

PATHFINDER SOCIETY

YEAR OF THE SERPENT



SCHOOL OF SPIRITS

By Alex Greenshields



SCHOOL OF SPIRITS

Pathfinder Society Scenario #7-05

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Pathfinder Society Scenario #7-05: School of Spirits is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5, Subtiers 1-2 and 4-5). 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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SCHOOL OF SPIRITS

BY ALEX GREENSHIELDS



Nearly 20 years ago, Junia Dacilane was the otherwise unremarkable 11-year-old daughter of a prominent Absalom family. The only child of Lady Miranda Dacilane, a noblewoman of Chelish descent, Junia lived in a large manor home in the exclusive Ivy District, and attended an elite academy in the cliffside neighborhood of Beldrin's Bluff. Junia, who was not overly interested in her studies, preferred spending time with her older classmates Grishan Maldris and Cassiel Marlinchen. The three loved exploring the spooky necropolis Grishan had discovered beneath their school, the Tri-Towers Yard, and wearing the jewelry and other finery they found amidst the burial goods.

Her friend Grishan's story was a bit more complicated. Grishan grew up in the shadow of his older brother Colson Maldris. Grishan idolized his brother, and wanted more than anything to become an Eagle Knight just like him. When Colson approached Grishan and asked his brother to spy on the families of his classmates at the Tri-Towers Yard in order to gather intelligence for the Eagle Knights, Grishan immediately accepted. Colson promised Grishan that the information he collected would be put to use to defend and promote the egalitarian ideals of Andoran. Grishan began accepting invitations to all of his classmates' parties, and snooping around in their parents' offices and studies. After a few months, Grishan had collected enough secrets that he felt he could finally take them to his brother's contact in the Eagle Knights; sadly, fate intervened.

Both Grishan and Junia's childhood came to an end when a massive earthquake struck Absalom in 4698 AR. The calamity caused serious damage to every district of the city, but no neighborhood was hit harder than Beldrin's Bluff. Whole streets broke off and tumbled into the ocean, wiping out entire centuries-old family lines in an instant. Even though the Tri-Towers Yard avoided this watery fate, most of its buildings collapsed or sunk into the ground, crushing or trapping the students, staff, and teachers within.

WHERE ON GOLARION?

School of Spirits is set in the city of Absalom, and most of the action takes place in the Precipice Quarter, which was devastated in the massive earthquake in 4698 AR. More information about this event, the neighborhood, and Absalom can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Guide to Absalom*, available in bookstores and game stores everywhere and online at paizo.com.

Absalom



Junia, Grishan, and Cassiel had been playing in the necropolis when the earthquake struck. Even though its sturdy construction saved them from being immediately crushed to death, the tremors collapsed their only exit, trapping them without access to food or fresh water. After a few days of calling for help, they came to the conclusion that they would not be rescued. Junia soon realized that unlike Grishan or Cassiel, she seemed to not be suffering from hunger or thirst, but did not connect her good fortune to the ruby salamander ring she had found in the dark. The ancient bauble was actually a magical *ring of sustenance* that kept her healthy while her friends quickly began to suffer the effects of severe dehydration. Cassiel died first, afraid and angry at the unfairness of her fate. Grishan hung on a few days longer, wracked with guilt for having led his friends into the necropolis to die. Now

GM RESOURCES

This scenario makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Occult Adventures (OA)*, and *Pathfinder RPG Ultimate Equipment*. All rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant entries from the *Bestiary* volumes and the *NPC Codex* are reprinted in the end of the scenario for the GM's convenience.

all alone, Junia crawled into an empty sarcophagus and awaited death.

An allip drifted into the necropolis to feed on Junia's suffering, but found that she was not alone. Grishan's spirit, unable to find rest in the afterlife, had returned as a phantom to protect his friend. Knowing he was no match against the allip, Grishan instead hid Junia's still living soul deep in the Ethereal Plane. Without the spark of life within her, Junia fell into a catatonic state between life and death, while the ruby salamander ring kept her body alive. Grishan guarded his friend's soul in this manner for the next 10 years.

In 4708 AR, a group of Pathfinders explored the necropolis beneath the Tri-Towers Yard. To their amazement, they found the comatose Junia still within her sarcophagus and returned her to her mother, Lady Dacilane. Sensing that she had been rescued, Grishan reunited Junia's soul with her body and caused her to finally wake. Fearing that he would be exorcised should his presence be discovered, Grishan remained hidden and silent within Junia's consciousness for years, only emerging when he felt she was mature enough to deal with him. To the phantom's delight, Junia quickly accepted Grishan's presence, and the two resumed their former friendship.

Junia's adolescence was not a happy one. The other children marked her different and odd because of her traumatic history and her habit of talking to herself when no one was looking, and they began to avoid her and talk about her behind her back. Junia kept to herself and increasingly relied upon Grishan for companionship. Her mother, terrified that anything else might happen to her only daughter, rarely let Junia leave their Ivy District home, a restriction that only amplified the young girl's sense of isolation.

Junia has recently begun to be troubled by survivor's guilt, the feeling that she is somehow at fault for having survived when most of her teachers and classmates did not. She has attempted numerous times to sneak out of her house to visit the Drownyard (as the Tri-Towers Yard is now known) and somehow make peace with her past.

Her mother has stopped each of these attempts, but has become tired of keeping her daughter a prisoner.

Grishan has been encouraging Junia's desire to visit the Precipice Quarter for his own reasons. Hazy memories from his life as a spy have begun to reemerge in the phantom, and now that Junia can take care of herself, he longs to complete his life's unfinished task and ask Junia to recover his notes so that he can finally take them to his brother.

Lady Dacilane feels that with her daughter's eighteenth birthday now behind her, it is past time for Junia to join Absalom high society. She has enlisted the help of an old ally, the Pathfinder Society, to escort Junia to the Drownyard and finally exorcise whatever demons she is still carrying.

ADVENTURE SUMMARY

Venture-Captain Drandle Dreng asks the PCs to accompany him to the home of Lady Miranda Dacilane. The noblewoman asks the Pathfinder Society to escort her daughter, Junia, to the dangerous Precipice Quarter. After brief introductions, the PCs and J. (as she introduces herself) leave the manor, but a group of ruffians waylays them before they reach their destination. During the ensuing fight, a ghostly figure emerges from J. She explains that the PCs witnessed the phantom of her dead friend Grishan. The phantom introduces himself and admits that he has also been pushing J. to return to the Precipice Quarter for his own reasons, specifically to recover a stash of intelligence he hid in the Arboretum Arcanis shortly before his death. Both J. and Grishan plead with the PCs to help them accomplish their individual goals.

At the Arboretum Arcanis, the PCs discover that the building is in ruin and overgrown with dense, sickly vines. When the PCs step inside, the mandragora Majordomo Pip greets them and offers to take them to the "Master Gardener" in exchange for a bit of their blood. Once the PCs make it past the mandragora, they meet the Master Gardener Khaya. Khaya is a ghoran, a rare type of plant creature. She is in the process of growing a number of others of her kind, but the corruption of the Arboretum has driven her insane and makes her aggressive and suspicious. After dealing with the ghoran, the PCs recover Grishan's package and learn of a number of damaging secrets about various Absalom noble families.

When the PCs travel to the Drownyard, J. asks to experience its haunt. Specifically, she wishes to trigger it in order to fully experience the horror her classmates experienced at the moment of their death. The PCs must decide how to protect J. from coming to any permanent harm. Finally, J. asks to visit the necropolis. There, the

PCs meet the spirit of Cassiel Marlinchen, whose trauma sustains the haunts in the Drownyard. The PCs must either convince her to finally accept her fate or destroy her once and for all.

Finally, with Grishan's information in hand, the PCs can confront Colson Maldris about conscripting his young brother into spying for Andoran, and decide whether or not to let the secrets within Grishan's notes see the light of day.

RETURN TO THE DROWNYARD

School of Spirits is a sequel to one of the earliest scenarios, *Pathfinder Society Scenario #6: Black Waters*. Knowledge of the classic adventure is not necessary to play or GM *School of Spirits*, but might add to the enjoyment of this scenario, since certain plot elements and characters reoccur.

GETTING STARTED

The PCs receive letters instructing them to meet Venture-Captain Drandle Dreng outside the main gates of the Grand Lodge at noon in formal attire. Once they have all assembled and made their introductions, read or paraphrase the following.

The fall rains have come early this year, and a chill wind blows off the waters of Absalom's harbor, bringing with it the smell of a storm somewhere far off at sea. Venture-Captain Drandle Dreng hurries down the street in a most unusual outfit for the aging Venture-Captain: some sort of blue military uniform complete with a green sash displaying a pair of ornate medals and a black umbrella.

"Ah, there you all are," he half-mutters to himself. "Is everyone here?"

Without waiting for an answer, he turns on his heels and heads off at a brisk pace, occasionally turning around to make sure everyone is keeping up.

If the PCs wish to identify Dreng's uniform, they can attempt a DC 12 Knowledge (nobility) or (local) check. If they succeed, they recognize that it is a dress uniform of a junior officer in the Taldan Navy. If they succeed by 5 or more, they also recognize that he is wearing two service medals: a Combat Action Ribbon and a Counter-Espionage Ribbon, the latter of which is rumored to only be awarded to members of the Lion Blades, Taldor's secretive espionage organization.

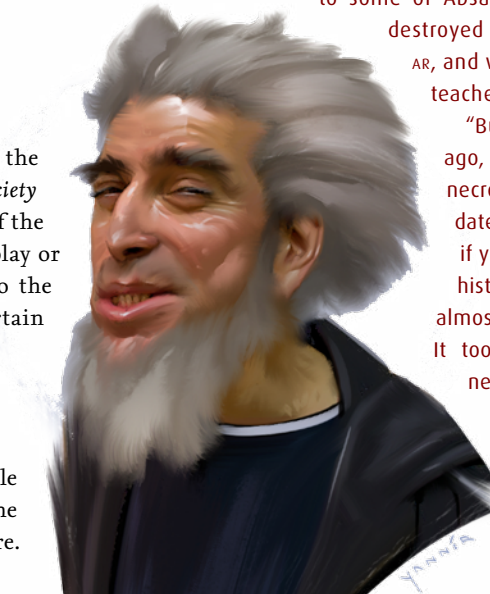
Assuming that the PCs follow the eccentric Dreng, continue to read or paraphrase the text below.

"You're probably wondering where I'm dragging you, eh? Seven years ago I sent young agents much like yourselves on a preliminary exploration of the necropolis below the Drownyard in the Precipice Quarter. The Drownyard is the name that was given to the old Tri-Towers School, once home to some of Absalom's wealthiest progeny. It was destroyed in the great earthquake of 4698 AR, and we thought that all of the children, teachers, and staff had perished."

"But let be back up a bit. Eight years ago, the Society discovered an ancient necropolis under the Drownyard. It dates back to the third century AR, and if you know anything about Absalom's history, you'll know that we know almost nothing about those early years. It took me almost an entire year of negotiating with the parents of the children who died in the Tri-Towers Yard to convince them to grant us access to the site, and when we did, what did we find? A lot of spooky stuff: undead, haunts, and some nasty bugs. But we also found something completely unexpected: a survivor. A little slip of a girl named Junia Dacilane somehow survived in a death-like state for 10 years. The only thing that kept her alive was a *ring of sustenance* that she

had found among the crypts. Junia's mother, Lady Miranda Dacilane, was of course beside herself when we pulled her living daughter from the ruins and she vowed to not only give the Society full access to the property, but personally underwrite our archaeological efforts there. Soon thereafter I set up an archaeological dig at the Drownyard, and we've been pulling out fascinating fragments from Absalom's early history ever since. Every year I visit Lady Dacilane to renew our contract to maintain the dig, but this year it seems that she wants us to jump through an additional hoop. She wants us, or rather you, to escort her daughter back to the Drownyard. It seems that Junia's become a bit obsessed with her alma mater, and since the Precipice Quarter is no place for pampered young noblewomen, she needs an escort. Think you can manage that?"

Without giving the PCs a chance to interrupt him, he quickly adds, "Oh, and don't forget to call the Drownyard the Tri-Towers Yard while we're at Dacilane Manor. No one who lost children in the earthquake likes to be reminded of that tragedy... even the ones who got their child back."



**DRANDLE
DRENG**

If the PCs ask Dreng about his uniform or about the service ribbons, the Venture-Captain explains that the upper classes are impressed with this sort of pomp, and that he wore it to make a better impression on Lady Dacilane. He does not reveal further details about his outfit, and chides the PCs to “stay in the present”.

Knowledge (history) or Knowledge (local)

The PCs may know more information about the Precipice Quarter.

10+ The Precipice Quarter was once a wealthy neighborhood called Beldrin’s Bluff, until an earthquake in 4698 AR broke several blocks of the district into the sea and killed hundreds.

15+ After the earthquake, the people of Beldrin’s Bluff moved away. Many people in Absalom believe the district is cursed, and restless undead and vermin roam the streets at night. The most prominent locations in Beldrin’s Bluff were the Tri-Tower’s Yard, an academy for the children of Absalom’s wealthy and powerful, and the Arboretum Arcanis, which displayed rare plants from all over the Inner Sea.

20+ The Tri-Towers Yard is haunted. The spirits of the children who perished in the earthquake are unable to reach their final rest. For nearly a decade, a man named Deris Marlinchen, the father of one of the young victims, wandered the yard, speaking to spirits no one else could see. Since his departure seven years ago, the haunts at the old school have grown increasingly malevolent.

DACILANE MANOR

After approximately 10 minutes of walking through the rain, Dreng and the PCs arrive at their destination.

Dacilane Manor is an imposing four-story townhouse of heavy masonry with a parapet roof that is festooned with numerous leering, demonic gargoyles. After knocking on the door, a middle-aged halfling woman in a large apron answers it. “Please come in. My lady will join you momentarily in the drawing room.”

The interior of Dacilane Manor is just as imposing as the outside. A wide foyer with a grand staircase leads to the second floor, while open double-doors lead into the drawing room. Heavy black draperies cover all the windows, shrouding the manor in shadows. All of the furniture in the common areas is oversized, expensive, and gothic, made of dark-stained mahogany wood. If the PCs ask the servant woman Bettina if she is a slave, she proudly insists that she is not, and that she has worked for the family for many years and is quite content.

Lady Dacilane enters a few moments after the PCs and Dreng have gathered in the sitting room. She is a tall,

stern-looking, yet attractive Chelaxian woman with sharp features, a fair complexion, and black hair accented with gray and white. She is dressed in a well-made, floor-length black gown streaked through with crimson. A plain-looking silver pentagram necklace is her only jewelry. Dreng immediately jumps up to greet her, bowing and kissing her hand in a formal fashion. He then quickly introduces the PCs before launching into a prepared speech about the importance of Lady Dacilane’s ongoing support of the Society’s activities and the many important artifacts they have been able to recover from the Tri-Towers Yard necropolis. Lady Dacilane listens politely, making a few pro-forma inquiries into several details about the management of the site before getting to the heart of the negotiation and addressing the PCs directly.

“As I am sure Master Dreng has already informed you, I have a particular request of the Pathfinder Society this year. My daughter Junia has recently celebrated her eighteenth birthday, but she maintains a certain obsession with the traumatic events that befell her at the Tri-Towers Yard so many years ago. I have stopped her from sneaking out of the manor and visiting that place several times, and I feel that her past is keeping her from fully embracing her future. I would ask that you accompany her to the gods-forsaken Precipice Quarter and let her see her fill of the decay and misery. Perhaps those sights will cure her of her unnatural obsessions.”

If any of the PCs played *Pathfinder Society Scenario #6: Black Waters*, Lady Dacilane makes a point of thanking them again for returning her daughter.

Lady Dacilane answers any questions the PCs ask, although she grows visibly uncomfortable if asked about Junia’s personal life. She simply doesn’t feel that it is proper for Pathfinders to be asking about such private, family matters, but she answers them for the sake of ending her involvement with this entire encounter.

She answers any questions about additional help or compensation with an icy stare and silence. If the PCs persist in such demands, Lady Dacilane shoots a pointed glance at the venture-captain, who quickly tries to hush the offending PC and change the subject to something less sensitive.

Where do you want us to take her? “Take her wherever she wishes within reason in the Precipice Quarter. It is a dangerous place even during daylight hours, so use your best judgment. Let her stay as long as she wishes, but bring her back before nightfall tomorrow.”

Do you know specifically what troubles her? “Junia’s experiences during and after the earthquake were terrible, and they have left lasting mental scars. Despite my efforts and those of some of Absalom’s best healers, I have been unable to truly help her. Nevertheless, it is time

for her to put her childhood experiences behind her and face her adult responsibilities.”

How old is Junia? “Junia did not age mentally or physically while sleeping in the crypt. It is a mystery that has never been explained. Even though we should be celebrating her twenty-eight birth year, she appears and acts like a child of eighteen.”

Eighteen isn't exactly a child, is it? Lady Dacilane bristles. “Clearly, you have not met my daughter.”

Why are we being asked to escort her? Why not hire some bodyguards? “Junia has a particular affection for the Pathfinder Society, most likely because it was your members who rescued her from the necropolis. It is my hope that she will be more forthcoming about her condition with you.”

Lady Dacilane calls for her daughter once the PCs have finished asking their questions. If they have any for the Venture-Captain, he subtly suggests that they hold them until they have all left Dacilane Manor.

INTRODUCING J.

Lady Dacilane’s daughter comes bounding down the stairs and into the sitting room a few moments after he mother calls her. She has her mother’s height, black hair, and fine facial features, but that’s where the similarities end. Unlike her mother’s carefully coiffed hair, Junia’s is short and practical, and she carries herself with a confident and unladylike swagger. She is dressed in grey breeches, knee-high leather boots, a white cotton shirt, and an azure blue riding coat with tails with a golden eagle pin on the lapel. Beneath her coat, it is clear that she is wearing a mithral chain shirt. Any PC from Andoran or a member of the Liberty’s Edge faction immediately recognizes that Junia is attempting to look like a member of the Andoran Eagle Knights. Other PCs may attempt a DC 15 Knowledge (local) check to recognize her attire.

Upon arriving in the drawing room, Junia clicks her heels in a military manner and greets her mother with a mischievous grin. Lady Dacilane immediately turns bright red with embarrassment, reprimanding her daughter for appearing in such a “ridiculous outfit in front of our guests”, and then throws up her hands and storms out of the room without another word.

Junia introduces herself to each of the PCs as not Junia but “J., like the letter”, and shakes everyone’s hand. If the PCs ask about her outfit, she claims that it is just something she threw together, but gives away her true intention with a conspiratorial wink.

If any of the PCs played *Pathfinder Society Scenario #6: Black Waters*, she recognizes them immediately, even if they never spoke to her during the adventure. She greets such PCs enthusiastically by name.

Dreng excuses himself at this point, claiming that he is needed back at the Grand Lodge. Before he leaves, he hands over a large, iron key to the PCs, telling them that it opens the wrought iron gates to the Tri-Towers Yard. He warns them that although the necropolis below has been cleared of undead, the partially restored surface structure still holds a dangerous haunt. “Try to stay away from there,” he mutters, “we’ve tried to eliminate it several times, but it keep coming back. If you do need to go in there, take a look in the supply closet, you may find it useful.”

Once the Venture Captain leaves, J. picks up a backpack from a stool in the corner and pulls out a kukri, which she sheathes at her hip. She then straps on the backpack and looks expectantly at the PCs. “Well, shall we go? I’m ready when you are.” If any of the PCs played *Black Waters*, she takes a minute to collect a several heavy volumes from a side room—these books are *Pathfinder Chronicles* featuring those PCs’ adventures.

JUNIA “J.” DACILANE	CR 1
Female human spiritualist 2 (<i>Pathfinder RPG Occult Adventures</i> 72)	
CG Medium humanoid (human)	
Init +4; Senses Perception +3	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+4 armor)	
hp 16 (2d8+4)	
Fort +4, Ref +2, Will +6	
OFFENSE	
Speed 30 ft.	
Melee kukri +0 (1d4-1/18-20)	
Ranged telekinetic projectile +1 (1d6)	
Spiritualist Spells Known (CL 2nd; concentration +5)	
0 (at will)— <i>mage hand</i> , <i>message</i> , <i>open/close</i> (DC 13), <i>stabilize</i> , <i>telekinetic projectile</i> ^{DA}	
STATISTICS	
Str 8, Dex 10, Con 12, Int 14, Wis 17, Cha 13	
Base Atk +1; CMB +0; CMD 10	
Feats Improved Initiative, Lightning Reflexes	
Skills Bluff +6, Diplomacy +3, Knowledge (dungeoneering) +6, Knowledge (history) +7, Knowledge (nobility) +7, Sense Motive +8, Swim +1, Use Magic Device +5	
Languages Common, Halfling, Infernal	
SQ bonded senses (2 rounds/day), etheric tether, phantom (Grishan Maldris, devotion), shared consciousness	
Combat Gear alchemist’s fire, antitoxin (2); Other Gear mithral shirt, kukri, backpack, belt pouch, <i>everburning torch</i> , explorer’s outfit, ink, inkpen, paper (5), scroll case, tindertwig, trail rations, 35 gp	
SPECIAL ABILITIES	
Bonded Senses As a standard action, J. can see, hear, smell, taste, and touch with Grishan’s senses for up to 2 rounds per day.	

Ethereic Tether J. can sacrifice any number of hit points to prevent the same amount of damage to Grishan, but only if an attack would send him back to the Astral Plane. Grishan can travel up to 50 feet away from J. If he travels farther, she must succeed a concentration check (DC = 10 + 1 per 10 feet between them) as a full-round action each round or Grishan transports to the Ethereal Plane and cannot return for 24 hours. If Grishan is outside J.'s line of effect for longer than 1 round, he returns to the Ethereal Plane.

Phantom J.'s dedication phantom, Grishan, may dwell inside her mind, or manifest fully as an incorporeal creature with a 1-minute ritual. When he manifests as an incorporeal creature, he gains the incorporeal ability (making him immune to physical attacks, and reducing damage from magical attacks by half) and can attack incorporeal creatures, but cannot affect material creatures. A typical phantom can instead choose to manifest as an ectoplasmic creature, but Grishan has not yet learned how to take this form.

Psychic Spellcasting Junia's spells lack verbal and somatic components. Instead, any spell with a verbal component instead has a thought component, and any spell with a somatic component instead has an emotion component. She cannot cast a spell with an emotion component while under the effects of a non-harmless effect with the emotion or fear descriptors. The DC of any concentration check to cast a spell with a thought component is increased by 10 unless she spends a move action to center herself before casting. Junia Dacilane has the spell *telekinetic projectile*, which appears on page 188 of *Pathfinder RPG Occult Adventures*. The spell is reprinted below for your convenience.

Shared Consciousness When Grishan isn't manifested, J. gains a +4 bonus on saving throws against mind-affecting effects, +2 bonus on Will saves, and a +3 bonus on Diplomacy and Sense Motive checks. Once per day, she may reroll a failed saving throw against a mind-affecting effect, but doing so removes her other shared consciousness bonuses for the spell's durations.

GRISHAN MALDRIS

Male phantom

CG Medium outsider (incorporeal, phantom)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 deflection, +2 Dex)

hp 27 (2d10+5)

Fort +1, **Ref** +5, **Will** +5

Defensive Abilities incorporeal

OFFENSE

Speed 30 ft.

Melee 2 slams +4 (1d6+2)

Special Attack dutiful strike

J. DACILANE, SPIRITUALIST?

J.'s relationship with the phantom Grishan has transformed her into a spiritualist, a class from *Pathfinder RPG Occult Adventures*. Her sheltered upbringing and determination to keep Grishan's existence a secret have prevented J. from developing the full powers of her class. She is not even aware that there is such a thing as a spiritualist. As a result, J. cannot cast any first level spells, and is not even aware that she is casting 0th-level spells. Instead, she believes that Grishan produces their effects in response to her telepathic requests. In addition, Grishan cannot manifest in ectoplasmic form. He can either hide inside J.'s mind, granting J. the bonuses listed under her shared consciousness ability, or manifest in the incorporeal form listed in his statistics.

J. prefers to hang back in combat and use her knacks from a distance unless otherwise stated in an encounter. Grishan cannot attack corporeal creatures, so he does not participate in most combats.

STATISTICS

Str —, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 16

Feats Iron Will, Toughness

Skills Bluff +7, Diplomacy +7, Knowledge (nobility) –1, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +6

Languages Common

SQ link, share spells

SPECIAL ABILITIES

Dutiful Strike Grishan gains a +2 bonus on attack rolls against any creature that attacked Junia in the past minute, and his slam damage increases to 1d8+2 against that creature. If another creature attacks Junia while this ability is active, the effect transfers to the new attacker.

Link Junia can direct Grishan as a free action.

Share Spells Junia can cast spells with a range of personal on Grishan as if it had a range of touch.

TELEKINETIC PROJECTILE

School evocation; **Level** occultist 0, psychic 0, spiritualist 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Duration instantaneous

Saving Throw no; **Spell Resistance** no

You fling an object weighing up to 5 pounds at the target.

You must succeed at a ranged attack (not a ranged touch attack) to hit your target; if you hit, you deal 1d6 points of bludgeoning damage to both the target and the object. The type of object thrown doesn't change the damage type or any other properties of the attack, even if you throw a weapon or magic item in this way.

TO THE PRECIPICE QUARTER

Once out of her home, J. breathes a sigh of relief and visibly relaxes. She asks the PCs how they would like to proceed to the Precipice Quarter, and admits that she hasn't gotten out of the house much in the last several years. If asked where in particular she would like to go, J. shrugs and suggests that they head toward the Drownyard.

There are two main ways of reaching the Precipice Quarter from the Ivy District. The most direct route is through the mercantile Coins district and then along the edge of the Merchant's Quarter. The second is through the Foreign Quarter and then through the Docks. A PC who succeeds at a DC 10 Knowledge (local) check knows that today is a market day, which means that the Coins are packed with shoppers and merchants. On the other hand, even though there will be less traffic in the Docks, going through that neighborhood is not without its risks, as it is one of the city's rougher districts.

During their walk through the city, J. asks the PCs questions about their lives and their adventures as Pathfinders. It is important that the GM not portray J. as an annoyance. She is a young woman who has been cooped up for too long, and has an obvious interest in the Pathfinder Society. She does not press PCs to share more than they wish, but she is an enthusiastic audience to any stories that the PCs tell. This could be a chance for players who enjoy talking about their PCs' backstories to shine a bit, and perhaps try to recruit a new Pathfinder. J. is reluctant to talk about her past, particularly her experiences surrounding the earthquake itself. However, she is quite happy to speak of her rescue, praising the courage of the Pathfinders who saved her. If any of the PCs was involved in her rescue, she is star-struck for the rest of this scenario around that individual. She pulls out copies of *Pathfinder Chronicles* featuring that PC and asks for autographs.

A. LOOKING FOR TROUBLE (CR 2 OR 5)

The PCs eventually run into trouble before they reach the Precipice District no matter which path they take.

If the PCs go through the Coins, they run into a group of young hotspur noblemen. These are young men of House Damaq who are dressed in the latest Qadiran-inspired fashions (turbans, flowing silk scarves, heavy eye shadow, and impressive jewelry). They mistake J. for an actual Eagle Knight and begin throwing insults at her in Kelish and Common, such as calling her a cowardly abolitionist, and goading her to fight.

If the PCs go through the Docks, they instead encounter a group of Chelish marines who are just returning to their ship after a late-night binge. They also mistake J. for an Eagle Knight and hurl insults at her, calling her, among other things, a traitorous peasant.

Creatures: Neither group is interested in inflicting serious harm upon J. or the PCs; they simply want to blow off some steam. They attempt to get in Junia's face and shove her around. Having lived a sheltered life these last few years, J. struggles to deal with the sudden burst of hostility. She casts *telekinetic projectile* (see page 8) to throw pieces of junk from the alleyway at the people surrounding her. Because of the unusual nature of her spellcasting, she believes that Grishan is throwing these objects at her request. On Junia's turn in the second round, or as soon as someone physically knocks Junia over, Grishan manifests briefly and runs around the battlefield. The PCs catch fleeting glimpses of the blue-tinged, ephemeral outline of a boy with hollow eyes. After the encounter, Grishan disappears, returning to Junia's mind.

If the PCs encounter the House Damaq hotspurs instead of the Chelish marines, replace their opponents' chain shirts with leather armor (this change reduces their armor bonus to AC by 2), and remove the short swords from their equipment.

Subtier 1–2 (CR 2)

CHELISH MARINES (5)	CR 1/3
Human warrior 1	
N medium humanoid	
Init +1; Senses Perception +0	
DEFENSE	
AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)	
hp 8 each	
Fort +2, Ref +1, Will +0	
OFFENSE	
Melee dagger +3 (1d4+2/19–20) or sap +3 (1d6+2 nonlethal) or short sword +3 (1d6+2/19–20)	
TACTICS	
During Combat On the first round, the marines (or hotspurs) surround Junia and attempt to shove her around. If the PCs draw weapons, they also draw their weapons and attack the PCs. If Grishan appears, they call Junia a freak and draw their weapons if they haven't already. They use their saps to deal nonlethal damage unless the PCs start dealing lethal damage.	
Morale The marines (or hotspurs) flee if any of them is knocked unconscious or killed, or if the PCs succeed at a DC 15 Intimidate check to scare them away. The DC is reduced to 10 after Grishan manifests.	
STATISTICS	
Str 15, Dex 12, Con 11, Int 8, Wis 10, Cha 9	
Base Atk +1; CMB +13; CMD 14	
Feats Step Up, Toughness	
Skills Intimidate +3, Profession (soldier) +4, Survival +1	

A. Looking for Trouble



Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, dagger, sap, short sword, 10 gp

Subtier 4–5 (CR 5)

CHELISH MARINES (6)

CR 1

Guard (*Pathfinder RPG NPC Codex 267*; see page 27)

hp 22 each

Melee dagger +5 (1d4+2/19–20) or
mwk longsword +6 (1d8+2/19–20) or
sap +5 (1d6+2 nonlethal)

Combat Gear *potion of cure light wounds* **Other Gear** chain shirt, dagger, mwk longsword, sap, 44 gp

TACTICS

During Combat On the first round, the marines (or hotspurs) surround Junia and attempt to shove her around. If the PCs draw weapons, they also draw their weapons and attack the PCs. If Grishan appears, they call Junia a freak and draw their weapons if they haven't already. They use their saps to deal nonlethal damage unless the PCs start dealing lethal damage.

Morale The marines (or hotspurs) flee if any of them is knocked unconscious or killed, or if the PCs succeed at a DC 19 Intimidate check to scare them away. The DC is reduced to 14 after Grishan manifests.

Development: J. is shaken after the encounter, and takes a few moments to collect herself. She is reluctant to talk about the apparition the PCs witnessed, as she has been trying to keep Grishan a secret for many years. However, she also believes that she owes the PCs an explanation.

"I guess I should tell you, considering who you are and where we are going. I've been keeping him a secret for far too long in any case."

"Grishan, can you come out, please. These people would like to meet you."

Grishan steps out of J.'s body, revealing himself to be a green-tinted apparition that resembles an emaciated 14-year-old boy with sunken cheeks and hollow eyes. He is still wearing his school uniform consisting of a blouse covered by a vest. His legs end just below the knees, trailing off into nothingness and he floats above the ground at the same height he stood in life. He introduces himself as Grishan, leaving off his last name, and tells the PCs about his history with J. GMs can draw on the information presented in the introduction to tell his story, though Grishan himself focuses on how they became trapped in the necropolis, how he refused to leave J.'s side after his death, how they were rescued, and how they have been coexisting ever since. He leaves out the information about his spying

GameMastery Map Pack:
1 square = 5 feet Ambush Sites

for the moment. Grishan speaks in a calm voice that sounds as if it is traveling from some distance away. He is unaware of his brother's position as a Society faction leader, nor does he remember his family's true shameful history.

Once he has finished his story, any PC with at least one level in a class from *Pathfinder RPG Occult Adventures* realizes that J. is a spiritualist and that Grishan is her phantom. PCs who do not have levels in any of these classes recognize the nature of J. and Grishan's bond with a successful DC 15 Knowledge (arcana) check. Neither J. nor Grishan has ever heard of a spiritualist, and they are both eager to learn whatever the PCs can tell them about their connection.

Grishan admits that it was he who has been pushing J. to sneak out of her home to visit the Precipice Quarter. Through their personal link, the phantom understands that there is something in the Drownyard that J. needs to see or experience in order to understand both herself and her powers. He also admits that he has his own reasons for wanting to go to the Precipice Quarter, and comes clean about how his brother asked him to spy on his friends and their families, how he hid the collected packet of intelligence he gathered in a place called the Arboretum Arcanis, and how he never got the chance to place it in the secret dead drop. He pleads with the PCs to take him to the Arboretum and allow him to accomplish his life's greatest unfulfilled mission. If asked about the intelligence he gathered, Grishan admits that there are many aspects of his life that are missing or incomplete; the exact location of the intelligence is one of those. He does remember that it was important, however, and is absolutely certain that it is located somewhere in the Arboretum Arcanis.

If the PCs seem reluctant to help the phantom, J. chimes in that in many ways she and Grishan are the same person now. When he is happy, she is happy, and when Grishan gets annoyed at something, she is barely able to keep her frustrations in check. If the PCs aren't willing to help the phantom for his own sake, J. asks that they do it for her sake.

Rewards: If the PCs do not defeat the marines or hotspurs, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 71 gp.

Out of Subtier: Reduce each PC's gold earned by 172 gp.

Subtier 4–5: Reduce each PC's gold earned by 274 gp.

B. ARBORETUM ARCANIS

The Arboretum Arcanis was once a haven of exotic trees, bushes, and flowers from all over Golarion. The enigmatic wizard Beldrin built the Arboretum in ages past, covering it with a crystal dome that let through light while keeping

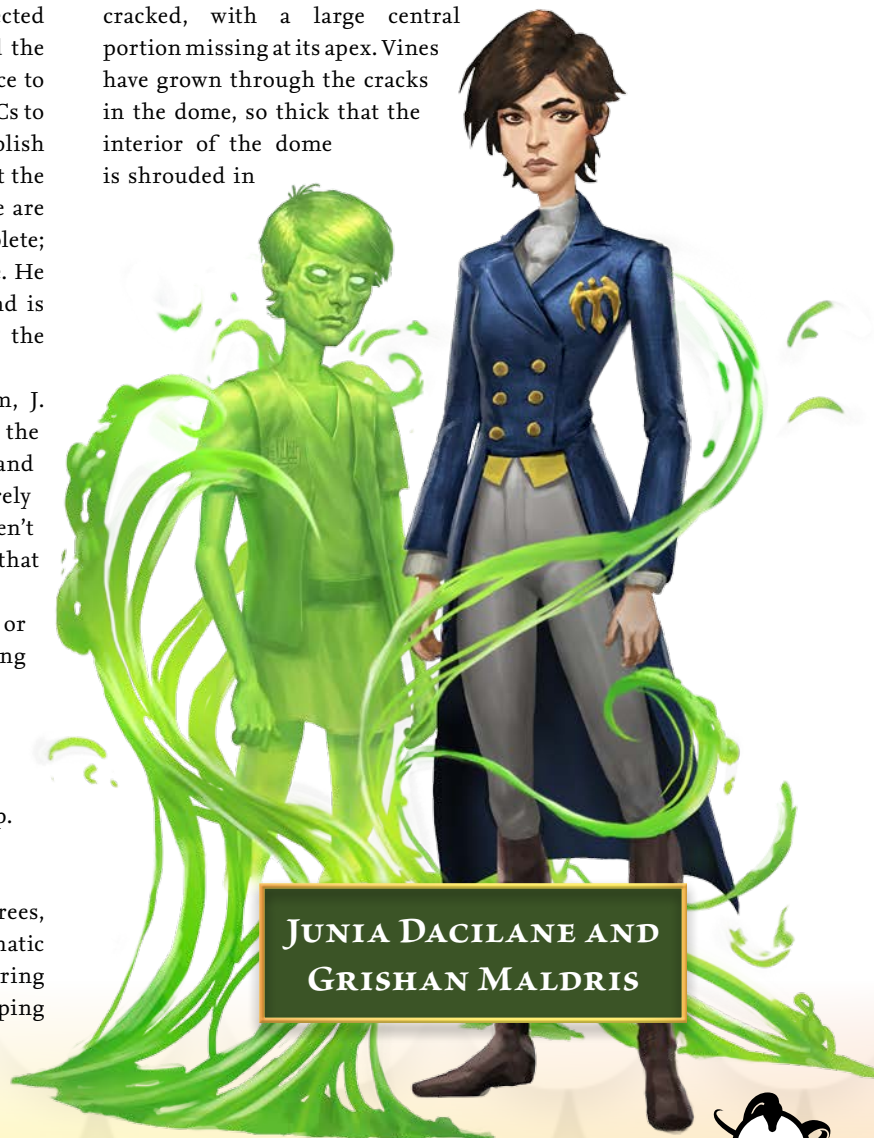
SCALING LOOKING FOR TROUBLE

Make the following adjustments to accommodate a group of 4 PCs.

Both Subtiers: Remove two hotspurs or marines from the encounter.

everything inside safe. Inside the dome, each greenhouse had its own magical temperature and moisture controls, and was watered by artificial clouds that rained only at night. The earthquake of 4698 AR cracked the crystal dome, disrupting and twisting its magic. The magical rain turned dark and acidic, causing the plants to melt away or transform into horrid mockeries of their former selves. Other plants came to unnatural life and strangled their former caretakers, feeding on their pale corpses for lack of other nutrition. Now, even the aggressive undead that plague the Precipice Quarter at night avoid the Arboretum Arcanis.

Most of the Arboretum now lies in ruins and is inaccessible. The crystal dome is cracked, with a large central portion missing at its apex. Vines have grown through the cracks in the dome, so thick that the interior of the dome is shrouded in



JUNIA DACILANE AND
GRISHAN MALDRIS

WHICH WAY DO WE GO?

It should be clear that the PCs now have a two related missions: one is to accompany J. to the Drownyard, while the other is to recover Grishan's intelligence packet. The PCs are free to accomplish these objectives in either order. J. and Grishan remind the PCs of their objectives if necessary.

perpetual dim light, even on bright, sunny days. Large skylights in the Arboretum's greenhouses open the interior to the corrupting rains. These days, the artificial clouds crackle with soundless, purple lightning and emit a slow drizzle of acidic water from time to time. This liquid eventually corrupts all living things it touches, but the corruption takes days to take hold. A PC who succeeds at a DC 14 Knowledge (history) or (local) check has heard of this rain, and a PC who succeeds at a DC 18 Knowledge (arcana) check deduces its effects.

Standing before the Arboretum, Grishan has a sudden flash of memory. He tells the PCs that he is sure that the packet is inside, and that he now remembers that he placed it in a red lion statue that was part of a fountain. He doesn't remember the location of the fountain.

B1. The Foyer (CR 3 or 6)

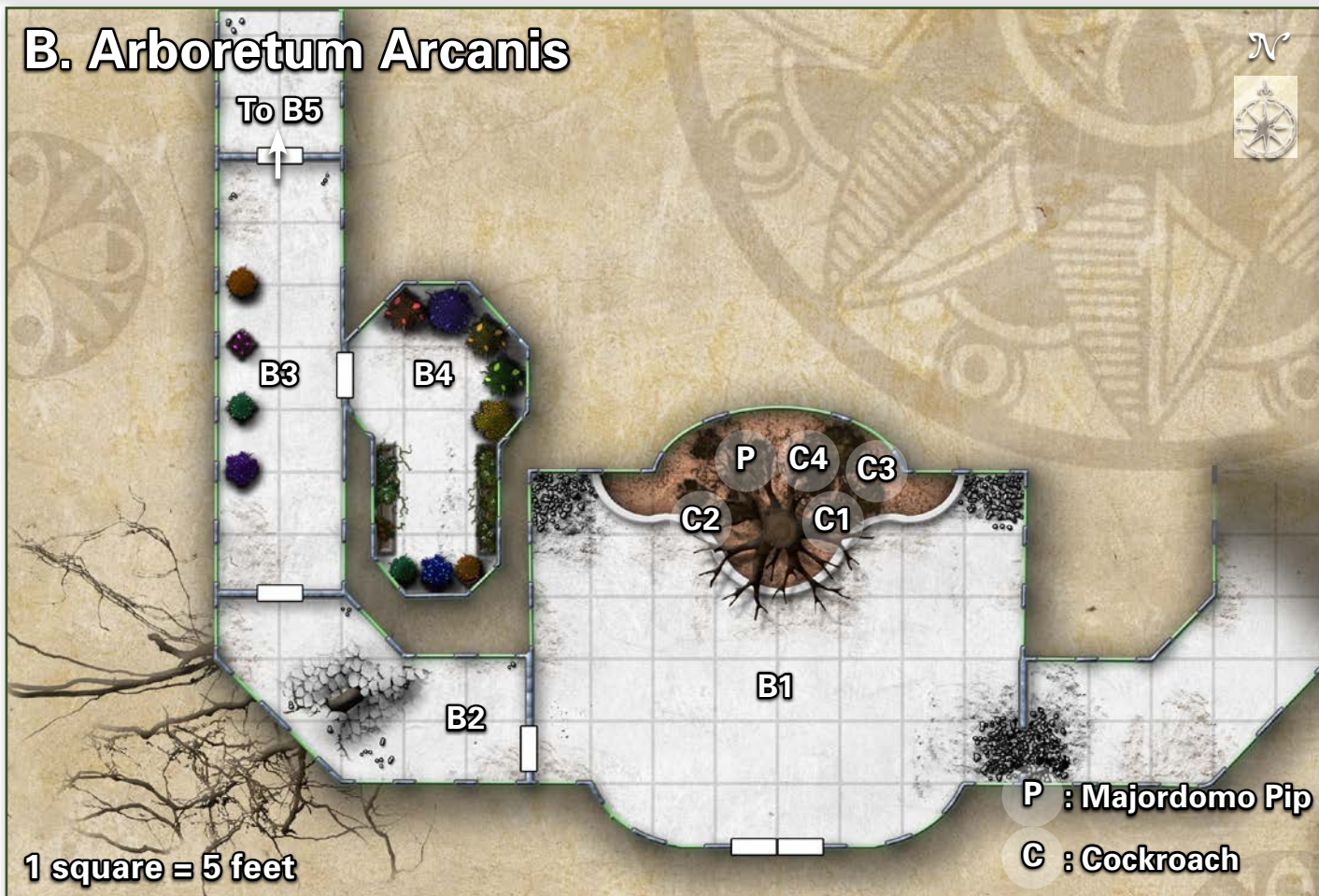
The foyer of the Arboretum Arcanis is in shambles. Debris and dead or dying plant matter cover the mosaic-tiled floor. A gnarled black thorn tree still clings to life in a giant masonry planter. Two massive skylights in the ceiling afford a view of low-hanging, purple and black clouds above; the crystal dome is completely obscured. Piles of rubble obscure most of what once may have been doorways, but a door to the west is free from debris.

Creature: The foyer is the lair of Majordomo Pip, a mandragora who once served the head of the Arboretum Arcanis as a gardening assistant, but who has become twisted and evil due to the corrupting influence of the crystal dome's magical rain. He has spent the past 17 years hiding from the undead and vermin of the Precipice Quarter and is biding his time until he can take control of the Arboretum. He was about to declare victory several weeks ago when a strange, humanoid plant creature known as a ghoran (see area B3) found its way here and claimed the central greenhouse. He now pretends to serve the ghoran druid while plotting to get rid of her as quickly as possible. Pip appears as a short, gnarled, gnome-like figure with a beard of green mold, an oversized, misshapen and bulbous head, and long, branched fingers. On his back he has numerous small sack-like growths about the size of a child's fist.

Majordomo Pip is quite well hidden amidst the exposed roots of the thorn trees when the PCs first arrive. A PC who succeeds at a DC 30 Perception check notices that one of the roots of the tree looks like a little old man who is bent over. Pip quickly sizes up the party and decides he probably can't kill them all himself and instead intends to make them Khaya's problem.

He detaches himself from the tree as the PCs enter and makes a low bow, greeting them politely in Common. As long as the PCs don't attempt to move past him into area B2, he continues to speak with them respectfully. He does not know about the Grishan's cache. If the PCs attempt to enter the door to area B2, he informs them that they must first pay a small fee for the privilege of visiting the garden: they must each grant him a small portion of their blood to him for ongoing research. In exchange, Pip promises to lead the PCs to the Master Gardener who he claims will answer all of their questions.





If they all agree, Pip approaches each PC and transforms one of his fingers into a thin, translucent, syringe-like tube with a needle-sharp tip and withdraws a small amount of blood, dealing 1 hit point of damage. The blood flows through the needle and via a long, translucent vein to one of the nodules on his back. Once he has done this to all the PCs (including J., who reluctantly agrees if that is what the party decides), he leads them into area B2, and offers to explain the magical plants in area B4. If the PCs do not submit to his blood draw, or forcefully try to move past him, Majordomo Pip attacks. In Subtier 4–5, his screech awakens several fiendish cockroaches that were sleeping under the tree’s roots. These creatures emerge and attack the PCs on the second round of combat.

Subtier 1–2 (CR 3)

MAJORDOMO PIP **CR 3**
 Young mandragora (*Pathfinder RPG Bestiary 2* 293, 185)
 CE Tiny plant
Init +6; **Senses** low-light vision; Perception +9

DEFENSE
AC 18, touch 18, flat-footed 12 (+6 Dex, +2 size)

SCALING ENCOUNTER B1
 Make the following adjustments to accommodate a group of 4 PCs.
Subtier 1–2: Remove Pip’s poison special ability.
Subtier 4–5: Remove Pip’s poison special ability and two of the corrupted cockroaches.

hp 27 (5d8+5)
Fort +5, **Ref** +9, **Will** +2
Immune plant traits; **Resist** acid 5, cold 5, electricity 10
Weaknesses vulnerable to supernatural darkness

OFFENSE

Speed 40 ft., burrow 10 ft., climb 40 ft.
Melee bite +11 (1d4 plus grab), 2 slams +11 (1d3 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks blood drain (1d2 Con), shriek

TACTICS

During Combat The mandragora begins combat with his shriek special ability, then moves into melee. He prefers to attack nauseated creatures to avoid attacks of opportunity.
Morale Pip flees through area B2 once he is dropped below 10 hit points.

STATISTICS

Str 11, **Dex** 22, **Con** 13, **Int** 8, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17
Feats Lightning Reflexes, Skill Focus (Perception), Weapon Finesse
Skills Acrobatics +6 (+10 when jumping), Climb +8, Perception +9, Stealth +20 (+28 in vegetation); **Racial Modifiers** +8 Stealth in vegetation
Languages Abyssal, Common

SPECIAL ABILITIES

Poison (Ex) Slam—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* confusion (as per the spell *confusion*) and fatigue; *cure* no saves but “act normally” result on the confusion behavior table ends the effect.
Shriek (Su) Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a DC 13 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based.



MAJORDOMO PIP

Vulnerable to Supernatural Darkness (Ex) In areas of supernatural darkness (such as those created by *deeper darkness*, but not by *darkness*), a mandragora is slowed, as the *slow* spell.

Subtier 4–5 (CR 6)

CORRUPTED COCKROACHES (4) CR 1/2

Fiendish giant cockroach (*Pathfinder RPG Bestiary 2* 292, 58)
 N Small vermin
Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 8 each (1d8+4)
Fort +6, **Ref** +1, **Will** +0
Resist cold 5, fire 5; **SR** 5
Weaknesses light sensitivity

OFFENSE

Speed 30 ft., climb 30 ft., fly 40 ft. (poor)
Melee bite +1 (1d4)
Special Attacks smite good (1/day)

TACTICS

During Combat The cockroaches mindlessly attack the nearest PC.
Morale The cockroaches fight to the death.

STATISTICS

Str 11, **Dex** 12, **Con** 19, **Int** —, **Wis** 11, **Cha** 2
Base Atk +0; **CMB** -1; **CMD** 10
Feats Diehard^B, Endurance^B
Skills Climb +8, Fly -1, Perception +4, Stealth +9; **Racial Modifiers** +4 Perception, +4 Stealth
SQ hold breath

SPECIAL ATTACKS

Smite Good (Ex) A corrupted cockroach can smite a good creature as a swift action. If it does so, it deals 1 additional point of damage on all of its attacks against that creature until that creature is dead or the cockroach rests.

MAJORDOMO PIP CR 5

Advanced mandragora (*Pathfinder RPG Bestiary 2* 292, 185)
 CE Small plant
Init +6; **Senses** low-light vision; Perception +14

DEFENSE

AC 21, touch 17, flat-footed 15 (+6 Dex, +4 natural, +1 size)
hp 47 (5d8+25)
Fort +9, **Ref** +9, **Will** +4
Immune plant traits; **Resist** acid 5, cold 5, electricity 10
Weaknesses vulnerable to supernatural darkness

OFFENSE

Speed 40 ft., burrow 10 ft., climb 40 ft.
Melee bite +10 (1d6+4 plus grab), 2 slams +10 (1d4+4)
Special Attacks blood drain (1d2 Con), shriek

TACTICS

During Combat The mandragora always begins combat with his shriek special ability, then it moves into melee to lash foes with its tendrils.

Morale Pip flees through area **B2** once his is dropped below 15 hit points.

STATISTICS

Str 19, **Dex** 22, **Con** 21, **Int** 12, **Wis** 17, **Cha** 14

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 22

Feats Lightning Reflexes, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +6 (+10 when jumping), Climb +17, Perception +14, Stealth +18 (+26 in vegetation); Racial Modifiers +8 Stealth in vegetation

Languages Abyssal, Common

SPECIAL ABILITIES

Poison (Ex) Slam—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* confusion (as per the spell *confusion*) and fatigue; *cure* no saves but “act normally” result on the confusion behavior table ends the effect.

Shriek (Su) Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a DC 17 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based.

Vulnerable to Supernatural Darkness (Ex) In areas of supernatural darkness (such as those created by deeper darkness, but not by darkness), a mandragora is slowed, as the *slow* spell.

B2. Vine-Choked Gallery

Decaying vines carpet the walls and ceiling of this room. The floor is riddled with narrow cracks and fissures, extending several feet below.

The vines spanning this room were once covered with fragrant flowers. Now, the only odor in this room is the earthen smell of decay. The vines shrouding this room reduce the light level to darkness, and the cracks provide difficult terrain.

B3. Flowering Shrubs of Taldor Gallery

A collapsed sign near the door lists the exhibit that was on display in this gallery at the time of the earthquake: “Flowering Shrubs of Eastern Taldor”. Plants once grew in the large, ceramic planters that still hug the southern wall. Dozens of branches clinging to decaying leaves emerge from the wooden door to the north. To the east, a room with healthy trees and shrubs is visible through a glass door set in a wrought iron frame.

The door in the northern wall was once a living shrub, painstakingly shaped to function as a door. It leads to a collection of corridors and ruined galleries, as well as the flourishing Plants of Eastern Garund Greenhouse (area **B5**). The door to the west leads to area **B4**.

B4. Gallery of Magically Enhanced Flora

Dozens of healthy plants with vibrant and colorful leaves, fruit, and flowers emerge from the decay in this small greenhouse, spilling out of the pots and berths that once contained them.

The plants in this room result from magical experimentation. Several of them are enhanced with beneficial effects, which affect anyone who eats the correct part of the plant. Others have acquired negative effects from exposure to the Arboretum’s corruption. The entire room radiates a faint aura of conjuration and transmutation magic.

If a PC eats a plant that is not listed in the treasure below, that PC is nauseated for 1 round, and experiences an unsettling effect for the next hour that is within the bounds of the spell *prestidigitation*, such as his lips turning black or tasting rotten meat.

Treasure: Among the plants in this room are pair of walnuts that each provides the effects of a *potion of shield of faith*, a tough length of ivy that functions as a *potion of spider climb* when chewed, two cherries that function as *potions of reduce person*, and two watermelons that each produce the effects of *potions of enlarge person* on the first person to eat a bite of them. Eating any of these unusual potions takes a standard action. In Subtier 4–5, the garden also contains a *snapleaf* (*Pathfinder RPG Ultimate Equipment* 319) still on the vine.

A PC can identify the properties of each of these enchanted plants with a successful Spellcraft check at the standard DC, or with a DC 14 Knowledge (nature) check (DC 18 in Subtier 4–5). If the PCs resolve their encounter with Majordomo Pip diplomatically, he directs the PCs to these plants and truthfully explains their properties.

Rewards: If the PCs do not collect the magical plants from this room, reduce each PC’s gold earned as follows.

Subtier 1–2: Reduce each PC’s gold earned by 50 gp.

Out-of-Subtier: Reduce each PC’s gold earned by 81 gp.

Subtier 4–5: Reduce each PC’s gold earned by 112 gp.

B5. Plants of Eastern Garund Greenhouse (CR 4 or 7)

Several corridors and galleries from area **B3** eventually lead to the entrance of the second intact greenhouse in the arboretum. A wooden plaque outside reads “Plants of Eastern Garund: Please proceed with caution, as some are poisonous”.

B5. Plants of Eastern Garund Greenhouse



Unlike the dead and warped growth in most of the Arboretum, the plants growing in this greenhouse seem to be relatively young and healthy. Several raised beds of earth host strange-looking plants with long, sinuous vines, and a small, gently flowing fountain with a red lion statue at its center sits near the middle of the chamber. Against the wall stands a worktable and chair covered in gardening tools.

Creature: The arcane greenhouse is the home of a ghoran druid named Khaya, an anthropomorphic plant creature who smuggled herself to Absalom as a seedpod from distant Nex along with a number of her kind. She recently sprouted and discovered the abandoned greenhouse, and thought it would be the perfect place to awaken her kin. As a plant-based life form, she unfortunately fell prey to the corrupting influence of the magical rain. Although it has not altered her physically, the corruption has begun to take hold in her mind, giving her hallucinations and inducing paranoia. Despite these problems, Khaya was able to plant the seedpods of her companions in the raised beds just yesterday and is now waiting for them to sprout, a process that requires several more days. She is extremely protective of these plants, and defends them with her

life. The carnivorous plant lurking in one of the earthen beds (or a pair of carnivorous plants, in Subtier 4–5) return the favor, assisting Khaya if combat erupts.

If Khaya sees the PCs approaching, she yells at them in Common to stay back, and accuses them of being gardeners from Quantium who have come to harvest her and her companions. Even though the ghoran is an unusual creature, a DC 12 Sense Motive check is enough to know that she is not in her right mind. PCs who succeed at a DC 15 Knowledge (nature) or (arcana) check intuit that her suffering might be due to the corrupting rain within the Arboretum. Any movement toward her or the raised beds prompts her to attack.

Khaya begins the encounter with an attitude of Unfriendly. If the PCs are able to shift her attitude to at least Indifferent or if they cast a spell such as *remove disease* on her, Khaya visibly calms down and seems to regain some of her senses. It is at this point that Khaya lets the PCs approach to search the Red Lion statue on the fountain.

Subtier 1–2 (CR 4)

YELLOW MUSK CREEPER **CR 2**
 hp 22 (*Pathfinder RPG Bestiary* 285; see page 27)

KHAYA

CR 2

Female ghoran druid 3 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 14)

N Medium plant

Init +1; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +2 natural, +2 shield)

hp 26 (3d8+9)

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

Immune plant traits

Weaknesses delicious, light dependent

OFFENSE

Speed 30 ft.

Melee greenwood^{UE} club +5 (1d6+2)

Special Attacks wooden fist (+1, 5 rounds/day)

Druid Spells Prepared (CL 3rd; concentration +5)

2nd—*barkskin*⁰, *spider climb*, *summon swarm*

1st—*calm animals* (DC 13), *entangle*⁰ (DC 13), *obscuring mist*, *shillelagh* (DC 13)

0 (at will)—*create water*, *guidance*, *light*, *purify food and drink* (DC 12)

D Domain spell; **Domain** Plant

TACTICS

During Combat Khaya casts *spider climb* on herself

and climbs the wall to get away from melee combatants, casting ranged spells or *obscuring mist* if she is targeted from range herself. She prefers to leave melee to the yellow musk creeper. If any PC attacks the raised beds, Khaya screams in anger, casts *shillelagh* on her club and enters melee.

Morale Believing that the PCs have come to kill her and her companions, Khaya fights to the death.

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 15

Feats Combat Casting, Lightning Reflexes

Skills Climb +5, Knowledge (nature) +6, Perception +7, Profession (gardener) +7, Spellcraft +3, Survival +8

Languages Common, Druidic, Sylvan

SQ ghorus seed, nature bond (Plant domain), nature sense, trackless step, wild empathy +3, woodland stride

Combat Gear *potion of cure light wounds*; **Other Gear** leather armor, greenwood^{UE} heavy wooden shield, greenwood^{UE} club, belt pouch, gardening tools, holly and mistletoe, spell component pouch, waterskin, silver brooch of the Master Gardener of the Arboretum Arcanis (worth 20 gp)

SPECIAL ABILITIES

Delicious (Ex) Khaya takes a –2 penalty on Escape Artist and combat maneuver checks to escape a grapple against any creature that has the bite attack with the grab ability.

Ghorus Seed (Ex) Ghorans create a seed that when planted in fertile soil creates an exact duplicate of themselves, but then causes the old version to die.

Light Dependent (Ex) Khaya takes 1d4 Con damage per day without exposure to sunlight.

Wooden Fist (Su) As a free action, Khaya can make her hands as hard as wood, covered in tiny thorns. While she has wooden fists, her unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a +1 bonus on damage rolls.

Subtier 4–5 (CR 7)

ASSASSIN VINES (2)

CR 3

hp 38 each (*Pathfinder RPG Bestiary* 22; see page 27)

KHAYA

CR 4

Female ghoran druid 5 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 14)

N Medium plant

Init +5; **Senses** low-light vision; Perception +10

DEFENSE

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +2 natural, +2 shield)

hp 41 (5d8+15)

Fort +6, **Ref** +4, **Will** +7; +4 vs. fey and plant-targeted effects

Immune plant traits

Weaknesses delicious, light dependent

OFFENSE

Speed 30 ft.

Melee greenwood club +6 (1d6+2)

Special Attacks wild shape 1/day, wooden fists (+2, 6 rounds/day)

Druid Spells Prepared (CL 5th; concentration +8)

3rd—*call lightning* (DC 16), *plant growth*⁰, *spike growth* (DC 17)



KHAYA

SCALING ENCOUNTER B3

Make the following adjustments to accommodate a group of 4 PCs.

Subtier 1-2: Remove the yellow musk creeper's pollen spray special ability.

Subtier 4-5: Remove one assassin vine from the encounter.

2nd—*barkskin*^o, *spider climb*, *summon swarm*, *warp wood* (DC 16)

1st—*calm animals* (DC 14), *entangle*^o (DC 15), *faerie fire*, *obscuring mist*, *shillelagh* (DC 14)

0 (at will)—*create water*, *guidance*, *light*, *purify food and drink* (DC 13)

D Domain spell; **Domain** Plant

TACTICS

During Combat Khaya casts *spider climb* on herself and climbs the wall to get away from melee combatants, using ranged spells or *obscuring mist* if she is targeted from range herself. The purple lightning in the clouds above is sufficient to count as a storm for the purposes of her *call lightning* spell. She prefers to leave melee combat to the assassin vines. If any PC attacks the raised beds, Khaya screams in anger, casts *shillelagh* on her club and enters melee.

Morale Believing that the PCs have come to kill her and her companions, Khaya fights to the death.

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 16

Feats Combat Casting, Improved Initiative, Lightning Reflexes

Skills Climb +5, Knowledge (nature) +8, Perception +10, Profession (gardener) +10, Spellcraft +3, Survival +9

Languages Common, Druidic, Sylvan

SQ ghorus seed, nature bond (Plant domain), nature sense, trackless step, wild empathy +5, woodland stride

Combat Gear *potion of barkskin* (CL 6th), *potion of cure light wounds*, *potion of cure moderate wounds*; **Other Gear** darkleaf cloth^{UE} leather armor, greenwood^{UE} heavy wooden shield, greenwood^{UE} club, *hollywreath band*^{UE}, belt pouch, gardening tools, holly and mistletoe, spell component pouch, waterskin, silver brooch of the Master Gardener of the Arboretum Arcanis (worth 20 gp)

SPECIAL ABILITIES

Delicious (Ex) Khaya takes a -2 penalty on Escape Artist and combat maneuver checks to escape a grapple against any creature that has the bite attack with the grab ability.

Ghorus Seed (Ex) Ghorans create a seed that when planted in fertile soil creates an exact duplicate of themselves, but then causes the old version to die.

Light Dependent (Ex) Khaya takes 1d4 Con damage per day without exposure to sunlight.

Wooden Fist (Su) As a free action for up to 6 rounds per day, Khaya can make her hands as hard as wood, covered in tiny thorns. While she has wooden fists, her unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a +2 bonus on damage rolls.

Treasure: Carefully tipping over the Red Lion statue on the fountain reveals that it is hollow. Inside is a small package wrapped in many layers of wax paper: Grishan's intelligence packet. Reading his notes reveals a number of secrets, all in Grishan's hurried script, along with documents that provide proof of the allegations made. Distribute **Player Handouts #1-3**.

A PC who succeeds at a DC 15 Appraise check (DC 18 in Subtier 4-5) realizes that this information could be quite damaging in the right hands, but also quite lucrative for anyone trying to sell it. The information is worth 500 gp on the open market (3,000 gp in Subtier 4-5).

Development: Grishan has forgotten the details of his notes. He struggles to believe what he reads about his family, but recognizes his own faded handwriting. Attentive PCs may put two and two together and ask him the name of his brother. Grishan now wishes to talk to his brother, but is willing to postpone the conversation until after they visit the Drownyard. If J. hears the information about her mother, she is distraught and slightly disgusted, and quickly tries to change the subject.

If the PCs don't kill Khaya, she asks that they keep her presence in the Arboretum a secret long enough for her companions to sprout and grow. She wishes to grow a presence of ghoran within the city and then petition the Absalom government to ask for her people to be freed from captivity in Nex.

Rewards: If the PCs do not complete their objectives in the greenhouse, reduce each PC's gold earned as follows.

Subtier 1-2: Reduce each PC's gold earned by 87 gp if they do not calm or defeat Khaya. Reduce each PC's gold earned by 83 gp if they do not retrieve the intelligence packet.

Out-of-Subtier: Reduce each PC's gold earned by 255 gp if they do not calm or defeat Khaya. Reduce each PC's gold earned by 208 gp if they do not retrieve Grishan's intelligence packet.

Subtier 4-5: Reduce each PC's gold earned by 424 gp if they do not calm or defeat Khaya. Reduce each PC's gold earned by 333 gp if they do not retrieve Grishan's intelligence packet.

C. THE DROWNYARD

The Drownyard is located a short distance from the Arboretum Arcanis, and is surrounded by a tall, wrought iron fence. The key provided by Drandle Dreng unlocks the front gate. Once they have entered, read or paraphrase the following.

The grounds of the old Tri-Towers Yard have been cleaned up in the last several years, and several old ruined school buildings that stood too close to the cliff's edge were demolished. All of the gnarled old trees were removed and new flowering bushes and trees have been planted in their place. Despite these efforts, the few ruined classrooms that remain look sad and forgotten. Just inside the gate sits a small, locked storage shed marked with the Pathfinder's Glyph of the Open Road.

J. falls silent as she steps on the grounds of her old school, as she has not been here since she was rescued seven years earlier. She asks the PCs to remain quiet just for a moment while they remember the children and adults who died there.

Once the moment has passed, she nods, as if she has made a decision. She states that she senses something within the haunted classroom (area C2), and that it has something to teach her, something she needs to learn. She refuses to change her mind about entering the haunted classroom, and the only way to keep her from going inside is to physically restrain her. She does, however, listen to reason if the PCs suggest that they take some preventative measures first, or stand by to help should she get in over her head. Exactly what this help might entail is left up to the imagination of the players, but J. insists on staying in the classroom until she understands why she feels drawn to it.

C1. The Supply Shed

The storage shed was once locked, but its lock is damaged and no longer functions. It contains various supplies used by the archaeological teams that work here including large rolls of twine, wooden stakes, brushes, sacks, shovels, trowels, and various measuring implements. A large sign hanging on the back of the shed reads:

"Entry to above ground structure in the 'Yard is strongly discouraged. It contains an dangerous supernatural force. Items in the yellow box are for emergencies only. Signed, V-C Dreng"

A group of treasure-hunters raided this cache, stealing everything within except for the *haunt siphons*. This group met their end inside the Drownyard at Cassiel's hands (see area B3).

Treasure: The yellow box beneath the sign contains 2 *haunt siphons* (see sidebar). In Subtier 4–5, the box contains 4 *haunt siphons*. A short note inside the box describes the function of the *haunt siphon*. The box is mostly empty. It contains several holding slots for papers and vials as well as several empty cloth pouches.

Rewards: If the PCs do not locate this cache, reduce each PC's gold earned as follows.

HAUNT SIPHON

The following magic item appears in *Pathfinder Adventure Path #43: The Haunting of Harrowstone*, and is reproduced below.

HAUNT SIPHON	PRICE 400 GP
SLOT none	WEIGHT 1 lb.
AURA faint necromancy	CL 3rd

These glass vials are held within stylized cold-iron casings etched with strange runes, necromantic designs, or other eldritch markings. Within the vial rolls a small wisp of white vapor, churning as if caught in a miniature vortex of air.

To capture a haunt's energies within a haunt siphon, you need only twist the metal casing to open the vial in the same round that the haunt manifests (a standard action)—this can be before or after the haunt has acted. You must be within the haunt's area of influence to use a haunt siphon. When you activate a haunt siphon, it deals 3d6 points of positive energy damage to a single haunt. If it deals enough damage to the haunt to reduce the haunt's hit points to 0, the mist inside the haunt siphon glows green—if it does not reduce the haunt to 0 hit points, the haunt siphon is still expended and becomes nonmagical. It may take multiple haunt siphons to destroy powerful haunts. A haunt siphon that neutralizes a haunt can no longer be used to harm haunts, but it can be used as a grenadelike splash weapon that deals 1d6 points of negative energy damage with a direct hit. Every creature within 5 feet of the point where the haunt siphon hits takes 1 point of negative energy damage from the splash.

CONSTRUCTION	COST 200 GP
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Requirements Craft Wondrous Item, *cure moderate wounds*, *gentle repose*

- Subtier 1–2:* Reduce each PC's gold earned by 67 gp.
- Out of Subtier:* Reduce each PC's gold earned by 100 gp.
- Subtier 4–5:* Reduce each PC's gold earned by 133 gp.

C2. The Classroom (CR 3 or 6)

The small classroom is all that remains of a once great school. School benches and chairs are scattered about in a haphazard fashion and a chalkboard hangs crooked from a single nail on the western wall. The sound of the ocean beating against the cliffs in the distance is the only thing that breaks the silence.

Haunt: This was the classroom where J. and Grishan studied in their youth. The building completely collapsed during the earthquake, trapping dozens of students and

four teachers inside. Many died immediately, but many more were trapped for days within the rubble while rescuers attempted to find them. Few were brought out alive. After J.'s rescue, public interest increased, and the classroom was partially rebuilt as a memorial for the dead. At the same time, Deris Marlinchen, the father of one of the students, finally left the Drownyard after a decade of speaking to spirits no one else could see. However, Deris was not hallucinating, and his presence soothed one of the angriest spirits in the ruined school—his daughter, Cassiel Marlinchen. Cassiel's rage inspires the children in this classroom to inflict an echo of their fate upon anyone who enters.

Several children's names are written next to small memorials with their portraits. The names include Badru Ahnkamen, Grishan Maldris, Cassiel Marlinchen, Stilonius Morilla, Anaretta Nimz, and Jaran Shamyyid.

Subtier 1–2 (CR 3)

BURIED ALIVE **CR 3**

CE haunt (everyone in area **C2**)

Caster Level 3rd

Notice Perception DC 15 (to feel a slight vibration of the ground)

hp 15; **Weakness** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 hour

Effect As the sound of rumbling grows louder, the ground begins to shake and the sky grows black. Dozens of spectral school children run frantically for the door, but just before they escape there is a mighty cracking sound as the ceiling collapses. All creatures within the room take 2d6 points of damage from falling beams. Additionally, affected creatures are shaken for 1 minute (DC 13 Will negates). The ceiling beams do not pin creatures within the room; instead, they block off the room's exit. Any attempt to dig through the debris simply causes more debris to form. After 3 minutes, or after the haunt is destroyed, the debris vanishes.

Destruction The pain and death suffered in this room can only be permanently erased when the spirit of Cassiel Marlinchen finally finds rest or is permanently destroyed.

Subtier 4–5 (CR 6)

BURIED ALIVE **CR 6**

CE haunt (everyone in area **C2**)

Caster Level 7th

Notice Perception DC 20 (to feel a slight vibration of the ground)

hp 30; **Weakness** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 hour

Effect As the sound of rumbling grows louder, the ground begins to shake and the sky grows black. Dozens of spectral

school children run for the door, but just before they escape there is a mighty cracking sound as the ceiling collapses. All creatures within the room take 4d6 points of damage from falling beams. Additionally, affected creatures are frightened for 1 minute (DC 17 Will negates). The ceiling beams do not pin creatures within the room. Any attempt to dig through the debris simply causes more debris to form. After 7 minutes, or after the haunt is destroyed, the debris vanishes.

Destruction The pain and death suffered in this room can only be permanently erased when the spirit of Cassiel Marlinchen finally finds rest or is permanently destroyed.

Development: After the PCs deal with the haunt, J. thanks them for their guidance and protection, but her voice grows distant as if listening for a barely audible whisper. After a moment's pause, she tells them she is certain another restless force still calls to her from below. Grishan agrees with her and senses a vengeful supernatural presence emanating from inside the entrance to the necropolis (area **C3**).

C3. Necropolis Hallway

The reek of death chokes this narrow stone corridor, where a trio of corpses slowly rots into the stone.

The bodies of the unfortunate treasure hunters who robbed the Pathfinder cache lie strewn across the ground in this room. A PC who examines the bodies and succeeds at a DC 15 Heal check deduces that these people died two months ago, and notices that two of the three people have no signs of physical injury.

Treasure: In addition to their own gear, the treasure hunters carried the rest of the Pathfinder cache. In total, the PCs find the following treasure on the bodies: three suits of leather armor, three short swords, three *oils of magic weapon*, two *potions of cure light wounds*, a *scroll of remove disease*, a *wand of lesser restoration* (6 charges), and a *wand of protection from evil* (18 charges), a collection of excavation tools and sundry items, and 105 gp. In Subtier 4–5, the PCs additionally find a pair of *ghostvision gloves* (*Pathfinder RPG Ultimate Equipment* 236), two *potions of cure moderate wounds*, two *potions of remove fear*, and a *scroll of breath of life*. The magic items are each marked with a small Glyph of the Open Road, the symbol of the Pathfinder Society. The PCs recognize this symbol without a skill check.

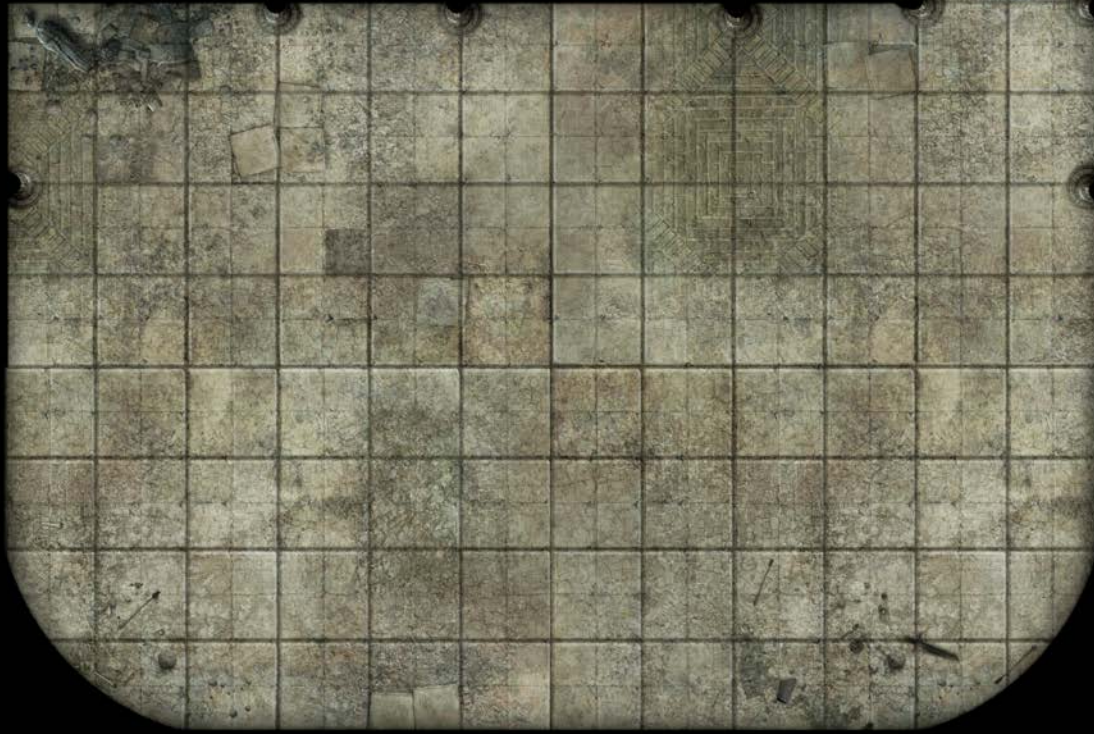
Rewards: If the PCs do not retrieve the items from this hallway, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 147 gp.

Out of Subtier: Reduce each PC's gold earned by 459 gp.

Subtier 4–5: Reduce each PC's gold earned by 624 gp.

C4. The Forgotten Friend



1 square = 5 feet

Pathfinder Map Pack: Dungeon Rooms

C4. The Forgotten Friend (CR 3 or 6)

This wide chamber lies just beyond the hallway where the treasure hunters met their end.

Creature: The spirit of a young girl with blond hair sits in the center of the room. As J. and the PCs approach, the spirit gets up, turns around, and addresses J.

"I've been waiting for you a long time, Junia. Waiting for you to come back. Why did you leave me? Won't you come back to me? Then we can all be friends again."

J. is paralyzed by fear and guilt, and can only mutter "Cassiel, Cassiel, I'm so sorry, please forgive me" over and over again. Grishan explains that this is the spirit of their friend Cassiel Marlinchen who died with him in the necropolis. The PCs only have a short time before the innocent-looking spirit assumes her true, undead form. If the PCs make no effort to speak for or defend J., or to somehow reason with Cassiel's spirit, she screams in rage and transforms into the creature below. If the players make a reasonable argument about why J. should be forgiven and Cassiel move on to her final rest, along with a DC 18 Diplomacy check (DC 21 in Subtier 4–5), the spirit dissipates for good, and the spirits of several

other children that are lurking nearby follow her into the afterlife. Additionally, the haunt from area C2 is permanently destroyed.

If the PCs do not succeed at this Diplomacy check, Cassiel attacks. On the same round, ectoplasmic children—the tortured remnants of other spirits trapped beneath the Drownyard—emerge from the floor. When combat erupts, J. stands back, too paralyzed with guilt to strike against the remnants of her former friends, but Grishan fights to protect J. and the PCs.

Subtier 1–2 (CR 3)

CASSIEL MARLINCHEN

CR 2

Variant allip (*Pathfinder RPG Bestiary 3* 13)

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +5

Aura babble (60 ft., DC 13)

DEFENSE

AC 12, touch 12, flat-footed 11 (+3 deflection, -1 Dex)

hp 22 (4d8+4)

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

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

SCALING ENCOUNTER C3

Make the following adjustments to accommodate a group of 4 PCs.

Subtier 1–2: Remove Cassiel’s babble special ability.

Subtier 4–5: Reduce the Constitution drain that Cassiel deals with her touch to 1d4, and the DC of the Fortitude save to negate the drain to 15, and remove her ability to gain temporary hit points when she deals Constitution drain. Remove her create spawn special ability. Remove two of the ectoplasmic children.

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +2 (1d4 Wisdom damage)

Special Attacks babble, touch of insanity

TACTICS

During Combat Cassiel begins babbling on the first round of combat, then targets a PC with her touch of insanity. She targets PCs with holy symbols first, and saves Junia for last.

Morale Filled with rage over the injustice of her death, Cassiel fights until destroyed.

STATISTICS

Str —, **Dex** 8, **Con** —, **Int** 7, **Wis** 7, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 15

Feats Improved Initiative, Lightning Reflexes

Skills Fly +14, Intimidate +8, Perception +5, Stealth +6

Languages Aklo, Common

SQ madness

SPECIAL ABILITIES

Babble (Su) Cassiel constantly mutters to herself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 13 Will save or be fascinated for 2d4 rounds. While a target is fascinated, Cassiel can approach it without breaking the effect, she cannot attack it without breaking the effect. Creatures that successfully save cannot be affected by Cassiel’s babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su) Anyone targeting Cassiel with a thought detection, mind control, or telepathic effect makes direct contact with her tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) Cassiel’s touch deals 1d4 points of Wisdom damage (DC 13 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, she gains 5 temporary hit points. The save DC is Charisma-based.

ECTOPLASMIC CHILDREN (2)

CR 1/2

Ectoplasmic human (*Pathfinder RPG Bestiary 4 82*; see page 27)

hp 7 each

TACTICS

Before Combat The ectoplasmic children wait underground.

During Combat The ectoplasmic children lash out wildly, attacking the nearest creature.

Morale These tortured spirits fight until destroyed.

Subtier 4–5 (CR 6)

CASSIEL MARLINCHEN

CR 5

Wraith (*Pathfinder RPG Bestiary 281*; see page 27)

hp 47

TACTICS

During Combat Cassiel targets PCs with obvious holy symbols first, and saves Junia for last.

Morale Filled with rage over the injustice of her death, Cassiel fights until destroyed.

ECTOPLASMIC CHILDREN (4)

CR 1/2

Ectoplasmic human (*Pathfinder RPG Bestiary 4 82*; see page 28)

hp 7 each

TACTICS

Before Combat The ectoplasmic children wait underground.

During Combat The ectoplasmic children lash out wildly, attacking the nearest creature.

Morale These tortured spirits fight until destroyed.

Development: Cassiel thanks the PCs profusely for freeing her spirit. If they managed to convince Cassiel to forgo her vengeance, J. smiles warmly and proclaims that she wishes to follow in the PCs’ footsteps and help other trapped spirits. If they had to fight Cassiel, J.’s mood is more subdued. She remarks that not every encounter with the supernatural can be resolved with kind words.

If the PCs have not yet visited the Arboretum, Grishan reminds them as they leave the Drownyard that they still have not collected his evidence, Junia asks the PCs to help Grishan find peace as well, so that she will no longer need to return to the Precipice Quarter.

GRISHAN’S BROTHER APPEARS

As the PCs and J. leave the Precipice Quarter, Grishan’s brother Major Colson Maldris catches up to them. Junia mutters under her breath, “brother is here.” Colson has been patrolling the outskirts of the Precipice Quarter searching for signs of the PCs for several hours. During the conversation, Grishan hides inside J.’s mind, and J. does not reveal his presence. Read or paraphrase the following.

A man in a uniform similar to Junia’s, but with more medals and polish, emerges from a side alley at a brisk pace. “Finally, I found you. I heard around the lodge that a team of Pathfinders was headed in to the Tri-Towers Yard.” Colson bows his head. “My brother was one of many children who died when the earthquake hit. As a result, I take great interest in expeditions leading in to that cursed site. The last Pathfinder expedition

seven years ago found his body, and as a result, my family was able to give him a proper burial. Those agents also found some..." Colson pauses, and then continues delicately, "reports about my brother's after-school activities that would have been quite embarrassing if made public. Did you, by chance, find any information about my brother?"

Colson gives the PCs time to respond. If the PCs falsely claim that they did not find any information, Colson is suspicious, and the obvious conflict in Junia's expression allows Colson to realize that something more is going on. He implores the PCs to share what they have found, using a less detailed version of his response to the first question listed below, as he does not know what the PCs know. If the PCs still persist in refusing to admit that they found anything, Colson is saddened, but he allows them to proceed.

Otherwise, he asks to peruse what they found. Once he learns what it contains, he asks the PCs to give it to him. If they are unwilling to give it to him, he asks them to destroy it. Below are several likely questions that the PCs might have for the leader of the Liberty's Edge faction. Use these questions and answers to guide the PC's conversation with Maldris. They are a guide, rather than a script, to be used as they fit the direction that the PC's conversation with Maldris takes.

As the GM, be sure that any Liberty's Edge players at the table are able to actively participate in this section, and that other players do not drown out their voices. If there are no Liberty's Edge PCs and the PCs actively despise the Liberty's Edge faction, Maldris takes a different route to convince them not to spread the information. For example, he might encourage the PCs to keep the packet's contents from going public by asking them to consider the damage that information could do to the reputations of the families whose misdeeds it records.

Why should we not turn over this information to the authorities/sell it/give it to the Pathfinder Society? "I know this looks bad." Colson refers specifically to any facts within the documents that the Pathfinders have shared, such as his family heritage or his decision to conscript his younger brother to aid in spying. "And I'm not going to try to justify my actions. These notes paint everyone they touch in a negative light. But, Pathfinders,

in situations such as this one, it is important to consider the bigger picture, the greater good, and the unfortunate realities of politics. Skilled orators can take even the hint of scandal and spin it into a mountain to bury their target, preventing almost anyone from seeing the accomplishments and value of the people beneath. Remember what we discovered two years ago, my friends, and the seeds of corruption threatening Andoran that sparked the decision to separate Liberty's Edge as its own entity.

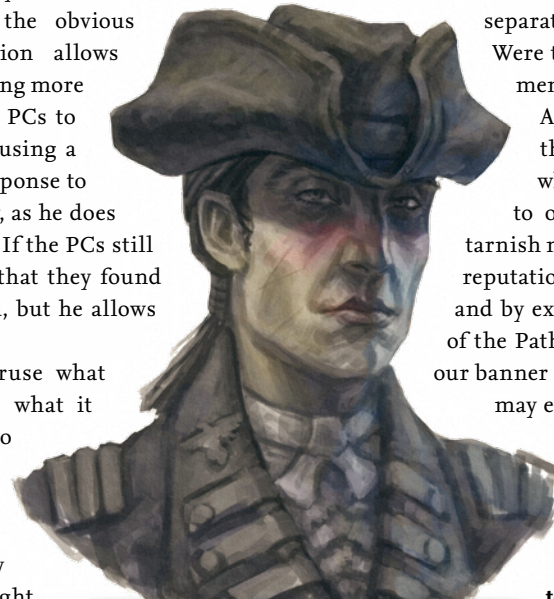
Were this information to become public, members of that conspiracy among Andoran's politicians would use their oratory against all our works, which would deal a crippling blow to our cause's influence. They would tarnish not only my own reputation, but the reputation of the Liberty's Edge as a whole, and by extension, the reputations and of all of the Pathfinders who tirelessly work under our banner to promote the cause of freedom. It may even spell the end of our movement to promote the cause of freedom throughout the Inner Sea and beyond!"

Did you know that your brother's spirit is still clinging to this world, and that he's here with us? Junia shoots the PCs an annoyed glance. Major Maldris is taken aback. His eyes flash with fury, then soften as he realizes the PCs aren't playing a cruel joke, and he whispers,

"G-Grishan?" Grishan does not emerge from Junia, but J. speaks a few words for him, "Brother...not yet." Grishan's conflicting emotions cause tears to roll down J.'s face. If pressed, J. explains that Grishan isn't ready to talk yet. Major Maldris is distraught, and he apologizes to his brother for not being able to save him.

Why was Grishan spying in the first place? "Grishan had a brilliant mind, and he was eager to do whatever he could to serve the cause of freedom. I suggested that if he helped the cause of the Eagle Knights before he was old enough to be eligible, they would certainly accept him."

It falls to the PCs to decide what to do with the information packet. If they give it to Major Maldris, he thanks them profusely and ensures them that they "will not regret their contributing to the cause of freedom this day". If they instead decide to destroy the notes, Maldris is slightly less pleased, but he still thanks them for "preventing what could have been a catastrophe." On the other hand, if the PCs take the notes with them, Colson Maldris shakes his head sorrowfully and departs.



**COLSON
MALDRIS**

After Major Maldris leaves, Junia speaks for Grishan. If the PCs had a lengthy conversation with the major, J. simply says, "Thank you. From me and Grishan too." The rest of the journey home is uneventful. On the other hand, if the PCs decided very quickly what to do with the packet, Grishan provides some additional context, "I always wanted to be an Eagle Knight like Colson. He got his wings so young, and I wanted to follow him anywhere, and fight for freedom, no matter what." Grishan was conflicted on what to do about the notes, and he believes whatever decision the PCs make with the notes is the right one. For example, if the PCs give him the notes or destroy them, he muses, "I'm not alive anymore, but I can still help Colson. Good." If the PCs take the notes for themselves, he instead remarks, "Now everyone will know. Colson said he trusted me, but he lied. He hid our family from me."

CONCLUSION

Both J. and Grishan have learned much about themselves and their power. J. feels that she is ready to finally leave the Drownyard behind her, but has come to realize that she cannot follow in her mother's footsteps. She instead wishes to strike out on her own and get to know her newfound powers better. She also asks if any of the PCs might be willing to sponsor her to begin training with the Pathfinder Society. If at least one PC agrees to sponsor her, each PC earns the New Recruit (J. Dacilane) boon on her Chronicle Sheet.

Grishan, for his part, has a better understanding of his past and his relationship with his brother. He realizes that his bond with her is far stronger than the connection he still feels with his brother, and he is determined to follow J. wherever her journeys might take her.

As long as the PCs found Grishan's intelligence packet, they receive the money for it listed in area **B5**; Colson

Maldris sends a hefty sum of gold their way if they give him the notes or burn them, and both the Pathfinder Society and independent buyers are happy to pay for the information. If the PCs sided with Maldris, Liberty's Edge PCs receive the Loyal Liberator boon on their Chronicle Sheets. If they gave the information to the Pathfinder Society or sold it, Liberty's Edge PCs receive the Liberty's Revolution boon on their Chronicle Sheets.

Several weeks later, Venture-Captain Dreng reports that the haunts at the Drownyard have all disappeared, and he thanks the PCs for their efforts.

Reporting Notes

Do not check boxes A, B or C unless at least one Liberty's Edge faction PC played a role in the decision of what to do about Grishan's information packet. If the PCs hand the packet to Colson Maldris or destroy it, check box A. If the PCs sell the packet or turn it in to the Pathfinder Society, check box B. If the PC's eventual decision about what to do with the packet runs counter to the opinion of the majority of the Liberty's Edge players at the table, check box C. If there are no Liberty's Edge PCs at your table, check box D.

Primary Success Conditions

The PCs primary mission is to safeguard the life of J. Dacilane. If she survives the scenario, award each PC 1 Prestige Point.

Secondary Success Conditions

If the PCs recovered the information packet in the Arboretum for Grishan, and let J. fully experience the haunt at the Drownyard and face Cassiel, award each PC 1 additional Prestige Point.

PLAYER HANDOUT #1: EXCERPT FROM GRISHAN'S NOTES

Case M7 In process, expect updates after Stilonius's birthday party.

Case D4 Lady Miranda Dacilane is rumored to have committed numerous amorous indiscretions during her youth. The most outrageous was that she was the mistress of Orias Deckland, a scandalous member of Absalom's upper classes, and bore him a child. She is also rumored to have belonged to a secret society known as the Harbingers of Fate. Rumors come from a drunken but reliable source.

Case A1 Badru let slip that his sister is heading to Osirion to participate in a secretive excavation of a tomb from the time of the Pharaoh of Forgotten Plagues.

PLAYER HANDOUT #2: EXCERPT FROM GRISHAN'S NOTES

Case M12 It is well known that the Morilla family runs the Guild of Wonders, Absalom's most prestigious espionage and assassination organization. What is less well known is that the Aspis Consortium, a Chelish band of fortune-hunters, hired the Guild of Wonders many times to spy on the Pathfinder Society and the Blakros family. I successfully created a diversion for the servant's attention, and was able make copies of several documents that prove that Lady Annasendra personally oversaw contracts to assassinate members of the Pathfinder Society. If the number of events I am invited to is any indication, they haven't caught on yet, but I'm afraid to dig deeper in to this situation.

Case N4 After hours of searching and days of asking subtle questions, I've turned up absolutely nothing of interest. Surely people this boring must be hiding something.

Case L3 The servant in charge of the kitchens has a penchant for gossip.

PLAYER HANDOUT #3: EXCERPT FROM GRISHAN'S NOTES

Information Broker I read in a diary that that an information broker lives in Absalom named Torch. I hear he's well worth his coin, but is not to be trusted, because he'll sell information to anyone.

Case Maloris 8 To my shame I have learned that my own father, Merrin, is a charlatan who used the chaos of the Andoran's People's Revolt to change his name from Vanoecker. I later learned that the Vanoeckers were an Andoren noble family with a tyrannical reputation. The worst part was that I discovered that my brother knew about this all along. So much for his glorious, egalitarian ideals and Andoren purity. We're just as guilty as the rest of them!

Case B: There's some big ceremony coming up at the temple of Asmodeus in a few months. People were muttering about a great fire to honor him, but I couldn't hear many details. I can't shake the thought that those devil hoot-lickers are planning to burn slaves in that pyre. I must investigate further.

APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

ASSASSIN VINE CR 3

Pathfinder RPG Bestiary 22

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +2

Immune electricity, plant traits; **Resist** cold 10 and fire 10

OFFENSE

Speed 5 ft.

Melee slam +7 (1d8+7 plus grab)

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

Special Attacks constrict (1d8+7), entangle

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

SQ camouflage

DESCRIPTION

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, slithers and convulses across the ground.

SPECIAL ABILITIES

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13).

ECTOPLASMIC HUMAN CR 1/2

Pathfinder RPG Bestiary 4 82

N Medium undead

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

DEFENSE

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

hp 7 (1d8+3)

Fort +0, **Ref** +0, **Will** +2

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +3 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze

Spell-Like Abilities (CL 1st; concentration +1)
Constant—*air walk*

STATISTICS

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

Base Atk +0; **CMB** +3; **CMD** 13

Feats Toughness^B

SQ phase lurch

DESCRIPTION

This slimy, shifting mass has the shape of a humanoid, but is made out of what appears to be some form of sticky cloth.

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

GUARD CR 1

Pathfinder RPG NPC Codex 267

LN Medium humanoid (human)

Init -1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/×3) or mwk longsword +6 (1d8+2/19-20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

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

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

YELLOW MUSK CREEPER CR 2

Pathfinder RPG Bestiary 285

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft.

Melee tendril +5 (1d4+4)

Space 5 ft., **Reach** 10 ft.

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

DESCRIPTION

Coiling around several human skeletons, this wet green plant's sickly flowers smoke with a nasty yellow vapor.

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie.

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

flickering pinpoints of light where its eyes should be.

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

WRAITH

CR 5

Pathfinder RPG Bestiary 281

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

Fort +6, **Ref** +4, **Will** +6

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

Special Attack create spawn

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

DESCRIPTION

This ghostly creature is little more than a dark shape with two

Pathfinder Society Scenario #7-05: School of Spirits

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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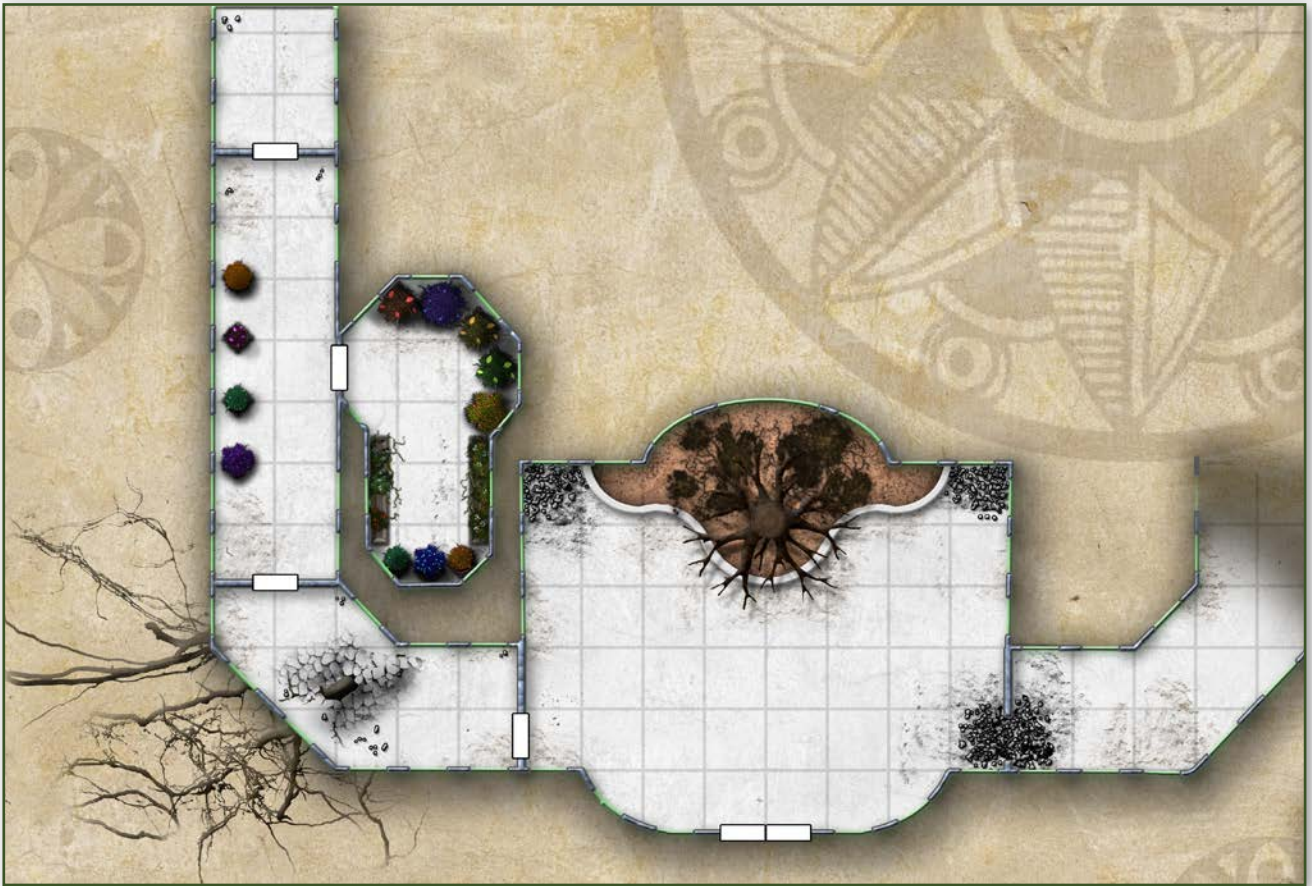
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Pathfinder Society Scenario #7-05: School of Spirits

Character Chronicle #

Core Campaign

	A.K.A.			
Player Name		Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Liberty's Revolution (Liberty's Edge faction): You decided to allow Colson Maldris's indiscretions to come to light. In so doing, you established that you are willing to stand up to people in positions of authority. You gain a +2 competence bonus on Intimidate checks against members of the nobility and other political leaders, and a +2 competence bonus on Bluff and Diplomacy checks against known members of rebel groups or resistance movements.

Loyal Liberator (Liberty's Edge faction): You helped Major Colson Maldris bury an old mistake for the cause of freedom. Colson Maldris is grateful to you for your help, and provides you with some of the wisdom he has learned over his years as an Eagle Knight. You may activate this boon to gain your choice of a +2 bonus on weapon attack and damage rolls or a +1 bonus on all spell DCs against known slavers and slave owners for the remainder of the scenario. When you use this boon, cross it off your Chronicle Sheet.

New Recruit (J. Dacilane): Your team of Pathfinders sponsored J. to join the Pathfinder Society. In exchange, she is eager to assist you on one of your future missions. You can direct J. to cast a spell from the spiritualist list (*Pathfinder RPG Occult Adventures* 76) as a standard action. The spell's level can be up to one third of your character level (minimum 0). J.'s caster level is equal to your character level - 3 (minimum 2), and her Wisdom score is 17. J. is a noncombatant, and she is considered to be in your square for the purpose of determining the origin of her spell. When you use this boon, cross it off your Chronicle Sheet.

HAUNT SIPHON	PRICE 400 GP
SLOT none	WEIGHT 1 lb.
AURA faint necromancy	CL 3rd

Small wisps of white vapor churn within these glass vials. To capture a haunt's energies in a *haunt siphon*, twist the metal casing to open the vial in the same round that the haunt manifests (a standard action)—this can be before or after the haunt has acted. You must be within the haunt's area of influence to use a *haunt siphon*. When you activate a *haunt siphon*, it deals 3d6 points of positive energy damage to a single haunt. If it deals enough damage to the haunt to reduce the haunt's hit points to 0, the mist inside the *haunt siphon* glows green—if it does not reduce the haunt to 0 hit points, the *haunt siphon* is still expended and becomes nonmagical. A *haunt siphon* that neutralizes a haunt can no longer be used to harm haunts, but it can be used as a grenadelike splash weapon that deals 1d6 points of negative energy damage with a direct hit. Every creature within 5 feet of the point where the *haunt siphon* hits takes 1 point of negative energy damage from the splash.

CONSTRUCTION	COST 200 GP
---------------------	--------------------

Requirements Craft Wondrous Item, *cure moderate wounds*, *gentle repose*; **Cost** 200 gp

All Subtiers	Subtier 4-5
darkleaf cloth leather armor (760 gp; <i>Pathfinder RPG Ultimate Equipment</i> 49) ghostvision gloves (4,000 gp; <i>Ultimate Equipment</i> 236) haunt siphon (400 gp, limit 4) hollywreath band (5,700 gp; <i>Ultimate Equipment</i> 252) potion of barkskin (CL 6; 600 gp, limit 1) potion of cure moderate wounds (300 gp) scroll of breath of life (1,125 gp) scroll of soften earth and stone (150 gp) snapleaf (750 gp; <i>Ultimate Equipment</i> 319)	greenwood club (450 gp; <i>Pathfinder RPG Ultimate Equipment</i> 50) greenwood heavy wooden shield (657 gp; <i>Ultimate Equipment</i> 50) haunt siphon (400 gp, limit 2) potion of spider climb (300 gp) scroll of remove disease (375 gp) wand of lesser restoration (6 charges; 540 gp, limit 1) wand of protection from evil (18 charges; 270 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1-2	252	504
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	601	1,202
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	4-5	950	1,900
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	Starting XP			
	+	XP Gained (GM ONLY)		
	=			
	Final XP Total			
	Initial Prestige Initial Fame			
	+	Prestige Gained (GM ONLY)		
	-			
	Prestige Spent			
	Current Prestige		Final Fame	
GOLD	Starting GP			
	+	GP Gained (GM ONLY)		
	+	Day Job (GM ONLY)		
	-			
	Gold Spent			
=				
Total				

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #