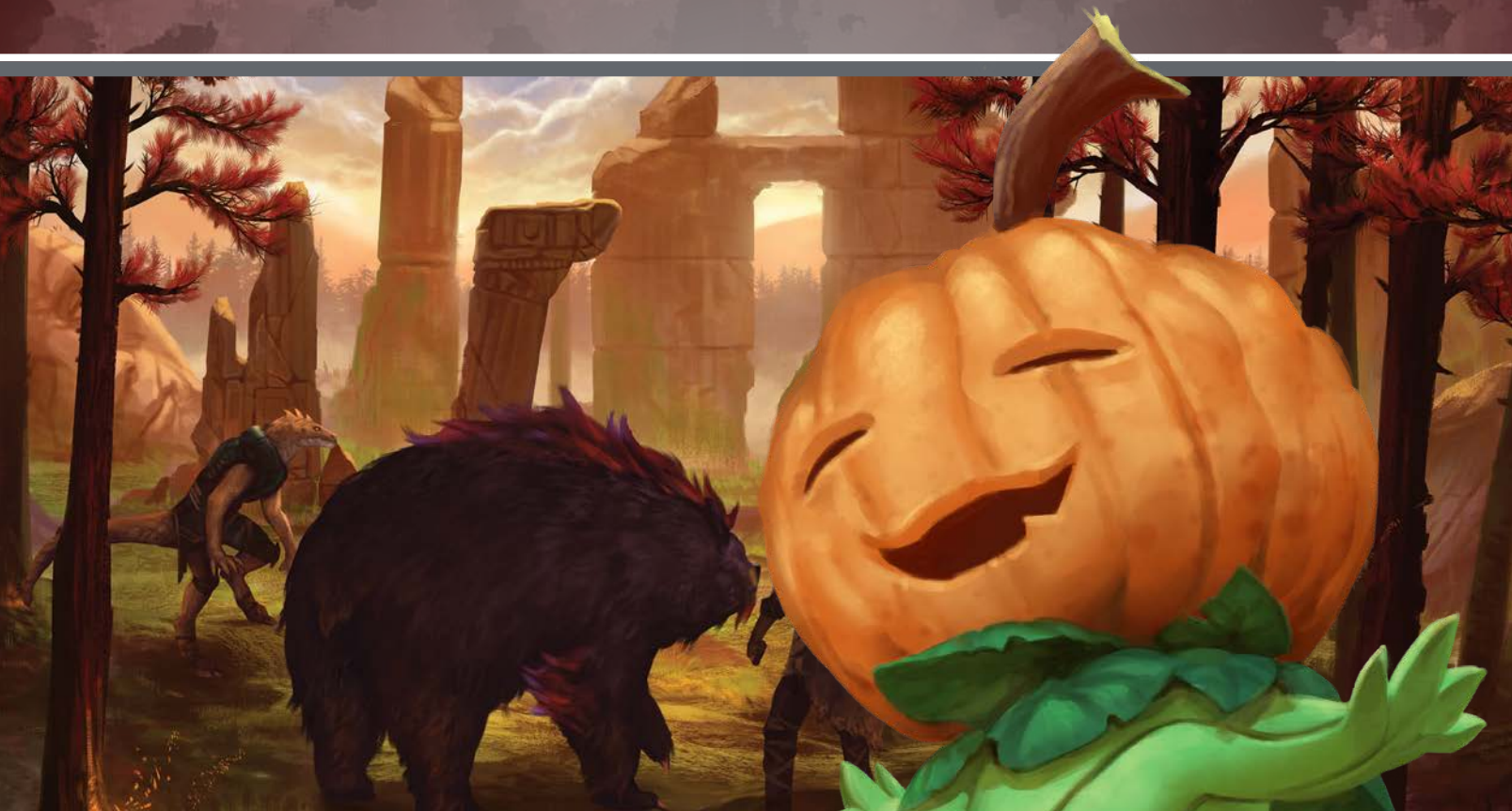


SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-18

Levels 3-6

**THE FANCIFUL
MARCH OF URWAL**

By Hilary Moon Murphy



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary*, and *Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat Classics: Forest*, *Pathfinder Flip-Mat: Forest Fire*, and *Pathfinder Flip-Mat: Mythos Dungeon*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

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



METAPLOT



VERDANT WHEEL

SUMMARY

The leader of the Pathfinder Society's Verdant Wheel faction, Urwal, asks the PCs to join him in the forests of Iobaria. When the PCs arrive at the Society's basecamp, Urwal challenges them to a series of lighthearted tests to prove their skills. After the tests, Urwal explains that he needs their assistance to uncover the meaning behind some strange visions he's received. To follow these signs, Urwal enters a trance and wanders the nearby forest, while the PCs protect him from harm. Along the way, the PCs encounter a group of dangerous forest predators, a rift to a demonic realm, and a puzzle inscribed on the side of a cliff. At the end of their journey, the PCs learn that Urwal's vision came from an ailing dragon, who wishes to impart important information in her final hours. Before she does so, the PCs have a momentous choice to either hear the dragon's last words or to attempt a dangerous ritual to save her.

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ADVENTURE BACKGROUND

The green dragon Jadirahx has continued her family's stewardship of the northern Finadar Forest for centuries. As the sole survivor of a draconic line that has endured for thousands of years, Jadirahx knows much about the region's past, as well as the current threats it faces.

In recent years, a rotting sickness has passed through the northern Finadar. Jadirahx has taken much of the blight into herself, protecting the forest from the worst of the rot—but other threats have begun to infest the forest, as well. Jadirahx has learned of the return of an ancient cyclops spirit that intends to finish the work its kin attempted in ages long past: a ritual intended to summon the Demon Lord Urxehl onto Golarion. While searching for a way to bring this ritual to an end, Jadirahx noticed a group of travelers from distant lands exploring near the ruins of the ancient cyclops city of Min-Khadaim. While she at first suspected these travelers of being agents of Urxehl, her investigations revealed that this was far from the truth—these explorers were members of the Pathfinder Society, and they were actively disrupting the demon worshippers' plans.

Now too afflicted by the rot to leave her lair, Jadirahx has decided to impart her knowledge to the newcomers who've entered her lands. She has begun to send visions to the Pathfinder Society to request an audience.

The first to sense these visions has been Verdant Wheel faction leader Urwal. Though Urwal recognizes the significance of the message, he knows that following it will require him to enter a trance, leaving him at the mercy of the forests' perils. To follow the vision, he needs a group of capable Pathfinders to defend him.

GETTING STARTED

The PCs begin the adventure in a large encampment on the outskirts of the cyclops city of Min-Khadaim. Hundreds of Pathfinders have traveled from all over Golarion to explore the area's surrounding Iobarian wilderness. In between missions exploring the forest and the nearby cyclops ruins, Pathfinders have spent time building structures and performing training exercises.

WHERE ON GOLARION?

This scenario occurs on the western edge of the Finadar Forest in northwestern Iobaria. A gazetteer of Iobaria appears on page 54 of *Pathfinder Adventure Path #33: The Varnhold Vanishing*, part of the Kingmaker Adventure Path.



Begin by providing the players **Handout #1: Urwal's Missive** (page 29); this is a letter from Urwal, the leader of the Pathfinder Society's Verdant Wheel faction.

Read or paraphrase the following once the PCs settle in at the camp.

A sprawling camp of tents and wooden buildings overlooks a forest of red pines. Sounds of hammers and saws echo from afar, as construction crews of Pathfinders and centaurs raise buildings for classrooms and a makeshift infirmary. Veterans bearing coffee and breakfast greet new arrivals, eager to swap stories and add the newcomers to their exhausted work details.

A stocky leshy clad in pinecone armor and a jaunty eyepatch emerges from the crowd. He clutches a clipboard and puffs out his chest. "I am Blackberry, the esteemed commander of the training course. My friend Urwal requested we construct a special obstacle challenge to test the newcomers' mettle, and you will be among the first groups honored to complete it! Get through if you want

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A TALE OF TWO ZODIACS

Astrology in the Age of Lost Omens has always been an uncertain art, but Urwal is an exacting practitioner who has made a daily study of the wisdom of the 13 constellations of the Cosmic Caravan and the movements of the planets. Though Urwal is most familiar with Cosmic Caravan, the constellation patterns used on the continents of Garund and Avistan, this isn't the only momentous arrangement of the stars. On the other side of the world, the astrologers of Tian Xia divide the stars into a different set of 12 constellations. Urwal, trying to make sense of his visions, sees the starry message from Jadirahx to be a mix of the Stargazer and the Stranger's constellations – a message that he must journey on trust alone to find the one who is calling him. Jadirahx has also sent the vision of the Forest Dragon constellation of Tian Xia as a calling card and invitation to visit the dragon of the Finadar forest. Both astrological interpretations, though different, are valid for this adventure.

to find Urwal." Blackberry gestures into the woods, but all that is visible from this point are Iobaria's iconic blood-red bruorsivi pine trees.

As if on cue, a group of bedraggled and dejected-looking Pathfinders, all spattered and dripping a thick purple liquid that looks suspiciously like jam, emerge from the forest from the direction that Blackberry is pointing.

"Ah, perfect! The previous group just finished with the latest obstacle course!" Blackberry looks pleased. "You can proceed forward without any delays! I really hope that you put on a better performance than the last few groups."

If any PCs have the Chronicle Sheet for *Pathfinder Society Scenario #1-15: The Blooming Catastrophe*, they recognize Blackberry as the leshy crafter they freed by pulling an Abyssal shard from his eye. Read or paraphrase the following for those PCs.

A smaller leshy clears her throat, tugging on Blackberry's shoulder. As the other leshy whispers in his ear, Blackberry's good eye blinks. "My friends! The greatest heroes of the Finadar leshys! Forgive me for not recognizing you earlier! My vision is not what it once was... and thank goodness! Word from the wise: if you can avoid it, don't let a piece of the Abyss lodge itself in your face."

Blackberry answers the PCs' questions. Likely inquiries and his responses are below.

What is this obstacle course for? "Oh, it's simply the best obstacle course we have ever made! It's designed to measure how well you can protect your fellow Pathfinders and work as a team!"

We're supposed to meet Urwal. Where do we find him? "In this forest?" Blackberry looks around at the dense pines. "I suspect he'll spot you long before you spot him."

What is Urwal talking about in this letter? "Astrology! He's a master of reading signs in the stars. If you want to know more than that, you'll have to find him." The PCs don't need to show Blackberry the letter for him to be familiar with its contents; Urwal told Blackberry about the mission when he asked the leshy to make the obstacle course—Blackberry tells the PCs as much if they ask.

OCCULTISM, ASTROLOGY OR FORTUNE-TELLING LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Occultism or appropriate Lore check to Recall Knowledge can interpret Urwal's cryptic comments. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success Aucturn shares its nickname, the Stranger, with one of the constellations of the Cosmic Caravan. It held special significance in Old Koloran, the pre-human empire of the cyclopes, and is associated with foreboding news. The city of Min-Khadaim, and by extension the Pathfinder Society's Iobarian basecamp, are part of the lands that the empire once held.

Success The Wanderer is the planet of Triaxus, a planet with an irregular orbit that takes 317 years to complete. The Wagon is one of the constellations of the Cosmic Caravan and is said to carry the other stars across the sky. The conjunction of the two is a rare event, and an excellent omen for a journey of discovery. The planet Aucturn is associated with foul magic and illusion.

Critical Failure The Wanderer is Triaxus, a wintry world that has little impact on divining the stars. Rarely, it indicates that an unseasonable cold is coming when aligned with the Wagon, one of the constellations of the Cosmic Caravan. Aucturn is another cold world, far from the sun and linked to foul magic.

NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Nature check to Recall Knowledge might know more about Iobaria and the Finadar Forest. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

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PCs with a Chronicle Sheet for *Pathfinder Society Scenario #1-15: The Blooming Catastrophe* automatically succeed and know the first paragraph of information from the critical success entry, as they were responsible for removing the Abyssal corruption.

Critical Success Cyclops relics corrupted the land here, causing horrific scars and lingering Abyssal pollution that infected many of the nature spirits that called the Finadar Forest home, including those that inhabited leshys. A group of Pathfinder agents cleansed the spirits of this Abyssal corruption.

Abyssal corruption isn't the only threat to the forest; a rotting sickness has blighted the region for several years. Local druids attempting to heal the sickness have noticed the blight's reach is lightest within the depths of the Finadar Forest.

Success Iobaria is home to a rare species of highly flammable conifer pine known as bruorsivi, also known as blood pine. The forest had always been prone to brief, intense fires that burned out naturally or were contained by elf druids and centaur sages. Recently, a massive fire swept through the Finadar Forest when a group of goblins living in the skeletal remains of an old draconic graveyard triggered an incomplete cyclopean ritual. Those who have seen the graveyard have marveled at how many generations of dragons must have lain buried there.

Critical Failure This region has long been infused by the Plane of Fire, and many of Iobaria's native species, especially its blood-red pines, were originally natives of the Plane of Fire. Brief, intense fires are necessary for maintaining the forest's ecosystem.

HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have 1 Hero Point available.

JAM SESSION

Blackberry leads the PCs for a small hike through the forest. Read or paraphrase the following.

A pair of centaur construction workers sit on the sidelines of a clearing, drinking refreshments. "Another group! I am Tombu," a loud centaur proclaims. "Remember, we drink every time they get one to the face!"

Meanwhile, leshys in purple bandanas grab pies from a nearby table and walk to clearly marked obstacle checkpoints. Blackberry points to

a plump, pumpkin-headed leshy who is tying an orange bandana around his eyes. "Your job, Pathfinders, is to escort Jackpot here through the obstacle course and help him keep heading in the general direction he chooses, without letting him take harm. You may steer him around hazards, but you must let him keep moving. Every time you fail, you get—"

"Pie to the face!" the centaurs shout.

As Blackberry finishes his instructions, the exuberant Jackpot takes off running blindly forward. Jackpot is a leshy bard-in-training who loves overacting his difficulties and narrating the problems he endures during various hazards, complete with sound effects.

The blindfold slows Jackpot down slightly, so PCs can easily catch up with him. Each PC can attempt one DC 16 check to overcome each obstacle (DC 18 for Levels 5–6), with the following results. If any PC has a Chronicle Sheet from *Pathfinder Society Scenario #1-15: The Blooming Catastrophe*, lower the DC by 1; in this case, Blackberry gives PCs who are about to narrowly fail tips for improving their performance.

Critical Success The PC earns 2 Obstacle Points.

Success The PC earns 1 Obstacle Point.

Failure The PC earns no Obstacle Points.

Critical Failure The PC loses 1 Obstacle Point.

To successfully bypass an obstacle, the PCs must earn at least half as many Obstacle Points against it as there are PCs in a group (for example, a group of four PCs must earn 2 or more Obstacle Points per obstacle). For each obstacle that the PCs fail to overcome, a centaur throws a pie at a random PCs' face. Any PC who critically fails a check also earns a pie to the face.

First Aid: This event is triggered the first time that Jackpot is "injured" in the obstacle course, or if the PCs reach the end of the course without incident. Jackpot falls over and pulls a jar of blackberry jam out of his head, dousing himself with it liberally. "Look at all this blood! I need first aid!" The PCs can 'cure' Jackpot with a successful DC 15 Medicine check to Treat Wounds, or with any expenditure of a healing spell or consumables.



JACKPOT

OBSTACLE #1: THE PIT

The first obstacle in the course is a 20-foot-square pit with small wooden walls that prevent

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creatures from moving around it. Jackpot runs towards the pit and falls in if none of the PCs stop him. Pillows line the bottom of the pit to prevent participants from being hurt, though a fall on Jackpot's end is still a failure for the PCs.

To succeed at this obstacle, the PCs need to come up with a plan to get Jackpot to the other side of the pit. As examples, they can help him climb in and out with a successful Athletics check, swing him across with a successful Acrobatics check, or improvise a bridge with a successful Crafting check (there are plenty of loose branches nearby for the PCs to use as materials).

OBSTACLE #2: THE SHRUBBERY

The next section of the obstacle course is filled with shrubs coated with wet jam. The PCs must get Jackpot through the area without getting jam on Jackpot. The PCs can try to navigate Jackpot with a successful Acrobatics, Nature or Survival check, or they can actively cut or remove shrubs to make a path (the shrubs have AC 12, Hardness 2, and 15 HP). If the PCs fail to protect Jackpot, then the obstacle is a failure.

OBSTACLE #3: THE RIVER

The final obstacle is a river, 20 feet wide and six feet deep, that flows through the end of the obstacle course. The PCs can swim Jackpot across with a successful Athletics check to Swim, create a floatation device with a successful Crafting or Survival check, or walk with him on their shoulders while holding their breath with a successful DC 16 Fortitude save. This obstacle is a failure if Jackpot falls into the water at any point and isn't protected by a PC.

COMPLETION

If the PCs make it through the obstacle course without having any pies thrown at them, the leshys cheer. If the PCs take one pie to the face, Blackberry pats the PCs on the back and says, "Everyone fails sometimes." If the PCs got hit by two or more pies, the leshys shake their heads and say, "You all have work to do on your teamwork skills!" The centaurs, led by Tombu, grumble if no one gets a pie to the face.

Rewards: If the PCs succeeded at two or more of the obstacles, the leshys offer each PC a jar of sticky

blackberry jam that is also a *gecko potion* (*Pathfinder Advanced Player's Guide* 258).

Development: As the PCs enjoy their victory, they hear rustling from the edge of the forest line. Read or paraphrase the following.



URWAL

"One can read the stars, but not the future." A voice from overhead proclaims. Two centaurs flinch as a copper-scaled iruxi drops from the tree behind them. "I am Urwal of the Verdant Wheel," the iruxi proclaims. "Like the Wanderer, we must make haste." With a brief nod, Urwal slings a pack over his shoulder and heads into the woods.

The PCs should follow the faction leader. If they stand around, the leshys and centaurs chide them to follow after Urwal.

INTO THE WOODS

"Destinations. We speak of them as if we always know the places we must go. But if you do not know where you must go, can you find your way back? More importantly, can you feed yourself along the way? Let us see if you can. While we have some provisions, see if you can fetch some food for our journey from the surrounding terrain."

At Urwal's request, the PCs can prove their skills. Each PC can attempt a DC 10 Survival check to Subsist; because they have been exploring for 8 hours or less, the PCs take a -5 penalty on this check. If the PCs find enough food to feed at least half the group, Urwal is satisfied; while he has packed provisions, he wants to be sure the PCs have the skills to fend for themselves if something goes wrong during the mission. If they don't find enough food, Urwal takes them on a detour where he shows proper foraging techniques to the PCs. This delays the PCs, affecting the web lurker encounter in area A.

The journey into the Finadar Forest continues on for several hours, during which Urwal provides little additional context for the trip beyond staring up into the open sky. Along the way, the forest thickens, and Urwal requests that the PCs find him a clearer path through the forest that can still take them in the same direction. One PC can attempt a DC 15 Survival check to Sense Direction; if the PCs suggest splitting up so that more of them can attempt to find a path, Urwal cautions them on

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the dangers of splitting up the group and instructs them to stay together.

Eventually, Urwal pauses during his wandering. The faction leader looks ahead with an unfocused gaze and pulls out his *wayfinder*.

Read or paraphrase the following.

Urwal's tail twitches as he glances up at a patch of sky, barely visible through the trees. "You may wonder why I tested you your skills at a seemingly trivial obstacle course and at wilderness survival. This is not just a random lesson. A powerful force calls in my dreams, and the stars tell me that we must heed it. I cannot sense them while awake, so I must enter a trance. Like Jackpot, I embark on a vulnerable, sightless journey, and need your protection."

Having explained, albeit vaguely, what is to come, Urwal gladly answers the PCs questions. Likely inquiries and his responses are listed as follows.

How long will you be in this trance? "The stars have not told me, but I suspect it could last several days. That's why I wanted to make sure you were prepared."

Will we be able to sleep along the way? "Bodies need rest; take what you need." Then Urwal frowns. "Though I do not know how restful I will be."

What is this powerful force? Can you tell us about your dreams? "I don't know who or what calls. I can only feel the urgency. They sent me a vision of two partial constellations, the Stargazer and the Stranger. The Stargazer studies the heavens so intently that he cannot see his surroundings." Urwal pauses and shrugs. "Some signs need little interpretation."

Rewards: Before entering his trance, Urwal provides the PCs with some other supplies to help them, including a *greater rope of climbing* (*Advanced Player's Guide* 263), a climbing kit, four pup tents, and tackle.

Development: Once Urwal finishes handing off his supplies, he gives the PCs a nod. Urwal closes his eyes, takes a few deep breaths and enters his trance.

In his trance state, Urwal is unaware and unrousable. If the PCs try to feed him or offer him liquids, Urwal swallows automatically, but he eats minimally. The PCs can guide him around obstacles, but he keeps walking towards his unknowable destination, no matter what hazards lay in the way.

Along the journey, the PCs discover that standing in front of Urwal and grasping his shoulders stops him from moving for 1 round; doing so requires one PC to spend one action, but doesn't require a check. Urwal's speed in trance state is 15 feet. His face and body are relaxed, and his movement is both heavier and more grounded as he takes off towards Jadirahx's cave.

A. SPIDER TO THE FLY MODERATE

A few hours following his entrance into the trance, Urwal leads the PCs deeper into the forest of ruddy pines. In this part of the woods, the shadows deepen and the sky peeks through only on the deer path that the party treads. The constant chitter of birds and squirrels falls away, and the only sound is the crunch of pine needles under the party's feet. If the PCs had to detour for Urwal to teach them foraging techniques, then night has fallen, and the entire forest is in dim light. Otherwise, it is late afternoon and sunlight still illuminates the path. PCs who are Searching can attempt a DC 18 Perception check (DC 20 for Levels 5–6) to notice the faint tracery of spider webs in the trees in this area. Use the map on page 8 for this encounter.

Hazards: Unless the PCs take precautions or scout ahead, the oblivious Urwal leads the PCs straight into a cluster of web lurker traps. These nooses made of web dangle down from atop the trees, almost invisible at certain angles.

Creatures: If the PCs trigger the first trap, then a group of aberrant creatures known as web lurkers emerge to ambush them. While the battle with the web lurkers goes on, Urwal moves forward, heedless of danger unless one of the PCs uses one of their actions each turn to hold on to him. Urwal acts last in each round, spending 2 actions to move (for a total movement of 30 feet) unless the PCs impede him. The web lurkers and any present spider allies fight until reduced to 10 or fewer Hit Points, at which point they flee. The web lurkers focus their attacks on the PCs; they quickly notice that Urwal is not a threat.

LEVELS 3–4

WEB LURKERS (2)	CREATURE 3
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WEB LURKER NOOSES (3)	HAZARD 2
Page 17	

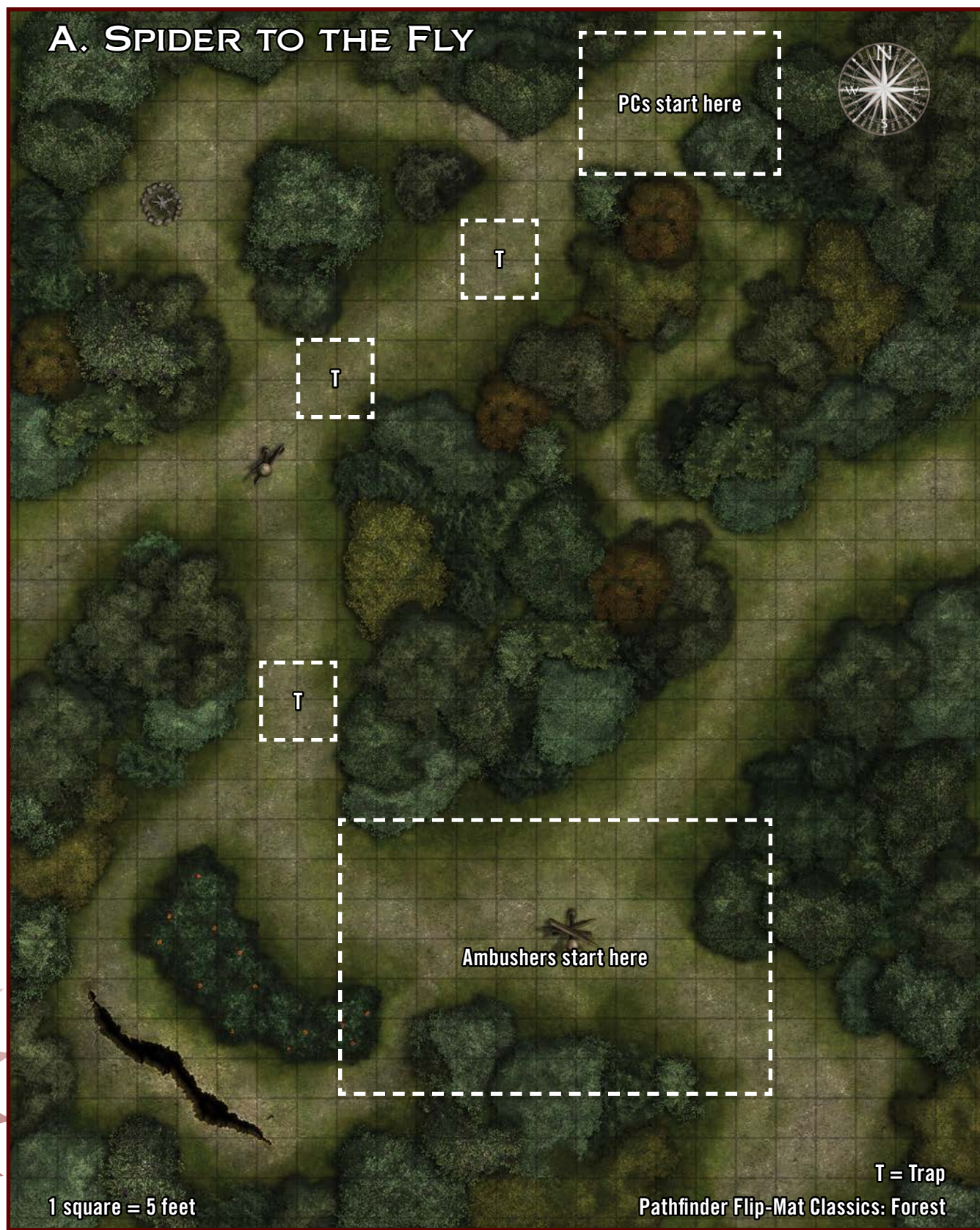
LEVELS 5–6

WEB LURKERS (2)	CREATURE 3
Page 22	

OGRE SPIDER	CREATURE 5
Page 22	

STICKY WEB LURKER NOOSES (3)	HAZARD 3
Page 23	

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FOLLOW THE DREAMER

The hike continues for four days, with Urwal leading the party past a draconic graveyard, over streams, around waterfalls and up into a mountainous section of Finadar Forest. Anyone foraging finds game and edible plants in abundance. The party occasionally catches signs of far-off wolves, bears and the occasional lone centaur shaman who waves from the distance but never seeks to directly engage with the PCs or the wandering Urwal.

Urwal seems peaceful so long as he moves, but struggles if the party stops his movement for more than a few minutes. Occasionally, he falls over with exhaustion and sleeps for a few hours, but always tosses and turns. Unless secured, Urwal rises in the middle of the night and starts walking. If tied to a PC or another light object, Urwal drags these slowly behind him. If tied to a tree or a large boulder, Urwal at first lays out pebbles or leaves in the pattern that haunts his visions. A PC can recognize the pattern as the Forest Dragon constellation with a successful DC 20 Occultism, Survival, or relevant Lore check; characters from the Tian Xia region have a +2 circumstance on this check. Once Urwal finishes laying out the constellation, he struggles against his bonds all night and has rope burns in the morning.

B. LEAVES OF FLAME MODERATE

On the fourth day, dark clouds and a pungent tang in the air signal a looming storm. Heavy rains fall in earnest, soaking the PCs. Lightning strikes parts of the forest and sets the blood-red pines ablaze. Before the PCs can successfully run for cover, a smoky fog pours over them. The demon lord Urxehl has a tenuous influence in the region; though the Pathfinder Society has frustrated his followers' attempts on several occasions, the cumulative effects of several incomplete rituals have provided him with a fragile foothold. Use the map on page 10 for this encounter.

As the smoke clears, the PCs see a manifestation of Urxehl's demonic realm of Verakivhan: a burning forest lashed by terrible storms. Shortly after entering this new landscape, the PCs notice that Urwal is nowhere in sight, and any ropes they might have lashed to him now hang loose and empty.

Just as the PCs process Urwal's disappearance, a centaur from the prior tests,

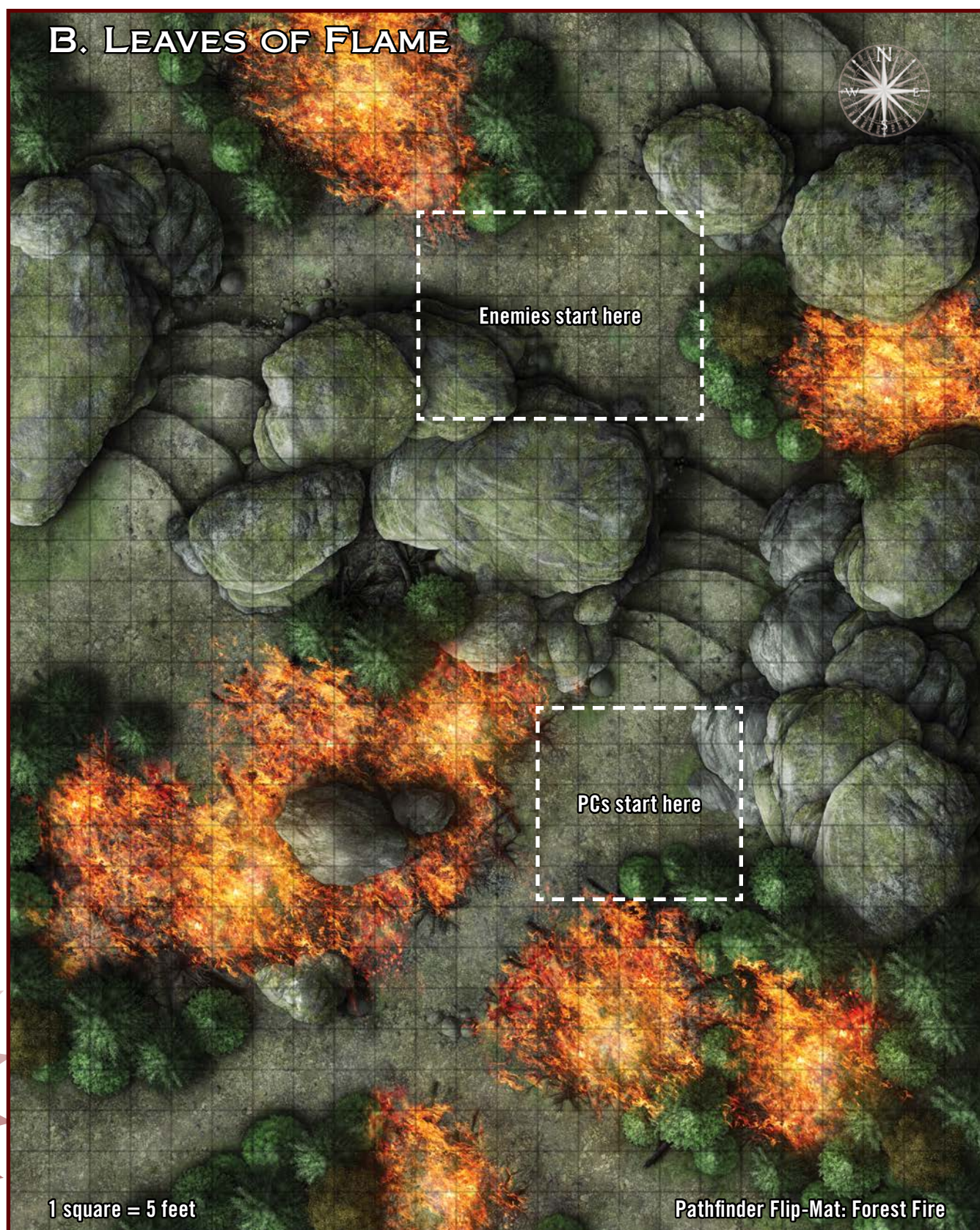
Tombu, arrives. He comes in from the north, while the PCs arrive from the southwest.

"Urwal is not here. He's so far off in his own world I could not transition him." The centaur grins wildly, backlit by another flash of distant lightning. "The demon lord Urxehl bids you welcome to this small portion of great Urxehl's majestically burning Abyssal realm. You are nothing but twigs of tinder in the face of my lord's great power! So long as these fires burn, you will never see home again!"



VERMLEK CENTAUR

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Hazards: The Flames of Verakivhan are a complex magical trap that the PCs must overcome before they can return to their own world and find Urwal. Despite the superimposed demonic realm, the PCs can still smell the blood pines of the Finadar forest beneath the raging flames. The flames don't spread, though they do harm nearby creatures, as listed in the hazard's statistics.

Creatures: Several of the centaur construction workers at the camp wandered off for a drink after the tests and were consumed by vermlek demons who now hide in their bodies. These demons managed to wrest control of the dead centaurs thanks to their link to the Verakivhan, as most vermleks are restricted to Medium humanoid targets. These demons serve as spies for the worshippers of the demon lord Urxehl. The one possessing Tombu confronts the PCs here, while the others lurk elsewhere in the Finadar Forest.

LEVELS 3-4

VERMLEK CENTAUR CREATURE 4

Page 19, art on page 27

FLAMES OF VERAKIVHAN HAZARD 1

Page 19

LEVELS 5-6

VERMLEK CENTAUR CREATURE 6

Page 24, art on page 27

FLAMES OF VERAKIVHAN HAZARD 3

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Reward: Once the PCs return to the Material Plane, they notice a smoldering *demon mask* on the forest floor near the tear in realities they passed through.

Development: After the PCs disable the flames and defeat their demonic foe, the forest reverts to its true self. Mist pours in and a gentle rain falls, leaving a smoldering yet natural stretch of Finadar Forest with no enemies in sight. The PCs find Urwal nearby, caught in a thicket.

ASCENT TO ENLIGHTENMENT

The next morning, Urwal leads the PCs to a cliff with sculptured reliefs depicting images of Jadirahx's long lineage and the dragons who preceded her. Read or paraphrase the following.

A cliff wall soars upward some sixty feet, featuring sculpted, rotating cylindrical sections of stone that display carved images of constellation scenes of dragons. Along the edges of the cliff-face artwork, carved dragon heads loom, all in poses of gnashing teeth. Near the cliff's top, some forty feet above, lies the entrance to what appears to be an enormous cave, its arched mouth similarly etched in decorative stone, though sealed behind a portcullis shaped like stony teeth.

Urwal, still in his trance, begins to climb. Urwal has a climb speed, so he is in no danger of falling. Without help from the PCs, however, he becomes stuck at the point where the cliff rotates. The lair entrance is 40 feet above



JADIRAHX

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the ground, and the cliff requires DC 20 Athletics checks to Climb. Fortunately, the PCs don't all need to climb the cliff face, as they have a *greater rope of climbing*. Finding a suitable anchor point for the rope from ground level requires a DC 20 Perception check (DC 22 in Levels 5–6); each PC can attempt this check once. If all of the PCs fail this check, then they need to ascend farther to find an anchor point; a PC who ascends 20 feet up the wall has no trouble finding a place to secure the rope.

Charting the Stars: From 20 to 35 feet up the rockface is a section of wall adorned with rotating stone cylinders, each of which is decorated with constellations. Each cylinder turns to reveal different images: blank faces, single stars, or clusters of stars in patterns. The PCs have a few options for getting Urwal past this point. If they place the *rope of climbing* in Urwal's hands, he grabs the rope and safely ascends past them. Alternatively, the PCs can stop the rotation of the cylinders. A PC who attempts to stop the cylinders while holding onto the wall alone must succeed at a DC 20 Athletics check to avoid falling 20 feet to the ground; PCs who are holding onto the *rope of climbing* or who have a climb speed aren't at risk of falling when stopping the cylinders. A PC who studies the star patterns with a successful DC 18 Occultism check, Survival check, or relevant Lore check recognizes that these scenes depict various constellations and discovers the various constellations match the Cosmic Caravan zodiac. PCs learning this information should also remember Urwal's commentary on the Stargazer and Stranger constellations from his visions. If the PCs have the Stargazer and Stranger constellations overlap (a task which requires stopping the rotation of a cylinder three times), they create the "The Forest Dragon", a constellation from Tian Xia.

Development: If the PCs overlay the rotating stone cylinders, the creation of the Forest Dragon constellation causes the portcullis near the top of the cliff to open. If the PCs fail to accomplish this, Urwal stops at the entrance and collapses after about 20 minutes of trying to walk through the sealed doorway. When the faction leader awakens, he is out of his trance and quickly figures out the constellation riddle on his own.

THE DRAGON'S LAIR

The cavern near the top of the cliff spirals down underground, leading to Jadirahx's lair. Urwal staggers out of his trance as he and the PCs head into the cavern. He indicates that they've arrived at their destination and that he's completely exhausted from the trance. He still accompanies the PCs inside but still takes a secondary role. He lets the PCs take the lead, and any perceptive PCs should quickly recognize that Urwal wants the PCs

to be the ones to take credit for the accomplishments on this mission.

A subterranean pool lies inside, with a simple wooden boat that the PCs can use to go further into the lair.

Read or paraphrase the following.

Urwal paddles the boat towards a structure at the far end of the pool. An immense draconic form in dark green scales hunches in an immense stone entry chamber that opens up onto a rocky shore. Fungal blooms dot the massive form, while tears on the scales weep with a sickly violet liquid.

"You were almost too late." The wounded dragon wheezes, barely able to raise her head. She sits on her legs, attempting to display some sense of majesty, despite her vicious wounds. "I am Jadirahx, last of the guardians of the Finadar Forest, and I will not live much longer. I have required your presence so that I may impart my last wisdom onto you, and to ask a favor. I need protection for my forest after I pass."

Following introductions, the PCs can converse with Jadirahx. The dragon answers the PCs questions, including likely inquiries and her responses below.

What happened to you? "For generations, my family has guarded this forest, but a rotting sickness has caught hold in recent centuries. To protect the Finadar, I took most of the blight into myself. It has prevented me from combating the other evils that now assail my realm."

Are you evil? "You may call me so for how vigorously I've defended this forest from outsiders," Jadirahx admits. "However, your kind has been as much a plague on this land as the rot that now twists in my veins. I seek only to protect this forest, and I think you and your Society do too."

What do you want from us? "The Finadar needs help." The dragon coughs. "I will not leave my forest unguarded. I have watched you explore Min-Khadaim, and seen you disrupt the demon worshippers there. Will your Society care for the Finadar when I am gone?"

What information do you have? "I hold precious information about the recent events happening in the Finadar Forest, as well as the cyclops city of Min-Khadaim. Imparting this information will be my last act, taking all the strength I have."

A RISKY PROPOSITION

Once the PCs finish asking their questions, or try to demand the information out of Jadirahx, Urwal turns to confer with them. Read or paraphrase the following.

Urwal clears his throat before speaking softly. "I know of a ritual, one I learned in the Sodden Lands, that might manifest the corruption out of Jadirahx, but it brings great personal

THE FANCIFUL MARCH OF URWAL

risk. If I perform it, you will need to slay the manifested corruptions that emerge... or be slain by them. This will be in no way an easy battle, and you could easily lose your lives. In fact, I would be unable to assist you during such a struggle. I offer you a choice: do you choose to hear Jadirahx's last words? Or do you want to take a deadly risk to save her?"

After the PCs learn of the ritual, they might ask Jadirahx what happens if they cleanse her corruption. The dragon agrees to let the Society continue their efforts in the forest and vows to share her wisdom, even if the PCs fail in their efforts to save her.

Urwal leaves the choice of risking the ritual up to the PCs, admitting that the merits of saving a potentially evil dragon—forest guardian or not—are debatable. If the PCs elect not to do the ritual, skip directly to the adventure's conclusion; otherwise, continue to the following encounter.

C. THE RITUAL SEVERE

If the PCs decide to proceed with the ritual, Urwal asks the PCs to avoid joining the ritual as secondary casters, as doing so would divert their attention from defeating the manifestations of corruption. He also informs them that in the forest's current condition, the ritual is likely to produce an excess of vital essence tied to the element of fire, which the PCs can tap into to help combat the corruption that emerges.

After explaining the situation, Urwal commences his ritual by stepping up the stairs to the northwest of the dragon, he has the PCs wait in the stone floor between the two staircases as he moves into the far northwestern chamber and begins his ritual in front of a jade statue of Jadirahx's sire. Much like the path he wandered to reach the lair, Urwal enters a trance—luckily one in which he does not wander. He remains in the trance for the duration on the ritual, which requires 1 hour to complete. Use the map on page 14 for this encounter.

Redirect Ritual Energy: On any given turn, up to two PCs can elect to use two of their actions to redirect some of the energy from the ritual, requiring a successful DC 18 Nature or Religion check (DC 20 in Levels 5–6). On a success, a PC can direct the ritual to deal 2d4+4 fire damage to one of the manifested creatures (3d6+6 damage in Levels 5–6). If they critically fail the check, the PC takes half

the damage that the creature would have suffered. A PC who critically succeeds at the check hits all manifested creatures in the combat with the redirected energy.

Creatures: As Urwal begins his ritual, strands of energy emerge from Jadirahx, which eventually manifest as physical embodiments of her illness. The ritual begins with one dragon forest rot and one ooze, expelling them near to where the PCs have been set to guard both Urwal and the wounded dragon.

As the ritual proceeds, other creatures emerge from the dragon in subsequent rounds. Some of these creatures are oozes, composed of blood or fungal slime. The manifested dragon forest rot creatures appear as a pulsating mulch pile shaped like a dragon, filled with rotted forest matter and intermixed with draconic organs. Eyeballs, rotting dragon wings, and still-pumping organs are visible within the piles of rotted plant matter, as are dead branches shaped like dragon claws. These creatures attack the Pathfinders immediately and fight until destroyed.

Although the oozes and dragon forest rots target the PCs, none are smart enough to seek positions that exclude their allies from their area effect abilities. The blood oozes don't use their Siphon Vitality ability unless they are reduced to half their maximum Hit Points or fewer.



DRAGON FOREST ROT

THE FANCIFUL MARCH OF URWAL

C. THE RITUAL



THE FANCIFUL MARCH OF URWAL

LEVELS 3–4

SLIME MOLD

CREATURE 2

Page 21

DRAGON FOREST ROT

CREATURE 4

Page 21, art on page 27

LEVELS 5–6

BLOOD OOZE

CREATURE 4

Page 26

INSIDIOUS DRAGON FOREST ROT

CREATURE 6

Page 26, art on page 27

Development: Urwal can only complete his ritual when the PCs defeat all the creatures manifested out of Jadirahx. Should the PCs succeed in the combat, the dragon slumps down into a more restful state, and while the wounds on her hide remain open, they stop oozing purple fluids. Over the course of the next hour, the fungal blooms along Jadirahx also dissipate. It takes a few minutes before the dragon is ready to converse, but after the PCs save her, Jadirahx honors her word and provides the information detailed in the conclusion.

CONCLUSION

Whether moments before her death or while she recovers from Urwal's ritual, Jadirahx provides the PCs with important information. Read or paraphrase the following.

The immense green dragon Jadirahx attempts to stand tall as she begins. "In the ancient days of the cyclopes, many of their kind fell into the worship of demons. These worshippers served the demon lord Urxehl, the master of storms and father of trolls. They attempted to summon Urxehl onto Golarion, but the coming of Earthfall stopped their efforts."

The dragon wheezes for a few moments before continuing. "My ancestors guarded the Finadar Forest for ages, though the corruption that overcame me diverted my attention from the legacy of those demon worshippers. Your society's stumbling into Min-Khadaim unleashed an ancient spirit—one instrumental in the rituals to summon forth Urxehl.

"This spirit now roams the world freely, possessing the body of one of your own. I have monitored this through one of my many relics, scrying the spirit's actions as best I can. Though it hides the full extent of its schemes from me, I have caught glimpses of the body the spirit possesses. The body is known to you as Drandle Dreng."

Urwal is immediately startled by the revelation. He swears the PCs to secrecy on this information as he plans to contact his superiors about these events. If the PCs don't realize who Drandle Dreng is, Urwal informs them that Dreng is a well-known venture-captain within the Pathfinder Society, and that this information also outs him as being one of the members of the Society's leadership, the masked Decemvirate. Such startling news could send panic throughout the Society, so Urwal wants the PCs to keep this information contained for now.

Once Urwal and the PCs have had a chance to react to this revelation, Jadirahx continues.

I understand that Dreng is of some importance to you. Though his form seems to be entirely combined with that of the corrupting spirit, his will yet remains underneath. He cannot save himself, but take heart—he is not beyond rescue. To purge the demonic force, you must call upon the aid of a spiritbinder of considerable skill. I have seen the children of the godcallers of old walking these forests. Perhaps they can show you the way."

A PC who succeeds at a DC 15 Society check or who has played *Pathfinder Society Scenario #2-15: A Dirge for Sarkoris* knows that "the children of the godcallers of old" refers to the Farheaven Clan, a clan from the land of Sarkoris that was displaced to Iobaria and with whom the Pathfinder Society has aided and collaborated on several occasions. Urwal provides this information if the PCs express uncertainty about whom the dragon is referencing.

If the PCs saved Jadirahx, then the dragon is true to her word and still imparts the information. She then requests the PCs and Urwal return to their base camp and move to stop the spirit. She promises to relay what information she can, though she doesn't expect to take part in the coming battles as she needs time to recover from the years of torment her body has endured.

If Jadirahx dies to the rotting, then the dragon slumps over after imparting her wisdom and speaks no more. Urwal prevents the PCs from looting the dragon's hoard located in adjacent chambers, insisting the Society send a full team in later. As the PCs exit and return to camp, they notice a malaise overtaking the trees of the Finadar; Urwal relates that, without Jadirahx to contain it, the corruption that infested her has now begun to spread throughout the forest's ecosystem.

Regardless of Jadirahx's final fate, the PCs and Urwal return to the Pathfinder base camp. Urwal immediately confers with his fellow leaders and promises to contact the PCs soon, with a new mission to begin hunting down the possessed Drandle Dreng!

THE FANCIFUL MARCH OF URWAL

REPORTING NOTES

If the PCs complete Urwal's ritual to cleanse Jadirahx and the dragon survives, check box **A**. Otherwise, check box **B**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they successfully escort Urwal to Jadirahx and hear the dragon's message. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they do an exceptional job escorting Urwal. To do so, they must fulfill two of the following objectives: avoid getting more than 1 pie to the face in the obstacle course, help Urwal evade the web lurker traps in area **A**, disable the hazard in area **B**, successfully complete the puzzle on the cliff face, or successfully assist Urwal in the ritual to restore the dragon Jadirahx in area **C**. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

Verdant Wheel: If the PCs successfully help complete the ritual and restore Jadirahx as guardian of Finadar Forest, they earn 2 Reputation with the Verdant Wheel faction.

THE FANCIFUL MARCH OF URWAL

APPENDIX 1: LEVEL 3-4 ENCOUNTERS

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

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

ENCOUNTER A (LEVELS 3-4)

WEB LURKERS (2)

CREATURE 3

NE MEDIUM ABERRATION

Perception +10; darkvision, tremorsense (imprecise) 30 feet (creatures touching its web)

Languages Aklo; spider speak

Skills Acrobatics +9, Athletics +9, Crafting +8 (+12 to craft traps and snares), Stealth +11

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

Spider Speak The web lurker can speak with spiders, with the same effects and limitations as *speak with animals*.

AC 19; **Fort** +10, **Ref** +11, **Will** +8

HP 45

Spring upon Prey ➤ **Trigger** A creature touches the web lurker’s web while the web lurker is on it; **Requirements** Initiative has not been rolled; **Effect** The web lurker automatically notices the creature and Strides or Climbs before rolling initiative.

Speed 25 feet, climb 25 feet

Melee ➤ fangs +11 (poison), **Damage** 1d8+6 piercing plus web lurker venom

Melee ➤ claw +11 (agile), **Damage** 1d8+6 slashing

Melee ➤ web +11, **Effect** web trap

Web Lurker Venom (poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 10 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and slowed 1 (1 round)

Web Trap A creature hit by the web lurker’s web attack is immobilized and stuck to the nearest surface until it succeeds at a DC 20 Acrobatics check to Escape.

SCALING ENCOUNTER A

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

10-11 Challenge Points: Add one hunting spider to the encounter.

12-13 Challenge Points: Add two hunting spiders to the encounter.

14-15 Challenge Points: Add one web lurker and one hunting spider to the encounter.

16-18 Challenge Points (5+ players): Add one web lurker and two hunting spiders to the encounter.

WEB LURKER NOOSES (3)

HAZARD 2

MECHANICAL TRAP

Stealth DC 22

Description Discreet webbing at throat level snags a creature that walks into it.

Disable Survival (trained) or Thievery (expert) DC 18 to rearrange the webbing.

AC 18; **Fort** +11, **Ref** +5

Web Noose ➤ (attack); **Trigger** A creature steps into the square with the web lurker noose; **Effect** The web lurker noose makes a noose Strike against the triggering creature.

Melee noose +13 (deadly d10), **Damage** 3d6 bludgeoning and the target is grabbed and pulled off the ground (Escape DC 22). The target takes 1d6 bludgeoning damage at the end of each of its turns as long as it’s caught in the noose.

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HUNTING SPIDERS (0)

CREATURE 1

N **SMALL** **ANIMAL**

Perception +7; darkvision, web sense

Skills Acrobatics +7, Athletics +5, Stealth +7

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

Web Sense The hunting spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 17; **Fort** +6, **Ref** +9, **Will** +5

HP 16

Spring Upon Prey ⤵ (attack); **Trigger** A creature touches the hunting spider's web while the spider is on it; **Requirement** Initiative has not yet been rolled; **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

Speed 25 feet, climb 25 feet

Melee ⬥ fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

Ranged ⬥ web +7 (range increment 30 feet), **Effect** web trap

Descend on a Web [one-action] (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

Hunting Spider Venom (poison) **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).

Web Trap A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).

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ENCOUNTER B (LEVELS 3–4)

VERMLEK CENTAUR

CREATURE 4

RARE CE LARGE DEMON FIEND

Perception +10; darkvision

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 100 feet

Skills Acrobatics +10, Athletics +11, Deception +9, Stealth +10

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

Items light hammer (3), longsword

AC 20 (23 while Inhabiting a Centaur Body); **Fort** +13, **Ref** +10, **Will** +7

HP 65; **Weaknesses** cold iron 5, good 5, sonic 5

Recoil from Wasted Opportunities Vermleeks cannot stand the sight of a good meal presented and then swiftly taken away. Whenever a dying creature within sight of the vermlek has its dying condition removed, the vermlek takes 1d6 mental damage.

Speed 40 feet (while Inhabiting a Centaur Body), 25 feet, burrow 15 feet (while not Inhabiting a Centaur Body)

Melee ✎ jaws +14, **Damage** 2d8+5 piercing

Melee ✎ hoof +11 (agile), **Damage** 1d10+5 bludgeoning

Melee ✎ light hammer +14 (agile, thrown 20 feet), **Damage** 1d6+5 bludgeoning

Melee ✎ longsword +14 (versatile P), **Damage** 1d8+5 slashing

Ranged ✎ light hammer +14 (agile, thrown 20 feet), **Damage** 1d6+5 bludgeoning

Divine Innate Spells DC 20, attack +12; **3rd** *fear*, *harm*

Abandon Body ✎✎ (manipulate); **Requirements** The vermlek is Inhabiting a Centaur Body; **Effect** The vermlek crawls out of the body it is inhabiting, devouring much of the body's remaining flesh and regaining 15 Hit Points in the process. The corpse it leaves behind is little more than a husk.

Inhabit Centaur Body ✎✎✎ (manipulate) While most vermleeks inhabit Medium humanoids, Urxehl has granted this demon the ability to inhabit centaurs instead. The vermlek crawls into the body of an adjacent dead centaur, consuming the bulk of the victim's skeleton and internal organs as it does so and cramming itself into the cavity. The vermlek can wield weapons and use the centaur's Speed, hoof attack, and Trample ability. It also gains a +3 circumstance bonus to AC. While Inhabiting a Centaur body, a vermlek can't burrow. It can't use this ability if it's already Inhabiting a Centaur Body.

Trample ✎✎✎ Medium or smaller, hoof, DC 21

Unsettling Movement (emotion, fear, mental, visual) Whenever the vermlek Abandons a Body or Inhabits a Body, all creatures within 30 feet who can see the vermlek must succeed at a DC 20 Will save or become frightened 1. On a critical failure, the creature is frightened 1 and sickened 1. Regardless of the result, creatures are immune to the same vermlek's unsettling movement for 24 hours.

SCALING ENCOUNTER B

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

10–11 Challenge Points: Add one fire mephit to the encounter.

12–13 Challenge Points: Add two fire mephits to the encounter.

14–15 Challenge Points: Add one vermlek centaur to the encounter.

16–18 Challenge Points (5+ players): Add one fire mephit and one vermlek centaur to the encounter.

FLAMES OF VERAKIVHAN

HAZARD 1

UNIQUE COMPLEX MAGICAL TRAP

Stealth +8 (trained)

Description The demon lord Urxehl manifests upon Golarion a small region of his Abyssal realm, filled with constantly burning forests lashed by fierce storms and unholy rain that only further feeds the flames. This is a mystical fire, fueled by the presence of Urxehl's minions. Any flames on the map emit concealing smoke in a 10-foot radius around the fire.

Disable Nature or Performance DC 17 (trained) to remind the Finadar forest of its true self; or Religion, Occultism, or Demon Lore DC 17 (trained) to disrupt the connection to the imposed realm and extinguish one of the five sections of flames on the map. These checks can only be attempted by creatures adjacent to the section, and each attempt takes 2 actions. An extinguished fire still emits concealing smoke for 1 additional round but is no longer hot enough to deal damage. A *dispel magic* spell or a spell with the water trait (2nd level; counteract DC 15) extinguishes a section of flames. If the PCs disable three of the five sections of the flames of Verakivhan, the hazard is too weakened to sustain itself, and the remaining flames disappear. If there are no demons or elementals remaining in the area, the hazard is automatically disabled.

Ignite ✎ **Trigger** A creature that is not a demon or elemental enters the planar overlay; **Effect** Flames ignite throughout the area. The hazard rolls initiative.

Routine ✎✎✎ Any creature within the flames takes 1d6+3 fire damage, and any creature adjacent to the flames takes 1d6 fire damage (DC 17 basic Reflex save). Additionally, the flames call down a fiery rain that deals 1d6+3 fire damage to a random PC within the planar overlay (DC 17 basic Reflex save). If any PCs attempted to disable the hazard that turn, the fiery rain chooses one of them as its target.

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FIRE MEPHIT (0)

CREATURE 1

N **SMALL** **ELEMENTAL** **FIRE**

Perception +3; darkvision, smoke vision

Languages Ignan

Skills Acrobatics +7, Deception +7

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

Smoke Vision The fire mephit ignores the concealed condition from smoke.

AC 17; **Fort** +3, **Ref** +9, **Will** +7

HP 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire

Arcane Innate Spells DC 15; **Cantrips (1st)** *daze, light*

Breath Weapon ♦♦ (arcane, fire) The fire mephit breathes flames in a 15-foot cone that deals 2d4 fire damage and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The fire mephit can't use Breath Weapon again for 1d4 rounds.

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ENCOUNTER C (LEVELS 3–4)

SLIME MOLD

CREATURE 2

N **LARGE** **FUNGUS** **MINDLESS** **OOZE**

Perception +6; motion sense 60 feet, no vision

Skills Athletics +7, Stealth +6 (+8 amid decaying plant matter or fungus)

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

Motion Sense A slime mold can sense nearby creatures through vibration and air or water movement.

AC 12; **Fort** +11, **Ref** +3, **Will** +4

HP 60; **Immunities** critical hits, mental, precision, unconscious, visual

Speed 10 feet, climb 10 feet

Melee ♦ pseudopod +8, **Damage** 1d8+3 bludgeoning plus slime rot

Slime Rot (disease) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 and sickened 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** drained 1, enfeebled 2, and sickened 2 (1 day); **Stage 4** as stage 3 (1 day); **Stage 5** drained 2 plus unconscious (no Perception check to wake up; 1 day); **Stage 6** dead, and the body erupts to release a new slime mold.

DRAGON FOREST ROT

CREATURE 4

UNCOMMON **NE** **MEDIUM** **ABERRATION**

Perception +8; darkvision

Skills Athletics +11, Intimidation +10

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

AC 20; **Fort** +13, **Ref** +10, **Will** +10

HP 80; **Resistances** poison 5; **Weaknesses** fire 5

Stench (aura, olfactory) 20 feet. A creature that enters or starts its turn in the emanation must succeed at a DC 19 Fortitude save or become sickened 1. On a critical failure, the creature also takes a -5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to the Stench of all dragon forest rots for 1 minute.

Spores ⤵ **Trigger** An adjacent creature damages the dragon forest rot. **Effect** The dragon forest rot sprays spores on the triggering creature. The spores deal 2d4+5 piercing damage with a DC 19 basic Fortitude save. On a critical

SCALING ENCOUNTER C

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

10–11 Challenge Points: Add one slime mold to the encounter on round 4.

12–13 Challenge Points: Add one slime mold to the encounter on round 2 and a second slime mold on round 4.

14–15 Challenge Points: Add one slime mold to the encounter on round 2 and one dragon forest rot on round 4.

16–18 Challenge Points (5+ players): Add one dragon forest rot to the encounter on round 2, and a second dragon forest rot on round 4.

failure, the triggering creature gains weakness to slashing 5 for the next 4 rounds.

Speed 20 feet, climb 10 feet, swim 10 feet

Melee ♦ tree claws +14, **Damage** 2d8+5 slashing

Breath Weapon ♦♦ (arcane, evocation, poison); The dragon forest rot breathes a toxic cloud that deals 5d6 poison damage in a 15-foot cone (DC 19 basic Fortitude save). It can't use Breath Weapon again for 1d4 rounds.

Flame-Scorched If the forest rot takes fire damage, it is staggered until the end of its turn.

TABLE: CREATURES ARRIVING EACH ROUND

ROUND	CREATURES DISGORGED BY JADIRAHX
1	One dragon forest rot and one slime mold
2	None (except for scaling adjustments)
3	One dragon forest rot
4	None (except for scaling adjustments)

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APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

ENCOUNTER A (LEVELS 5-6)

WEB LURKERS (2)

CREATURE 3

NE MEDIUM ABERRATION

Perception +10; darkvision, tremorsense (imprecise) 30 feet (creatures touching its web)

Languages Aklo; spider speak

Skills Acrobatics +9, Athletics +9, Crafting +8 (+12 to craft traps and snares), Stealth +11

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

Spider Speak The web lurker can speak with spiders, with the same effects and limitations as *speak with animals*.

AC 19; **Fort** +10, **Ref** +11, **Will** +8

HP 45

Spring upon Prey ➤ **Trigger** A creature touches the web lurker’s web while the web lurker is on it; **Requirements** Initiative has not been rolled; **Effect** The web lurker automatically notices the creature and Strides or Climbs before rolling initiative.

Speed 25 feet, climb 25 feet

Melee ➤ fangs +11 (poison), **Damage** 1d8+6 piercing plus web lurker venom

Melee ➤ claw +11 (agile), **Damage** 1d8+6 slashing

Melee ➤ web +11, **Effect** web trap

Web Lurker Venom (poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 10 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and slowed 1 (1 round)

Web Trap A creature hit by the web lurker’s web attack is immobilized and stuck to the nearest surface until it succeeds at a DC 20 Acrobatics check to Escape.

SCALING ENCOUNTER A

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

19-22 Challenge Points: Add a web lurker to the encounter.

23-27 Challenge Points: Add a web lurker to the encounter and apply the elite adjustment to each web lurker.

28-32 Challenge Points: Add one ogre spider and apply the elite adjustment to the web lurkers.

33+ Challenge Points: Add one ogre spider and one web lurker, then apply the elite adjustment to each web lurker.

OGRE SPIDER

CREATURE 5

N HUGE ANIMAL

Perception +7; darkvision, web sense

Skills Acrobatics +13, Athletics +13

Str +6, **Dex** +4, **Con** +4, **Int** -5, **Wis** +2, **Cha** -4

Web Sense The ogre spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 23; **Fort** +15, **Ref** +13, **Will** +9

HP 70

Speed 30 feet, climb 30 feet

Melee ➤ jaws +15, **Damage** 2d8+8 piercing plus ogre spider venom

Ranged ➤ web +13 (range increment 30 feet), **Effect** web trap
Eerie Flexibility An ogre spider can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full speed.

Ogre Spider Venom (poison) **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison, clumsy 1, and enfeebled 1 (1 round); **Stage 3** 2d6 poison, clumsy 1, and enfeebled 1 (1 round); **Stage 4** 2d6 poison damage, clumsy 2 and enfeebled 2 (1 round)

Web Trap A creature hit by the ogre spider’s web attack is immobilized and stuck to the nearest surface until it Escapes (DC 22).

THE FANCIFUL MARCH OF URWAL

STICKY WEB LURKER NOOSES (3)

HAZARD 3

MECHANICAL

TRAP

Stealth DC 24

Description Discreet webbing at throat level snags a creature that walks into it.

Disable Survival (trained) or Thievery (expert) DC 20 to rearrange the webbing.

AC 19; **Fort** +12, **Ref** +6

Web Noose ☞ (attack); **Trigger** A creature steps into the square with the noose; **Effect** The web lurker noose makes a noose Strike against the triggering creature.

Melee noose +15 (deadly d10), **Damage** 4d6 bludgeoning and the target is grabbed and pulled off the ground (Escape DC 22). The target takes 1d6 bludgeoning damage at the end of each of its turns as long as it's caught in the noose.

THE FANCIFUL MARCH OF URWAL

ENCOUNTER B (LEVELS 5–6)

VERMLEK CENTAUR

CREATURE 6

RARE CE LARGE DEMON FIEND

Perception +13; darkvision

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 100 feet

Skills Acrobatics +12, Athletics +15, Deception +11, Stealth +12

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

Items light hammer (3), longsword

AC 23 (26 while Inhabiting a Centaur Body); **Fort** +16, **Ref** +13, **Will** +11

HP 80; **Weaknesses** cold iron 5, good 5, sonic 5

Recoil from Wasted Opportunities Vermleeks cannot stand the sight of a good meal presented and then swiftly taken away. Whenever a dying creature within sight of the vermlek has its dying condition removed, the vermlek takes 1d6 mental damage.

Speed 40 feet (while Inhabiting a Centaur Body), 25 feet, burrow 15 feet (while not Inhabiting a Centaur Body)

Melee ✦ jaws +17, **Damage** 2d10+7 piercing

Melee ✦ hoof +13 (agile), **Damage** 2d6+7 bludgeoning

Melee ✦ light hammer +17 (agile, thrown 20 feet), **Damage** 1d6+7 bludgeoning

Melee ✦ longsword +17 (versatile P), **Damage** 1d8+5 slashing

Ranged ✦ light hammer +17 (agile, thrown 20 feet), **Damage** 1d6+7 bludgeoning

Divine Innate Spells DC 23, attack +15; **3rd** *fear*, *harm*

Abandon Body ✦✦ (manipulate); **Requirements** The vermlek is Inhabiting a Centaur Body; **Effect** The vermlek crawls out of the body it is inhabiting, devouring much of the body's remaining flesh and regaining 15 Hit Points in the process. The corpse it leaves behind is little more than a husk.

Inhabit Centaur Body ✦✦✦ (manipulate) While most vermleeks inhabit Medium humanoids, Urxehl has granted this demon the ability to inhabit centaurs instead. The vermlek crawls into the body of an adjacent dead centaur, consuming the bulk of the victim's skeleton and internal organs as it does so and cramming itself into the cavity. The vermlek can wield weapons, use the centaur's Speed, hoof attack, and trample ability. It also gains a +3 circumstance bonus to AC. While Inhabiting a Centaur body, a vermlek can't burrow. It can't use this ability if it is already Inhabiting a Centaur Body.

Trample ✦✦✦ Medium or smaller, hoof, DC 23

Unsettling Movement (emotion, fear, mental, visual) Whenever the vermlek Abandons a Body or Inhabits a Body, all creatures within 30 feet who can see the vermlek must succeed at a DC 23 Will save or become frightened 1. On a critical failure, the creature is frightened 1 and sickened 1. Regardless of the result, creatures are immune to the same vermlek's unsettling movement for 24 hours.

SCALING ENCOUNTER B

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

19–22 Challenge Points: Add one cinder rat to the encounter.

23–27 Challenge Points: Add two cinder rats to the encounter.

28–32 Challenge Points: Add one vermlek centaur and one cinder rat to the encounter.

33+ Challenge Points: Add one vermlek centaur and two cinder rats to the encounter.

FLAMES OF VERAKIVHAN

HAZARD 3

UNIQUE COMPLEX MAGICAL TRAP

Stealth +11 (trained)

Description The demon lord Urxehl manifests upon Golarion a small region of his Abyssal realm, filled with constantly burning forests lashed by fierce storms and unholy rain that only further feeds the flames. This is a mystical fire, fueled by the presence of Urxehl's minions. Any flames on the map emit concealing smoke in a 10-foot radius around the fire.

Disable Nature or Performance DC 20 (trained) to remind the Finadar forest of its true self; or Religion, Occultism, or Demon Lore DC 20 (trained) to disrupt the connection to the imposed realm and extinguish one of the five sections of flames on the map. These checks can only be attempted by creatures adjacent to the section, and each attempt takes 2 actions. An extinguished fire still emits concealing smoke for 1 additional round but is no longer hot enough to deal damage. A *dispel magic* spell or a spell with the water trait (2nd level; counteract DC 17) extinguishes a section of flames. If the PCs disable three of the five sections of the flames of Verakivhan, the hazard is too weakened to sustain itself, and the remaining flames disappear. If there are no demons or elementals remaining in the area, the hazard is automatically disabled.

Ignite ➤ **Trigger** A creature that is not a demon or elemental enters the planar overlay; **Effect** Flames ignite throughout the area. The hazard rolls initiative.

Routine ✦✦✦ Any creature within the flames takes 1d10+6 fire damage, and any creature adjacent to the flames takes 1d10 fire damage (DC 20 basic Reflex save). Additionally, the flames call down a fiery rain that deals 1d10+6 fire damage to a random PC within the planar overlay (DC 20 basic Reflex save). If any PCs attempted to disable the hazard that turn, the fiery rain chooses one of them as its target.

THE FANCIFUL MARCH OF URWAL

CINDER RATS (0)

CREATURE 3

N **SMALL** **ELEMENTAL** **FIRE**

Perception +9; darkvision, smoke vision

Skills Acrobatics +10, Stealth +10, Survival +9

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

Smoke Vision The cinder rat ignores the concealed condition from smoke.

AC 18; **Fort** +9, **Ref** +12, **Will** +6

HP 45; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 5

Fetid Fumes (aura, fire) 5 feet. A creature that enters or begins its turn within the emanation must succeed at a DC 22 Fortitude save or become sickened 1. Everything within the aura, including the cinder rat, is concealed by smoke.

Speed 40 feet

Melee ♦ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

THE FANCIFUL MARCH OF URWAL

ENCOUNTER C (LEVELS 5–6)

BLOOD OOZE

CREATURE 4

N **LARGE** **MINDLESS** **OOZE**

Perception +8, motion sense 60 feet, no vision

Skills Athletics +13, Stealth +4 (+12 while hiding inside a dead body)

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

Infuse Corpse ♦ A blood ooze can seep into a corpse's wounds, displacing its natural blood. It can burst out of the corpse as a free action.

AC 12; **Fort** +15, **Ref** +6, **Will** +6

HP 90; **Immunities** critical hits, mental, precision, unconscious, visual

Blood Pool Whenever a creature adjacent to a blood ooze takes bleed damage, the blood ooze regains an amount of Hit Points equal to the damage dealt.

Clot ⤵; **Trigger** The blood ooze is damaged by piercing or slashing attack; **Effect** The blood ooze forms a clot around the wound, reducing the damage taken by 5 (to a minimum of 0).

Speed 10 feet, climb 10 feet

Melee ♦ pseudopod +15 (reach 10 feet), **Damage** 1d12+8 bludgeoning plus 1d6 persistent bleed

Siphon Vitality ♦♦ To replenish itself, the blood ooze draws forth blood from nearby creatures, causing their flesh to break open and blood to spill out. Each living creature within 15 feet takes 3d6 slashing damage (DC 21 basic Fortitude save). The blood ooze regains an amount of Hit Points equal to half the damage Siphon Vitality dealt to the single creature that took the most damage.

INSIDIOUS DRAGON FOREST ROT

CREATURE 6

UNCOMMON **NE** **MEDIUM** **ABERRATION**

Perception +12; darkvision

Skills Athletics +15, Intimidation +13

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

AC 22; **Fort** +17, **Ref** +13, **Will** +13

HP 125; **Weaknesses** fire 5; **Resistances** poison 5

Flame-Scorched If the forest rot takes fire damage, it is staggered until the end of its next turn.

Stench (aura, olfactory) 20 feet. A creature that enters or starts its turn in the emanation must succeed at a DC 23

SCALING ENCOUNTER C

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

19–22 Challenge Points: Add one blood ooze to the encounter on round 4.

23–27 Challenge Points: Add one blood ooze to the encounter on round 2 and a second blood ooze on round 4.

28–32 Challenge Points: Add one insidious dragon forest rot to the encounter on round 2 and one blood ooze to the encounter on round 4.

33+ Challenge Points: Add one insidious dragon forest rot to the encounter on round 2 and a second insidious dragon forest rot on round 4.

Fortitude save or become sickened 1. On a critical failure, the creature also takes a -5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to the stench of all dragon forest rots for 1 minute.

Spores ⤵; **Trigger** An adjacent creature damages the dragon forest rot; **Effect** The dragon forest rot sprays spores on the triggering creature. The spores deal 2d6+9 piercing damage (DC 23 basic Fortitude save). On a critical failure, the triggering creature gains weakness to slashing 5 for the next 4 rounds.

Speed 20 feet, climb 10 feet, swim 10 feet

Melee ♦ tree claws +17, **Damage** 2d10+9 slashing

Breath Weapon ♦♦ (arcane, evocation, poison); The dragon forest rot breathes a toxic cloud that deals 7d6 poison damage in a 15-foot cone (DC 23 basic Fortitude save). It can't use Breath Weapon again for 1d4 rounds.

TABLE: CREATURES ARRIVING EACH ROUND

ROUND	CREATURES DISGORGED BY JADIRAHX
1	One dragon forest rot and one slime mold
2	None (except for scaling adjustments)
3	One dragon forest rot
4	None (except for scaling adjustments)

THE FANCIFUL MARCH OF URWAL

APPENDIX 3: GAME AIDS



JACKPOT

JADIRAHX



VERMLEK CENTAUR

DRAGON FOREST ROT



THE FANCIFUL MARCH OF URWAL

APPENDIX 3: GAME AIDS



URWAL

THE FANCIFUL MARCH OF URWAL

HANDOUT #1: URWAL'S MISSIVE

Allies in our Society!

The stars have aligned to show me that a momentous journey lies ahead of me, but it is one that requires strong allies. As the stars move, I see the constellations of the Wanderer approaching the Wagon, which surely means they will ride together for a half-turning of the moon. The Finadar Forest speaks to me, showing me these patterns and calling me to witness something of great import. However, the malign planet of Aucturn is ascendant, and with it rises my own unease.

Come to the Pathfinder basecamp in Iobaria by the Cyclops city of Min-Khadaim. We shall venture out into the Finadar Forest together and discover the source of the portents I see in the stars.

-Urwal of the Verdant Wheel

THE FANCIFUL MARCH OF URWAL

ORGANIZED PLAY

TREASURE TABLE

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

TREASURE BUNDLES

- □ Jam Session, page 5: 1 Treasure Bundle for succeeding at two or more of the obstacles.
- □ Area A, page 7: 2 Treasure Bundles for overcoming the ambush.
- □ Area B, page 9: 2 Treasure Bundles for defeating the demon and returning to the forest.
- Ascent to Enlightenment, page 11: 1 Treasure Bundle for deciphering the puzzle without Urwal's assistance.
- □ Area C, page 13: 2 Treasure Bundles for enacting the ritual and saving Jadirahx.

THE FANCIFUL MARCH OF URWAL



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		☐ A ☐ B ☐ C ☐ D	
Bonus Faction Goal Achieved:	☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned?	☐ Yes ☐ No ☐ N/A

Faction:			
Character Name:	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #:	-2	Level	

Faction:			
Character Name:	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #:	-2	Level	

Faction:			
Character Name:	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
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Org Play #:	-2	Level	

Faction:			
Character Name:	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #:	-2	Level	

THE FANCIFUL MARCH OF URWAL

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Scenario #2-18: The Fanciful March of Urwal

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
You followed the message of Urwal of the Verdant Wheel faction to travel to Iobaria. There you partook in a series of lighthearted tests before learning that Urwal needed to enter a trance to find a mysterious beckoner. You protected Urwal during his trance, battling against forest predators and a brief demonic incursion. Urwal reached his destination, and you met with the green dragon Jadirahx, who promised to impart important information about a missing member of the Decemvirate. You ☐ listened to the dragon's dying words without risking your life to save it, or you ☐ helped Urwal enact a ritual to save Jadirahx by battling the rot that consumed her. Regardless of your choice, you learned the identity of the missing Decemvirate member: Venture-Captain Drandle Dreng.			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
demon mask (level 4; 85 gp) greater rope of climbing (level 7; 300 gp; <i>Advanced Player's Guide</i> 258)		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #