

PATHFINDER SOCIETY[®]

YEAR OF THE SERPENT



PATHFINDER QUESTS

PHANTOM PHENOMENA



PATHFINDER QUESTS

PHANTOM PHENOMENA

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Pathfinder Quests: Phantom Phenomena is a series of Pathfinder quests designed for 1st-level characters. These quests are designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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PATHFINDER QUESTS

PHANTOM PHENOMENA

The bustle of Caliphas proved too disruptive to the Ustalavic noblewoman Lady Rena Illirigarde, an occult dilettante known for her edgy parties featuring backroom seances and amateur harrow readings. Using some of her family's fortune, she constructed a manor in the hills overlooking Lantern Lake to continue her studies. The new location proved extraordinarily productive, and Lady Illirigarde found her dreams haunted, her trances awash with talkative spirits, and even the landscape seeming to shift and twist in subtle ways. She returned for three summers before disappearing without a trace just after her final visit. Initial investigations into her disappearance turned up no leads, so the Illirigarde family quietly closed up the manor and focused their attention back to Caliphas politics.

Although the nearby Hungry Mountains have legitimate haunts, most of Rena's visions were the result of a different horror slumbering in the nearby caves; a cerebriic fungus had arrived there centuries before, and in its telepathic explorations, it accidentally contacted the realm of Leng. Naturally curious about the nightmarish realm, the cerebriic fungus has slumbered ever since, each year becoming slightly more twisted in body and mind. In the last century, its augmented psychic powers have grown to the point that it can broadcast its disturbing dreams and shrieks for miles, even causing physical phenomena such as flashes of red lightning, strange voices carried by the wind, and more. These occurrences have left the Illirigarde manor uninhabited but for the occasional visit by a groundskeeper to ensure it does not collapse entirely.

As the phenomena grow stronger, they have attracted the attention of Dr. Quolorum from the Sincomakti School of Sciences. In the limited time he has remaining before classes resume, he has hired the PCs to assist in his myriad experiments that he hopes will unlock the secrets of these occult incidents.

These six adventures take the PCs to a superstitious village, a lightning-scarred woodland, an ancient Kellid

monolith, a haunted manor, an occult university, and finally into the storm-choked mountains.

RUNNING PHANTOM PHENOMENA

Pathfinder Quests: Phantom Phenomena is a series of six quests, short adventures designed to take about 1 hour each. Collectively, the quests tell a cohesive story that the players can experience in any order, though it is strongly recommended that the PCs use the Epicenter quest as a finale. Dr. Quolorum's letters to the PCs appear on pages 28–30; each one corresponds to one of the quests. It is recommended that the GM provide these to the players all at once, allowing them to choose which adventures they wish to play and in which order.

PREGENERATED CHARACTERS

All players must use one of the 1st-level Pathfinder Society pregenerated characters, which are available at paizo.com/pathfinderSociety/gmResources.

RECEIVING CREDIT

A player who plays through one or more of the quests receives a Chronicle sheet for *Phantom Phenomena*, noting which ones he played. He can later play the rest of the quests in the series, earning greater rewards (see the Variable Rewards boon on the Chronicle sheet at the end of this series). At any time, he can apply the Chronicle sheet to a 1st-level Pathfinder Society character, but if that character gains XP from another Chronicle sheet, he can no longer earn additional rewards for that character for playing the other *Phantom Phenomena* quests. *Phantom Phenomena* can be replayed for credit, but the credit must be applied to a different 1st-level character each time.

When a GM runs a quest, she also gets credit applied to a character. However, each time she runs one, she can check off any one of the quest boxes on her Chronicle sheet. In this way a GM can continue to earn credit toward a character even if she runs the same quest several times for different groups.



HARROW

BY COLE KRONEWITTER

43 years ago Veny Srevka, owner of The Lucky Lantern tavern, died while receiving a harrow reading from Lady Illirigarde. The noblewoman was fond of backroom seances, and during her three years living near Lantern Lake she often visited the nearby village of Dunhob to host occult gatherings for the superstitious villagers. Although most of these visits featured nothing more than flashy demonstrations, tacky decor, and self-delusion, on her last visit to Dunhob, Lady Illirigarde accidentally made a real connection with the cerebric fungus dreaming in the mountains.

Using her harrow cards, both Lady Illirigarde and Veny briefly touched the fungus's otherworldly mind and became overwhelmed. The noblewoman grew momentarily confused and received strange knowledge from the distant dream world called Leng, which she later used to construct her etheric compasses. The mental contact was too much for Veny's weak heart, and he died only moments later. After discovering Veny had perished, Lady Illirigarde ordered the villagers to seal

WHERE ON GOLARION?

"Harrow" takes place in the small village of Dunhob, which is located in Versex, a county in southern Ustalav. For more information about Versex and Ustalav, see *Pathfinder Campaign Setting: Rule of Fear*, available at bookstores and gaming stores everywhere, and online at paizo.com.



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the tavern shut until she returned to drive out the dark spirits responsible for the killing.

The villagers did as she asked, but unfortunately Lady Illirigarde perished shortly after leaving Dunhob. The Lucky Lantern remained sealed, and the cerebriic fungus's influence haunts the building to this day with psychic manifestations from the fungus's fevered and increasingly twisted mind.

SUMMARY

Dr. Quolorum sends the PCs to the village of Dunhob to interview the locals and investigate a tavern that is supposedly haunted. After briefly talking with the exceptionally superstitious villagers, the PCs learn the tavern owner died 43 years ago while receiving a harrow reading from Lady Illirigarde.

The PCs break into the sealed tavern and are greeted by an illusory denizen of Leng. The figment offers to perform a harrow reading for the PCs, granting them insights into the dangers to come. When the reading is finished, the illusion disappears, and decorative skulls adorning the harrow table suddenly attack. After dealing with the skulls, the PCs recover Lady Illirigarde's favorite harrow deck, which is still imbued with psychic power.

GETTING STARTED

The PCs begin the adventure just outside Dunhob, a small village with two rows of thatched roof buildings. The villagers believe wrought iron burns evil spirits and forces creatures back into their true shapes, so every building in town has a horseshoe nailed to the front door as a symbol of warding. Dunhob rarely receives visitors, and a crowd quickly gathers around the PCs when they arrive.

Eventually Maricella Weath, the crotchety village elder, parts the crowd and approaches the PCs. When she gets within 20 feet, she begins lobbing horseshoes at them. She has a +0 ranged touch attack bonus, and her horseshoes deal 1 point of nonlethal damage each. Whenever she successfully hits a PC, Maricella yells, "I cast you out, evil spirits!"

Maricella's initial attitude is unfriendly. A PC can shift her attitude to indifferent and convince her to stop throwing horseshoes with a successful DC 20 Diplomacy check. PCs that volunteer to touch an iron horseshoe receive a +4 bonus on the check. If the PCs attack for any reason, the villagers flee into the hills or surrender immediately. In this case, however, the villagers are not forthcoming with information. Maricella and the other villagers can answer the following questions once placated.

What do you know about the strange phenomena?
"There are many fell spirits living near here, but our wards keep us safe. Still, we often get strange headaches or can't sleep at night. But meddling folks like Lady

GM RESOURCES

"Harrow" uses the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary 4*. This adventure assumes the GM has access to these. In addition to these books being available for purchase at game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd, and all relevant material from *Bestiary 4* appears in the appendix.

Illirigarde often meet a bad end. That's why we keep our noses out of it."

What happened to Lady Illirigarde? "She was keen on studying the spirits around Dunhob. She used to visit every few months and do frightful divinations for us. But one night she did a harrow reading for old Veny at The Lucky Lantern, and he died. She left Dunhob after that and never returned."

What happened at The Lucky Lantern? "Lady Illirigarde performed a private reading for poor Veny, and it killed him. She said her harrow cards touched the mind of a dreaming evil. She left all her magic instruments behind and promised to return when she learned how to drive out the spirits. But she never did. A few years back an adventurer named Wulfer went into the tavern and never came out. That place is haunted."

A. THE LUCKY LANTERN

The Lucky Lantern is a rundown building on the edge of town. If the PCs fail to win over the villagers, Maricella Weath still points them in the direction of the tavern since "that's where people coming to stir up trouble always go."

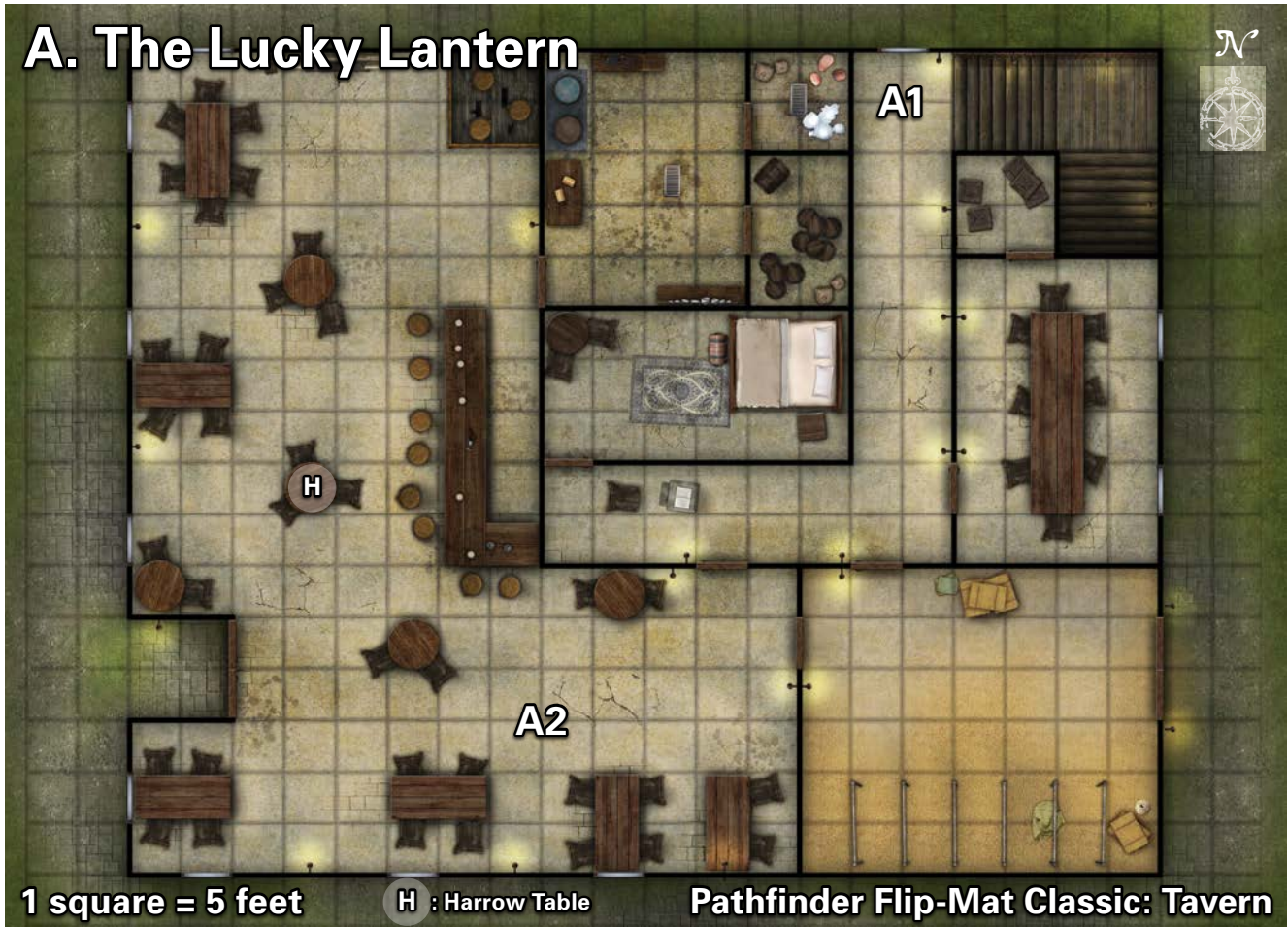
An ornate lantern hangs from a post in front of this derelict building. The doors and windows of the tavern are all boarded shut. Dozens of horseshoes are nailed to the front door.

With a successful DC 10 Knowledge (local) check, a PC knows the horseshoes are designed to keep evil creatures sealed inside the building. They are nonmagical and have no real effect. Breaking through a boarded door or window requires a successful DC 15 Strength check. Entering through the front door leads PCs directly into area **A2**, but a quick search behind the building reveals a previous explorer already opened the back door leading to area **A1**.

A1. Back Entrance

A treasure-seeking rogue named Wulfer broke into the back of this tavern nearly a decade ago and promptly died in this hallway. He explored as far as the common room before he met the cerebriic fungus's psychic projection

A. The Lucky Lantern



and had his fortune told. After the reading, the beheaded skulls chased Wulfer to this hallway and bludgeoned him to death. All that is left of Wulfer now are his items and broken bones.

Treasure: Wulfer's bony hand still clutches a single harrow card he took from the reading table—the Demon's Lantern. He expected to battle haunts, so he is also outfitted with leather armor, a masterwork rapier, and 2 vials of holy water.

A2. Common Room (CR 3)

This musty common room is coated with thick layers of dust. Dozens of black candles, animal skulls, and occult idols are arranged as decorations through the room. One table near the center of the room is decorated with human skulls and a crystal ball. A spread of harrow cards lies face down on the table and two chairs are pulled up to it. One chair sits empty and the other holds a skeletal corpse.

The corpse is the body of Veny, undisturbed for all these years; Wulfer elected to stand during his harrow reading, and he never had a chance to disturb the body.

Creatures: The cerebriic fungus learned the harrowing process from Lady Illirigarde years ago when it touched her mind. Now it haunts this room with its psychic presence and creates illusions for anyone that visits. Although the room seems empty at first, after a PC steps inside the candles all spontaneously light and a robed figure appears in the empty chair at the harrow table. These effects are all illusory images created by the cerebriic fungus. PCs that directly interact with the candles or the robed figure can attempt a DC 15 Will save to disbelieve the illusion.

Heavy robes hide the figure's features, but observant PCs notice the figment has clawed hands and hooved feet. A PC who succeeds at a DC 23 Knowledge (planes) check identifies the mysterious figure as a denizen of Leng (*Pathfinder RPG Bestiary 2* 82). These eerie creatures sail black ships to Golarion from the otherworldly realm of Leng, which is tied to a Dimension of Dreams.

The illusion's tentacled mouth wriggles beneath its cowl as it greets the PCs.

"Welcome, travelers. Have you come to seek the wisdom of my harrow reading? These are strange times and those

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without guidance risk great peril. Stand before my table and learn your fate.”

The illusion refuses to answer any questions and remains silent until a PC approaches the table. If the PCs are not hostile, it begins its reading after they gather close. The illusion places nine cards onto the table in a square and flips three cards at a time to perform the reading. First it flips the left column (the past), then it flips the middle column (the present), and finally it flips the right column (the future). The information below presents the three cards in each column, listed from top to bottom, and the reading the illusion recites after each flip.

The Queen Mother, The Publican, The Eclipse: “The Eclipse is strong in the past. This card represents loss of purpose. I see a curious creature that fell from its original path. Now it wanders blindly, far afield under shadows of the mind.”

The Owl, The Lost, The Midwife: “Ahhhh, The Midwife. She is a conduit of creation, but she does not create alone. I see a creature in the present that also creates many things. It dreams of strange places and uses its mind to make these places real. But The Midwife is misaligned. The world will not like what this creature makes.”

The Winged Serpent, The Carnival, The Mute Hag: “The Carnival is a card of illusions and false dreams. Danger lies in your future, but it is not the danger you expect. The Carnival is the most important card for you because it is a card for fools. It was foolish to come here...”

Creatures: The illusion disappears after interpreting the last cards, and the six skulls on the table animate and attack. If the PCs interrupt the harrow reading or reject it entirely, the illusory denizen of Leng likewise disappears and animates the skulls.

BEHEADED (4) CR 1/3

hp 4 each (*Pathfinder RPG Bestiary 4 17*)

Weaknesses dream-wracked

TACTICS

During Combat The beheaded spread out so one or two are attacking each PC.

SPECIAL ABILITIES

Dream-Wracked (Ex) Due to their bond to the fungus, these creatures are vulnerable to mind-affecting effects despite being undead and suffer twice as much damage from damaging divinations.

FLAMING BEHEADED (2) CR 1/3

hp 5 each (*Pathfinder RPG Bestiary 4 17*)

Weaknesses dream-wracked

TACTICS

During Combat The beheaded spread out so one or two are attacking each PC.

SCALING ENCOUNTER A2

To accommodate a party of four PCs, remove one beheaded and one flaming beheaded from the encounter.

CONCLUSION

After dealing with the skulls, the PCs can recover Lady Illirigarde’s favorite harrow deck, which is still imbued with psychic power. Once the illusion has faded, it is easy to spot the deck lying on the harrow table, surrounded by a faint glow. Dr. Quolorum is eager to study the deck’s strange powers, but he advises the PCs to hold onto it until the mystery of the phantom phenomena is solved in case it proves useful.

In addition to players earning credit for this adventure, check the harrow Resource box on each player’s Chronicle sheet. A player can use the Draw from the Deck boon without crossing it off her Chronicle sheet once during each subsequent quest in *Phantom Phenomena*.





LIGHTNING

BY COLE KRONEWITTER

Strange flashes of red lightning have plagued the hills surrounding Illirigarde Manor for decades. Although locals assume evil spirits are responsible, these strikes are actually caused by the buildup of psychic energy in the mind of a slumbering cerebriic fungus. When the pent-up energy becomes overwhelming, the fungus violently discharges it into the wilderness near the Hungry Mountains. This red lightning is laced with profane energy siphoned away from the distant dream world Leng. It often leaves ectoplasmic residue and creates dangerous haunts.

Dr. Quolorum quickly decided these lightning strikes are tied to the other strange phenomena in the region and believes studying a strike could provide valuable clues. When his occult instruments indicated another lightning strike was imminent, he sent a letter to the PCs to ask for their assistance.

SUMMARY

The quest begins as Dr. Quolorum meets the PCs on a blackened hilltop late at night. He explains strange red

lightning frequently occurs in this area, and his current readings indicate another lightning strike is due soon. He brought the PCs along to protect him while he examines a fresh strike.

When lightning strikes in a nearby copse, the PCs hurry to the site and find it is now haunted and alive with psychic energy. After dispatching the haunt, the PCs can safely walk to the lightning strike crater, which is filled with red ectoplasm that animates into three hostile, humanoid forms with small horns and cloven feet. During the combat, PCs that directly interact with the ectoplasmic humans are shown brief mental images of a pulsing fungal mass inside a dark cave.

When the fight is over Dr. Quolorum deems the area safe and harvests ectoplasmic samples, which he later uses to create a magical salve.

GETTING STARTED

When the players are ready, read or paraphrase the following to get the adventure underway.

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WHERE ON GOLARION?

"Lightning" takes place in Versex, a county in southern Ustalav. There the PCs travel into the wilderness and foothills between the Hungry Mountains and Lantern Lake, near where Lady Illirigarde constructed her manor. For more information about Versex and Ustalav, see *Pathfinder Campaign Setting: Rule of Fear*, available at bookstores and gaming stores everywhere, and online at paizo.com.



Tonight the sky is clear, and the stars are out, which helps provide ample light to view the blackened hilltop that Dr. Quolorum marked on his map. A scorched crater sits at the summit of the hill surrounded by a ring of tortured earth. Agonized faces and grasping hands are formed in the dirt around the crater, as if the ground itself were once alive and in great pain. Stunted shrubs covered with red thorns are scattered across the hill.

Oblivious to this unusual scene, Dr. Quolorum wanders about the hilltop humming merrily and checking his instruments. When he notices the PCs he calls out to them.

"Hello! Good to see you've arrived. Make yourselves comfortable because the next strike shouldn't occur for a while yet. In the meantime, let me know if you have any questions."

The next lightning strike does not occur for another 20 minutes, so allow the PCs some time to explore the hilltop (see below) and ask Dr. Quolorum any questions they may have. After the PCs seem satisfied, explain that red lightning strikes in a nearby copse of trees. Dr. Quolorum excitedly yells, "This is it, people!" and hurries off. The PCs can follow him to area **B1**. Before that, he can provide answers to the following:

What happened on this hilltop? "Good question! I don't know. I suspect that ectoplasmic residue from red lightning imparted this area with necrotic energy after it struck long ago. Of course, we will find out if this theory is true when the next strike occurs. Exciting, isn't it?"

GM RESOURCES

"Lightning" uses the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary 4*. In addition to these books being available for purchase at game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd. All relevant material from *Bestiary 4* appears in the appendix at the end for the GM's convenience.

What is the plan? "When the lightning strikes, we will hurry to the strike crater. You can protect me on the way and make sure the site is safe when we arrive. When you give the all clear, I will use my ectoplasm containers to gather some samples from the crater. After that, we can all head back to our warm beds."

What should we expect? "I think it is best to prepare for anything. I'm told wild animals and plants react strangely to these lightning strikes. Furthermore, ectoplasm can be dangerous and is often accompanied by ghosts or restless spirits. It's a fascinating substance, really; the best way to describe it is that ectoplasm is the material that forms along the veil between our world and the Ethereal Plane. Fascinating, isn't it?"

The Blackened Hilltop

The PCs might also wish to examine the hilltop for clues. Those who succeed at a DC 10 Survival check can determine that wildlife never visits the area. Additionally, a successful DC 16 Knowledge (religion) check reveals that a haunt was previously active on this hill. Although it is now dormant, angry spirits still infect the ground here, and PCs can feel their psychic presence with a successful DC 16 Sense Motive check. PCs capable of using psychic magic or abilities receive a +4 circumstance bonus on the check to notice this.

Clever PCs might attempt to communicate with these spirits by tapping the ground, scratching words in the dirt, or using items like a harrow deck. The spirits can respond with messages at a rate of 1d10 words per minute. The spirits respond with the same communication method, as the PCs and their messages require a successful DC 16 Linguistics check to translate. They endlessly repeat the message, "Pulled from our home. Release us. Kill the dreamer."

B. THE HAUNTED COPSE

Three overgrown walking paths divide this copse of trees and converge at its center. The entire map is covered with light undergrowth, meaning individual spaces cost 2 squares of movement and provide concealment.

Normally picturesque, this clump of trees is now alive with malevolent energy after the red lightning strike. The lightning crater is directly at the center of the three walking paths, and a red glow emanates from that area.

B. The Haunted Copse



B1

B2

1 square = 5 feet

Pathfinder Flip-Mat Classics: Woodlands

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B1. The Writhing Ring (CR 2)

Read the following when the PCs approach within 40 feet of the crater at area **B2**.

A chorus of wailing screams comes from somewhere inside these trees, and a red glow casts a baleful light over the area. The smell of ozone hangs heavy in the air, and crackling arcs of electricity jump between the plants here and there. The forest is filled with the sound of rustling branches.

The small arcs of lightning are actually signs of the residual psychic energy that now animates this area. Although they're slightly alarming, these jolts of energy are harmless.

Haunt: The red lightning laced this entire area with profane psychic energy from the mind of the dreaming cerebriic fungus. In addition to leaving ectoplasmic residue at the strike crater, this energy also drew damned souls from the realm of Leng and bound them to the surrounding foliage. The spirits are insane with anger at being trapping in this strange place and they animate the thorny bushes near the crater to attack intruders.

Since it is a persistent haunt, PCs must use either positive energy or fire to neutralize it before they can reach the crater. If no such magic is available and the PCs seem stuck, Dr. Quolorum suggests burning a way through using torches.

WRITHING BRANCHES

CR 2

CE persistent haunt (40-ft. radius)

Caster Level 2nd

Notice Knowledge (nature), Perception, or Survival DC 16 (to notice grasping claws forming from branches)

hp 4; **Weakness** damaged by fire;

Trigger proximity; **Reset** 1 day

EFFECT

The plants filling the marked area form into wicked claws that grasp at intruding creatures. This functions identically to an *entangle* spell (save DC 13) cast in an area with thorns. The haunt is centered on the crater at area **A2**.

DESTRUCTION

After 24 hours the haunt becomes dormant until red lightning strikes it. Killing the slumbering cerebriic fungus permanently destroys the haunt.

ECTOPLASMIC CREATURE

SCALING ENCOUNTER B2

To accommodate a party of four PCs, remove one ectoplasmic human from the encounter.

B2. The Crater (CR 2)

Red, slimy, shifting ectoplasm bubbles and churns inside this five-foot crater. Surrounding the ectoplasm, a mass of twisted hands and angry faces are formed in the dirt. Unlike those in the previous crater, these shapes convulse and wail with hateful life.

Creatures: When a living creature approaches within 10 feet of the crater, the ectoplasm splits into three blobs, which form into humanoid shapes after 1 round and attack on the following round. Although they're essentially ectoplasmic humans, these undead are tainted by the influence of Leng; each one sports a horned brow, clawed hands, and goatish legs with cloven hooves.

They are also still imbued with memories of their cerebriic fungus creator. Whenever an ectoplasmic human successfully damages a PC, it transfers visions of these memories into the PC's mind. The target sees a collage of confusing images that include a windswept mountain pass, a cave filled with an eerie green glow, and a pulsing fungal creature brooding in the dark. These visions serve as clues about the source of the trouble. Dr. Quolorum stays well away from the crater while combat ensues and flees if things start to go badly.

ECTOPLASMIC HUMANS (3)

CR 1/2

hp 7 each (*Pathfinder RPG Bestiary 4 82*)

TACTICS

During Combat The ectoplasmic humans use *air walk* to stay above the undergrowth, granting a +1 bonus on melee attack rolls for high ground. They phase lurch through obstacles but don't pursue foes farther than 50 feet from the crater.

SPECIAL ABILITIES

Dream-Wracked (Ex) Due to their bond to the fungus, these creatures are vulnerable to mind-affecting effects despite being undead and take twice as much damage from damaging divinations.

CONCLUSION

Once the PCs clear the crater, Dr. Quolorum happily runs forward and examines the fresh lightning strike. After many inquisitive exclamations, he harvests two vials of ectoplasm into his newly developed storage containers. He thanks the PCs for their hard work and explains that he will study these samples while they complete the remainder of their tasks.

Completing this adventure allows Quolorum to concoct ectoplasmic ointment for use during Epicenter. Check the Lightning Resource box on each PC's Chronicle sheet.



MANOR

By NICOLAS MILASICH

More than 40 years ago, Lady Illirgarde became obsessed with discovering the origins behind the occult phenomena in the Hungry Mountains, so she built a mansion here to better conduct research. She employed forbidden alchemical processes to animate a foul creature she named Andolf, hoping to use it as an animate compass that could point to the phenomena's source. The experiment failed, so she locked up Andolf and began developing a pair of psychically sensitive etheric compasses instead. However, Andolf eventually broke free and killed Lady Illirgarde when she was on the cusp of success. Perturbed, her neighbors locked up the house and have never entered it since.

SUMMARY

Dr. Quolorum asks the PCs to explore Illirgarde Manor and find the etheric compasses, devices that triangulate the epicenter of the phenomena plaguing the Hungry Mountains. The crazed homunculus Andolf leads the PCs into haunted rooms before confronting them in Lady Illirgarde's office.

GETTING STARTED

The PCs receive a large package and a brass key along with Dr. Quolorum's letter. The package contains two boxes made of crystalline panels, each about 1-foot cube. Nobody dares to stop the PCs from approaching the manor, whose front door they can unlock with the key.

Gather Information or Knowledge (local)

The PCs may be familiar with rumors surrounding Lady Illirgarde's manor, or they can ask the locals.

10+: Residents of nearby Dunhob believe the manor is haunted, and even the caretakers stopped maintaining its grounds long ago.

15+: It's said the lady's mirrors never seemed to work quite right after she died; they always seemed to reflect the house as it once was, not as it is now.

20+: It's said that holy water or a cleric's prayers can counteract hauntings before they become truly dangerous, but timing is critical.

WHERE ON GOLARION?

“Manor” takes place in Versex, a county in southern Ustalav. There the PCs travel to a haunted manor in the foothills of the Hungry Mountains overlooking Lantern Lake. For more information about Versex and Ustalav, see *Pathfinder Campaign Setting: Rule of Fear*, available at bookstores and gaming stores everywhere, and online at paizo.com.



Knowledge (history)

The PCs may be familiar with past events at the manor.

10+: Lady Illirigarde commissioned this manor over 40 years ago, and it's been bad luck ever since. She disappeared one stormy night, and nobody has used the building since.

15+: The last person to enter the manor, 20 years ago, ran out screaming and for several hours afterward he acted oddly.

C. ILLIRIGARDE MANOR

This manor saw only a few years of occupation before its owner died suddenly. Most of the furniture is covered in dust sheets, and all of the exterior doors are locked (Disable Device DC 25). The homunculus Andolf has chewed small holes into the baseboards that allow a Tiny creature to creep through the walls between areas C1, C2, and C3, and a PC can spot these entrances with a DC 20 Perception check.

C1. Haunted Foyer

Dusty sheets cover the furniture of the front hall—all save a large portrait flanked by unlit candelabras above the fireplace directly opposite the front door. The room smells musty and old.

A PC who inspects the room and succeeds at a DC 20 Survival check can determine that a Small humanoid creature has moved through this room in the last year.

Enraged at his creator, Andolf tore at the portrait, leaving it slashed and Lady Illirigarde's face unrecognizable. Despite the damage, the subject's strong widow's peak is still visible. The plaque below the painting reads “Lady Rena Illirigarde,” but something tried ineffectively to

GM RESOURCES

“Manor” uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, and *Pathfinder GameMastery Guide*. In addition to these books being available for purchase at game stores worldwide and online at paizo.com, all rules referenced here can be found in the free online Pathfinder Reference Document at paizo.com/prd. Relevant material from the *Bestiary* and the *GameMastery Guide* appears in the appendix at the end.

scratch that out and instead carved “Hate” in many places on the wooden frame.

As the PCs inspect the room and painting, the unlit candles ignite one by one, illuminating the defaced portrait. A moment later, there is a scratching sound to the east through the door. A PC who inspects the hallway notices that there is light coming from the under the door to area A2.

C2. The Laboratory (CR 1)

This room's walls are polished steel, and it contains several workbenches littered with broken glassware and alchemical apparatuses. Four tall mirrors hang from the walls. The bare floor suffers blast scars, as if some great explosion had taken place here.

There are still a few intact vials, including two labeled flasks of acid that a PC can find with a successful DC 15 Craft (alchemy) or Perception check. The light is coming from an alembic stand, which Andolf has targeted with *light*.

Haunt: One minute after the PCs enter the laboratory, the emotional energies lingering in the room manifest as a haunt.

DARK GENESIS HAUNT

CR 1

CE persistent haunt

Caster Level 3rd

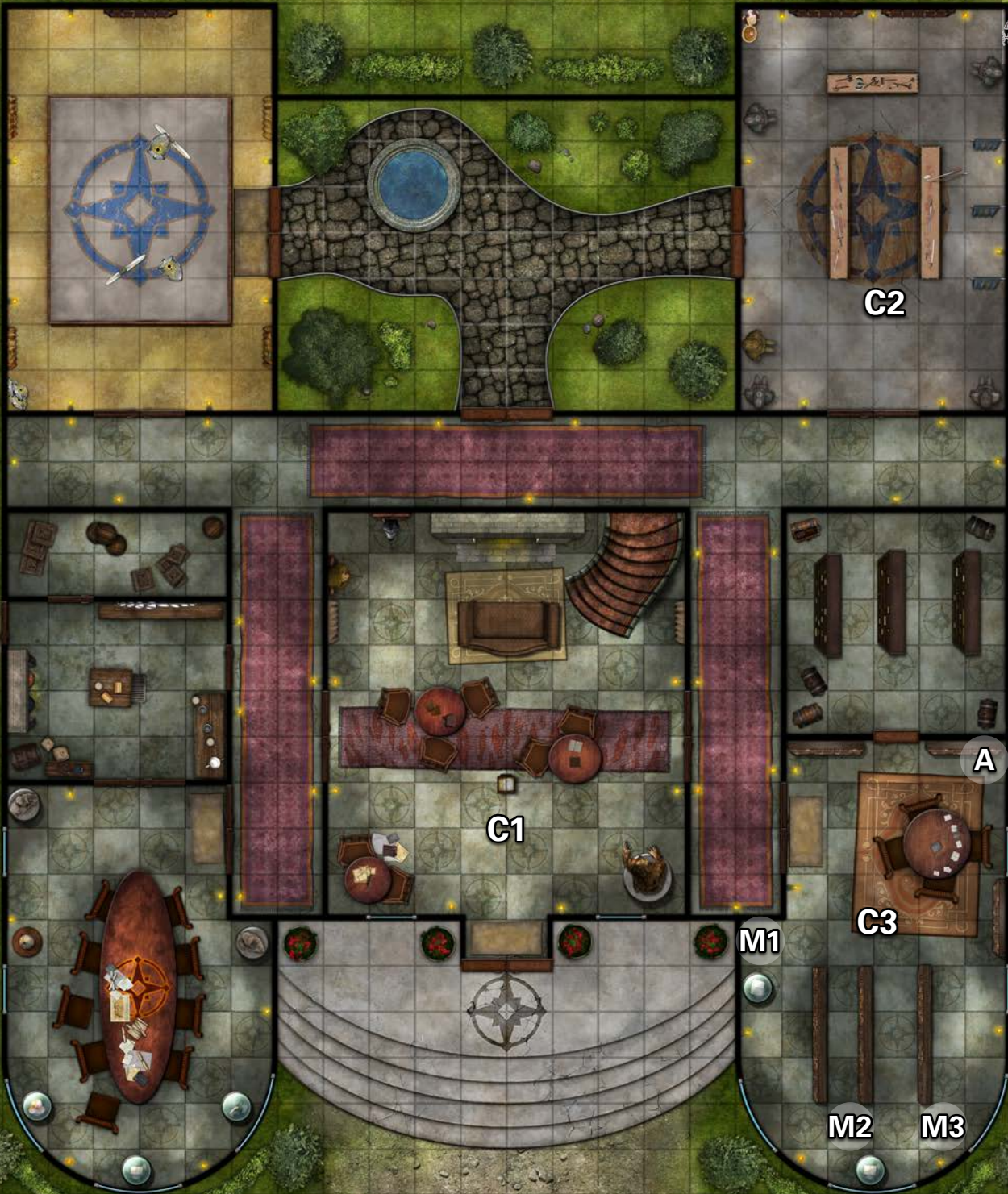
Notice Perception DC 15 (to notice frost forming on the walls)

hp 4; **Trigger** (inspecting area A2); **Reset** 1 week

Effect The air becomes chilly, the steel walls frost over, and a strange vision of the intact laboratory appears in the mirrors. Lightning from two generators blasts a tiny figure with limp wings as a woman with a strong widow's peak observes. The tiny creature seems confused and screeches in protest as its arms drift left then right like hands on a compass. The woman seems displeased with the results and the creature's pleading squeals. She shuts off the device, picks up the little figure, and throws it in a box covered with skulls. She closes the latch just as the vision fades. The frost begins to blacken and flake from the walls like ash, and as it does, it clumps together into hundreds of tiny creatures that twitch with life.

Destruction Destroying Andolf destroys the haunt.

C. Illirigarde Manor



A : Andolf

M : Mite

1 square = 5 feet

Pathfinder Flip-Mat: Pathfinder Lodge

PATHFINDER QUESTS: PHANTOM PHENOMENA

Creatures: The strange ash creatures are the equivalent of a spider swarm with reduced hit points. They are slow to animate, granting the PCs a surprise round.

SPIDER SWARM CR 1

hp 5 (*Pathfinder RPG Bestiary* 258)

TACTICS

During Combat The swarm moves to cover as many opponents as possible. It does not leave the laboratory.

Morale The swarm fights to the death.

Development: After the PCs finish the swarm, the alembic stand stops glowing. Andolf has cast *light* in area **A3** to lure the PCs there. The light is visible from the hallway.

C3. The Murder Scene (CR 3)

This spacious reading room is covered in dust. Expensive furniture hides under sheets, except a round table whose polished stone surface is completely clean. A large, open box carved with skulls sits near the table, and a mirror hangs on the door to the north.

Andolf cast *light* on the dust sheet of the eastern chair, making it glow with spectral radiance.

Haunt: The desk's surface replays Lady Illirigarde's last moments 1 round after the PCs enter the room.

FINAL REVENGE HAUNT CR 1

CE haunt (20-ft. radius from point of manifestation)

Caster Level 1st

Notice Perception DC 17 (to notice the plunging temperature and formation of frost on the table)

hp 4; **Trigger** proximity **Reset** 1 day

Effect Lady Illirigarde appears in the table's reflective surface, though she appears tired. A box carved with skulls is closed behind her as she furiously tries to align two delicate silver disks etched with compass directions. She looks down at a book, and lightning flashes brightly outside. When it subsides, the box is open, and the tiny winged creature is hanging from the nearby bookcase. It leaps at her throat with hate in its eyes, and the vision fades. All creatures in the area of effect must succeed at a DC 11 Will save or be shaken for 10 minutes.

Destruction Destroying Andolf destroys the haunt.

Creatures: A year ago, several mites began sheltering in the house and struck an uneasy truce with Andolf. They wait for the haunt to subside before attacking. Andolf hides in one of its small holes and emerges to attack in tandem. Spotting the mites or Andolf requires a successful DC 22 Perception check.

ANDOLF CR 1

Variant homunculus (*Pathfinder RPG Bestiary* 176)

hp 11

SCALING THE ENCOUNTER

To accommodate a party of four PCs, remove two mites from the encounter.

OFFENSE

Spell-Like Abilities (CL 2nd; concentration +0)

3/day—*ghost sound* (DC 8), *light*

TACTICS

During Combat Andolf leaps at the nearest PC and bites her.

Morale Andolf is filled with hate and fights until destroyed.

SPECIAL ABILITIES

Dream-Wracked (Ex) Due to its bond to the fungus, Andolf is affected by mind-affecting effects despite being a construct; it takes twice as much damage from damaging divinations.

MITES (3) CR 1/4

hp 3 each (*Pathfinder RPG Bestiary* 207)

TACTICS

During Combat The mites use their *doom* spell-like ability to spook shaken PCs further. They then throw darts from a safe distance.

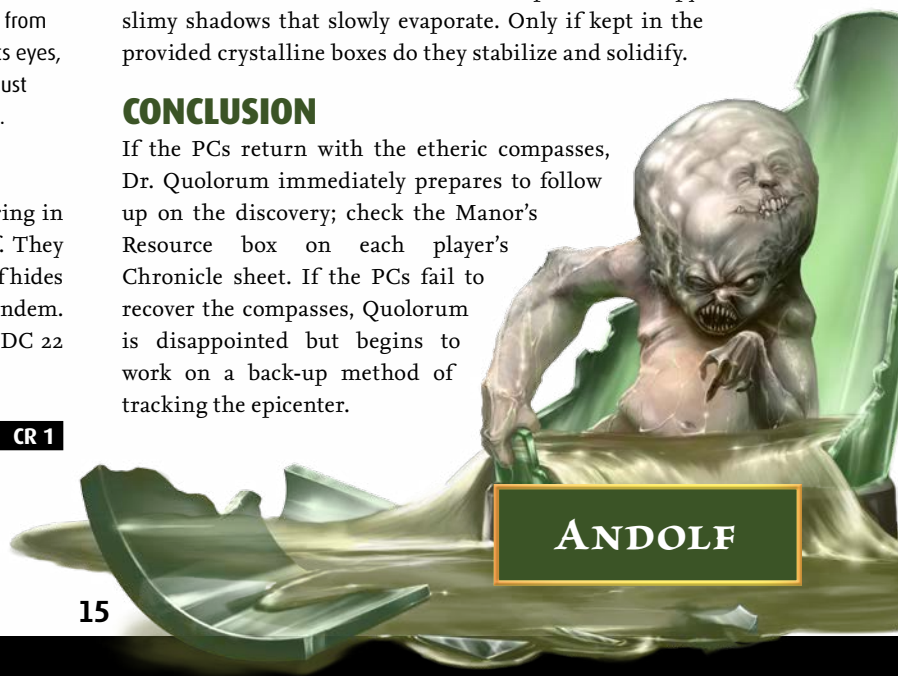
Morale The mites flee only if there is a clear means to escape through the front door. Otherwise they fight to the death.

Development: As soon as the PCs defeat Andolf and the mites, the table's mirrored surface once again reflects Lady Illirigarde holding one of the silvery disks in each hand. This is no haunt, but rather a chance to communicate with her before her soul departs forever. In a whispering voice she asks why they have come. If they mention tracking down the source of the strange phenomena, she begs the PCs to track down the source and end it. To that end, she offers her two etheric compasses, but a PC must reach into the surface—which is now as permeable as a soap bubble—to retrieve them.

Once drawn from the mirror, the compasses are wispy, slimy shadows that slowly evaporate. Only if kept in the provided crystalline boxes do they stabilize and solidify.

CONCLUSION

If the PCs return with the etheric compasses, Dr. Quolorum immediately prepares to follow up on the discovery; check the Manor's Resource box on each player's Chronicle sheet. If the PCs fail to recover the compasses, Quolorum is disappointed but begins to work on a back-up method of tracking the epicenter.





MONOLITH

By NICOLAS MILASICH

For uncounted centuries, the Hungry Mountains of Ustalav were home to Kellid tribesmen who understood the dangerous occult nature of this region and built great stone monuments to protect themselves from dark magic and esoteric threats. The ancient Kellids built one particular monolith over an unimaginably ancient well leading deep into the heart of the world and warded it to keep the foul denizens of the deep within their dark homes.

After the Ustalavs drove out the Kellids and established a nation, the lich known as the Whispering Tyrant invaded with his undead hordes, killing all he encountered. A group of nobles driven by desperation descended into the well and the caves below rather than face death aboveground. Though the nobles survived the threat, after the Shining Crusade defeated the Whispering Tyrant, soldiers capped the well with a heavy steel lid, sealed the chamber, and forgot both, leaving the surviving refugees trapped in the darkness for nearly a millennium.

In their centuries below ground, the refugees' descendants devolved into a tribe of fearsome morlocks. The morlocks recently heard the call of the dreaming cerebriic fungus and began traveling back to the surface, though the well's steel lid has prevented them from escaping entirely. Instead they began hibernating near the entrance and experienced more of the fungus's terrible dreams.

Seb Furnwell, Dunhob's blacksmith, also suffered these dreams, which drove him to the ancient monolith and the well below. He unsealed the lid, and the one wakeful morlock consumed him. That morlock, named Uziah, now wanders the area searching for food and cruel sport as her companions sleep. It's only a matter of time before the rest of the tribe awakens and unleashes its fury against the people of Versex.

SUMMARY

Sent to the area by Dr. Quolorum's message, the PCs investigate the tunnels underneath an ancient Kellid

WHERE ON GOLARION?

“Monolith” takes place in Versex, a county in southern Ustalav. There the PCs travel into the wilderness and foothills between the Hungry Mountains and Lantern Lake, near the superstitious village of Dunhob. For more information about Versex and Ustalav, see *Pathfinder Campaign Setting: Rule of Fear*, available at bookstores and gaming stores everywhere, and online at paizo.com.



monolith. They are searching both for the cause of mysterious attacks in the region, and for glyphs that might offer some protection against the recent occult phenomena. Inside the tunnels, the PCs fight giant centipedes before reaching the well chamber. There they must defeat the morlock Uzziah and seal the well before the rest of the tribe awakens and overwhelms the local villagers.

GETTING STARTED

The PCs receive a letter from Dr. Quolorum instructing them to explore a nearby ruin—a monolith about an hour’s hike from the sleepy village of Dunhob.

Gather Information or Knowledge (local)

The PCs may already be familiar with the monolith’s reputation or learn of it from the villagers.

10+: The people of Dunhob avoid the ancient Kellid ruins, believing them cursed and dangerous. Dunhob folk wisdom insists that sprinkling iron shavings near the edge of Kellid ruins protects you, since the creatures within are forced to stop and count the shavings before chasing you.

15+: The monolith is rumored to have a Kellid burial complex beneath it, though the few villagers brave or foolish enough to venture nearby haven’t seen anything more dangerous than a few bugs.

20+: Glyphs of great power are inscribed on the monolith, designed to keep a great evil within that would sweep across the land and lay waste to everything.

GM RESOURCES

“Monolith” uses the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary*. In addition to these books being available for purchase at game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd. All relevant material from the *Bestiary* appears in the quest or the appendix for the GM’s convenience.

Knowledge (history)

The PCs may know about the region’s history and its connection to the monolith.

10+: Kellid barbarians ruled this land before it was Ustalav, and, depending on the tribe, they both worshipped and warded against powerful ancient evils.

15+: When the undead Whispering Tyrant conquered this part of Ustalav, he killed all the living but left many of the ancient Kellid sites untouched. After he was defeated, the Ustalavs reclaimed the land.

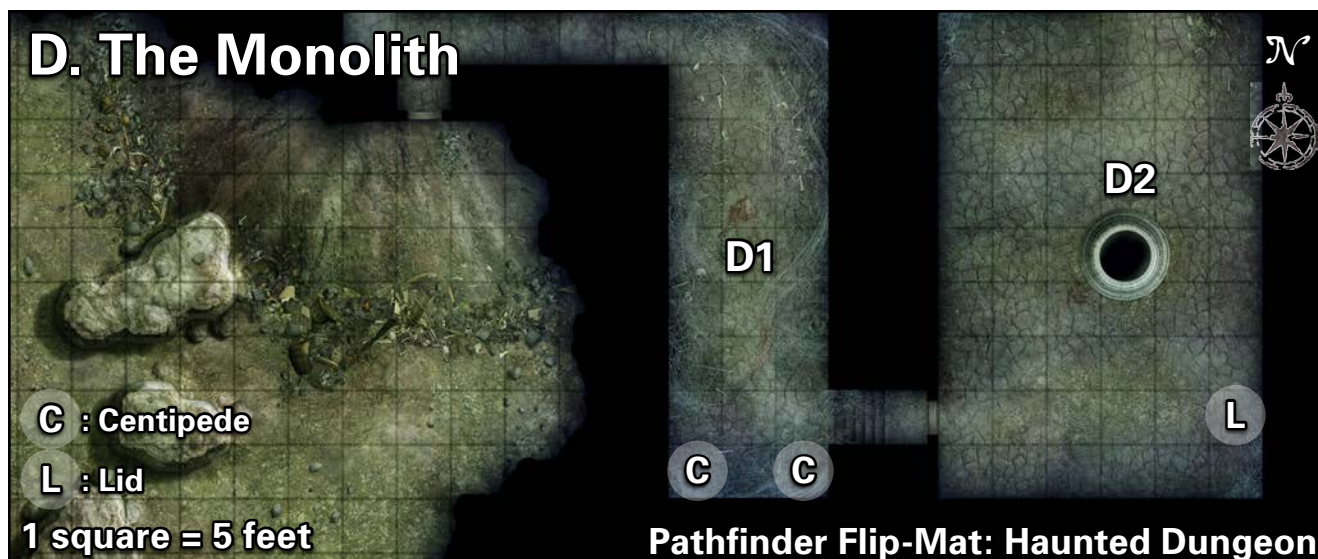
20+: Tales tell of a group of Ustalavic nobles who fled deep into the earth through a well below the monolith to escape the Whispering Tyrant—a well that the ancient Kellids knew to be a gateway to evil. After the Whispering Tyrant was defeated in the Shining Crusade, crusaders sealed the well, trapping any surviving nobles below.

D. THE MONOLITH

The great monolith of the ancient Kellids towers over the barren hillside. A distant flash of red lightning silently illuminates the muggy air, revealing a hole that gapes in the slope like a toothless mouth. Several dozen feet away rises a low mound of dirt and loose rock.

The PCs who examine the monolith and succeed at a DC 15 Knowledge (arcana or history) or Linguistics identify an ancient Kellid glyph of protection known as Gorum’s Eye, consisting of an eye within an elongated hexagon. The successful check also allows the PC to decipher some of the glyphs around the eye, consisting of “protection,” “stone,” “grave,” “pit,” and “evil.”

With a successful DC 13 Survival check, a PC can find the tracks of a claw-footed humanoid figure with two legs and hands that reach the ground, leaving tracks of their own. These tracks lead to and from the monolith via the newly dug tunnel. A character who exceeds this DC by 10 or more also identifies weeks-old boot prints heading to the tunnel, likely from the individual who dug it. A PC who succeeds at a DC 13 Knowledge (engineering) check determines that someone crudely dug the tunnel several weeks ago, although the digger appears to have used tools.



The Kellids's worship imparted the monolith with considerable psychic energy, which a PC can sense with *detect psychic significance*. A character capable of casting psychic spells can analyze the monolith using psychometry (a DC 10 Appraise check due to the especially strong emotions involved), to reveal the fearful determination of the Kellids who created the monument, as though they needed its power to keep whatever lived below from emerging. Exceeding the check by 10 or more allows the PC to also see visions of the Ustalavic nobles who fled below: brief flashes of their subterranean existence and, generation by generation, their devolution into hairless, clawed creatures.

D1. A Nasty Surprise (CR 2)

The tunnel extends only a few feet through the soil before meeting a stone, partially collapsed hallway. The passage to the northwest is choked with fallen rubble, and it extends to the east into area **D1**.

The walls and ceiling of this eerie chamber are made from row after row of stacked bones, layers of skulls, rib cages, and arm and leg bones piled from floor to ceiling and cemented in place. On the far wall, red dyed skulls have been arranged into the symbol of an eye within an elongated hexagon.

Creatures: The mottled off-white, gray, and brown coloration of the bone walls makes an ideal backdrop for the two pale centipedes that lurk in the southern corners of this room just below the dyed skull glyph. They scamper forward to feed when a PC moves more than 5 feet into the room. Spotting the camouflaged vermin requires a successful DC 15 Perception check.

GIANT CENTIPEDES (2) CR 1/2
hp 5 each (*Pathfinder RPG Bestiary* 43)

SCALING ENCOUNTER D1

To accommodate a group of four PCs, reduce the centipedes' attack bonus by 1 and its poison saving throw DC by 2.

D2. At The Well of Darkness (CR 3)

A broad well with low sides plunges into the middle of this large chamber. A heavy iron cover leans against the east wall. Near the well, a mound of gnawed bones, scraps of clothing, and discarded possessions speak to some unholy feast. From deep within the well rises a susurrus of faint scratches, scrapes, and breathing.

The round iron lid weights 300 pounds making it nearly impossible for a creature with less than 18 Strength (or two creatures with a combined Strength score of at least 26) to lift. A PC can roll it 5 feet as a move action with a successful DC 12 Strength check, though failing the check by 5 or more causes the lid to fall flat on the ground. Tipping the lid up again or hefting it into place requires an additional DC 12 Strength check, assuming the PCs have enough strength to lift the cover.

Once in place, the lid presents a temporary barrier against the morlocks, but a PC must permanently affix it to the well to seal the morlocks forever. The PCs can do so using the alchemical cement in the blacksmith's bag (see Treasure below) with a successful DC 12 Craft (alchemy) or Knowledge (engineering) check. Alternatively, a PC who identified Gorum's Eye on the monolith or in area **D1** can infer that inscribing the symbol could ward off the evil below with a successful DC 15 Knowledge (arcana, history, or religion) check. Doing so causes the lid to flare with light and bind to the well.

PATHFINDER QUESTS: PHANTOM PHENOMENA

Creatures: The sounds from the well are from a mass of morlocks huddled together as they slumber, though sounds of fighting above gradually wake them. Uzziah, the one morlock who awoke much earlier, is just climbing to the lip of the well as the PCs enter the room. If the PCs try to communicate in Undercommon, she smiles and loudly greets them, making as much incidental noise as possible to wake her companions to feast. A PC who succeeds at a DC 15 Sense Motive check determines that she's being especially loud as if to sound an alarm.

Dozens of morlocks sleep in the cave where the well exits 30 feet below. A PC who looks down the well can see a carpet of sleeping figures with clawed hands and fanged mouths. If Uzziah makes noise for more than a minute, another morlock awakens and begins climbing up to join the fight (use Uzziah's stat block below for these reinforcements). Alternatively, at the start of the 4th round of combat and every 4 combat rounds thereafter, another morlock awakens and begins to climb up, starting the following round in area D2. This continues until the PCs can cover the well.

UZZIAH

CR 2

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 22 (3d10+6)

Fort +3, **Ref** +9, **Will** +5

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +5 (1d6+2), bite +0 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

TACTICS

During Combat Uzziah uses her leap ability to strike and stay mobile, preferring to attack those she can catch unawares or those who are about to seal the well.

Morale Uzziah regrets not having roused the rest of her tribe earlier, and she fights to the death to buy them time to swarm.

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 19

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns);

Racial Modifiers +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Undercommon

SQ expert climber

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a

nonmagical version of the spell spider climb, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Treasure: Beneath the bones are several possessions of the deceased smith Seb Furnwell. His bag contains a few basic blacksmithing tools as well as a tin of alchemical cement. Underneath the bag is a gilded breastplate bearing the canine heraldic symbol of a lesser Ustalavic family.

CONCLUSION

Dr. Quolorum eagerly listens to the PCs' tale of their exploits. If they took note of Gorum's Eye, the professor speculates that it might be effective in protecting them against whatever is causing the strange phenomena in the Hungry Mountains; in this case, check the Monolith's Resource check box on the Chronicle sheet.





UNIVERSITY

BY BRIAN DUCKWITZ

The Sincomakti School of Sciences in Rozenport houses scholars whose studies delve into the most shrouded occult lore. Still, mundane upkeep and maintenance must be handled by capable janitors and gardeners who occasionally run afoul of the strange subjects of research housed on campus. One week ago, the university received a shipment of odd plant life from Soddentimbers and other parts of the Forest of Veils. Unfortunately for Alerin Quinn, one of the assistant gardeners, one of the crates contained a hungry mindslaver mold that quickly subdued the young man to its will and spent the next few days trying to find a suitable lair.

After 3 days of searching for Quinn, the university's lead gardener Silas Gren found him trying to break into the greenhouse. Gren recognized what had happened to Quinn and rushed off to the office of Dr. Quolorum, where he believed the gnome kept a vial of experimental magical herbicide. Unfortunately, his attempt to open the storage cabinet by force set off a zero gravity trap,

and it took Gren an hour to get back to the greenhouse. By this time the mindslaver mold had already broken in, consumed the last of Alerin Quinn's blood, left him a desiccated husk, and set up an ambush above the door. Once Gren entered, the mold attacked and dominated him. During the struggle, Gren dropped the vial of herbicide on the ground where it has so far remained unnoticed by the creature.

Since Gren is currently one of the only people authorized—and brave enough—to use the building, the mold has so far been uninterrupted in its search for the perfect lair.

SUMMARY

Dr. Quolorum requests the PCs retrieve the vial of experimental herbicide from his office. Inside they find the office has no gravity, and they must navigate to a cupboard on the north wall but find it empty. They then encounter a talking book that offers to tell them what happened to the vial in exchange for knowledge

WHERE ON GOLARION?

“University” takes place on the grounds of the Sincomakti School of Sciences in Rozenport, an important city in Ustalav. For more information on Rozenport, see *Pathfinder Campaign Setting: Rule of Fear* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



from the PCs. Finally, they find the greenhouse where Gren brought the vial of herbicide and confront a mindslaver mold.

GETTING STARTED

The PCs begin the adventure outside Dr. Quolorum’s office at the Sincomakti School of Sciences. Before they enter, allow them to read the “Fifth Letter from Doctor Quolorum” handout and make checks to learn about the university and Rozenport.

Diplomacy or Knowledge (local)

The PCs may ask the locals about Rozenport, or they may know about the city already.

10+: Rising and falling upon steep sea cliffs, Rozenport’s archaic architecture possesses an almost organic pattern, with sharp steeples, flat-roofed manors, and a bubble-domed town hall.

15+: The campus of the Sincomakti School of Sciences is hidden amid the town’s labyrinthine avenues.

20+: The grounds of the campus, which are normally immaculate, have become unkempt and particularly weedy in the last few days.

Knowledge (arcana) or Knowledge (history)

The PCs may have some information about what is studied at the university.

12+: The Sincomakti School of Sciences was founded over 200 years ago. The professors who founded the school extolled the dual virtues of broad education and guarded ignorance, but rumors constantly swirl

GM RESOURCES

“University” uses the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary 4*. In addition to these books being available for purchase at game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd. All relevant material from *Bestiary 4* appears in the appendix at the end for the GM’s convenience.

regarding the occult, forbidden knowledge often studied here.

17+: Many of the buildings on campus have powerful magical protections enspelled upon the grounds long ago at the time of the school’s founding.

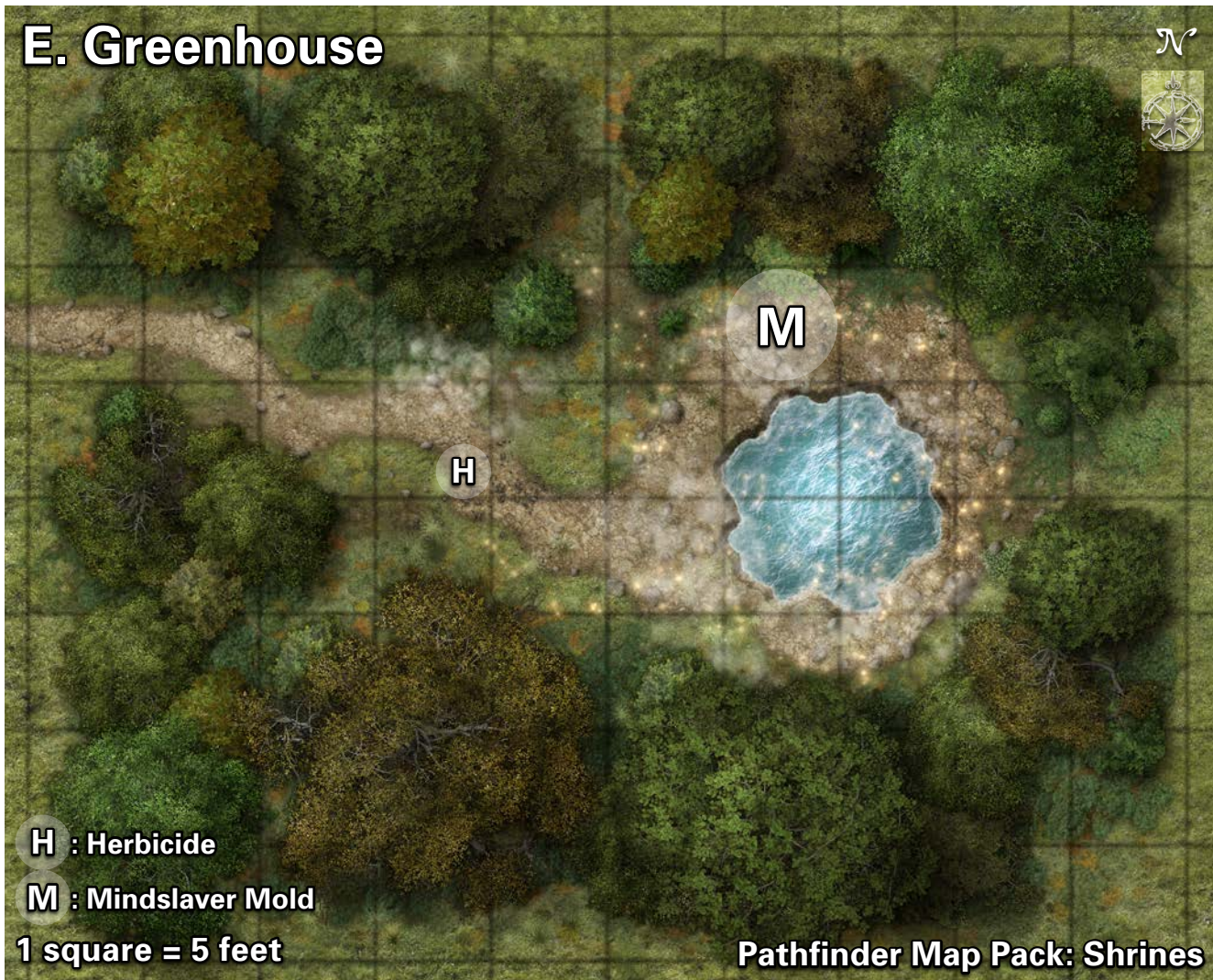
OFFICE

Dr. Quolorum’s office is a single-story, 20-by-20-foot square building made of fitted limestone and covered in ivy vines. The door has a lock, but is swung partially open. The PCs received the key with Dr. Quolorum’s letter. Once the PCs enter the room, read or paraphrase the following.

The contents of the room float aimlessly about as if loosed from the bounds of gravity. A large oak desk spins slowly in the center, and a matching carved oak chair floats near the ceiling. The walls are lined with low bookshelves, but the books and countless other items that once rested there drift gently in midair. Ivy-covered windows to the west and east provide only dim light.

Any number of creative solutions might allow the PCs to navigate from the door to the cupboard on the far wall. As long as a tactic makes some sense, allow the player’s idea to work. If the players don’t seem interested or the problem takes more than a few minutes to solve, a PC can also cross the room with a successful DC 12 Acrobatics check.

Unfortunately, the cupboard on the north wall is empty. When the PCs discover this, a large tome bound in red leather flaps its pages and begins to speak. The tome, titled *Collected Wisdom and Secrets of the Luralia*, is a recent acquisition of Quolorum’s that was penned by members of the Luralia family—famed researchers of psychic magic. Each of the Luralias contributed to the tome over the years, and at great expense, they each also imprinted parts of their personalities upon it. As the PCs interact with the book, different personalities come to the fore. GMs should feel free to add their own personalities and roleplaying flourishes; the following are suggestions.



E. Greenhouse

- H** : Herbicide
- M** : Mindslaver Mold

1 square = 5 feet

Pathfinder Map Pack: Shrines

Nhorean Luralia: Nhorean was the matriarch of the family. She is direct, inquisitive, and polite.

Pelin Luralia: Unhinged and mad, Pelin shifts wildly between coy and furious.

Zame Luralia: Powerfully psychic in life, Zame is mysterious, obtuse, and standoffish.

The book's compiled personalities offer to tell the PCs what happened in the office in exchange for three pieces of information about the current state of the world. This encounter should provide a short role-playing session; whether information the PCs give is accurate or not doesn't really matter, so feel free to let them be as creative as they like, without requiring skill checks. If the PCs have difficulty coming up with ideas, three successful DC 15 Knowledge checks (of any kind) or Bluff checks are sufficient, and the PCs can attempt as many checks as they like. A PC who succeeds at a DC 15 Diplomacy check can decrease the number of facts required from three to two, and every 5 points by which the PC exceeds the DC

reduces the number of facts by one more. Finally, a PC can compel the book to cooperate with a successful DC 15 Use Magic Device check. Any attacks made against the book cause it to refuse to communicate for 24 hours.

Once the PCs have secured the book's cooperation, read or paraphrase the following.

"Two days ago a wild-eyed man dressed like a farmer and covered in dirt rushed in here and broke open the cupboard behind the desk. He took a vial from it, and suddenly everything in the room started floating around. It was quite a sight watching him kick and spin in the air. Eventually he made his way back out, but not before he'd cursed Dr. Quolorum up and down. He kept yelling about the greenhouse and how he was going to be too late."

Development: If the PCs are unable or unwilling to converse with the book, other clues are available. A PC who succeeds at a DC 12 Perception check finds mud

splattered on the floor and walls where Gren pushed off. Mixed in with the mud are spots of vermiculite, identifiable with a successful DC 12 Knowledge (nature) check as a material used by gardeners to condition soil. This is enough to point the PCs toward the greenhouse.

E. GREENHOUSE

The PCs can find the greenhouse either by following Gren's tracks with a successful DC 12 Survival check or with a successful Diplomacy or Knowledge (local) check to ask for directions.

The greenhouse is constructed from wrought iron and glass and resembles a cage as much as it does a garden. Forty feet tall at its highest peak, the structure is elegantly arched and smoothly curved. The gate on the western end has been bent out of shape and swings on a single hinge. Read or paraphrase the following when the PCs enter.

The air in this room is humid and aromatic. Odors of earth and mud clash with crisp notes of sweet flowering plants. Farther in, a freshwater spring burbles quietly.

The interior of the 50-by-40-foot greenhouse houses disturbing, albeit harmless, plants that are overgrown and huge, with strangely twisted limbs and oddly pale leaves. The branches and leaves gradually turn to face the PCs, following their movement through the facility. Quinn's body, drained of blood and rapidly decomposing, is just off the path to the south, and a PC can spot it with a successful DC 10 Perception check. The vial of herbicide the PCs seek is in plain view in the middle of the trail (see Treasure below).

Creature: Since taking control of Gren's body, the mindslaver mold has begun preparations to reproduce. It is on the northern edge of the pool when the PCs enter. Gren has 8 remaining hit points, and his speed is 30 feet.

MINDSLAVER MOLD

CR 3

hp 30 (*Pathfinder RPG Bestiary 4* 194)

TACTICS

Before Combat: If the mindslaver mold notices the PCs, it moves to attack from range with its spore pods.

During Combat: The mindslaver mold keeps its distance and focuses on the biggest opponent.

Morale: The mold has found what it believes is the perfect environment to reproduce, and fights to the death.

SCALING ENCOUNTER E

To accommodate a group of four PCs, give the mindslaver mold the sickened condition to reflect its exposure to the herbicides on Gren's clothing.

Treasure: A PC can throw the herbicide found on the path as a splash weapon. A direct hit causes Large or smaller plants to wither and die over the course of an hour. Against a plant creature, a direct hit deals 1d8 points of damage and bestows 1 negative level. Every plant creature within 5 feet of where the herbicide hits takes 1 point of damage. Alternatively, a PC can coat a metal weapon in the herbicide, much as he would apply a poison. The next creature struck takes damage as though it were directly hit with the herbicide.

Development: If he survives, Gren is able to slowly explain what happened and he is extremely grateful to the PCs for saving him from sharing Quinn's fate, but he requires several days of rest before he fully recovers.

CONCLUSION

If the characters choose to use the herbicide in their encounter with the mindslaver mold,

Dr. Quolorum understands their decision and is not particularly upset, but he chides them that they'll probably have a harder time later on; do not check the quest's Special Reward box on the Chronicle sheet.

If they return with the vial, Dr. Quolorum is pleased, but his mind is already on what comes next, and his congratulations are brief. In this case, check the University's Resource box on each player's Chronicle sheet.



MINDSLAVER MOLD



EPICENTER

BY BRIAN DUCKWITZ

As its thoughts began to stray further and further from Golarion and into the mysterious realm of Leng, the cerebriic fungus that had so troubled Lady Illirigarde sought isolation from outside noise. It settled into a cold, dark, abandoned dwarven mine near Diremark, one of the tallest peaks in the Hungry Mountains north of Lantern Lake. Once in a great while, its body grew hungry; at those times it used its newfound ability to manipulate the senses of flesh and blood creatures to lure victims into the cave and consume them, dropping their bones (and possessions in the case of sentient creatures) into a nearby chasm.

SUMMARY

The quest begins on a mountain trail, not far from Diremark where the PCs have met Dr. Quolorum. As they progress up the trail together, they encounter a series of visions and hallucinations caused by the cerebriic fungus's dreams. As they traverse a hazardous natural bridge over a yawning chasm, more of these phenomena

assault them. A few hours later, the PCs locate the cave where the cerebriic fungus has made its home and face the creature that has caused so much trouble.

GETTING STARTED

Let the players read the associated letter from Dr. Quolorum and purchase any equipment before they trek to the rendezvous point. There they meet with the gnome professor and can ask any questions. He also distributes any of the special tools the PCs helped assemble for this adventure (see the sidebar on page 25), and accompanies the PCs during this adventure (see page 33 of the appendix for his statistics).

What is the cause of the phenomena? "A fascinating question, isn't it? I am not completely sure, but I doubt the source is of this world. Amazing, yes?" If the PCs have completed one or more of the other quests, the professor might briefly summarize some of the findings from those quests, emphasizing the value of the PCs and their discoveries and outlining the most important

WHERE ON GOLARION?

“Epicenter” takes place in the eastern Hungry Mountains, specifically on the slopes of Diremark, 50 miles northeast of Rozenport in Ustalav. For more information on the Hungry Mountains and Ustalav, see *Pathfinder Campaign Setting: Rule of Fear* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.

Ustalav



facts he has been able to discover thanks to their help. In a mixed group of players some of whom have played in the previous quests, he should avoid giving away plot elements that spoil the other quests for the others.

What dangers might we face? “Aside from the typical problems one finds when traveling up mountains—landslides, exposure, dangerous beasts—I think whatever is causing these disturbances will almost certainly assault our minds. Guard your thoughts, and watch your step.”

How long until we get to the source? “I’d say a few hours at most. My readings are getting stronger with every passing moment.”

What is our role? “First of all, keep me safe! Secondly, help me gather as much information as I can about the source of these phantom phenomena. If we determine it’s something dangerous, I will need your help putting a stop to it.”

Knowledge (geography)

The PCs may already be familiar with Diremark and the Hungry Mountains.

10+: The Hungry Mountains are a major mountain range in Ustalav. They run east to west through the center of Ustalav, mostly through the counties of Ulcazar and Versex.

15+: The eastern Hungry Mountains are known for driving rain and violent lightning storms. Lately, strangely colored lightning has been troubling the area north of Lantern Lake. If the PC has completed Lightning, she recognizes this as the red lightning from her previous investigations.

GM RESOURCES

“Epicenter” uses the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary 3*. In addition to these books being available for purchase at game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd. All relevant material from *Bestiary 3* appears in the appendix at the end for the GM’s convenience.

RIGHT TOOL FOR THE JOB

In the other *Phantom Phenomena* quests, the PCs may have acquired special equipment that helps them during the *Epicenter* quest. So long as at least one PC has the associated Special Resource box checked on his Chronicle sheet, the PCs receive one of the associated tool.

Ectoplasmic Ointment (Lightning): A PC can apply this greasy unguent to his skin like a magic oil. For the next 24 hours, he receives a +1 resistance bonus on saving throws against mind-affecting effects. If he fails such a save, he can re-roll the saving throw, after which the ointment’s effects end.

Etheric Compasses (Manor): Dr. Quolorum carries these ghostly devices, which help him sense the phenomena’s location. His using one grants each PC a +2 insight bonus on the Will saving throw against the illusory hazard while ascending Diremark.

Experimental Herbicide (University): A PC can throw the herbicide as a splash weapon. A direct hit causes Large or smaller plants to wither and die over the course of an hour. Against a plant creature, a direct hit deals 1d8 points of damage and bestows 1 negative level. Every plant creature within 5 feet of where the herbicide hits takes 1 point of damage. Alternatively, a PC can coat a metal weapon in the herbicide, much as he would apply a poison. The next creature struck takes damage as though it were directly hit with the herbicide.

Eye of Gorum (Monolith): This is an ancient Kellid symbol. Scribing or painting it on one’s armor, clothing, or shield grants the PC a +1 sacred bonus to AC against the cerebri fungus’s attacks. Any number of PCs can use this tool.

20+: Diremark is one of the tallest peaks in the eastern range. Its name comes from not only its treacherous terrain, but also from the exceptionally large animals rumored to live there. The few residents of the area report ghostly images and hallucinations on the mountain paths of Diremark. It is said the mountain tries to mislead the wary and take their lives. Many people have simply disappeared.

F. Fungal Cave



C : Cerebric Fungus

1 square = 5 feet

Pathfinder Flip-Mat: Thornkeep

ASCENDING DIREMARK

Gusting winds howl, and storms darken the sky during the PCs' ascent. A few scrub trees cling to the crumbling granite face of the mountain, and snow is visible higher up the slope. The trail itself is not difficult, although there are some sections that run right against a cliff edge, giving a dramatic, if harrowing, sight of the forest below and Lantern Lake beyond.

Along the way, the PCs experience hallucinations and visions. Examples include ghostly images that vanish when looked at directly, bobbing lights hovering off the side of the mountain, smells of rotting fish, strange voices whispering cryptic phrases from nowhere, warm or cold spots in the air, rocks that seem to melt and flow, lightning strikes of abnormal color, and thunder claps that sound distorted or muffled. Each PC should experience something to build atmosphere, and GMs should add their own ideas.

After the PCs have all had a chance to experience hallucinations, or when the players start growing bored of the atmospheric effects, read or paraphrase the following.

Ahead the trail ends at a place where the mountain has split. A fifty-foot-wide crevasse separates one side from the other, and the only crossing is over a massive boulder that has broken off the mountainside to the east and become stuck as it rolled down. The trail continues on the other side.

Dr. Quolorum is certain that this is the right way and insists the PCs cross to the other side. His readings signal close proximity to the source of the phenomena, and he desperately wants to continue. Using the boulder as a bridge is not terribly difficult and requires only two DC 8 Climb checks to traverse, one for climbing onto the boulder and one for descending to the other side, but no checks are necessary for the intervening 50 feet. Failure by 5 or more means the character falls 30 feet before landing on a stone ledge.

Hazard: The primary challenge here comes from the sensory hallucinations caused by the cerebric fungus' growing power in the area. As soon as a character steps within five feet of the boulder, a ghostly image of an aristocratic-looking woman with sad eyes appears and waves characters toward her. PCs who have completed the *Manor* quest or succeed at a DC 20 Knowledge (nobility) check recognize her as Lady Illirigarde, though her clothes don't quite match what they've seen before, and her eyes are slightly too large. This is a psychic projection, which a PC capable of casting psychic spells can recognize with a successful DC 15 Knowledge (arcana or planes) check. A character with psychic spells who identifies the effect can perform a simple ritual that takes 1 minute and suppresses the entire hazard for 1 hour.

As the PCs move across the boulder, they trigger a potent illusion, and the rock itself seems to melt and flow as if it were made of thick mud. Each PC must succeed at

PATHFINDER QUESTS: PHANTOM PHENOMENA

a DC 13 Will save or become shaken until she is off the boulder. This condition penalizes the PC's Climb check, and either way, the illusion prevents her from taking 10 on the check unless a psychic spellcaster deactivates the illusion with a ritual, as described above.

Development: The image of Lady Illirigarde vanishes the first time any PC successfully crosses, but the hazard remains until the cerebric fungus is defeated.

F. FUNGAL CAVE (CR 3)

It takes three hours for the PCs to get to the cave after the bridge encounter, and the spectral phenomena continue.

Once the characters approach within 100 feet of the cave entrance, they begin to hear the nonsensical chatter of the cerebric fungus in their minds. Questions such as "How do rainbows swim?" or "What is the noise light makes?" and comments such as "Now I contain!" and "Ease the frame..." are a few examples. GMs should add their own. While ordinary cerebric fungi are curious explorers eager to learn more about what they consider a bizarre alien world, this fungus's connection to Leng has driven it mad, causing its thoughts to become cast over with feverish obsession and alien malevolence.

Upon entering the narrow cave entrance in the side of the mountain, read or paraphrase the following.

Green luminescence shines from fungi on the walls of this cave, while the winds outside create an animal-like howl as they whip past the entrance. A narrow path runs along the northern edge, and a deep chasm slick with moisture splits it from another ledge to its south. To the east is a bridge, fuzzy with dark green mold.

The entire cave is dimly lit. The cave itself is cool, and the air is still. The chasm between the west walkway and eastern ledge is twenty feet deep and requires a successful DC 15 Climb check to ascend or descend. At the bottom are various bones and broken gear from previous victims of the cerebric fungus. The pile of debris softens the fall of anyone plunging into the chasm, reducing any falling damage by 1 per damage die. The bridge across is sturdy.

Creature: The cerebric fungus that caused the local troubles dwells here.

CEREBRIC FUNGUS CR 3
hp 30 (*Pathfinder RPG Bestiary 3 52*)



CEREBRIC FUNGUS

SCALING ENCOUNTER F

To accommodate a group of four PCs, the cerebric fungus has atrophied during its long sleep. It loses its pull ability, the save DC of all of its abilities decrease by 1, and its maximum hit points are reduced by 5.

Weaknesses dream-wracked

TACTICS

Before Combat: Due to its deep connection to the area, the cerebric fungus is aware the PCs are approaching.

During Combat: Once it notices intruders, the fungus moves to the edge of its ledge and uses its tendrils to attack opponents from across the chasm. If successful, it attempts to pull them off the path and drop them in. If there are two or more opponents who are nearing the bridge or the south ledge, the fungus uses its star-shriek ability.

Morale: Certain that it is only days away from a monumental breakthrough in its understanding of Leng, the cerebric fungus fights to the death.

SPECIAL ABILITIES

Dream-Wracked (Ex) Due to exposure to Leng, the fungus is vulnerable to mind-affecting effects despite being a plant and suffers twice as much damage from damaging divinations.

Treasure: Several magic items sit at the bottom of the chasm, where the cerebric fungus tossed the objects dead owners' remains. Among these are a *necklace of fireballs type I* with only a single bead remaining (3d6 fire damage), damaged set of *gloves of climbing and swimming* that only grant a +2 competence bonus on both skill checks, and a *robe of useful items* with several patches remaining. See the Chronicle sheet for more details.

CONCLUSION

If the PCs destroy the cerebric fungus and Dr. Quolorum survives, he is overjoyed. He thanks the PCs profusely and asks them to come to the Sincomakti School of Sciences so he can run tests on them to study the long-term effects of exposure to the creature's attacks. He also requests their assistance in carrying the remains down the mountain.

With the demise of the dreaming fungus, the villagers report a steep drop in strange phenomena. Storms cease, nightmares subside, and life returns to normal—at least until another terror rises in Ustalav.

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LIGHTNING

Greetings,

I hope you enjoy fresh air, because I need your skills to protect me in the wilderness tonight. As you may know, strange red lightning often strikes in the foothills near Lantern Lake, and my instruments indicate that another strike is due this evening. I'm told this lightning leaves behind ectoplasmic residue, so I would like to collect a few samples in my new ectoplasm field containers before it all evaporates. Hopefully this will provide us with more insights into the strange phenomena of this region.

I have attached a map to a local hilltop where I would like to meet. The hill should be close to the next lightning strike—but hopefully not TOO close. I'm sure it will be fine.

Dr. Quolorum

HARROW

My esteemed assistants,

I'm told there is a small village called Dunhob only a few miles from Illirigarde Manor that could have useful information. No doubt the villagers have many stories about the phenomena affecting the region. Additionally, before her disappearance Lady Illirigarde visited the locals occasionally to perform harrow readings and seances. Perhaps we could learn more about her research and disappearance as well. My contacts informed me the villagers of Dunhob are a particularly close-lipped and superstitious lot, so diplomatic finesse may be necessary.

There are also legends of a haunted tavern called The Lucky Lantern in Dunhob that I would like you to investigate. Your mission is to see what secrets the tavern may hold and interview one or two of the local villagers. Happy adventuring!

Dr. Quolorum

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MANOR

My studious aides,

I have acquired permission to send a team into the haunted and abandoned Illirigarde manor. I hope you can gain insight into Lady Illirigarde's research, as she too took an interest in the psychic phenomena plaguing this stretch of the Hungry Mountains. My findings suggest that she was close to a breakthrough when she mysteriously disappeared several decades ago. It is extremely important you recover any tools that will help as we pick up where she left off—especially something her writings call "etheric compasses."

Also, my design for an ectoplasmic container is ready for field tests. These boxes will hold and preserve ethereal material and may be useful to you in this endeavor. I am almost certain they are risk-free.

Dr. Quolorum

MONOLITH

My valued hirelings!

It would seem the disturbing phenomena in Versex county are only increasing. Apparently disturbed sleep and flashes of heat lightning of a red hue are especially common, and those following the news link these events to the bloody murders of both people and beasts near an ancient Kellid site known as "the monolith." I would like for you to investigate the strange monument, search for any clues linking this to the bizarre events, and deal with any dangerous elements to ensure these dangers no longer plague the area. I am particularly interested in ancient Kellid glyphs that might protect against the occult emanations we are dealing with.

Dr. Quolorum

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UNIVERSITY

Trusted associates,

I have discerned something of the nature of these strange phenomena we've seen, and I think I have just the tool that may help. In my office at the Sincomakti School of Sciences in Rozenport you'll find a small vial of a most potent substance that I—and by "I," I mean "you"—will find useful later. It is an experimental magical herbicide. I planned to use it on the ivy growing over my office windows, but our current predicament may call for it instead. You'll find the vial in a cupboard on the wall behind my desk. It glows purple, so you can't miss it. Bring it back quickly so that we can move forward in these investigations.

Dr. Quolorum

EPICENTER

My most capable allies,

This is it! I have finally triangulated the source of the intriguing phenomena near the peak of Diremark in the eastern reaches of the Hungry Mountains. It's so obvious in hindsight, considering the legends of the place, that I'm surprised nobody thought of it sooner.

Given the highly charged nature of the ether right now, it's best if I accompany you to the source to learn what has transpired. Meet me on the slopes of Diremark and we'll put this mystery to rest before the new semester begins and I return to the drudgery of reading first-year essays on the ethical questions raised by charm spells.

Huzzah!

Dr. Quolorum

APPENDIX

The following creatures appear in the *Phantom Phenomena* quests and are reprinted here for the GM's convenience.

BEHEADED CR 1/3

NE Tiny undead

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

DEFENSE

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

hp 4 (1d8)

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

Immune undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee slam +2 (1d2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 11, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 10 (can't be tripped)

Skills Fly +14

SPECIAL ABILITIES

Flaming (Su) Some beheaded ignite in flames when they attack. Such a variant beheaded has 1 extra hit point, deals an additional 1d6 with its slam attack, and can cause a struck target to catch on fire.

CEREBRIC FUNGUS CR 3

N Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

Aura unsettling appearance (60 ft., DC 14)

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 30 (4d8+12); fast healing 2

Fort +7, **Ref** +1, **Will** +6

Defensive Abilities otherworldly mind; **Immune** plant traits;

Resist cold 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

Special Attacks pull (tendrill, 5 ft.), star-shriek

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*detect thoughts* (DC 14)

At will—*touch of madness* (DC 14)

3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)

STATISTICS

Str 14, **Dex** 11, **Con** 16, **Int** 15, **Wis** 20, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 15 (21 vs. trip)

Feats Improved Initiative, Multiattack

Skills Bluff +6, Diplomacy +6, Perception +12, Stealth +7

Languages telepathy 100 ft.

SPECIAL ABILITIES

Otherworldly Mind (Ex) Any creature attempting to contact a cerebriic fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Star-Shriek (Ex) Once per day as a full-round action, a cerebriic fungus can unleash a shrill scream of madness. All creatures (except other cerebriic fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Touch of Madness (Sp) The cerebriic fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebriic fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Unsettling Appearance (Su) A cerebriic fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a –2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

ECTOPLASMIC HUMAN CR 1/2

N Medium undead

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

DEFENSE

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

hp 8 (1d8+4)

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

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

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +3 (1d4+4 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

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.

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Phase Lurch (Su) An ectoplasmic creature like this ectoplasmic human 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 with this ability, 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.

GIANT CENTIPEDE CR 1/2

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 5 (1d8+1)

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

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6-1 plus poison)

Special Attacks poison

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** -1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^e

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and already includes a +2 racial bonus.

HOMUNCULUS CR 1

NE Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

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

hp 11 (2d10)

Fort +0, **Ref** +4, **Will** +1

Defensive Abilities construct traits

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee 1 bite +3 (1d4-1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +2; **CMD** 11

Feats Lightning Reflexes

Skills Fly +10, Perception +3, Stealth +12

Languages Common (cannot speak); telepathic link

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/minute for 60 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Telepathic Link (Su) A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

MINDSLAVER MOLD CR 3

NE Small plant

Init +7; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 30 (4d8+12); *fast healing* 2

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities avoidance; **Immune** cold, plant traits; **Resist** acid 10; **SR** 14

OFFENSE

Speed 5 ft., climb 5 ft.

Ranged spore pod +7 touch (spores)

Special Attacks infestation, spores

Spell-Like Abilities (CL 8th; concentration +9)
1/day—*dominate person* (DC 16)

STATISTICS

Str 2, **Dex** 17, **Con** 17, **Int** 14, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** -2; **CMD** 12 (can't be tripped)

Feats Dodge, Improved Initiative

Skills Climb +8, Escape Artist +7, Perception +8, Stealth +14

Languages Aklo, Common, Sylvan (can't speak any language); mold mindlink

SPECIAL ABILITIES

Avoidance (Ex) When a mindslaver mold is infesting a living or undead creature and would be hit by an attack, it can attempt a DC 15 Reflex save as an immediate action. If the mold succeeds, the attack doesn't harm it and instead harms the infested creature—the mold effectively slithers out of the way of the incoming attack so that the blow strikes the creature it controls. The mindslaver mold must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.

Infestation (Su) A mindslaver mold can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host takes a -4 penalty on Will saves against the mindslaver mold's *dominate person* spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and

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other bodily fluids. A mindslaver mold can be torn free of a host with a successful DC 15 Strength check as a standard action—doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead mindslaver mold deals no damage in this way.

Mold Mindlink (Su) A mindslaver mold can communicate telepathically with any other mindslaver mold within 10 miles, and knows the condition of all other mindslaver molds in this area as if it had a status spell in effect on all other molds.

Spore Pod (Ex) A mindslaver mold's sole physical attack is to launch a spore pod the size of a sling bullet. This is a ranged touch attack that has a range increment of 20 feet.

Spores (Su) Whenever a mindslaver mold hits a creature with its spore pod, or whenever a creature touches a mindslaver mold (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a DC 15 Fortitude save or take 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self. The save DC is Constitution-based.

MITE CR 1/4

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

DEFENSE

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

hp 3 (1d6)

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

DR 2/cold iron

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3-1/19-20)

Ranged dart +2 (1d3-1)

Special Attacks hatred

Spell-Like Abilities (CL 1st)

At will—*prestidigitation*

1/day—*doom* (DC 10)

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** -2; **CMD** 9

Feats Point-Blank Shot

Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

DR. QUOLORUM CR 1/2

Male gnome expert 2

NG Small humanoid (gnome)

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

DEFENSE

AC 10, touch 10, flat-footed 10 (-1 Dex, +1 size)

hp 11 (2d8+2)

Fort +1, **Ref** -1, **Will** +4; +2 vs. illusions

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee quarterstaff +1 (1d4-1)

Ranged light crossbow +1 (1d6/19-20)

Special Attacks hatred

Spell-Like Abilities (CL 2nd; concentration +2)

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

STATISTICS

Str 8, **Dex** 8, **Con** 13, **Int** 13, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** -1; **CMD** 8

Feats Skill Focus (Knowledge [arcana])

Skills Appraise +5, Craft (alchemy) +6, Knowledge (arcana) +9, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +6, Knowledge (planes) +6, Perception +7, Profession (teacher) +8; **Racial Modifiers** +2 Perception, +2 Profession (teacher)

Languages Common, Draconic, Gnome, Sylvan

SQ gnome magic

Combat Gear *potion of cure moderate wounds*; **Other Gear**

padded armor, light crossbow with 10 bolts, quarterstaff, candles (2), chalk, hooded lantern, ink, inkpen, journal, oil (3 pints), tindertwigs (4), 16 gp

ABOUT PATHFINDER SOCIETY

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of the city of Absalom between far-flung travels to the

most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances and gains rewards as normal. Over time, campaigning in an organized play

environment offers a uniquely immersive experience, as your diverse companions add depth to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

For more on the Pathfinder Society Organized Play campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.

Pathfinder Quests: Phantom Phenomena

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

- | | | | |
|---------------------------------------|-----------------------------------------|------------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character # _____ Prestige Points

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

Character # _____ Prestige Points

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

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Pathfinder Quests: Phantom Phenomena

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Variable Rewards: The gold, XP, and Prestige Points you earn on this Chronicle sheet are based on how many of the quests you completed, and until you play an adventure other than *Phantom Phenomena*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the following table. Check off any of the boons you earn below.

Quests	Gold Pieces	XP	Prestige Points	Other
1	100 gp	1	1	—
2	250 gp	1	1	—
3	250 gp	1	1	Impressive Find boon
4	350 gp	1	2	—
5	500 gp	1	2	—
6	500 gp	1	2	Draw from the Deck and Well-Earned Reward boons

- | | |
|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Lightning | <input type="checkbox"/> Resource |
| <input type="checkbox"/> Harrow | <input type="checkbox"/> Resource |
| <input type="checkbox"/> Manor | <input type="checkbox"/> Resource |
| <input type="checkbox"/> Monolith | <input type="checkbox"/> Resource |
| <input type="checkbox"/> University | <input type="checkbox"/> Resource |
| <input type="checkbox"/> Epicenter | |

Draw from the Deck: You have recovered a psychically charged harrow deck, commonly used for telling fortunes. You can expend its remaining energy to draw a card at random as a standard action, and you gain a +2 enhancement bonus to the ability score that matches the suit of the card drawn until the end of the adventure. If you do not have a harrow deck available, instead roll 1d6 to determine the suit (1 is Strength, 2 is Dexterity, 3 is Constitution, 4 is Intelligence, 5 is Wisdom, and 6 is Charisma). When you use this boon, cross it off your Chronicle sheet.

Impressive Find: A representative from the Pathfinder Society—an organization of archaeologists and explorers—has heard of your discoveries in Ustalav and invites you to join the Society as a field agent. Once you earn 12 or more Fame, your superiors award you one additional Prestige Point (but not Fame) in recognition of your excellence. You cannot have more Prestige Points than Fame, and if you would exceed this maximum, the bonus Prestige Point must be spent immediately or lost.

Well-Earned Reward: Dr. Quolorum's principle interest in these missions was uncovering the secret behind the strange phenomena near Lantern Lake, and any treasure recovered was merely a pleasant surprise. Although a share of the treasure was not in the original contract, he subsidizes the cost as a favor to you. You may purchase any of the three treasures below at a reduced price: *gloves of swimming and climbing* (5,000 gp), *necklace of fireballs* (300 gp), and *robe of useful items* (2,500 gp).

gloves of swimming and climbing (6,250 gp)

necklace of fireballs (type 1) (one 3d6 bead remaining; 450 gp, limit 1)

robe of useful items (still has one of each of the following patches: dagger, lit bullseye lantern, steel mirror, 10-foot pole, 50-foot coil of hempen rope, sack, *potion of cure serious wounds*, 24-foot-long ladder, *scroll of glitterdust*, a bouquet of roses, 3 adamantite arrows, antitoxin, cauldron containing enough hot lamb stew to serve eight Medium creatures; 3,500 gp)

QUESTS	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1	50	100
QUESTS	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
2-3	125	250
QUESTS	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4	175	350
QUESTS	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	250	500

Starting XP
+ <small>GM's Initials</small>
XP Gained (GM ONLY)
=
Final XP Total

Initial Prestige	Initial Fame
+ <small>GM's Initials</small>	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Current Prestige	Final Fame

Starting GP
+ <small>GM's Initials</small>
GP Gained (GM ONLY)
+ <small>GM's Initials</small>
Day Job (GM ONLY)
-
Gold Spent
=
Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #