

PATHFINDER SOCIETY

YEAR OF THE DEMON



THE CONFIRMATION

BY KYLE BAIRD



THE CONFIRMATION

Pathfinder Society Scenario #5–08

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Pathfinder Society Scenario #5–08: The Confirmation is a Pathfinder Society Scenario designed for 1st- to 2nd-level characters (Tier 1–2; Subtiers 1 and 2). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Bestiary 4*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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THE CONFIRMATION

By KYLE BAIRD



Founded over 400 years ago in 4307 AR, the Pathfinder Society originally consisted of adventurers based in Absalom who sought a way to combine their resources and recruit additional help for particularly dangerous ventures. Over time the group attracted new members and continued to grow, and today its members and influence span across Golarion.

Today, the Pathfinder Society continues to grow at an unprecedented rate, and supply hardly keeps up with the demand for new agents. To meet the growing need, the Three Masters, who are responsible for the training of new initiates at the Grand Lodge, have made the difficult choice to advance the promotion of some of the Society's most promising initiates. In addition, they have taken the unprecedented step of letting a small group of particularly impressive initiates attempt a Confirmation together, accompanied by an established field operative.

The Confirmation is the final test all Pathfinder initiates must pass in order to become Pathfinder field operatives. Every Confirmation is different, and ordinarily it would be tailored to the individual initiate; however, in this case, Kreighton Shaine has selected a task suitably engaging for an entire group. At all times, initiates are expected to fulfill the three duties of a Pathfinder agent: explore, report, and cooperate. Failure to adhere to these three tenets risks expulsion from the Society.

Once they have undergone Confirmation, Pathfinder agents are called upon to travel to the far corners of Golarion, delve into the deepest tombs, and solve the world's oldest riddles. During these dangerous missions, Pathfinders are required to keep detailed journals, maps, and accounts of their exploits. After each adventure, agents send a copy of their records to the regional venture-captain for analysis; especially noteworthy reports are forwarded to Absalom for consideration to be included in the next edition of the Pathfinder Chronicles. The Society comprises thousands of adventures coming from all walks of life, and it places no moral obligations upon its members. Each member of a Pathfinder Society adventuring party is expected to forgo all personal and

WHERE ON GOLARION?

The Confirmation takes place on the Isle of Kortos approximately halfway between Absalom and Diobel in the foothills of the Kortos Mounts. Much of the island is unsettled, and tribes of centaurs and minotaurs sometimes clash over territory in the wilderness. For more information about the Isle of Kortos, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Guide to Absalom*, available in bookstores or game stores everywhere, and online at paizo.com.



theological differences and work together to achieve the Society's goals.

Several months ago, then-initiate Janira Gavix was cataloguing the flora and fauna of the southwestern quarter of the Isle of Kortos as part of her survey of the region for her Confirmation. Twice during that time she observed a gillman entering a network of caves—a different gillman each time, and each time during a full moon. Janira had only enough supplies and time to perform a cursory investigation of the caves' entrance, but she recorded her observations in her logbooks and made sure to bring it to the attention of her mentor, the Master of Scrolls.

The gillmen have known of these caves for generations, treating them as sacred pilgrimage sites because of the

FIELD COMMISSIONS

Some players may envision their characters having adventured for years before joining the Pathfinder Society, and may not want their characters to be initiates. Others may have already adventured several times for the Society without having passed a Confirmation. Normally these characters would become members of the Society through field commissions granted by members of the Decemvirate. Because of the pressing events taking place across Golarion, the Decemvirate has given the go-ahead to the Three Masters to grant field commissions to even more candidates than usual, in addition to promoting internal candidates early. The Masters still encourage experienced adventurers to participate in a Confirmation experience, however, believing that doing so reinforces the Society's rules, philosophies, and best practices.

sacred freshwater spring that creates a pool near the caverns' center. Gillman miracle workers, priests, and other spiritual leaders seeking enlightenment often make the overland trek here during the full moon and use the pool as a means of rehydrating before making the return trip to the sea. Each visitor carves a petroglyph into the innermost caves, though they avoid carving anything near the now nearly eroded reliefs that depict Aroden's twelve guises. Though the gillman care little for Aroden as a failed god of land-born humanity, they also cannot explain how the reliefs appeared or why they are gradually fading as if worn away by waves that never touch those walls.

SUMMARY

The scenario begins in a tavern in the Merchant's Quarter district of Absalom. The PCs meet with Master of Scrolls Kreighton Shaine under the very roof where the Pathfinder Society was founded hundreds of years ago. Master Shaine provides the PCs with the details of their Confirmation and introduces the party to their field agent companion, a halfling bard by the name of Janira Gavix. Janira formally introduces herself to the PCs and provides further details about the task ahead.

After the Master of Scrolls takes his leave, Janira spends some time getting to know each of the PCs and reviewing their preparations for the Confirmation. Once the PCs have fully prepared, they leave the city and head west across the Isle of Kortos.

The PCs' journey takes 2 days, but the first is uneventful. As they depart from the overland path to Diobel and enter the wilderness surrounding the base of the Kortos Mounts, several dangerous predators attack, providing the PCs with their first live combat experience.

At dusk, the PCs reach the entrance to the caves that Janira briefly explored during her own Confirmation. As the group prepares to enter the cave, a wandering minotaur attacks. Janira urges the PCs to withdraw deeper into the caves while she leads the minotaur away, hoping to lose it in the surrounding woods.

As the PCs explore the extensive cave system, they encounter ancient petroglyphs as well as underground hazards such as an exposed pit that they must somehow cross in order to proceed. Deeper in the caves, the PCs find a large cavern with yet older carvings that may provide insight into the history and lore of Aroden, the Last of the First Humans. A well-lit passageway leads to a second cavern in which a lone gillman pilgrim meditates at the edge of a pool. The PCs might convince the gillman of their peaceful intentions (securing a degree of aid in understanding the carvings), or they might have to defend themselves should the gillman get the impression that the PCs are impious trespassers.

Two other tunnels exit the cavern; both tunnels lead to different areas and ultimately access the surface. The path to the east appears to dead end in a scene of death and decay wherein several undead gillmen attack the PCs; however, a concealed door provides egress. The path to the west is inhabited by cave-dwelling humanoids or fey who vigorously defend their territory. After removing the hostile threats from the cave system, the PCs hear the sounds of battle and the orations of Janira coming from the surface above. As the PCs rush to the surface, they stumble upon yet another danger of the deep: an ooze that hungrily waits for its next victim to happen by.

Reaching the surface, the PCs see the relentless minotaur closing in on an exhausted Janira. The PCs must now join the battle to defeat the horned terror and save the life of their fellow Pathfinder.

GETTING STARTED

Read the following to get the adventure underway.

The invitation delivered last night was remarkably simple, especially given the importance of the occasion: "Start where it all began. Meet us at the Pig's Paunch one hour before dawn."

The Pig's Paunch is a run-down building with a faded sign of a large pig standing on its hind legs, arms folded above a corpulent belly. Inside, the air is thick with the scents of human sweat, stale tobacco, and leftover food. In the center of the room, surrounded by inebriates sleeping off their revelries, a familiar elven man stands high upon top of a large round table.

"Welcome! Welcome, my students! Please, have a seat!" With that, Kreighton Shaine, the Pathfinder Society's Master of Scrolls, nimbly drops down to sit cross-legged on the table before looking about the tavern with a sense of reverent wonder. "Can you believe it? It all started here years ago—well, over four

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hundred of them at least. Under this very roof the Pathfinder Society was born.

"But today! Today you will begin your Confirmation! Master Farabellus, Master Zey, and I all agree you each have shown your worth and dedication to the Society, so there's no better time to see if you can handle becoming full field operatives. Allow me to introduce you to Janira Gavix," he says as he motions for an excitable halfling woman to approach. She wears a large backpack and carries all manner of tools, pouches, and scroll cases around her waist. Shaine continues, saying, "Janira here will be going with you on your Confirmation. She was one of my brightest pupils and will no doubt be an invaluable resource on your journey, for she discovered the caves you are about to explore during her own Confirmation."

Janira speaks up in an enthusiastic and cheerful voice, "Greetings, aspiring Pathfinders! Six months ago, while I was mapping cave entrances in the foothills of the Kortos Mounts, I witnessed a lone gillman entering a concealed cave. I thought little of it at the time, but I saw another one enter the cave again a month later as my Confirmation stretched on. A few days later, after I completed my assigned task, I entered the cave system, but was unable to find the gillmen."

Master Shaine hops to his feet. "Initiates, for your Confirmation, you will travel to these caves to explore and document its many passages. Additionally, and most importantly, you are to learn what the gillmen are up to in there. Oh, and you need to come back alive as well." With these parting words, the Master of Scrolls jumps off the table and strolls out of the building while humming to himself.

At this point the GM should take a moment to answer any brief questions the PCs may have, saving more detailed questions and answers for after Janira discusses the mission's specifics a few minutes later.

Does Kreighton Shaine always act like that? "Master Shaine is brilliant, if not entirely focused. He has lived a very long time and seen things we could only dream about. I've learned to just accept his peculiarities and value any knowledge he wishes to share."

What's a gillman? "The gillmen are a humanoid race much like humans save for the three piscine gills on both sides of their necks. They're a little secretive but not outright hostile. Most live in or near the water."

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Bestiary 3* (B3), and *Pathfinder RPG Bestiary 4* (B4). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.



KREIGHTON SHAINÉ

Why would gillmen be going to these caves?

"That's exactly what you are being asked to find out. The only known permanent surface settlement of the gillmen is in Escadar. Why they're venturing into the foothills of the Kortos Mounts is a mystery."

How will we know whether we're successful?

"A Confirmation can last for weeks or months—or could be completed in a few days. Your resolve combined with your ability to fulfill the three duties of a Pathfinder will determine your success."

What are the three duties? "Surely 'Explore, Report, Cooperate' have become second nature to you, right?"

Who are Marcos Farabellus and Aram Zey? "Are you one of those adventurers who was brought in through a field commission? Master Marcos Farabellus is the Master of Swords for the Pathfinder Society. He's responsible for teaching every initiate the fine art of combat. Master Aram Zey is the Master of Spells for the Society. As his title suggests, he's in charge of teaching would-be Pathfinders to use and defend against magic."

Knowledge (geography)

During their time spent training with the Pathfinder Society, the PCs may have had a chance to learn about the Isle of Kortos, which is home to the City at the Center of the World. A particularly observant or studious initiate may have also learned a bit more about the Kortos Mounts.

10+ At the center of the Isle of Kortos stand the Kortos Mounts, the points on the island.

15+ Entire tribes of centaurs, harpies, and minotaurs constantly vie for territory up and around the Mounts, with harpies being the most common at higher altitudes and centaurs controlling the lower slopes and foothills.

LEVEL, SUBTIER, AND REPLAY

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

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

Knowledge (history)

Long hours spent by some initiates in the Grand Lodge’s libraries may afford them additional knowledge regarding the origins of the gillmen.

15+ Also known as the Low Azlanti, the gillmen are an amphibious humanoid race believed to be the last descendants of the ancient Azlanti people.

20+ During Earthfall, the Starstone struck Golarion and destroyed the human empires of Thassilon and Azlant. It is said that gillmen’s ancestors survived the cataclysmic event because they received the blessing of an aquatic entity that allowed them to breath underwater.

25+ Most scholars believe the terrifying aboleths were responsible for the gillmen’s transformation. Any alliance between them appears to have fallen apart over the millennia, however, and the gillmen are now an independent people.

THE START OF SOMETHING SPECIAL

Janira pulls out a large leather-bound journal and opens it on the table. “Before we set out, we should all get to know each other and review our plan. After all, the most important factors that determine whether an expedition will be a success are cooperation and preparation! I’ll go first!”

Janira spends a few minutes introducing herself and learning about the PCs before describing where they’re going. This gives the players an idea of what a typical if somewhat exuberant Pathfinder is like and provides each player an opportunity to introduce his or her character—use Janira to prompt characters to consider why they joined the Society and what went into their training.

In addition to introducing herself as Janira Gavix and explaining that she joined the Pathfinder Society nearly

4 years ago after coming of age, she can relate as much or as little of her backstory (see the Appendix on page 22) as the GM sees fit. Afterward, she invites the others to tell a bit about themselves, prompting them by saying, “What about you? What made you decide to join the Pathfinder Society?” She might also ask follow-up questions. Her questions should help players think of their characters as organic beings and not just a set of stats. Be sure to give each character several minutes in the spotlight.

Janira’s questions might include (but are not limited to) the following: How long were you an initiate (was it the full 3 years, or did you get a field commission)? Where did you grow up? Where have you traveled before coming to the Grand Lodge? Did you have a favorite class, training exercise, or teacher? How do you handle yourself in a fight?

Beyond these questions, ask the players to describe what their characters look like if they haven’t already. What type of clothes or armor are they wearing? Do they have any special tattoos or markings? What else makes their characters unique?

After these character introductions, read or paraphrase the following.

“On to the details of the mission at hand,” Janira says with an eager grin. “After reviewing my mission reports personally, Master Shaine believes it is no coincidence that each time they entered the caves it was during a full moon, so it is also no coincidence that you have been called here now, just a day before the moon is full again. We both believe that tomorrow night is our best chance to find out why these caves are important and what exactly the gillmen are doing in there.

“The caves we’ll be travelling to lie under the base of the Kortos Mounts. We’ll need to spend every minute of daylight possible to reach the caves by foot, crossing over the Cairnlands, taking the paths to Diobel, and finally making our way through the wilderness. With any luck we won’t run into any of the local inhabitants. Once in the caves, we’ll need to work together to explore and determine whether any gillman are present or have been recently. Keep an eye out for any other clues that might hint at the caves’ significance, too.”

At this point the GM should answer any additional questions regarding the task before the PCs.

Why don’t we travel by horse? “The area we’re heading to is controlled by a large centaur tribe. If we cross paths with any of them, they’ll see the horses as an affront and might become dangerously unfriendly. Our mission is to explore the caves and investigate the gillmen activity, not fight the local populace.” If a PC has a mount as part of a class feature, Janira reassures that PC that they can probably convince the centaurs to overlook one horse.

How long will it take to walk there? “By foot, it will take nearly all of today and much of tomorrow to make

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the journey. I know maintaining such a stiff pace will be tiring, but we need to reach the caves at the height of the lunar cycle if at all possible.”

What else are we likely to run into on the way? “Centuars control the lowlands and surrounding wilderness of the Kortos Mounts. The areas farther up the Mounts are controlled by minotaurs, and the icy peaks are home to tribes of harpies. They’re always vying for territory, but with any luck, we should be able to avoid them and reach the caves without conflict.”

Are there any other threats we might encounter? “There’s always the chance we may run into bandits along the way, and there are dozens of kinds of predators in that forest. That’s why we should always be as prepared as possible.”

If the gillmen go there on the full moon, doesn’t that mean...? “I know what you’re thinking, but I have no reason to believe the gillmen activity has anything to do with lycanthropy.”

“Now, before we head out, if there aren’t any more questions, we should take a moment to go through your gear and make sure nothing important gets left out.”

The GM should use this time to briefly review each character’s inventory. Look for common adventuring gear such as rope, a light source, food, a way to make fire, any sources of healing, and other essentials. Additionally, Janira may suggest a few other handy items like alchemist’s fire, antitoxins, and the like so long as the PCs have the gold to spare. She also stresses the importance of keeping accurate records of their adventures, passing out writing supplies and paper to anyone who doesn’t have it already. Give each player a copy of **Player Handout: Pathfinder’s Journal** (see page 24), though a player may elect to use her own paper when recording her discoveries. Any notes a player records about his or her findings can contribute to the secondary success condition for the scenario on an individual basis, so ensure that everyone has access to paper and a writing utensil. Once Janira feels the PCs are ready for their adventure, she leads them west out of Absalom and through the Cairnlands, picking up any last-minute purchases on the way out of the city.

A. THE FINAL LESSON

The first phase of their Confirmation takes the PCs through Absalom, leads across the Cairnlands, along a well-worn path that leads toward Diobel, through the wilderness surrounding the Kortos Mounts, and culminates at the cave entrance noted in Janira’s Confirmation report. The journey through the City at the Center of the World is swift and without incident, and the long trek across the Cairnlands provides a great

FIRST TIME PLAYERS

Unlike other Pathfinder Society Scenarios published to date, this scenario includes multiple options for many of its encounters. The variation in the encounters is intended to provide a fresh experience for players who have already played *The Confirmation*, not to encourage the GM to choose the most challenging options. At tables where at least half of the players are playing Pathfinder Society characters for the first time, refer to the random encounter tables provided in each sidebar on scaling the encounter for instructions on how choose the appropriate encounter. These suggestions typically offer a similar level of challenge to other options, but are less complicated to adjudicate.

opportunity to discuss Master Shane’s class on the history of Absalom. Most of the journey is uneventful, but Janira might point out landmarks such as siege towers, distant mountains, or distinct flora and fauna along the journey. No encounters occur during the first day of travel, and the PCs have an opportunity to rest and prepare new spells before entering dangerous territory.

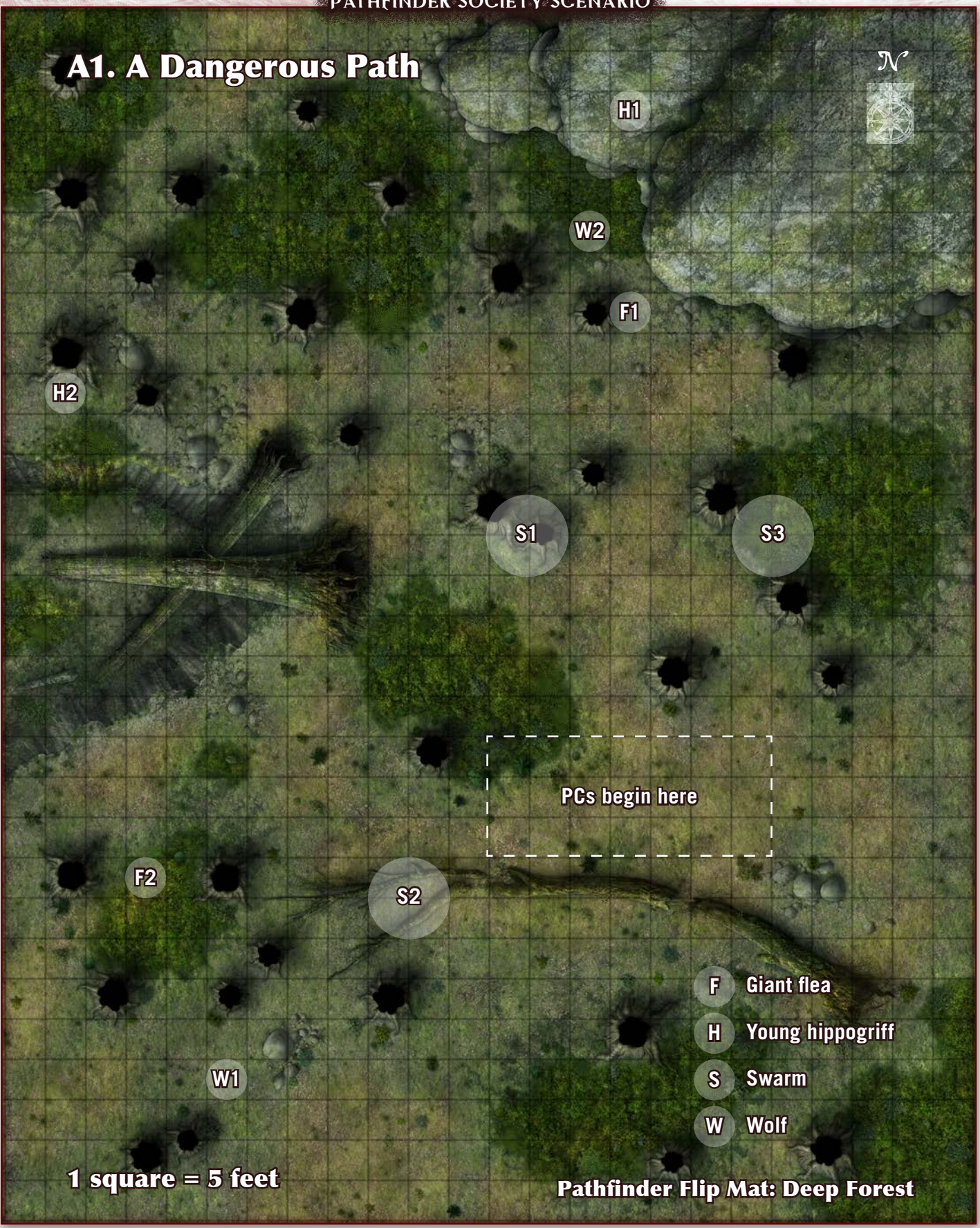
A1. A Dangerous Path (CR varies)

As the party progresses deeper into the forest, the trees towering overhead begin to shield most of what remains of the day’s sun and the vegetation beneath grows denser. Janira pauses a moment and pulls out an intricate silver compass emblazoned with the Pathfinder Society logo: the Glyph of the Open Road. “I received this wayfinder when I successfully completed my Confirmation. Should we be successful on our journey, you will get your own as well.” She flips open the device and holds it in front of her; the initials J. L. are engraved into the inside of the device’s lid. After studying the compass inside for a moment, she remarks, “We’re on the right path. We need to keep heading northwest past those large rocks up ahead.”

Most of the trees in this section of the forest have trunks that are too big for any creatures to share their space. Sporadic patches of light undergrowth provide areas for creatures to hide while restricting movement for those passing through. A large rock outcropping to the east rises nearly 20 feet above the forest floor, and a small sinkhole to the northwest drops off sharply, descending to the ground 10 feet below.

Creatures: The forests surrounding the base of the Kortos Mounts are known for their wide variety of hazards, including wild animals, giant vermin, and even magical beasts. Unknown to Janira, the direct route she laid out to the cave entrance takes the PCs through the hunting ground of local predators. In the case of larger creatures, these predators approach from ambush after

A1. A Dangerous Path



PCs begin here

- F Giant flea
- H Young hippogriff
- S Swarm
- W Wolf

1 square = 5 feet

Pathfinder Flip Mat: Deep Forest

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the PCs stops to get their bearings. Any swarms of creatures emerge after a tree falls nearby, scaring the smaller animals out of hiding and driving them toward the PCs as they flee from the cacophonous noise.

JANIRA GAVIX CR 3

hp 25 (see page 23 of the Appendix)

TACTICS

During Combat Janira begins the encounter by using Perform (oratory) to inspire courage through inspirational tales of famous Pathfinders (see page 23) or by using simple words of encouragement promoting teamwork. She uses *gallant inspiration* liberally and uses her more powerful spells or items should the battle go poorly. When appropriate, she prefers to loan out an expendable item rather than use it herself so as to let the initiates shine.

Morale Unless the entire party attempts to retreat, Janira refuses to leave combat.

SPIDER SWARMS (2) CR 1

hp 9 each (*Pathfinder RPG Bestiary* 258)

SNAKE SWARM CR 2

hp 16 (*Pathfinder RPG Bestiary* 3 249)

KORTOS MOSQUITO SWARM CR 2

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

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

hp 14 (4d8-4)

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

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

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6 plus disease and bleed)

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

Special Attacks bleed (1d3), disease (malaria, DC 11), distraction (DC 11)

STATISTICS

Str 1, **Dex** 13, **Con** 9, **Int** —, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** —; **CMD** —

Skills Fly +11, Perception +9; **Racial Modifiers** Perception +8

WOLVES (2) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 278)

YOUNG HIPPOGRIFFS (2) CR 1

hp 16 each (*Pathfinder RPG Bestiary* 2 156, 293)

GIANT FLEAS (3) CR 1/2

hp 5 each (*Pathfinder RPG Bestiary* 4 99)

SCALING ENCOUNTER A1

Roll 1d6 and use the following tables to determine which hazards the PCs encounter in area **A1**. For tables with mostly new players, consider having the PCs encounter either the spider swarms or the wolves. If the PCs did not heed Janira's advice to purchase splash weapons or other items that could affect a swarm, consider rerolling a result of 1 or 2.

Subtier 1

d6 Creatures

1	2 spider swarms
2	1 Kortos mosquito swarm
3	1 snake swarm
4	2 wolves
5	2 young hippogriffs
6	3 giant fleas

Subtier 2

d6 Creatures

1	3 spider swarms
2	2 Kortos mosquito swarm and giant fleas
3	2 snake swarms
4	3 wolves
5	1 hippogriff and 1 young hippogriff
6	3 giant fleas

Make the following changes to accommodate a party of four PCs playing in Subtier 1: reduce the hit points of the spider swarms to 5 hp, replace the wolves with rabid dogs (*Pathfinder RPG Bestiary* 87), reduce the young hippogriffs' starting hit points to 10 hp, or remove one giant flea from the encounter.

To accommodate a party of four PCs playing in Subtier 2, use the table for Subtier 1.

Development: After the encounter, Janira is quick to provide any healing the PCs may need. She congratulates the PCs on their first successful battle together but encourages them to pack up and move on in order to reach the caves by dusk. She strongly believes that if the PCs don't reach the caves tonight, any gillmen who are present may leave before they arrive.

As the group continues to travel through the wilderness, the PCs find trails blocked by fallen objects, shortcuts overgrown, and other minor delays that cost them time. Unless a PC succeeds at a DC 15 Survival check (DC 17 in Subtier 2), these obstacles put the PCs 3 hours behind schedule. Should this happen, Janira suggests that they push on at a faster pace, which would mean everyone performs a forced march (*Pathfinder RPG Core Rulebook* 171) and might take nonlethal damage and

become fatigued. Janira uses her own spells and items to heal this damage as it occurs. She leaves the decision of whether or not to perform the forced march to the PCs, as this is their Confirmation. If the PCs agree, adjust the descriptions of the lighting conditions as appropriate. Additionally, if the table consists of only players who have played through this scenario at least once before and they choose to rest for the night, this choice will modify what the PCs find in area B3.

A2. Mess with the Horns

The dense forest opens to a wide clearing at the base of a sheer cliff. Thick vines cover the surface of the cliff stretching 30 feet overhead. "Here! The cave entrance is behind those vines," Janira says with a broad smile as she walks to the cliff's face. She pulls back several layers of vegetation to reveal a narrow crack in the cliff's surface. "This is where I saw the gillmen enter."

As she motions toward the aperture, the surrounding woods come alive with the sound of small animals fleeing some unseen danger and a large creature crashing through the undergrowth.

The halfling worriedly remarks, "Quick, take cover before whatever it is spots us!" As if she'd summoned the creature with her words, a massive horned monstrosity emerges from the trees. Standing eight feet tall on a pair of cloven hooves and wielding a tremendous axe, the bull-headed creature roars with unbridled anger when it spots the group.

Wisely assessing that a minotaur is beyond her charges' capabilities, Janira screams, "A minotaur! There's little chance we can stand against it. Take this bag," she continues, pulling off her backpack, "and head deeper into the caves. Finish your mission. I'll lead it away from the caves, lose it in the forest, and join you as soon as I can. Now go! GO!" She heaves her backpack into the cave, casts a spell, and darts off toward the minotaur before turning to lure it away.

The cave entrance is only 5 feet wide and extends 20 feet into the rock before widening into a broader tunnel. With a successful DC 15 Survival check, a PC finds several footprints in the soil left by a web-toed humanoid who traveled this way only hours before.

Creature: Emerging from the dense forest is a single minotaur scout that has been tracking the movements of a local centaur tribe. It hastily decides that the PCs are probably allies of the centaurs and are a threat it can destroy quickly, so it moves to attack.

The PCs have a choice: either listen to Janira and flee into the caves, or ignore her orders and stay to fight. The minotaur begins approaching the PCs, but so long as they retreat into the cave, Janira's taunts in Giant and missile attacks draw the minotaur's attention and lead it away. If the PCs decide to fight, Janira does her best to help the PCs while reminding them there's still time to run. Use the map for area C on page 20, but place Janira with the PCs and the minotaur 60 feet south of its marked location.



MINOTAUR

CR 4

hp 45 (*Pathfinder RPG Bestiary* 206)

Treasure: PCs who flee into the caves can grab Janira's backpack, which contains all of the gear listed in her stat block on page 23 of the Appendix, except her weapons, her armor, a *scroll of shatter*, and one tanglefoot bag. If the PCs fight the minotaur, Janira uses her own magic and equipment to heal the PCs before they enter the cave, but she keeps the rest of her equipment.

Development: Should the PCs run into the caves, they see the minotaur chasing after Janira through the trees, fighting its way through the dense undergrowth. Soon

THE CONFIRMATION

the cacophony of the chase fades and the sounds of the forest slowly return to normal.

If the PCs fight the minotaur and are victorious, the halfling is disapproving of their choice but expresses her understanding of their zeal and her appreciation of their helping her out. She elects to stay behind outside the caves and start writing an official report of what happened, and reminds the PCs that this is *their* Confirmation—they should explore the caves, find any clues about the gillmen, and provide a detailed report.

If the PCs defeat the minotaur here, ignore the encounter in area C.

B. THE PILGRIM'S CAVE

This cave system stretches deep below the foothills of the Kortos Mounts, though most of it is accessible only through a narrow keyhole tunnel. All of the tunnels in this area are between 3 and 10 feet wide and vary equally in height, though most are a comfortable 7 or more feet wide in each dimension. The caves are damp, which increases the DC of all Acrobatics checks by 2. Water dripping from stalactites and the distant rushing of underground streams creates an eerie backdrop as the PCs explore. The caves' walls are patterned with blue-green luminescent fungi that provide dim light.

Petroglyphs—most depicting marine animals or spiral shapes—periodically decorate the tunnels' walls, becoming increasingly frequent as one approaches areas B2 and B3. These are carvings left behind by gillman pilgrims and mystics over the years, each carving a mark to prove that she reached the caves and to commemorate the pilgrimage. The rough surface of the carvings provides a natural platform for the fungi, causing it to grow thicker and making the carvings glow slightly brighter than their surroundings.

B1. A Simple Exercise (CR varies)

The narrow tunnel twists and turns for several hundred feet before slowly opening to a wider passage. A large hole spans the cave's width and stretches ten feet down the path. At the bottom of the pit lies a small bundle of cloth.

The tunnel here is 10 feet wide and 10 feet tall with a ceiling mostly devoid of stalactites. A PC who succeeds at a DC 10 Knowledge (dungeoneering) or Survival check can determine that the hole in the ground is artificial, and exceeding the DC by 5 or more also allows the PC to learn that the pit is at least a year old.

Trap: The 10-foot-square pit here was once a concealed pit trap used by some of the local denizens, but has since been abandoned. There is no easily accessible means to bypass it. The PCs may be forced to deal with an empty

SCALING ENCOUNTER B1

Roll 1d6, and use the following table to determine which type of pit the PCs encounter in area B1. For tables with mostly new players, consider having the PCs encounter the basic exposed pit trap. Add 2 to the roll in Subtier 2.

d6	Hazard
1-2	Exposed flooded pit trap
3-4	Exposed pit trap
5+	Exposed spiked pit trap

pit, a flooded pit, or a pit with several sharp stakes embedded in the floor below (see the sable in the Scaling Encounter B1 sidebar). The DC of Climb checks in this area is 15, and whoever created the pit rounded its walls to eliminate any corners that a trapped creature might brace against while trying to escape.

EXPOSED FLOODED PIT TRAP CR 1/2

Type mechanical; **Perception** DC 0

EFFECTS

Trigger none; **Reset** none

Effect 20-ft.-deep pit (no falling damage); flooded bottom (10-ft.-deep water); multiple targets (all targets in a 10-ft.-square area)

EXPOSED PIT TRAP CR 1/2

Type mechanical; **Perception** DC 0

EFFECTS

Trigger none; **Reset** none

Effect 20-ft.-deep pit (2d6 falling damage); multiple targets (all targets in a 10-ft.-square area)

EXPOSED SPIKED PIT TRAP CR 1

Type mechanical; **Perception** DC 0

EFFECTS

Trigger none; **Reset** none

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); multiple targets (all targets in a 10-ft.-square area)

Treasure: The bundle of cloth at the bottom of the pit is actually a *cloak of resistance +1*, the lost property of another pilgrim.

Development: Approximately 30 feet beyond the pit and out of sight around a corner is a long, 3-foot-wide wooden plank that rests against the cave's wall. The gillman pilgrim in the cave placed it here after using it to cross the pit.

Rewards: If the PCs fail to recover the *cloak of resistance +1*, reduce the amount of gold each PC earns by 83 gp.

B2. The History of Humanity

The tunnels continue on, leading deeper beneath the Kortos Mounts until they eventually open into a large cavern. What must have once been beautifully carved reliefs and inscriptions have since weathered heavily, their features dulled and softened to the point that it is hard to distinguish what each once depicted. A wide tunnel exits the cavern on its far side, and blue-burning torches line the passageway's walls.

The carvings here are different in style from the petroglyphs found elsewhere in the caves, and they date back to long before the gillmen explored this area. Scattered throughout the cave are inscriptions from the *History and Future of Humanity*, the principle holy text of Aroden, and images that depict these passages. The carvings focus on parables that feature Aroden's 12 guises, meant to illustrate his hopes for humanity: the artist, beggar, craftsman, farmer, fisherman, hunter, merchant, scholar, shepherd, soldier, tailor, and thief.

Only four of these parables—determined randomly by the GM—are still decipherable. Deciphering the images and writing is difficult because of their eroded state; a successful DC 15 Knowledge (history or religion) or Linguistics check is needed to understand one carved section. Alternatively, a PC can use Appraise or Perception with a –2 penalty. The writing combines Aquan and Azlanti, and a PC receives a +2 bonus on his skill check for each of these languages he can understand. For every 3 points by which the PCs exceed a check's DC, they are able to understand an additional section (maximum of four total sections by any method).

So long as the PCs decipher one of the sections, they also identify that the sections of the holy text depicted are slightly different than those that appear in the known version of the *History and Future of Humanity*, suggesting that these might represent an earlier version of the work. Even though Aroden disappeared or died over a century ago, these caves store a hint of his divine magic (like a wand with a single charge left) that can impart a minor blessing to those who perform a short series of rituals based on the parables. The PCs have an opportunity to perform the respective ritual for each in area **B3**. For each parable the PCs decipher, provide them with a descriptions of the image and the clue about its meaning, as detailed further in area **B3**.

Each of the torches is an everburning torch.

B3. Aroden's Vision (CR 3)

The soft light of the surrounding fungus mixes with the flickering glow of the nearby torches to reveal a grand chamber. A large pool of water along the chamber's southern edge reflects the

blue and green radiance to illuminate the massive stalactites that cling to the ceiling overhead. Two other tunnels branch off from this area, leading to the east and west.

Rising up from the pool is a column of rock with steeply sloped sides and a flat top, as if someone had sawn off the top of a massive stalagmite. A miniature city carved from this same stone occupies nearly the entire surface. Tiny trinkets such as ancient coins, polished semiprecious stones, and ornately braided loops of string are scattered throughout the diorama, and pale cave frogs clamber atop it. The smooth cavern floor is covered in gravel and pebbles along the edge of the pool, and several foot-long centipedes prowl among the gravel in their search for prey.

Here the cavern's ceiling stretches 20 feet overhead and is crowded by dozens of stalactites, some measuring 10 feet long from base to tip. Despite the impressive geology, the cave's focus is the sloping, 15-foot-deep pool and its tiny city. With a successful DC 10 Knowledge (engineering, geography, history, local, or religion) check, a PC can identify the diorama as an intricately detailed model of Absalom, easily identifiable by its Starstone Cathedral. This representation of the City at the Center of the World and the Inner Sea also acts as an altar to the dead god Aroden that retains enough power to bless a few more pilgrims.

A brief ritual is tied to each of Aroden's 12 guises. For each scene they deciphered in area **B2**, provide the PCs a description of the parable's image and a clue about the accompanying ritual, as described in the first sentence of each parable's description that follows. Each benefit acquired from completing a ritual lasts for 24 hours, and the GM can be lenient in deciding whether a PC's actions fulfill a ritual; a well-intentioned action or offering that matches the theme may be sufficient.

The Artist is depicted painting murals on the walls of impressive buildings, associated with Aroden having painted the city of Absalom with beautiful colors so that it might awe all who visited. To complete the Artist's ritual, a PC must somehow paint or decorate one or more buildings in the model city. A PC can identify several of the scattered pebbles along the pool's shore as pigment stones with a successful DC 12 Craft (painting), Knowledge (nature), or similar skill check, and it is easy to grind up a few of these stones to make a crude paint. Completing this ritual grants all of the PCs a +1 competence bonus on Perception checks to notice creatures.

The Beggar is depicted kneeling with an alms bowl raised high, representing Aroden espousing humility in all, lest they forget their shared humanity. To complete the Beggar's ritual, a PC must kneel before the city, admit a personal shortcoming to another PC, or perform some other act of humility beside the pool. Completing this

B2. The History of Humanity

N



To B1



B2

A Model of Absalom

U Uori

B3

U

A

To B5



To B4



1 square = 5 feet

Pathfinder Flip-Mat: Darklands

PATHFINDER SOCIETY SCENARIO

ritual grants all of the PCs a +1 luck bonus to AC during a surprise round and while flat-footed.

The Craftsman is depicted creating shoes, pots, jewelry, and other moveable goods, referencing Aroden's delight at seeing his people express their ingenuity in creating new products from raw materials. To complete the Craftsman's ritual, a PC must fashion a very simple object with a successful DC 5 Craft check and place it in the miniature city; this area has a few stones and a small amount of clay that the PC might use in addition to anything he has with him. Completing this ritual grants all of the PCs a +1 competence bonus on Perception checks to find hidden doors and concealed objects.

The Farmer is depicted plowing four lines in a field, retelling Aroden's prophecy that humankind would prepare the rocky earth for planting and over generations wear the pebbles down into fertile soil. To complete the Farmer's ritual, a PC must use a finger, a scabbard, or another object to form at least four furrows in the gravel near the pool. Completing this ritual grants all of the PCs a +1 luck bonus on Fortitude saves against poison.

The Fisherman is depicted hauling in an enormous catch of small fish to take back to Absalom, illustrating Aroden's declaration that a great host of creatures could accomplish a great task, whether that be taming the wilds or feeding a nation. To complete the Fisherman's ritual, a PC must snatch one of the blind cave fish that swim in the pool (requiring a successful unarmed attack roll against AC 15) and place it in the miniature city. Completing this ritual grants each of the PCs a +2 insight bonus on a single combat maneuver check made over the next 24 hours.

The Hunter is depicted slaying a giant serpentine creature and then parading a trophy through the city streets—a sign to all humanity that the wilds are safe to inhabit once the monsters are slain. To complete the Hunter's ritual, a PC must kill one of the centipedes that hunt around the edge of the pool (AC 17, 4 hp) and place a piece of the centipede in the miniature city. Completing this ritual grants all of the PCs a +1 dodge bonus to AC against charge attacks.

The Merchant is depicted weighing and trading coins of different sizes, a reference to the holy text's proverb that peace brings trade and prosperity to all people. To complete the Merchant's ritual, a PC must place one of her own coins in the miniature city and take one of the other coins in return. Completing the ritual grants all of the PCs a +1 competence bonus on Appraise checks to determine the value of objects and on Spellcraft checks made to identify magic items.

The Scholar is depicted writing on a piece of parchment and then reading from it to passersby, just as Aroden was said to smile on those who recorded history and other knowledge to share it with others. To complete the

Scholar's ritual, a PC must record a historical fact, axiom, or other piece of wisdom on a scrap of paper and place it in the miniature city. Completing this ritual grants all of the PCs a +1 competence bonus on Knowledge checks made to identify the abilities and weaknesses of creatures.

The Shepherd is depicted herding animals out of a crowded city to the pastures beyond, just as Aroden blessed leaders with the foresight to direct people to the tasks and places that best suit them. To complete the Shepherd's ritual, a PC must spook the frogs crawling about the miniature city and make them jump off into the water—this requires a successful DC 10 Handle Animal, Intimidate, or wild empathy check. Completing this ritual grants each of the PCs a +2 insight bonus on a single check made to perform the aid another action in the next 24 hours.

The Soldier is depicted bearing a lantern through the streets of a city, following the dead god's prophecy that the vigilant shall carry light to the darkest corners of the world to banish the shadows. To complete the Soldier's ritual, a PC must place a torch or other light source in the city. It is possible to prop one of the nearby torches between several of the miniature buildings, and an object with a *light* spell cast on it also suffices. Completing this ritual grants each PC a +1 insight bonus to AC if she has taken damage since the start of her last turn.

The Tailor is depicted sewing together a long cloth of featuring many patterns that wraps around a city like a moat, referencing Aroden's proclamation that when the fate of all peoples is woven together, it shall be humanity's greatest strength. To complete the Tailor's ritual, a PC must wrap one or more pieces of cloth around the miniature city. The circumference is approximately 10 feet, requiring two Medium cloaks, a particularly long scarf, or some other combination of garments. Completing the ritual grants each of the PCs a +1 bonus on a single attack roll made against a flanked target within 24 hours.

Finally, the Thief is depicted stealing a gem from a shop while whispering a prayer, an allusion to a passage saying that larceny—though illegal—is a form of praise, for anything worth stealing is also worthy of praise for its craftsmanship. To complete the Thief's ritual, a PC must steal one of the colored stones in the miniature city without anyone else commenting on it for at least 1 minute. Completing this ritual grants each PC a +1 circumstance bonus to AC against a single attack made while that PC benefits from cover.

Creatures: Kneeling in the water is a lone gillman pilgrim named Uori, a deaf oracle who has traveled to this site to “listen” to the holy waters. He, like the many gillmen who have made this trip before, sees the pure waters of the spring as a sacred sign and treat this cave

THE CONFIRMATION

reverently. The gillmen ambivalently ignore the cave's prior association with Aroden, whom they have no reason to love.

If the PCs decide to sneak past the gillman, he is unlikely to notice them because of the -4 penalty on Perception checks he receives for being deaf. He is initially indifferent to visitors so long as they do not desecrate the cave, and he patiently reads the lips of anyone trying to communicate with him. If one of the PCs is wearing the *cloak of resistance* +1 recovered in area **B1**, any PC who succeeds at a DC 15 Sense Motive check can tell that Uori is eyeing the cloak with interest, and a PC who succeeds at a DC 15 Perception check can see the gillman's own folded robe is of a similar style and color. Giving him the cloak as a gift grants the PCs a +8 circumstance bonus on Diplomacy checks made to influence him. So long as his attitude is indifferent or better, he does not object to the PCs performing their own rituals at the pool, instead simply looking on with wry amusement at the land dwellers' antics.

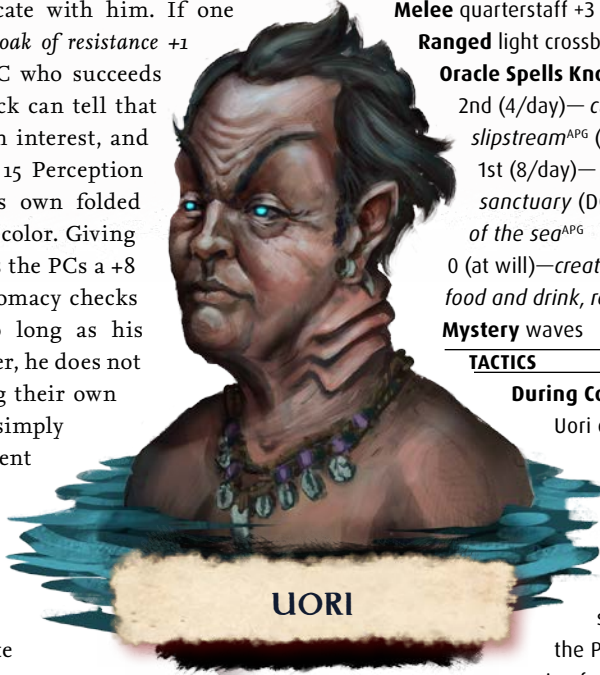
If the PCs improve his attitude to friendly, Uori breaks his silence and informs the Pathfinders that they have entered a site sacred to the gillmen. It was once sacred to Aroden, the dead god of humanity, as well, but over the past century, the carvings in the nearby room have weathered and melted, and he speculates that soon Aroden's influence will have faded completely. However, other creatures have invaded the caves and are not so polite as the PCs. If the PCs defeat the creatures in area **B4** and **B5**, Uori's attitude improves to helpful. If the PCs improve his attitude to helpful, he is willing to explain what he knows about the carvings in area **B2**, aiding the PCs on any checks they make to decipher the reliefs. In addition, he offers them his *wand of shield of faith* as a sign of good will.

Should Uori's attitude fall to unfriendly because of a PC's failed Diplomacy check or other circumstances, he firmly demands that they leave the caves and not bother him again, growing angry should they try to perform the Arodenite rituals despite his protests. If he becomes hostile, he interprets the PCs' actions as acts of desecration and uses force to drive the intruders away.

UORI

CR 3

Old gillman oracle 4 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Advanced Race Guide* 188)



UORI

N Medium humanoid (aquatic)

Init -4; **Senses** Perception +1

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 33 (4d8+12)

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee quarterstaff +3 (1d6-2)

Ranged light crossbow +5 (1d8/19-20)

Oracle Spells Known (CL 4th; concentration +9)

2nd (4/day)—*cure moderate wounds*,
slipstream^{APG} (DC 17), *sound burst* (DC 17)

1st (8/day)—*cure light wounds*, *obscuring mist*,
sanctuary (DC 16), *summon monster I*, *touch*
of the sea^{APG}

0 (at will)—*create water*, *detect magic*, *light*, *purify*
food and drink, *read magic*, *stabilize*

Mystery waves

TACTICS

During Combat If provoked into combat,

Uori casts *obscuring mist* and walks

out onto the water's surface

with his fluid travel

revelation. He then casts

sanctuary in the hopes that

the PCs will simply leave the

site without further incident. If

the PCs press the attack, he uses a

mix of spells and crossbow bolts in his

attempt to repel the land-dwelling invaders.

Morale Uori refuses to leave this holy site and continues to

fight until the PCs leave the chamber.

STATISTICS

Str 7, **Dex** 11, **Con** 12, **Int** 10, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +3; **CMD** 13

Feats Iron Will, Toughness

Skills Diplomacy +12, Heal +5, Knowledge (history) +4,

Knowledge (religion) +5, Linguistics +1, Sense Motive +8,

Spellcraft +4, Survival +2, Swim +9

Languages Aboleth, Common; lip reading

SQ amphibious, enchantment resistance, oracle's curse (deaf),

revelations (fluid travel, water sight), water dependence

Combat Gear *oil of silence*, *potions of cure light wounds* (2),

wand of shield of faith (CL 6th, 10 charges), thunderstones (2);

Other Gear mwk chain shirt, light crossbow with 20 bolts,
quarterstaff, 3 gp

However, if the table consists of only players who have played through this scenario at least once before and they choose to rest for the night in area **A1**, undead gillmen killed the oracle while he was meditating. Replace Uori with either gillmen skeletons or gillmen zombies—

B4. Undead End



D Dhampir **U** Undead

1 square = 5 feet

Pathfinder Map Pack: Caverns

SCALING ENCOUNTER B4

Roll 1d6, and use the following table to determine which type of undead the PCs encounter in area B4.

d6	Creatures
1-2	4 gillman skeletons (4)
3-4	3 gillman zombies (3)
5-6	2 gillman skeletons and 2 gillman zombies

To accommodate a party of four PCs, remove one gillman zombie from any encounter that has a zombie. Otherwise, remove one gillman skeleton from the encounter.

In Subtier 2, give each skeleton the advanced simple template, and make each zombie a plague zombie (*Pathfinder RPG Bestiary* 289).

use the random encounter chart in the Scaling Area B4 sidebar to determine which threat the PCs face.

GILLMAN SKELETONS (4) **CR 1/3**

Use the stats for a human skeleton (*Pathfinder RPG Bestiary* 250) **hp** 4 each

GILLMAN ZOMBIES (3) **CR 1/2**

Use the stats for a human zombie (*Pathfinder RPG Bestiary* 288) **hp** 12 each

Rewards: If the PCs fail to bypass, negotiate with, or defeat Uori, reduce the amount of gold each PC earns by 137 gp. In the event that the PCs rested on the way to the caves and thus fail to encounter Uori here, instead reduce the amount of gold each PC earns by an equal amount if they fail to defeat the creatures in this area. If the PCs give the *cloak of resistance +1* to Uori, cross it off the Chronicle sheet.

B4. Undead End (CR 2)

The cave's damp air becomes increasingly stale as the PCs continue down through this tunnel, and as they approach this area, the stench of decay grows increasingly evident. The passage turns to the east and opens into a small cavern littered with bits of broken glass, rotting pieces of paper, and other unusable detritus. The body of a male dhampir lies facedown toward the back of the cavern.

Creatures: The deceased dhampir was a necromancer who used this cave as a secluded place to practice his craft, but following a mistake while animating a dead

THE CONFIRMATION

gillman, his creations turned on him. These mindless undead creatures attack living creatures on sight.

GILLMAN SKELETONS (4) **CR 1/3**

Use the stats for a human skeleton (*Pathfinder RPG Bestiary* 250)
hp 4 each

GILLMAN ZOMBIES (3) **CR 1/2**

Use the stats for a human zombie (*Pathfinder RPG Bestiary* 288)
hp 12 each

Treasure: Among the fallen bodies, the PCs find a note written by the dhampir that details plans to start an army of undead made from the “fish people” who have been frequenting this cave. In addition, the GM should either randomly select two pieces of treasure from the following list or choose two items that would best suit the PCs: a quiver containing 20 +1 arrows, a +1 light crossbow, a +1 light wooden shield, a +1 longsword, a suit of +1 studded leather armor, bracers of armor +1, an elixir of swimming, an amulet of natural armor +1, a pearl of power (1st-level spell), or a ring of protection +1.

Development: If the PCs search the room and succeed at a DC 20 Perception check find a concealed passage in the northern wall; this tunnel leads to area B6. If the PCs travel down this passage, they begin to hear the faint sounds of combat and a familiar woman’s voice half-shouting and half-reciting, “As the legendary Gregaro Voth successfully battled the wild beasts in the deepest reaches of the Mwangi Expanse, so shall I defeat you, foul servant of Lamashtu!” Janira Gavix is engaging the minotaur in combat on the surface after failing to lose the unrelenting creature in the wilderness. She continues to fend off and evade the minotaur until the PCs arrive at area C.

Rewards: If the PCs fail to defeat the undead gillmen, reduce the amount of gold each PC earns by 66 gp. Do not reduce the amount of gold earned if the PCs instead defeated the encounter in area B5. Cross any items not found off the Chronicle sheet.

B5. Denizens of the Deep (CR 2)

The passage leading from the gillmen’s holy site varies from 3 to 6 feet wide and is coated with the omnipresent bioluminescent fungi. Though the PCs encounter several points where the tunnel branches off in different directions, all of those paths either narrow beyond the abilities of the PCs to traverse, lead back to this main trail, or are blocked by a cave-ins. Trekking through the twisting passages to this large cavern takes approximately 20 minutes by foot for creatures with a 30-foot move speed. When the PCs arrive in area B5, read or paraphrase the following.

SCALING ENCOUNTER B5

Roll 1d6, and use the following table to determine which subterranean creatures the PCs encounter in area B5.

d6 Creatures

1–3	2 kobolds and a poisoned dart trap
4–6	3 mites and 1 giant centipede

To accommodate a party of four PCs, remove either one kobold or one mite from the encounter.

In Subtier 2, give each creature the advanced simple template. Replace the trap’s greenblood oil poison with medium spider venom.

The persistent glow of the bluish fungi dimly lights the way deeper below the Kortos Mounts. The tunnels broaden to reveal a shallow river that bisects an immense tunnel stretching to the north and south. To the east a small passage exits the chamber at a steep incline.

Within the cavern, the dim light fades into darkness to the north and the south. The cavern stretches nearly 100 feet in each direction, but is otherwise unremarkable save for the inlet and outlet of the ancient river responsible for creating this chamber and most of the surrounding tunnels over the centuries. The river through this part of the cavern ranges from 10 to 15 feet wide but is only 1 foot deep, and it flows languidly at an almost imperceptibly slow speed; treat squares with water as if they were a shallow bog (*Core Rulebook* 427).

Creatures: Several creatures have recently moved into this cavern. They serve as the advanced scouts for their tribe, whose chieftain hopes to establish a new homeland within the Kortos Mounts. The PCs encounter either a pair of kobolds who have just set a poisoned dart trap and are now inspecting the tunnel that leads to the surface, or a trio of mites traveling with a giant centipede companion for protection.

KOBOLDS (2) **CR 1/4**

hp 5 each (*Pathfinder RPG Bestiary* 183)

MITES (3) **CR 1/4**

hp 3 each (*Pathfinder RPG Bestiary* 207)

GIANT CENTIPEDE **CR 1/2**

hp 5 (*Pathfinder RPG Bestiary* 43)

Trap: If the PCs encounter the pair of kobolds, there is a poisoned dart trap triggered by a broad pressure plate hidden under the silt and gravel along the banks of the underground river.

B5. Denizens of the Deep

N



1 square = 5 feet

Pathfinder Map Pack: Caverns

Enemy creatures begin here

T

SCALING ENCOUNTER B6

Roll 1d6, and use the following table to determine which subterranean creatures the PCs encounter in area B6.

d6 Creatures

1-2	1 young gelatinous cube
3-4	2 giant amoebas
5-6	1 slime mold

To accommodate a party of four PCs, reduce the young gelatinous cube's starting hit points to 34 and reduce the save DC of its paralysis ability by 2, remove one giant amoeba from the encounter, or reduce the slime mold's starting hit points to 20 and reduce the save DCs of its engulf and disease abilities by 1 each.

In Subtier 2, add one giant amoeba to the encounter.

POISONED DART TRAP

CR 1

Type mechanical; **Perception** DC 20; **Disable** Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 ranged (1d3 plus greenblood oil; injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Con damage; *cure* 1 save)

Development: If the PCs travel up the tunnel to the east, they begin to hear the faint sounds of combat and a familiar woman's voice half-shouting and half-reciting, "As the legendary Gregaro Voth successfully battled the wild beasts in the deepest reaches of the Mwangi

Expanse, so shall I defeat you, foul servant of Lamashtu!" Janira Gavix is engaging the minotaur in combat on the surface after failing to lose the unrelenting creature in the wilderness. She continues to fend off and evade the minotaur until the PCs arrive at area C.

Rewards: If the PCs fail to defeat the kobolds or the mites, reduce the amount of gold each PC earns by 66 gp. Do not reduce the amount of gold earned if the PCs instead defeated the encounter in area B4.

B6. Tight Spaces (CR Varies)

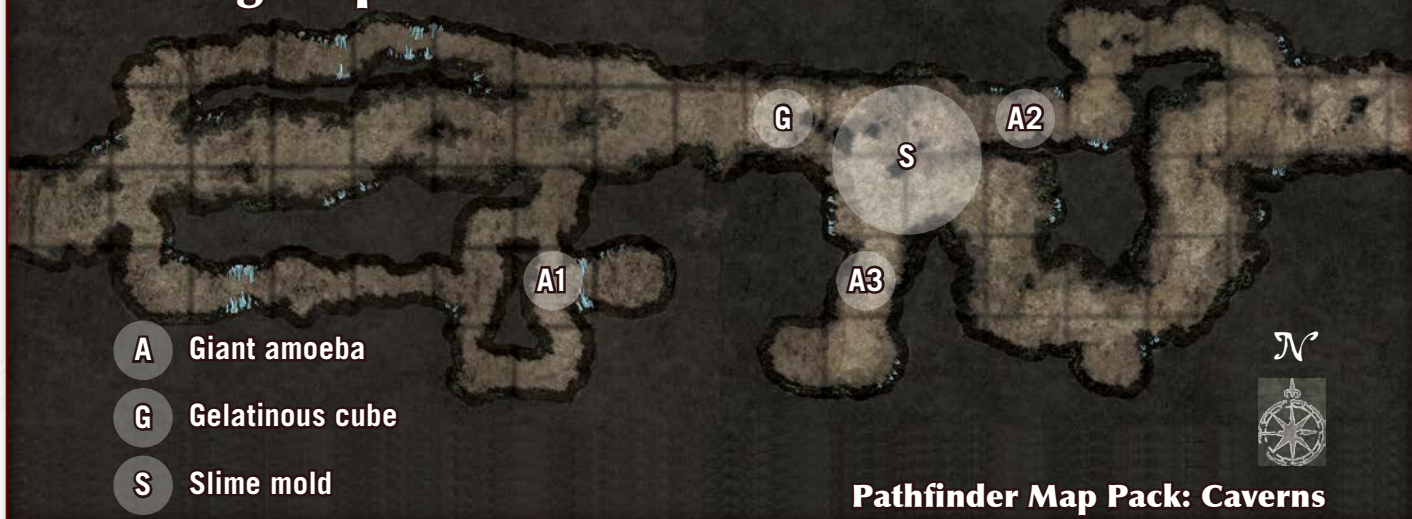
The route to the surface leads through a maze of tight passages that include steep ascents and short climbs as they wind from west to east. As the PCs travel, they can hear the sounds of a distant battle echoing through the caves, intermixed with inspirational tales of famous Pathfinders and the heroic deeds—the raging fight between Janira and the minotaur. As the PCs arrive in area B6, Janira's words are sufficiently audible to grant the PCs the benefits of her inspire courage class ability, which lasts for 7 rounds and then persists for 2 more rounds thanks to her Lingering Performance feat.

The tight tunnels here range from 2 to 5 feet in width and average about 9 feet in height. The slick floors and steady incline from west to east increase the DC of all Acrobatics checks by 4.

Creatures: The regular movement of dhampirs, kobolds, mites, and others has attracted the attention of mindless oozes that lie in wait for their next unfortunate victim. Giant amoebas lie in wait just out of sight, whereas a slime mold or gelatinous cube actually hides in plain sight with the freeze or transparent ability, respectively,

B6. Tight Spaces

1 square = 5 feet



A Giant amoeba

G Gelatinous cube

S Slime mold

Pathfinder Map Pack: Caverns

and lashes out only when attacked or once prey is within easy reach.

YOUNG GELATINOUS CUBE CR 2

hp 42 (*Pathfinder RPG Bestiary* 138, 295)

GIANT AMOEBAS (2) CR 1

hp 15 each (*Pathfinder RPG Bestiary* 2 24)

SLIME MOLD CR 2

hp 28 (*Pathfinder RPG Bestiary* 2 249)

Development: Once the PCs reach the eastern end of this area, they notice a faint light at the end of the tunnel—either reflected moonlight, if they did a forced march en route, or sunlight if they rested in area **A1**. In addition, the sound of Janira’s oration is close and clear. Reaching the surface in area **C** involves traversing only another 120 feet of somewhat slick tunnels.

C. THE FINAL EXAM

The light of the surface world above provides a welcome reprieve from the blue and green fungus of the caverns below, and light illuminates a stream whose water is hastened by runoff from a recent storm further up the mountains. A ledge to the west rises up to the nearby forest canopy.

The PCs emerge from the caverns into a 40-foot clearing at the base of the Kortos Mounts. The full moon above casts provides dim light over the entire area, bright enough to illuminate even the shaded leaf litter beneath the trees (if the PCs rested in area **A1**, it is instead daylight). These patches of woodland are also filled with

OPTIONAL ENCOUNTER

Area **B6** is an optional encounter and can be omitted if time is running short. Run this encounter only if more than 60 minutes of play time remain; otherwise, move directly to Area **C**.

underbrush that behaves as light undergrowth (*Core Rulebook* 426), creating difficult terrain and concealment. The trees are only a few decades old and do not completely occupy their respective squares. A creature that shares a space with one or more trees benefits from partial cover.

The stream is about 10 feet wide and 5 feet deep in this area, and the water moves downstream from east to west at 30 feet per round. Treat this as rough water, which requires a DC 15 Swim check to navigate. A Large creature can walk through the water as though it were difficult terrain with a successful DC 12 Strength check. On a failed Strength check, such a creature is checked and unable to move farther that turn. A 3-foot-diameter tree trunk spans the width of the river, creating an impromptu bridge. The trunk is slippery from the splashing water, and crossing it at half speed requires a successful DC 7 Acrobatics check, during which time the creature is treated as flatfooted for moving on a narrow surface. If the creature fails this check, it falls into the water unless it succeeds at a DC 13 Reflex save, in which case it lands prone on the trunk instead.

The slope to the west gradually rises to a height of 20 feet, and creatures standing at its highest point benefit from both a commanding view of the battlefield and a clear vantage point for ranged attacks.

Creatures: Nearly 100 feet from the cave’s entrance, Janira Gavix is locked in combat with her relentless

C. The Final Exam

To B6
→



J Janira

M Minotaur

1 square = 5 feet

THE CONFIRMATION

minotaur foe in a clearing on the southern bank of the stream. By the time the PCs arrive, she has used all of her spells for the day, has used her *scroll of shatter* to damage the minotaur's axe, and has sustained several serious wounds. When the PCs first see the two figures after emerging from the cave, Janira shouts, "You vile beast! I know not what drives your black heart, but I shall not fail in my duty. I shall see you driven from this forest, back to the hills from whence you came!"

JANIRA GAVIX CR 3

hp 25 (currently 8, see page 23 of the Appendix)

OFFENSE

Special Attacks bardic performance (2 rounds remaining)

TACTICS

Before Combat Janira is fatigued (-2 penalty to both Strength and Dexterity) and has taken 1 point of nonlethal damage.

During Combat Janira takes a 5-foot step away from the minotaur and tries to disarm it using her whip. Following that, she uses her last tanglefoot bag and attempts to flee toward the PCs.

Morale Out of spells and unable to outrun the minotaur, Janira desperately seeks some means to escape death.

MINOTAUR CR 4

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size)

hp 45 (currently 38; 6d10+12)

Fort +6, **Ref** +5, **Will** +5

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee broken battleaxe +7/+2 (2d6+4/x2) and gore +4 (1d6+2)

Ranged javelin +5 (1d8+4)

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

Special Attacks powerful charge (gore +11, 2d6+6)

TACTICS

During Combat The minotaur attempts to finish off Janira with a single strike. Once Janira is down, the minotaur turns its attention to the PCs if they have joined the fight. Otherwise, it inspects the fallen halfling and finishes her off. Outnumbered against the PCs, the minotaur tries to make its attacks count by forgoing the use of its Power Attack feat, and it spreads out its attacks against multiple targets if possible to fend off the many attackers.

Morale Though not overly intelligent, the minotaur can clearly recognize when it's outnumbered and in a losing battle. It attempts to flee if reduced to 10 or fewer hit points.

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

SCALING ENCOUNTER C

To accommodate a party of four PCs, give the minotaur the fatigued condition and 1 point of nonlethal damage from its arduous chase. Remember that in addition to its penalties for being fatigued, the minotaur cannot use its Powerful Charge special attack.

In Subtier 2, use the encounter as written for a party of four PCs. For a party of five or more PCs, equip the minotaur with a broken greataxe, increasing its base weapon damage to 3d6. In addition, the minotaur begins the encounter fully healed at 45 hit points.

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +10, Stealth +2, Survival +10;

Racial Modifiers +4 Perception, +4 Survival

Languages Giant

Combat Gear broken greataxe, javelins (3)

Development: If the PCs save Janira's life, she thanks them profusely and promises to both help the PCs in their future missions and submit a glowing recommendation for their heroism. After praising their actions, she pauses in thought and eagerly inquires about what they found in the caves. She provides advice and moral support if the PCs seem to have struggled in understanding the caves' significance, but she does not follow the PCs into the caves to help them interpret and catalogue the area; this is *their* Confirmation, after all. With their guide safe, the PCs are free to explore the rest of the caves at their leisure. Any encounters the PCs may have bypassed or skipped are treated as optional encounters the PCs may face if time and inclination permit.

Rewards: If the PCs fail to kill or drive off the vicious minotaur, reduce the amount of gold each PC earns by 145 gp.

CONCLUSION

Once the PCs have finished their exploration of the cave, Janira (assuming she survived) leads the expedition back to Absalom without further incident. Once safely back in the Grand Lodge, Master of Scrolls Kreighton Shaine inquires excitedly about what the PCs found and asks to see their notes. He compliments those who recorded notes for being certain to write down ideas and observations while the thoughts are fresh, observing that it's difficult enough to remember what one had for breakfast the day before as it is to recall exactly what one was thinking while studying an inscription. As the PCs are now the foremost authorities on that cave and what it contains, Shaine also invites them to come up with its name. The elf is certain to compliment Janira for her guidance

and assistance, much to the halfling's delight. If Janira perished during the adventure, Kreighton Shaine's face wilts with sorrow, but he assures the PCs that she acted as she believed a Pathfinder should and will be remembered as an inspiration for all. Being a Pathfinder, he reminds the initiates, is a dangerous business.

Three days later, the Master who best represents each PC's interests confirms that PCs as a full Pathfinder field agent. As part of the ceremony, that mentor also gifts a personalized *wayfinder* to the PC, reminding him or her that this is not only the symbol of the Pathfinder's trade but also a reminder of the three principle duties: explore, report, and cooperate.

So long as the PCs have completed the primary success condition, each PC receives the Confirmed Field Agent boon on the Chronicle sheet. If a PC has also completed the secondary success condition, he also receives the Explore, Report, Cooperate boon on his Chronicle sheet. Finally, if Janira survived until the end of the scenario, the PCs each receive the Friend of Janira Gavix boon.

Primary Success Condition

The PCs successfully complete their main mission so long as they manage to identify at least one of the carvings in area **B2** and explore the Caves of the Pilgrim thoroughly, including areas **B1**, **B2**, **B3**, either **B4** or **B5**, and **B6**. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

Over the course of the adventure, the PCs have multiple opportunities to explore, report, and cooperate. If a PC successfully accomplishes three of the following five objectives, that PC impresses the Three Masters and fulfills the secondary success condition: heed Janira's order to flee into the caves when the minotaur first attacks, identify at least two of the carvings in area **B2**, explore both areas **B4** and **B5**, prevent the minotaur from killing Janira, or take good notes during the Confirmation. Taking good notes represents the Pathfinder keeping precise records to ensure the accuracy of her report to the Society, but a player need not have written a small novel; the goal is simply to make a sincere effort at recording several discoveries, drawing

pictures of what they found, mapping out several of the encounter areas, or creating some other documentation of the experience. Fulfilling the secondary success condition earns that PC 1 Prestige Point.

APPENDIX: JANIRA GAVIX

The oldest of seven children, Janira Gavix stands a full 2 feet, 10 inches tall. At 24 year old, she is the only one of her siblings to have come of age so far. She grew up in Eastgate, where her father still works as a porter who employs a dog cart to transport purchased goods from ships and shops to the homes of customers. She and her family revere Desna, but Janira respects most other religions and believes that faith is important to everyone.

Within weeks after turning 20 years old, she enlisted with the Pathfinder Society, and although she initially joined to see the world and sample all of the fine food it had to offer, she quickly took to the Scrolls and its focus on learning and preserving knowledge. She now aspires to have her work published in one of the Pathfinder Chronicles, suspecting that would qualify her to train as a Pathfinder Chronicler.

Janira has a life-long love of learning, and she offers sincere praise to those who demonstrate a head for knowledge, facts, and figures. Although she trained most with Kreighton Shaine, she also learned the arts of the whip, blade, and crossbow from Marcos Farabellus and a few spellcasting tricks from Aram Zey, and she looks up to each one as role model. In fact, she fancies herself an educator and loves inspiring others through motivational lectures and speeches, always taking care that her instincts as an older sister don't come across as condescendingly protective. She has been on several missions since her Confirmation, but this is the first time that she's been in charge of leading an expedition.

It is important that the GM not portray Janira as particularly grating or irritating, as she should be a helpful resource in the first part of the adventure and an ally worth rescuing at the very



THE CONFIRMATION

end. Even though the halfling's natural state is one of ambitious excitement, she puts the needs and preferences of her fellow Pathfinders first; if her allies seem put off by her energy, she makes an effort to calm down so as not to annoy others.

JANIRA GAVIX

CR 3

Female halfling bard 4

N Small humanoid (halfling)

Init +6; **Senses** Perception +8

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

hp 25 (4d8+4)

Fort +3, **Ref** +7, **Will** +4; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk whip +4 (1d2-1 nonlethal)

Ranged light crossbow +6 (1d6/19-20)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*gallant inspiration*^{APG}, *glitterdust* (DC 16)

1st (4/day)—*comprehend languages*, *cure light wounds*, *expeditious retreat*, *grease* (DC 15)

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *mage hand*, *read magic*, *unwitting ally*^{APG} (DC 14)

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +1; **CMD** 13

Feats Improved Initiative, Lingering Performance

Skills Appraise +6, Bluff +8, Diplomacy +8, Handle Animal +5, Knowledge (arcana, history) +11, Knowledge (dungeoneering, engineering, geography, local, nature, religion) +8, Linguistics +7, Perception +8, Perform (oratory) +11, Sense

Motive +3, Spellcraft +7, Stealth +9, Use Magic Device +11;

Racial Modifiers +2 Perception

Languages Common, Dwarven, Elven, Giant, Halfling, Orc

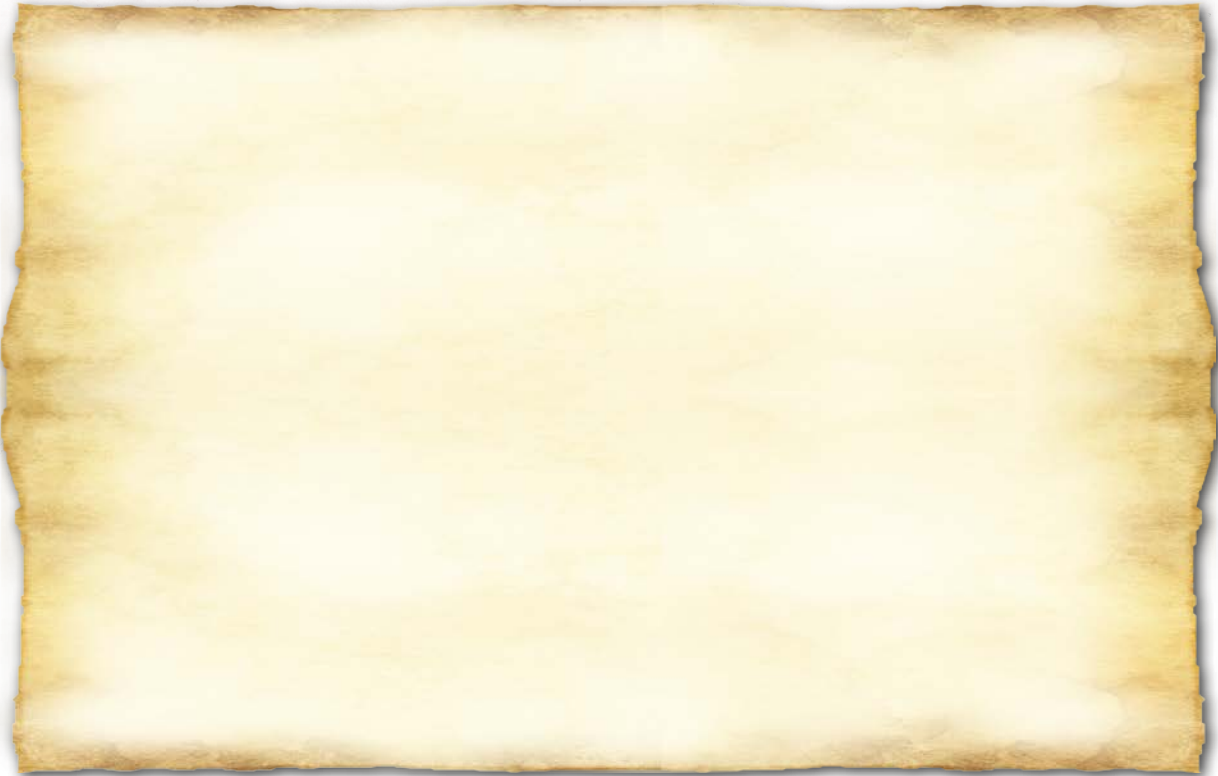
SQ bardic knowledge +2, fleet of foot, versatile performance (oratory)

Combat Gear *potion of barkskin*, *potions of cure light wounds* (2), *potion of feather step*^{APG}, *potion of vanish*^{APG}, *scroll of entangle*, *scroll of gust of wind*, *scroll of identify*, *scroll of mage armor* (CL 6), *scroll of obscuring mist*, *wand of burning hands* (CL 3rd, 4 charges), *wand of cure light wounds* (CL 3rd, 8 charges), acid, alchemist's fire (2), holy water, smokestick, tanglefoot bags (2), thunderstone; **Other Gear** mwk chain shirt, light crossbow with 30 bolts, mwk whip, antitoxin, sunrods (2)

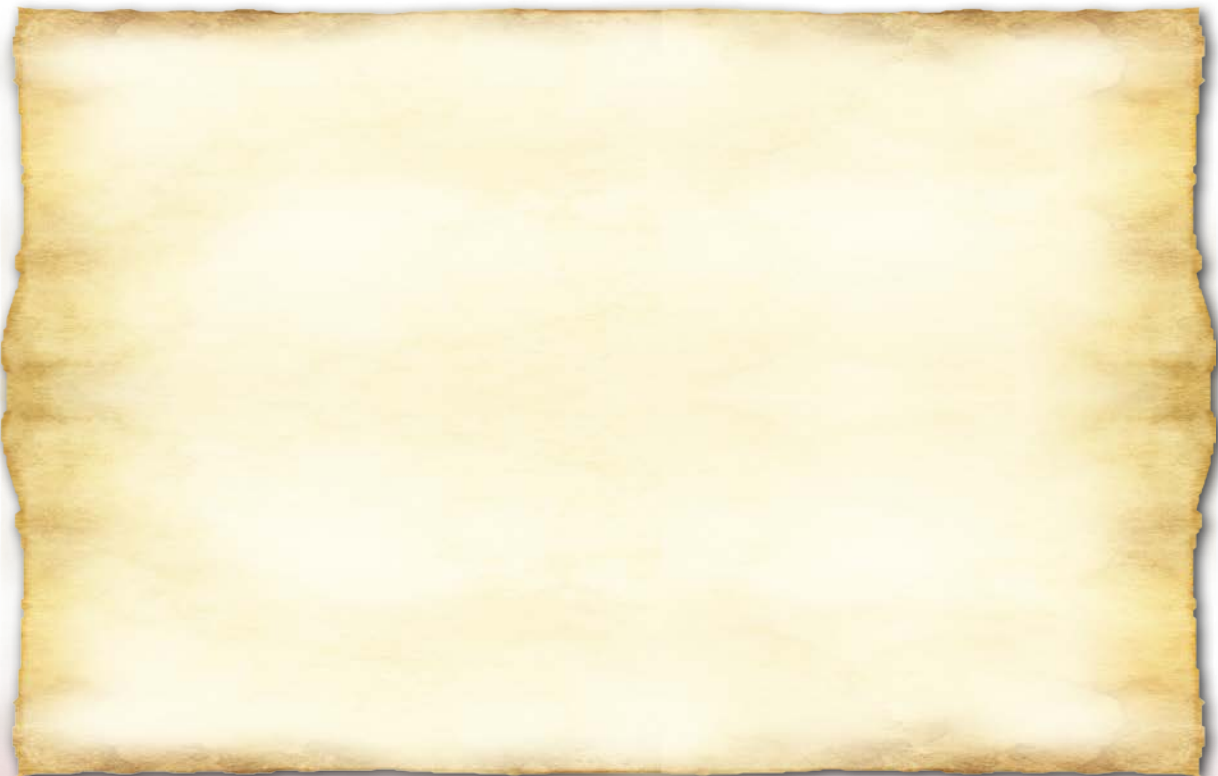
Janira prefers to inspire others' courage by telling historical tales of famous Pathfinder Society agents. Below are several examples that can be used during *The Confirmation* to add additional flavor to any encounter.

- "Let us remember the sacrifice of the fabled Yasmin bint Faroud, favored of the Ten, who gave her life distracting Zythrastianax, draconic scourge of the Society, so dozens of junior agents could survive. Her act of benevolence is the epitome of cooperation within the Society."
- "As Durvin Gest, exemplar of our Society, saw through the treachery of the fabled Lens of Galundari and chose to hurl the terrible lens down into the never-ending Nemesis Well, so you, his noblest heirs, shall stand steadfast against deceit and error, surrendering nothing but your burdens, and falling nowhere but on our foes!"
- "And it was Selmius Foster's race against a marid and efreeti on the isle of Jalmeray, which taught us that nothing is truly impossible and every situation can end in victory."

PLAYER HANDOUT: PATHFINDER'S JOURNAL



PLAYER HANDOUT: PATHFINDER'S JOURNAL



THE CONFIRMATION

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Pathfinder Society Scenario #5-08: The Confirmation

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Andoran Cheliox Grand Lodge Osirion
 Qadira Sczarni Silver Crusade Taldor
 A B C D

Character # _____ _____ Prestige Points _____

Character Name _____

Andoran Cheliox Grand Lodge Osirion
 Qadira Sczarni Silver Crusade Taldor

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W&P 13



Pathfinder Society Scenario #5-08: The Confirmation

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Confirmed Field Agent: Having successfully completed and documented your Confirmation, one of the Three Masters has formally recognized you as a field agent and given you a *wayfinder* engraved with your name and the date of your graduation. If this is the first time you have received this boon for any of your characters, you receive this *wayfinder* for free; otherwise, you may acquire it by spending 1 Prestige Point. Furthermore, if you assign this Chronicle sheet to a character whose starting XP is 0, you reduce the Prestige Point cost of any *wayfinder* enhancement vanities you purchase to modify this *wayfinder* by 1 (minimum 1).

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

Friend of Janira Gavix: The field agent who oversaw your Confirmation is appreciative of your bravery and camaraderie in the face of danger. She helps you perform research, granting you a +1 bonus on Knowledge checks attempted while you are in the Grand Lodge.

All Subtiers

- amulet of natural armor +1* (2,000 gp)
- bracers of armor +1* (1,000 gp)
- cloak of resistance +1* (1,000 gp)
- elixir of swimming* (250 gp)
- pearl of power* (1st-level spell; 1,000 gp)
- potion of barkskin* (300 gp)
- ring of protection +1* (2,000 gp)
- scroll of gust of wind* (150 gp)
- scroll of mage armor* (CL 6th; 150 gp)
- wand of burning hands* (CL 3rd, 4 charges; 180 gp, limit 1)
- wand of cure light wounds* (CL 3rd, 8 charges; 360 gp, limit 1)

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1	215	430
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	2	254	508
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
FAME	Initial Prestige	Initial Fame		<small>GM's Initials</small>
	+	Prestige Gained (GM ONLY)		<small>GM's Initials</small>
	—	Prestige Spent		
	Current Prestige	Final Fame		
	Starting GP	GP Gained (GM ONLY)		<small>GM's Initials</small>
GOLD	+	Day Job (GM ONLY)		<small>GM's Initials</small>
	—	Gold Spent		
	=	Total		

For GM Only

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