **CMB** +2; **CMD** 11 (15 vs. bull rush, 15 vs. trip)

Feats Toughness

Skills Appraise +0 (+2 to assess nonmagical metals or gemstones), Knowledge (religion) +4, Perception +0 (+2 to

notice unusual stonework), Spellcraft +4, Stealth +1; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

Combat Gear *scroll of cure light wounds, scroll of doom*; **Other Gear** studded leather, short sword

TOUCHED CR 1/2

Human oracle 1

N Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 10 (1d8+2)

Fort +1, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft.

Melee morningstar +1 (1d8)

Oracle Spells Known (CL 1st; concentration +3)

1st (4/day)—*bleed*, *cure light wounds*, *entropic shield*

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*

Mystery Life

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +0; **CMB** +0; **CMD** 13

Feats Dodge, Selective Channeling

Skills Acrobatics +3, Diplomacy +6, Knowledge (arcana) +2,

Knowledge (local) +2, Knowledge (religion) +5, Spellcraft +5

Languages Abyssal, Common, Infernal, Orc

SQ oracle's curse (tongues [Abyssal]), revelations (channel)

Combat Gear *potion of cure light wounds, scroll of sanctuary, scroll of shield of faith*; **Other Gear** morningstar

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #6–10: The Wounded Wisp

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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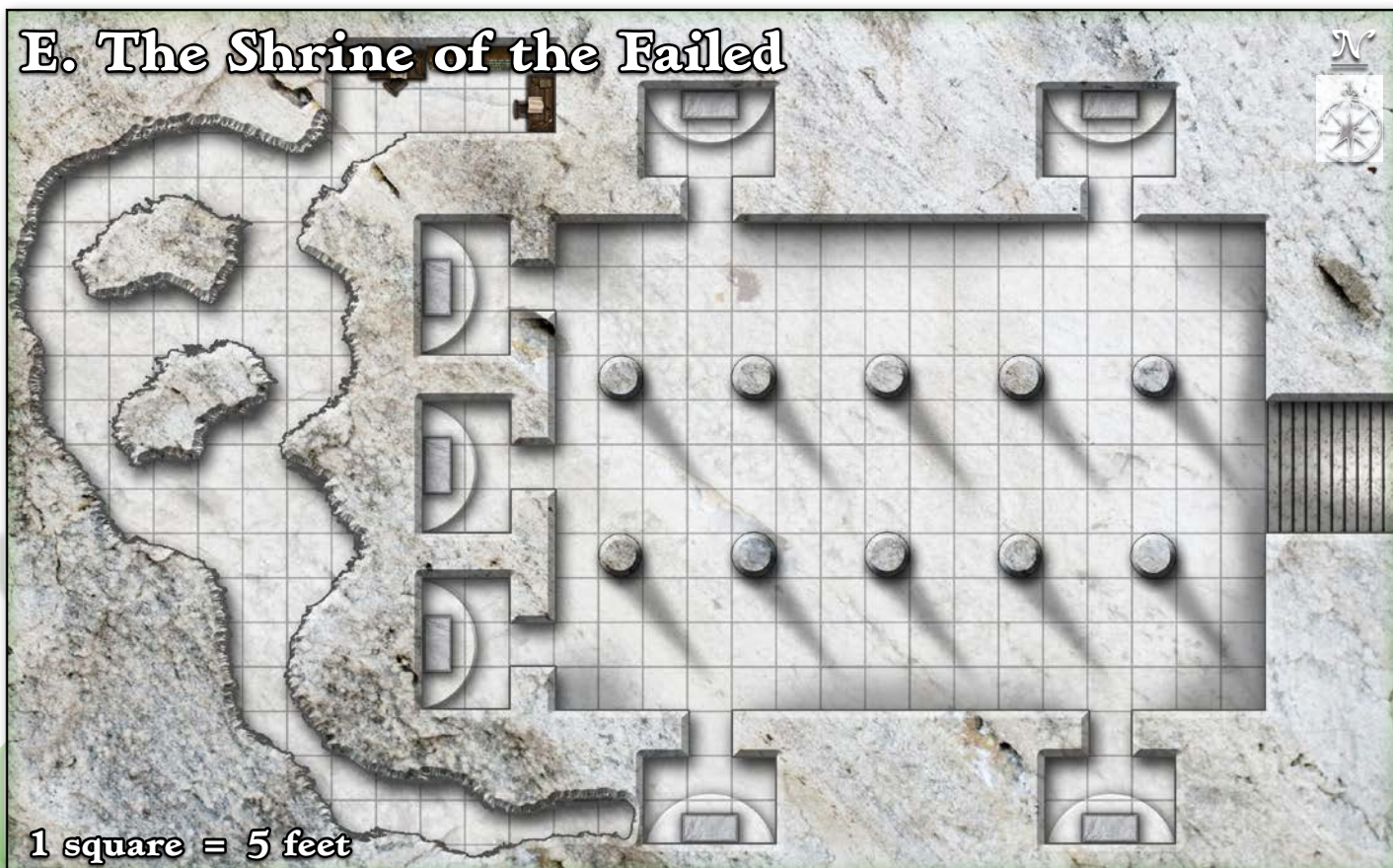
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THE WOUNDED WISP

A. The Wounded Wisp



E. The Shrine of the Failed



ELEMENTAL, FIRE

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

FIRE ELEMENTAL

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3–8)

Treasure none



SMALL FIRE ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)
hp 11 (2d10)

Fort +3, Ref +4, Will +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +1; CMD 13

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4,
Knowledge (planes) +1, Perception +4

MEDIUM FIRE ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

Init +7; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)
hp 30 (4d10+8)

Fort +6, Ref +7, Will +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +5; CMD 18

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5,
Knowledge (planes) +1, Perception +7

LARGE FIRE ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, fire)

Init +9; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, –1 size)
hp 60 (8d10+16)

Fort +8, Ref +11, Will +4

DR 5/—; Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee 2 slams +12 (1d8+2 plus burn)

Space 10 ft.; Reach 10 ft.

Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, Dex 21, Con 14, Int 6, Wis 11, Cha 11

Base Atk +8; CMB +11; CMD 27

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring
Attack, Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate
+9, Knowledge (planes) +5, Perception +11

HUGE FIRE ELEMENTAL

CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, fire)

Init +11; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural,
–2 size)

hp 85 (10d10+30)

Fort +9, Ref +14, Will +5

DR 5/—; Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +15 (2d6+4 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d6, DC 17)

STATISTICS

Str 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +16; CMD 34

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will,
Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate
+9, Knowledge (planes) +7, Perception +13

GREATER FIRE ELEMENTAL

CR 9

XP 6,400

N Huge outsider (elemental, extraplanar, fire)

Init +12; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, –2 size)

hp 123 (13d10+52)
Fort +12, **Ref** +16, **Will** +6
DR 5/—, **Immune** elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.
Melee 2 slams +19 (2d8+7 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (2d8, DC 20)

STATISTICS

Str 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +22; **CMD** 41
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance
Skills Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

ELDER FIRE ELEMENTAL

CR 11

XP 12,800
N Huge outsider (elemental, extraplanar, fire)
Init +13; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, –2 size)
hp 152 (16d10+64)
Fort +14, **Ref** +19, **Will** +7
DR 10/—, **Immune** elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.
Melee 2 slams +23 (2d8+8 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (2d10, DC 22)

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +26; **CMD** 46
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance
Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

Fire elementals are quick, cruel creatures of living flame. They enjoy frightening beings weaker than themselves, and terrorizing any creature they can set on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals vary in appearance—they usually manifest as coiling serpentine forms made of smoke and

flame, but some fire elementals take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

Elemental	Height	Weight
Small	4 ft.	1 lb.
Medium	8 ft.	2 lbs.
Large	16 ft.	4 lbs.
Huge	32 ft.	8 lbs.
Greater	36 ft.	10 lbs.
Elder	40 ft.	12 lbs.



SPIDER, GIANT

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER

CR 1



XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs);

Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

Other species of giant spiders exist, as detailed below.

Species	CR	Size	HD
Scarlet spider	1/4	Tiny	1d8
Giant crab spider	1/2	Small	2d8
Giant black widow	3	Large	5d8
Ogre spider	5	Huge	7d8
Giant tarantula	8	Gargantuan	10d8
Goliath spider	11	Colossal	14d8

SPIDER SWARM

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

SPIDER SWARM

CR 1



XP 400

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Weaknesses swarm traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; **Racial**

Modifiers +4 Perception; uses Dexterity for Climb checks

ECOLOGY

Environment any

Organization solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 11; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

The sight of a carpet of swarming spiders is unsettling indeed—particularly when the swarm is made up of spiders each the size of a gold coin and possessing blade-like mandibles capable of lacerating flesh with sickening ease. A swarm of spiders is a colonial mass of arachnids that relies on overwhelming much larger prey with sheer numbers rather than catching smaller snacks. While spider swarms spin webs, these webs are incapable of catching larger prey and typically serve the swarm as a lair rather than a method of capturing dinner.



Pathfinder Society Scenario #6–10: The Wounded Wisp

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Explore, Report, Cooperate: You have an excellent sense of what makes an exemplary Pathfinder. As a free or immediate action, you may consider whether a particular action you name—such as subduing but not killing an enemy, befriendng an NPC, or recovering a particular item—would help realize the goals of the Pathfinder Society. The GM then informs you whether the action's impact would be positive (contributes to meeting a secondary success condition for the scenario), negative (opposes the secondary success condition), or negligible (neither contributes to nor opposes the secondary success condition). If none of these three options accurately reflects the action's impact on the PC's fulfillment of the secondary success conditions, the GM may respond with a phrase of five words or less. Once you use this boon, cross it off your Chronicle sheet.

Prized Find: You were instrumental in uncovering a cache of lost records that the Pathfinder Society can use to explore hitherto unknown sites. If you would fail to earn a Prestige Point at the end of an adventure due to failing a success condition, you may cross this boon off your Chronicle sheet to remind your superiors of your past breakthroughs and earn the 1 Prestige Point as if you had successfully fulfilled the condition. You may only use this boon if you would also gain at least 1 XP for completing the adventure (0.5 XP if you use the slow track advancement option).

All Subtiers

alexandrite gem (750 gp; glows as affected by *continual flame* heightened to a 3rd-level spell [CL 5th])
cloak of resistance +1 (1,000 gp)
potion of cure moderate wounds (300 gp)
scroll of shatter (150 gp)
wand of cause fear (15 charges; 225 gp)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1	215	430
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	2	255	510
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	Starting XP		
	+		GM's Initials
	XP Gained (GM ONLY)		
GOLD	=		
	Final XP Total		
	Initial Prestige	Initial Fame	
	+		GM's Initials
	Prestige Gained (GM ONLY)		
GOLD	—		
	Prestige Spent		
	Current Prestige	Final Fame	
	Starting GP		
	+		GM's Initials
GP Gained (GM ONLY)			
+		GM's Initials	
Day Job (GM ONLY)			
—			
Gold Spent			
=			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #