

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-18

Levels 1-4

DACILANE ACADEMY'S
DELIGHTFUL DISASTER

By Matt Morris



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Pathfinder Bestiary 3*

Maps: *Pathfinder Flip-Mat Classics: Pathfinder Lodge*

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/>. This scenario has no scenario tags.

SUMMARY

What begins as a normal field trip for the students of Dacilane Academy almost ends in disaster when their Pathfinder agent chaperones find themselves transported to another phase of reality, leaving the students to explore Woodsedge Lodge on their own! The agents must find a way to communicate with the students, help them finish their assignments, learn what's causing so much chaos at the lodge, and find a way back.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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ADVENTURE BACKGROUND

Dacilane Academy of Absalom educates the children of Pathfinder Society agents, who move frequently on assignments. While the Society encourages agents to enroll their children in local educational systems wherever they're stationed, the academy provides an option for children who may need additional support due to educational gaps from frequent moves between lodges and schools. Dacilane Academy has two stated missions: to provide equitable education to all children, and to create a stable environment for children whose lives are marked by the demands of the Pathfinder Society.

Last year, when the academy's instructors discovered that students were investigating a series of mysterious hauntings at the academy, the Pathfinder Society dispatched agents to the school to determine the extent of the danger. The Pathfinders discovered that the "hauntings" were in fact the doings of an extraplanar trickster known as the Scholar of Sorts. The Scholar was an akizendri, a low-ranking protean that loves to corrupt texts and knowledge. The Scholar had been drawn to the school by a magical bracelet hidden in a bathroom by an unsuspecting student. As an incarnation of chaos, the protean delighted in causing intentional mischief around the school, and the chaotic energy that seeped into the Scholar's surroundings only added to the school's troubles. Thankfully, the Pathfinders defeated the creature and revealed the truth of the strange occurrences at Dacilane Academy.

With the mysteries resolved, normal operations resumed. However, the Scholar's meddling drew the attention of a more powerful type of protean known as a pelagastr: a creature dedicated to bringing chaos to otherwise-mundane mortal lives. This protean found a perfect vessel for enacting hijinks in the school's history teacher, Thandmere Krelsun. Thandmere had grown bored with his career and longed for excitement and engagement with his students. He eagerly agreed when the pelagastr approached him and offered to mingle their minds, memories, and desires with the teacher's. With their minds intertwined, the protean became

WHERE ON GALARION?

Dacilane Academy's Delightful Disaster begins at the Grand Lodge in Absalom. From there, the PCs travel to Woodsedge Lodge in Galt using the Maze of the Open Road. More information on these locations can be found in on page 64 and 106 of *Lost Omens Pathfinder Society Guide*.



aware of the teacher's knowledge—including a most delectable location that would allow the protean to sow unprecedented chaos.

Recently, the teacher—with the protean "riding along" in his mind—petitioned Dacilane Academy's headmaster Primula Rosedell to allow him to take a group of students on a field trip to Woodsedge Lodge. This Pathfinder Society lodge in the nation of Galt is an important hub for the Society's extraplanar gate network known as the Maze of the Open Road. Primula initially denied these requests, but eventually Thandmere convinced her.

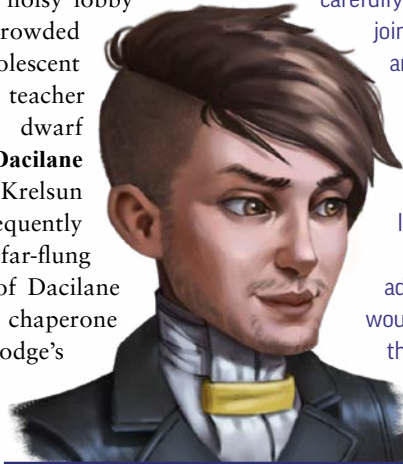
Primula has no idea that Thandmere carries a being of pure chaos in his mind, and that the field trip is merely an excuse to have some fun at the Society's expense. Nonetheless, knowing the potential dangers of traveling through Pathfinder lodges in recent months, Primula requested the Society send agents to chaperone the students on their field trip, and maybe even teach them a thing or two about day-to-day life as a Pathfinder.

It was never going to be a normal day.

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GETTING STARTED

The PCs begin the adventure in a noisy lobby of the Grand Lodge, in Absalom. Crowded into the lobby are 15 pre-adolescent students along with their history teacher **Thandmere Krelsun** (CG male dwarf scholar) and former Pathfinder **J Dacilane** (CG male human Eagle Knight). Krelsun is a friendly old lecturer who frequently alludes to ancient events and far-flung places. J, the primary benefactor of Dacilane Academy, arranged for the PCs to chaperone the students as they use the Grand Lodge's portal to travel to Woodsedge Lodge for their field trip. J speaks with the PCs while the students chat with each other and Krelsun frets impatiently.



J DACILANE

The gaggle of young people crowded into the lobby of the Grand Lodge parts to step out of the way for a man in an Eagle Knight's uniform. "Pathfinders! So good to see you today. Thank you so much for taking the time out of your busy schedules to assist with our little educational venture. Allow me to present the students of Dacilane Academy!" J Dacilane raises his voice and sweeps his gaze over the students, who all fall silent and give friendly nods or shy half bows.

"And this is their history teacher, Professor Thandmere Krelsun." J gestures to a gray-bearded dwarf with spectacles perched on the end of his nose. The teacher struggles with a stack of papers as J continues. "As you've been told, the class is traveling to Woodsedge Lodge today to *explore* life in the Pathfinder Society and to *cooperate* in a series of small tasks at the Lodge. They'll *report* back to me at the end of the day." J casts a glance at the students as he puts a subtle emphasis on each word of the Pathfinder's motto.

"Why don't you introduce yourselves to the students, and tell them a little bit about your adventures in the Society so far?"

As the PCs introduce themselves, Vim Moneymaker scratches notes in a small notebook that she pulls out of her sleeve. The other students listen politely, and Krelsun shifts from foot to foot in impatience.



THANDMERE KRELSUN

After introductions, Thandmere Krelsun passes over several carefully-written pages. "Yes, yes! Thank you for joining us. Here are the rules for the field trip, and a list for you of the tasks that the students are expected to accomplish today. Please remember that accomplishing these tasks is the point of this trip! If you need to know anything, please ask me now. We hope to leave in a few moments."

"You shouldn't need any special equipment," adds J, "But feel free to bring what you normally would on an assignment. It will be interesting for the students to see fully equipped Pathfinders."

I hope that you enjoy getting a chance to influence the next generation." J lowers his voice and leans so the students will not overhear, "Also, do be on your best behavior. They *are* children and they're as likely to pick up bad habits from you as good."

The PCs receive **Handout #1: Chaperone Information** and have the opportunity to ask questions of Thandmere Krelsun. Answers to some questions the PCs may ask are below.

What should we know about this group of students? "These students are children or wards of Pathfinders, whose missions require frequent travel and other obligations. Despite their dangerous lifestyles, Pathfinder agents have more children than Grand Prince Goscelyn II, and they need to go to school somewhere!"

Can we help the students with their tasks? "If you aren't helping them, why do you think you are here? Just don't do things for them. They'll never learn that way. You could build the Bridge of the Gods, but they need to walk over it." A PC who succeeds at a DC 20 Society check to Recall Knowledge knows that the Bridge of the Gods is a masterfully crafted, mile-long bridge in the Grand Duchy of Alkenstar.

What can you tell us about Woodsedge Lodge? "How much time do you have? It's more than 400 years old. The Lodge's chief feature is the Maze of the Open Road, of course. A gift from Forest King Narven Feathereyes, a druidic

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ruler who controlled the area, albeit briefly. It played an important role during the Red Revolution as well, but that's a lesson for another day."

If a PC succeeds at a DC 16 Perception check to Sense Motive (DC 19 for levels 3–4) while talking with Krelsun, they realize that the teacher is anxious and agitated. If questioned about this, he truthfully admits that he has never taken a class on a field trip before and he is nervous about potential complications.

MEETING THE STUDENTS

Before they leave, PCs also have the opportunity to impress and question the students. In addition to asking them for information, each PC can attempt one check to Make an Impression on a student of their choice, if they wish. See "Notable Students" on page 6 for a description of these students, their starting attitudes, and the additional skills beyond Diplomacy that can be used to Make an Impression on them.

Each notable student has a Will DC of 15 (or 18 for levels 3–4), and changes in their attitude last until the end of the adventure. PCs cannot lower the students' attitudes below unfriendly. Answers to some questions the PCs may ask are below, and all students give similar answers. If PCs are reluctant to begin speaking to the students, Hari initiates conversation by asking the PCs what unique skills or qualifications they have.

What do you think of school? "I like going to Dacilane Academy. The other students know what it's like to move around a lot, and the teachers know us well enough to make sure our classes are tailored to our strengths and weaknesses."

What do you think of your teacher? "Professor Krelsun is a fine teacher. He tries to really help us understand the history we're studying by imagining we're diplomats from Kyonin negotiating a treaty or ancient Jiskan councilors planning battle strategy. His lectures are dull as dirt, though!" If the student being questioned is at least friendly, they add, "That is they *were* dull, until a couple weeks ago. He's really been spicing it up lately! Much more flair that he used to have."

What are you looking forward to on the field trip? "I hear they have great food there! I can't wait for lunch."

ABSALOM LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 14 Absalom Lore or DC 16 Society check to Recall Knowledge knows more about Dacilane Academy. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly. Any player at the table who has earned

a Chronicle Sheet for *Pathfinder Society Scenario #2-09: The Seven Secrets of Dacilane Academy* with any of their characters automatically succeeds at this check. If they earned that Chronicle Sheet with their current PC, the PC automatically critically succeeds at this check.

Critical Success Pathfinder agents recently investigated a reported haunting inside the Academy. Though the school had dealt with rumors of ghosts for years, the agents determined that the uncanny events in question were caused by an akizendri—a chaotic extraplanar being of the sort known as proteans.

Success The Pathfinder Society purchased the manor housing the Academy decades ago. In recent years, J Dacilane has become the school's benefactor, financing a high-quality education for the students.

Critical Failure The Dacilane Academy has been investigated several times for placing its students in danger. Several parents have complained to Abrus Valsin about the running of the school.

PATHFINDER SOCIETY LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 13 Pathfinder Society Lore or DC 15 Society check to Recall Knowledge knows more about Woodsedge Lodge. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly. Any player at the table who has earned a Chronicle Sheet for *Pathfinder Society Scenario #3-99: Fate in the Future* with any of their characters automatically succeeds at this check. If they earned that Chronicle Sheet with their current PC, the PC automatically critically succeeds at this check. Vim Moneymaker can also provide the information in the success entry if asked.

Critical Success The Maze of the Open Road had been demonstrating extremely erratic behavior until recently, when Pathfinder agents took steps to stabilize the magic that sustained the maze.

Success The Woodsedge Lodge is run by Venture-Captain Armeline Jirneau, a half-elf woman who has worked with the Pathfinder Society in Galt for more than a decade. The lodge serves as an important hub for travel due to the Maze of the Open Road—a magical hedge maze containing portals to locations across Golarion and beyond.

Critical Failure All of the staff at the Woodsedge Lodge wear masks because they are disgraced members of noble houses that sought anonymous exile with the Pathfinder Society. You might be served your soup there by a duke or earl!

After these conversations, the PCs head to the Grand Lodge portal—J thinks that "how to prepare for a

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mission” would be a great lesson for the students, but Krelsun urges the group on, “You’re going to a Pathfinder Lodge, not the Pit of Gormuz!”—and then set out through the portal. A PC who succeeds at a DC 15 Religion check to Recall Knowledge knows that the Pit of Gormuz is a chasm in the eastern reaches of the continent of Casmaron. The spawn of Rovagug, the god of destruction bound in the center of the world, emerge from the chasm to spread devastation.

NOTABLE STUDENTS

These are some of the notable students that PCs can interact with, along with their starting attitudes. Art for these characters appears in the Game Aids appendix beginning on page 27, and **GM Reference: Student Communication** includes a table to track the students’ attitudes on page 32.

ALEC GRACEKIN

Alec Gracekin (CN male human brown-noser) is a tall, dark-haired boy from Ustalav. Alec seems well-behaved and friendly to adults and likes to remind people of rules. When alone, or with other students, he’s always on the lookout for trouble to get into, and he often pulls pranks on the younger students. Generally, Alec thinks rules are things that only apply to other people, while finding convenient loopholes to apply to his own actions.

Attitude: Alec starts with an attitude of indifferent to the PCs, but he offers them compliments and answers their questions as if he were friendly. PCs can Make an Impression on Alec using Diplomacy or Legal Lore.

GELTRA

Geltra (NG female kobold bookworm) is a green-scaled kobold from the Sewer Dragon tribe. Geltra is a bit bothered by the field trip—she’d rather spend the time reading. She’s quiet and loves to read, but also spends a good deal of her time chasing after Ruffles, her inquisitive pigeon familiar.

Attitude: Geltra starts with an attitude of indifferent to the PCs. PCs can Make an Impression on Geltra using Diplomacy or Library Lore.

HARI

Hari (LN non-binary half-elf overachiever) is a studious vourinoi half-elf from Osirion. They are at the head of the class, and they got there by working hard and

following the school rules. They focus on completing the assignment above all else, and they pepper the PCs with questions when the opportunity arises.

Attitude: Hari starts with an attitude of friendly toward the PCs, whom they see as subject-matter experts. PCs can Make an Impression on Hari using Diplomacy or Academia Lore.

TELS OLSEN

Tels Olsen (LG male changeling human athlete) is a sturdy Ulfen redhead with one blue and one green eye. Tels is the captain of the ruk team and a quiet leader. He watches out for the younger students in class and warns anyone he thinks is doing something dangerous. His Pathfinder father rescued him from his hag mother soon after he was born, and Tels sees the organization as heroic. He assures everyone that nothing major could go wrong with Pathfinder agents around.

Attitude: Tels starts with an attitude of friendly toward the PCs. PCs can Make an Impression on Tels using Diplomacy or Games Lore.

VIM MONEYMAKER

Vim Moneymaker (CG female goblin Pathfinder aspirant) is a talkative Katapeshi goblin. Vim has longed to be a Pathfinder since her “uncle,” Yig, told her about the organization. She’s bold and always the first one in the class to try new things.

Attitude: Vim starts with an attitude of friendly toward the PCs. PCs can Make an Impression on Vim using Diplomacy or Pathfinder Society Lore.

ARRIVAL AT WOODSEGE LODGE

The trip through the Maze of the Open Road occurs without incident, though the PCs immediately notice that something is strange when they step out of the hedge maze. The sky has a greenish tint, and there are odd sounds in the air. Read or paraphrase the following as the PCs arrive.

When the field trip group steps out of trimmed hedges of the Maze of the Open Road and onto the lawn of Woodsedge Lodge, something is clearly wrong. The air has a flat metallic tang, the sky is a startling emerald color, and the sounds of distant bells tinkle on the breeze. The students don’t seem to have noticed anything odd: they chatter excitedly about their journey through the Maze and speculate on where else it might lead.



VIM MONEYMAKER

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Suddenly, Hari darts a look across the group and asks, in an alarmed tone, "Where's Professor Krelsun? Where are the chaperones?" The other students fall quiet, then burst out arguing about what to do.

Professor Krelsun is nowhere to be seen.

It soon becomes clear that the students can neither hear nor see the PCs. If PCs attempt to touch a student, their hands pass through them with little resistance. In fact, the PCs find that they have little effect on the Material Plane, though they feel a faint resistance when they touch things—they might be able to move a blade of grass, but they can't move a tree branch or a rock. Once the PCs realize the students cannot see or communicate with them, read or paraphrase the following.

"Maybe they're stuck in the Maze. We should look for them!" Vim suggests.

Hari puts up a hand to halt her. "Absolutely not. Going in the Maze is strictly forbidden!"

"Let's go inside for help," Tels gestures toward Woodsedge Lodge. "They'll know what to do."

The students mutter assent and head to the Lodge, a two-story manor house that sports rounded turrets on the front of the building. The students walk up the staircase to the front doors, decorated with a painting of a stylized *wayfinder*. Tels knocks, and when no one answers, he opens the doors and leads the class inside.

If the PCs attempt to venture back into the Maze for help, they find an invisible and impenetrable barrier across the entrance. The same effect prevents the PCs from walking beyond the grounds of Woodsedge Lodge. PCs who succeed at a DC 20 Occultism check (DC 23 for levels 3–4) realize that they are slightly "out of phase" with reality. They are not quite on the Material Plane any longer, though they are not incorporeal or ethereal. When PCs attempt to follow the students, they find that, while they cannot open the lodge doors, they can pass through them, which feels like pushing through water with a strong current.

OUT OF PHASE

The PCs are experiencing a chaotic extraplanar effect created by the pelagastr currently collaborating with Thandmere Krelsun. For its amusement, the pelagastr has used the lingering magic of the Maze of the Open Road to shunt a number of creatures in the area into slightly different phases of reality. The residents of the lodge, including Venture-Captain Armeline Jirneau, are in one "phase," while the PCs (and Thandmere Krelsun) are in another, and the students remain on the Material

Plane. Professor Krelsun agreed to this strange plan in order to give his students a unique experience, but the process of sharing thoughts with the pelagastr while it splinters reality has left him completely exhausted, and he is unconscious upstairs in Venture-Captain Jirneau's quarters. Meanwhile, the pelagastr watches events proceed with amusement, hoping for entertainment from the unsupervised students.

While the PCs are in this "out of phase" state, they cannot be seen or heard on the Material Plane. They can pass through thin barriers, like doors and windows, but cannot pass through walls. They can move very light objects, allowing them to slide items of negligible Bulk along surfaces, though they cannot pick them up. Lack of fine control means that PCs are unable to wield a pen or piece of chalk effectively enough to create lengthy written messages. While the PCs are out of phase, creatures on the Material Plane can occupy the same space as them, unless otherwise noted. The PCs' spells, abilities, and equipment cannot affect the Material Plane while they are out of phase unless otherwise indicated in the adventure.

The challenge for PCs in this adventure is unconventional: They need to establish communication with the students, help with their academic tasks, and work to repair the planar splintering while remaining largely unable to interact with the youths and the Material Plane. GMs should encourage creative solutions for communication with the students, offering hints if players become frustrated. For instance, if players are having trouble, point out to them that they leave footprints in a forgotten bit of dust or that their passage makes a game piece shift on the board as they bump it. If players still have trouble, consider making certain objects glow or resonate with them, suggesting a connection with their "phase" of reality—possibly the pelagastr itself is bored enough to give the PCs hints by "illuminating" objects in this way. Most groups will find more satisfaction if they solve these problems on their own, so try to give subtle hints at first, and reserve the heavier-handed hints for those who need them. Players can likely devise their own strategies to answer yes or no questions posed by the students. If players want to communicate more complex messages, have them attempt the Communicate from Beyond activity.

COMMUNICATE FROM BEYOND

CONCENTRATE | LINGUISTIC | MANIPULATE | MENTAL | VISUAL

Requirements Students are present to witness your attempt to communicate. There are appropriate means of communication, such as items of negligible Bulk to manipulate, powder to write in, or lights to make a pattern.

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You try to communicate a simple message to the students from your phase of reality. Attempt a DC 15 Athletics, Diplomacy, Occultism, or Thievery check (DC 18 for levels 3–4) with the following results.

Critical Success You communicate a phrase of up to 10 words.

Success You clearly communicate one word to the students.

Failure The students cannot understand your communications.

Critical Failure The students misinterpret your message, gaining incorrect information determined by the GM.

A PC who attempts to Communicate from Beyond with a helpful student gains a +2 circumstance bonus to the check, while communicating with a friendly student grants a +1 circumstance bonus. Communicating with an unfriendly student imposes a –1 penalty to the check. Even when the PCs establish communication with the students, the notable members of the class still want to explore Woodsedge Lodge on their own, and there is little the PCs can do to stop them. These are Pathfinders' children, after all!

When to Require Checks: You should always require checks for attempts to Communicate from Beyond during encounter mode (such as during the final encounter in area **B8**). To avoid slowing down the adventure, use your judgement on when to call for a check to Communicate from Beyond during exploration mode. After communication is established in a given context (such as in a specific room), you may assume that PCs automatically succeed on further attempts during exploration mode in the same context, unless attempting a check would add to the tension of the scene or the fun of the players. If the PCs and students are in a different context, or trying to communicate about a new topic, you should require additional checks.

A. WOODSEGE LODGE LOWER FLOOR

While Woodsedge Lodge is usually bustling with Pathfinders, it's currently deserted as far as the students are concerned. The windows are shuttered to keep out prying eyes, though the doors are unlocked unless otherwise noted. Fluted lanterns enchanted with *continual flames* hang at regular intervals in most halls and rooms, providing bright illumination throughout the lodge except where noted. The lower floor connects to the upper floor (area **B**) via the stairs in the main hall (area **A1**).

Encounters in this area use the map on page 9.

SPORTS AND GAMES

This scenario mentions some sports and games popular among members of the Pathfinder Society. Tels Olsen is the captain of the school's ruk team. In a ruk match, 10-person teams attempt to knock a sand-filled ball through rings. Originally from Katapesh, this rowdy game is popular in Absalom.

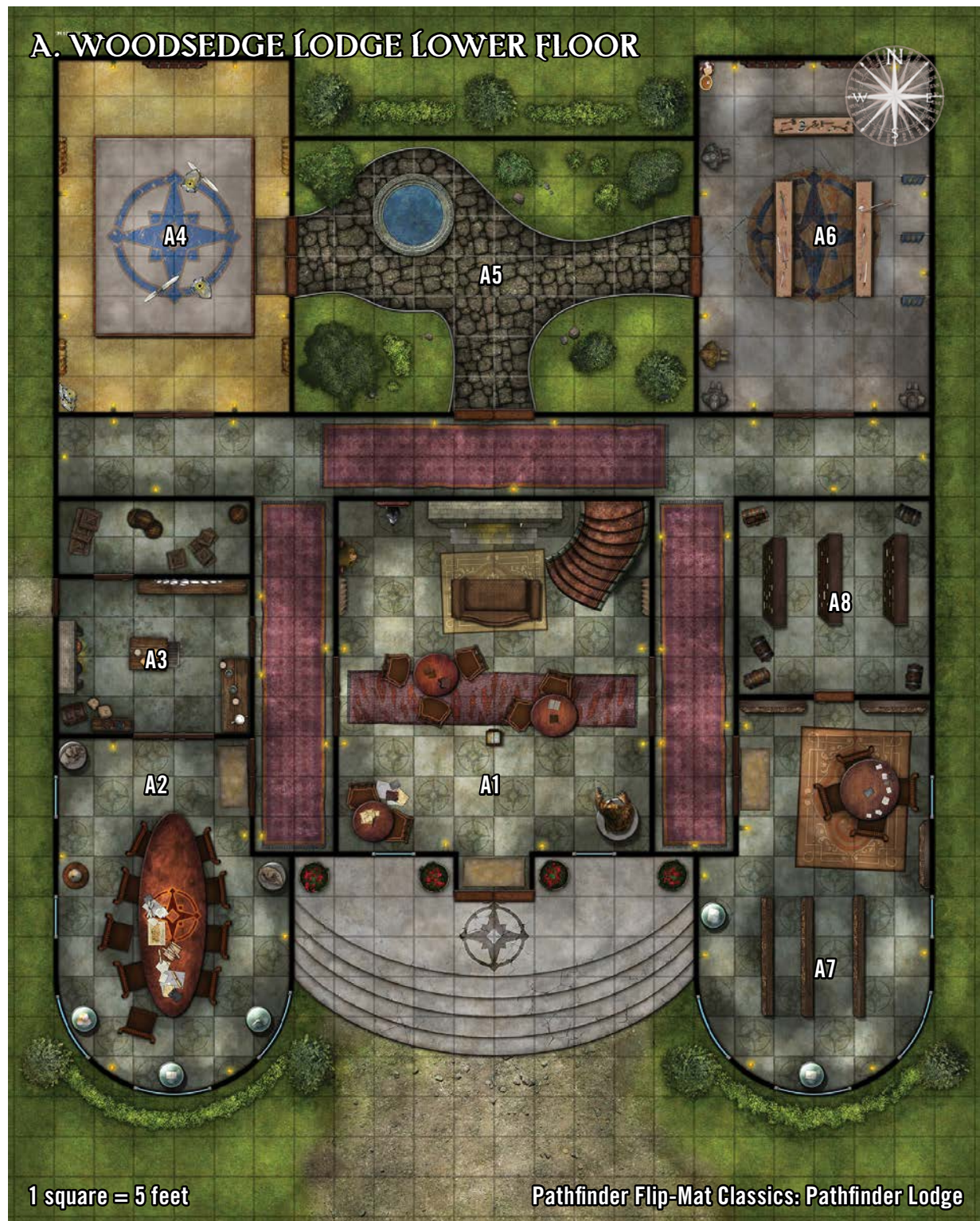
The staff of the Woodsedge Lodge were interrupted in the midst of playing drouge, a cutthroat strategy game involving the careful placement of tiles on a board. The wooden tiles or plaques in a drouge set are painted with symbols that represent creatures such as the elephant, the crocodile, and the wyvern. More expensive sets might feature pieces carved from ivory or obsidian, and expert players sometimes customize their game by adding unusual tiles such as dragons or devils.

For more information on these games, see *Pathfinder Lost Omens: Absalom, City of Lost Omens*.



GELTRA

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A1. MAIN HALL

The lodge's main hall is a two-story great room overlooked by balconies and lit by an ornate crystal chandelier that hangs from the high ceiling. Along the walls, shelves hold a wide array of curios, art objects, and artifacts, many labeled with small brass plates. Taxidermied hunting trophies of several species also hang on the wall, and a large stuffed owlbear poses in the southeast corner.

The lodge's great room appears abandoned. Books lie open on reading tables and a fire burns cheerily in the room's massive hearth. A set of animal-shaped drouge tiles stands spread across a table as if interrupted mid-game, and an account book rests next to an abacus on the table in the southwestern corner. Hushed exchanges between students are the only sounds.

A few students begin settling into the cozy chairs as Alec Gracekin calls out, "Hello? Anyone there?" When no answer comes, he shrugs and says, "I suppose we can do whatever we like," before collapsing sideways into a chair and throwing his feet up on a fine mahogany table.

"I'm going to get my assignment done," Geltra counters. "There is supposed to be an interesting Taldan artifact in this room. It shouldn't be hard to find." She begins examining the metal plaques around the room, looking slightly abashed at having spoken up in front of everyone. Her pigeon, Ruffles, coos contentedly on her shoulder while the rest of the students groan at the suggestion that they should do schoolwork under these circumstances.

There are several items light enough for the PCs to manipulate if they try to Communicate from Beyond in this room: the drouge tiles, the abacus, pages of the open books, or even the flames of the lanterns. The students, except for Geltra, sit around bored and nervous, so they easily notice anything unusual. Have students engage with the efforts of the PCs to communicate, asking useful yes or no questions to get communication rolling. If PCs critically fail their attempts to Communicate from Beyond, students should respond in ridiculous, humorous, and unhelpful ways.

Once communication is established, the students feel reassured that the chaperones are present and looking for a solution to the problem.

Geltra, who has been examining the plaques around the room, interjects, "I'm glad you're here. I can't make any sense of these plaques! They've been separated from their displays, and the labels are very strange. Could you give us a hand, since we all seem to be stuck here?" She lays the four plaques on the table and steps back.

Geltra seems more upset at the prospect of not finishing her assignment than by the disappearance of the residents of the lodge.

Helping with Homework: The chaotic magic unleashed by the pelagistr protean has scrambled the text on the plaques (See **Handout #2: Scrambled Plaques**). The once-simple labels have transformed into riddles. The solutions to the riddles, and the objects they label, are as follows:

Plaque 1: Lump of Skymetal from Skyfall, Numeria. PCs can recognize the object with a successful DC 15 Crafting check to Recall Knowledge.

Plaque 2: Spyglass from Skywatch, a mysterious observatory in Brevoy.

Plaque 3: Beaky III, the stuffed owlbear companion of Grand Prince Stavian I. PCs who succeed at a DC 18 Society check to Recall Knowledge recognize Beaky III and know that Grand Prince Stavian I was a ruler of Taldor.

Plaque 4: Narwhal horn decorated with gems from Whitethrone, in Irrisen. PCs can recognize the object with a successful DC 15 Nature check to Recall Knowledge.

Once the PCs have deciphered the plaques, they can use the Communicate from Beyond activity to pass information to Geltra. Remember that the PCs should automatically succeed at their checks to Communicate from Beyond within the same context, so you don't need to require separate checks for every plaque once the PCs have established a means of communication. Geltra knows that Stavian I is a former Grand Prince of Taldor, so once she learns Beaky is connected to the Grand Prince, she is able to complete the assignment.

Development: If the students and chaperones are unable to complete the assignment, Geltra is frustrated, but the other students encourage her to forget about it. With the first part of the assignment attempted, but the mystery of how to reunite with the chaperones remaining, the reliable students decide to split up to explore the lodge, hoping to find other adults, or at least complete their work. Geltra and Hari head to the kitchen (A3) after peaking into the conference room (A2). Tels and Vim venture further into the lodge, stopping in the battleground (A4). Alec heads to the library by himself (A7). The rest of the students decide to stay put until they are rescued.

The PCs can explore the lodge and help students as they like, though without the students' help, they'll find it impossible to access the rooms on the upper level (area B), due to the Strange Doors (page 14) barring their way.

A2. CONFERENCE ROOM

Like the rest of the building, the conference room is deserted. Sheets of notes on the table detail efforts by the staff at the Woodsedge Lodge to stabilize the Maze of the

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Open Road after recent incidents during which the Maze unexpectedly connected to strange destinations.

After deliberation and research, the staff asked arcanists from the Grand Lodge to concoct a complex ritual that would reconnect the lodge and its surroundings to the Material Plane in case of emergency. To trigger the *Material Failsafe* ritual, staff members would simply need to activate three focus items near the site of the disturbance: a jug of pure water, a steel shield, and a large lodestone. According to the notes, Venture-Captain Armeline Jirneau trained all staff members in the activation procedure and gave them **Handout #3: In Case of Planar Emergency** to refer to in an emergency. An extra copy of the note remains on the table, and the PCs discover it if they Search this room.

The final steps to complete the *Material Failsafe* ritual are straightforward, but under pressure, the students require assistance to properly time it—during the final encounter (area **B8**), the PCs must Communicate from Beyond to help the students perform the proper steps.

A3. KITCHEN

TRIVIAL

In the kitchen, a wide variety of chopped herbs and ground spices sits out in small bowls upon the table. Cookbooks lie open on the table as well, and a dusting of flour coats the work surface. Everything seems in place for the cooking of a delicious meal, and it appears that at least four dishes are cooking simultaneously. Things are getting out of hand on the large oven and cooktop along the western wall: Pots are on the verge of boiling over, and hot oil sputters in frying pans.

"I can smell food cooking, but where is it? The pots look empty!" Geltra stands in the doorway and keeps a tight hold on Ruffles, who is attempting to flutter into the room to scoop up some caraway seeds.

"I think we should stay outside," Hari replies. "We're not chefs. We don't belong in here."

"But how will we find the secret ingredient without going in, Hari?" The kobold sighs, wracked with indecision.

Hazard: The cooking food has shifted out of phase alongside the PCs. While it may splatter and burn the PCs, the students are in no danger. The PCs can use their culinary skills to finish cooking the meal and allow the students access to the cookbooks in the kitchen. On their turn, instead of attempting to disable the hazard, PCs can encourage the students to stir or adjust the temperature of dishes by successfully using Communicate from Beyond, granting the next character to attempt to disable the hazard a +1 circumstance bonus to their check, or a +2 circumstance bonus on a critical success.

Each time the hazard critically succeeds at an attack, food also splashes on a cookbook, ruining it. If this happens at least 3 times before the hazard is disabled, the recipe for Woodsedge Tart is destroyed, and the students cannot learn the secret ingredient to complete their assignment.

LEVELS 1-2

COOKING DISASTER

HAZARD 1

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LEVELS 3-4

COOKING CATASTROPHE

HAZARD 3

Page 22



HARI

DACILANE ACADEMY'S DELIGHTFUL DISASTER

Rewards: Once the hazard is disabled, the PCs can collect the finished dishes. They're small appetizers that serve as 2 *minor healing potions* (*lesser healing potions* for levels 3–4) and an *oil of weightlessness*.

Development: After the cooking is done, Geltra and Hari can find the recipe for the Woodsedge Tart and note the secret ingredient (cinnamon from Minata, in Tian Xia), unless the recipe book was destroyed. The students decide to report back to the main hall to share their experiences with their classmates.

The kitchen is a possible source of water for the Material failsafe. If the PCs ask the students to fetch a pitcher of water from the kitchen, they pick one up and carry it with them to the main lobby. PCs who succeed at a secret DC 20 Perception check (DC 23 for levels 3–4) notice that one of the dirty pots is lifted through the ceiling as they exit the room. Though this is merely a random bit of chaos created by the protean's meddling, it accurately suggests that something significant is going on upstairs.

A4. BATTLEGROUND MODERATE

Target dummies and racks of blunted weapons line three of the walls in this sparring space. On the western wall, a large mirror hangs from floor to ceiling.

Creatures: Tels and Vim are examining the room's equipment in the room with interest as the PCs enter. They look up and exclaim that they can see the PCs in the mirror, though their forms are indistinct and shadowy. Vim asks the PCs if they can show off some typical Pathfinder fighting moves, since this might be their only chance to see them. PCs can demonstrate Pathfinder combat techniques by attempting DC 13 Athletics checks, Strikes, or spell attack rolls (DC 16 for levels 3–4). As long as at least half of the PCs, rounded up, are successful, or if any PC critically succeeds, the group succeeds at their demonstration, and Vim makes notes and drawings to share with the rest of the class.

The commotion of the display sends ripples across the phase of reality that the PCs inhabit. The disturbance attracts the attention of a group of voidworms, who think the PCs are hungry for a battle. The voidworms attack the PCs, and the students can do nothing but watch the indistinct forms in the mirror, locked in battle. The voidworms attack whichever PC is most convenient, and a given voidworm retreats if it has 4 or fewer Hit Points at the start of its turn.

For levels 3–4, the voidworms may be joined by one or more *azikendris* depending upon the encounter's scaling adjustments as presented in Appendix 2. The *azikendris* behave in a similar fashion to the voidworms and retreat if they have 11 or fewer Hit Points at the start of their turn.

LEVELS 1–2

VOIDWORMS (2)

CREATURE 1

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LEVELS 3–4

VOIDWORMS (4)

CREATURE 1

Page 23

Rewards: After the battle, Tels tries to hand the PCs some equipment while he looks at them in the mirror, and thanks to the chaotic influence of the voidworms, it works! For levels 1–2, the PCs receive a short sword with a jeweled pommel, worth 11 gp. For levels 3–4, they receive a low-grade cold iron short sword instead. The permeability of the mirror is momentary; any further attempts to pass items between phases fail as the chaotic energy dissipates.

Development: After the battle is over, the students decide to report back to the main hall to share the techniques with their classmates and report on the condition of the chaperones. If, based on the *Material Failsafe* instructions, the PCs ask them to bring a shield, they pick one up and carry it with them to the main lobby.

A5. COURTYARD

This quiet courtyard is open to the sky above. A cobblestone pathway winds its way between carefully tended topiaries and past a bubbling fountain.

The fountain here is a possible source of water for the *Material Failsafe*.

A6. ARMORY

Weapon racks and suits of armor on display stands line the walls of this well-stocked armory. Several weapons are laid out on the table, along with whetstones and oil clothes.



TELS OLSEN

DACILANE ACADEMY'S DELIGHTFUL DISASTER

This room is quiet, with only the weapons left in disorder after the staff members who were maintaining them disappeared into another phase of reality. Steel shields (which can be used for the *Material Failsafe*) rest in a rack near the eastern wall.

A7. LIBRARY

LOW

Creased old maps, bound collections of reports, and yellowing historical records fill the shelves inside this quiet library. A surprisingly large number of romance novels with titles like *Lord Rumpelfield's Bride*, *Yearnings of Autumn*, and *Abandoned by the Arclord* also crowd the shelves.

One bookshelf on the north wall stands out from the wall, revealing a door marked "Restricted: Sensitive." A small alarm bell is attached to the wall above the door, but the wire connecting it to the doorway has been disconnected.

Creatures: In front of the hidden door, Alec Gracekin kneels down, hard at work with a set of thieves' tools. The young man mutters, "The good stuff must be in here," as he works. The archive holds sensitive information about several staff members who could be in danger if their identities are revealed and is strictly off limits. In addition to disconnecting the alarm bell, the pelegastr has altered the lock, making it vastly easier than normal to pick. The PCs need to distract Alec from his task, or remind him of the field trip rules, by attempting to Communicate from Beyond. As long as at least half of the PCs rounded up are successful, or if any PC critically succeeds, the group succeeds in stopping him from opening the door.

Whether or not Alec opens the door, the student triggers a *summoning rune* that calls fey guardians to protect the restricted section of the library. Luckily for Alec, the creatures appear in the out of phase reality instead of on the Material Plane, and they attack the PCs with reckless abandon. Half of them immediately close in to fight in melee while the other half use magic to hinder the PCs as long as they can stay out of reach, then engage in melee. The fey fight until defeated or until 7 rounds have passed, then vanish. They can use 3 actions each round and can use reactions, unlike most summoned creatures.

LEVELS 1-2

GRIMPLES (3)

CREATURE -1

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LEVELS 3-4

NUGLUBS (2)

CREATURE 2

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ACTIVATING THE FAILSAFE

To restore normalcy in the lodge, the students need to activate the *Material Failsafe* in Armeline Jirneau's chamber. At least three students must be present to activate the failsafe. If the PCs have trouble deciding whom to ask to assist them, then Hari, Tels, and Vim volunteer.

Each student can activate one of the focus objects at a time. Timing of the three-part activation is delicate; to activate the failsafe, all three students must activate the objects within a single round. A given focus type can be activated only once per round, so extra shields or pitchers of water aren't useful, as there is only one lodestone.

The students wait for a PC to Communicate from Beyond and give them a signal. If the PC succeeds, one student immediately activates their focus (for groups of four PCs, two students immediately activate their focus on the first success each round). If the PC critically succeeds, all three students activate their focus (if they haven't done so already that round).

In order to communicate with the students, the PCs must be adjacent to the medium that they are using to communicate. Talcum powder and a mirror are on the dresser, lamps are on the east wall on either side of the door, and papers are spread on the desk in the northeast corner.

The failsafe must be activated three times to prepare realities to reconnect.



ALEC GRACEKIN

DACILANE ACADEMY'S DELIGHTFUL DISASTER

Rewards: After the PCs defeat the last of the fey, a few objects suddenly enter their phase of reality, accompanied by a loud whooshing sound: a nondescript romance novel, two *potency crystals*, and four *minor healing potions* (or two *potency crystals*, four *lesser healing potions*, plus a *hand of the mage* for levels 3–4).

The pages of the romance novel flip back and forth a few times. PCs who succeed at a DC 13 Occultism or Perception check (DC 16 for levels 3–4) realize that someone in another phase of reality—neither the PCs' phase nor the students'—is trying to send the PCs a message by Communicating from Beyond! Each PC who succeeds at the check is able to discern one of the following words: "Failsafe, bring, focus, chamber, restore." A PC who critically succeeds understands the full 10-word message: "Activate failsafe! Bring each focus to Armeline's chamber. Restore reality!" The message is from one of the lodge's staff members. Unfortunately, after each PC has attempted a check to decipher the message, the pelagistr pushes chaotic energy into the area and shifts the book out of phase, rendering further communication impossible.

Development: Disturbed by the strange phenomena in the library, Alec hurries back to the main hall, commenting to himself that the restricted section is, "Probably just full of more romance novels, anyway!" He relays the information about the most common books to the rest of the students when he returns.

A8. RESTRICTED SECTION

This locked room holds sensitive personnel records.

B. WOODSEGE LODGE UPPER FLOOR

The environment upstairs in the lodge is decidedly more chaotic, with shifting patterns in the carpet that change color; strange smells of the ocean, swamp, and desert wafting through the level; and odd noises of all types ringing through the air. The planar disruptions become stronger the closer the PCs approach to area **B8**. The windows are shuttered. Lanterns with continual flames illuminate the area, as on the lower floor.

Encounters in these areas use the map on page 15.

Strange Doors: A strange magical effect pervades the out-of-phase doors here. When the PCs try to pass through a closed door, they appear in the hallway outside one of the other bedrooms (area **B1** through **B8**), determined at random. (Roll a d8 to determine which door they appear in front of.) If the PCs manage to get one of the students from downstairs to open a door, they gain access to the room beyond.

B1-B7. BEDROOMS

The PCs can only access these rooms if a student opens the room's door (see "Strange Doors"). Rooms **B1** through **B6** are simple living quarters for the staff of the lodge, with little unusual about them. The larger chamber in the northeast corner of the second floor (**B7**) is set up to house visitors. Its wardrobe, footlocker, and side tables are empty.

B8. ARMELINE'S CHAMBER MODERATE

The PCs can only access this room if a student opens the door (see "Strange Doors").

A large bed covered in fine linens is the centerpiece of this well-furnished room, and a sturdy table surrounded by three chairs sits in its northeast corner. Several eye-catching curios rest on top of the room's chest of draws, including a mirror with a gilded frame, a mother-of-pearl box holding talcum powder, and a polished lodestone more than a foot in diameter. Two lamps in wall sconces light the room and a thick carpet woven with a *wayfinder* pattern lays on the floor.

Looking at the room for long is disorienting: Shimmering images of the bed dance across the floor, loose papers float through the air in slow processions, and the walls ripple like a pond's surface each time someone in the room takes a step. The pile of the carpet grows six inches deep in the course of a second, and then subsides back to normal.



PELAGISTR TAIL

DACILANE ACADEMY'S DELIGHTFUL DISASTER



DACILANE ACADEMY'S DELIGHTFUL DISASTER

PCs who succeed at a DC 15 Occultism check determine that this room is the center of the chaotic forces that have plagued this field trip. They also realize that they'll be unable to interact with whatever is inside the room unless they enter the room themselves, due to these powerful reality-warping effects. PCs who critically succeed at this check recognize the reality warping as a characteristic of protean interference with reality.

Creatures: Thandmere Krelsun lies on the bed, unconscious. Both the PCs and the students can see the professor, as well as a ghostly, serpentine creature wrapped tightly around his body. Disturbingly, the creature's head appears plunged into Krelsun's temple. A PC who succeeds at a DC 24 Religion check to Recall Knowledge identifies the creature as a pelagastr protean.

The pelagastr's long tail hangs down over the side of the bed. The end of its tail is entirely on the same phase as the PCs, appearing to emerge from a "ripple" in reality. It sways back and forth in the general direction of the PCs. If students brought the shield and pitcher of water with them into the room, the pelagastr immediately senses the components of the *Material Failsafe* and stirs to action. A great deal of its power is bound up in maintaining the separate phases of reality in this area, but its tail is able to act against the PCs and try to prevent the failsafe from being activated.

The tail is unable to directly interact with the students. It focuses its efforts on attacking the nearest PCs, or whichever ones seem most effective in communicating with the students. As noted in the pelagastr tail's stat block, it weakens each time the students fully activate the *Material Failsafe*. Once the students have activated the failsafe three times, it becomes clear to them and the PCs that realities are coming back together, but that the PCs will need to finish their battle with the pelagastr tail to allow the ritual to fully take effect.

If the PCs are outside the room, they cannot affect the pelagastr tail in any way due to its reality-warping powers. Once they've entered the room, they can attack and otherwise interact with it normally.

If the PCs defeat the pelagastr tail in combat, the students are able to activate the *Material Failsafe* without interference.

Should anyone try to touch Thandmere, their hands pass through him, and they are unable to rouse him by any means.

LEVELS 1-2

PELAGASTR TAIL

Page 21, art on page 28

CREATURE 3

LEVELS 3-4

THICK PELAGASTR TAIL

Page 26, art on page 28

CREATURE 5

Development: After the PCs defeat the pelagastr tail, it recedes through the "ripple" and relinquishes its hold over Thandmere. Once the students have activated the *Material Failsafe* and the pelagastr tail has been defeated, the pelagastr retreats to its home plane. The PCs return to the same "phase" as the students, who are happy to see them. Thandmere wakes up a few moments later, a bit groggy but otherwise in good health, and asks everyone to accompany him to the main hall.

CONCLUSION

Upon returning to the main hall, the students and PCs discover that the lodge's staff have reappeared. Venture-Captain Armeline Jirneau informs the PCs and the visiting students that she was able to observe them the whole time from the phase of reality that she was trapped in. She commends the students and PCs for resolving the issue and gives extra kudos to Geltra, Hari, Tels, and Vim. She gives Alec a stern look. Thandmere abashedly explains that he had made a deal with the pelagastr to try to liven up his teaching, but realized that he had gotten more than he bargained for when reality fractured around Woodsedge Lodge. After its magic overwhelmed him, the protean kept him unconscious so it could experience the chaos that it had caused. Thandmere senses that activating the *Material Failsafe* has shunted the creature back to the Maelstrom, and he doesn't think it will be much of a problem in the future—returning to pester the Society wouldn't be much of a new experience, after all.

After making sure everyone is safe, Armeline packs the group back off to Absalom so her staff can deal with the aftermath of the incident. If the PCs ask Armeline why the library has so many romance novels, she explains that, in addition providing entertainment, many of them have been used as a part of ciphers or other clandestine communication. In her previous work in Galt, she found that few took notice of a stray romance novel on a table, making them vital tools of the trade in a time when openly opposing tyranny was a sure path to swift death.

The Maze of the Open Road transports everyone safely. When they arrive back at the Grand Lodge, J asks the PCs how the mission went and asks to check the students' assignments. If the assignments are complete, J declares that the students will have a party day at the Academy, and the PCs are invited as guests.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

If the PCs do not successfully resolve the situation at Woodsedge Lodge, J Dacilane quickly notes the tardiness of the class's return and leads a small team of Pathfinders to the lodge to retrieve the students.

Rewards: As a thank you gift, Thandmere pulls several signed copies of one of the *Pathfinder Chronicles* from his bag and presses them on the PCs before departing for the academy. The chronicle deals with Pathfinder Society expeditions in the Five Kings Mountains. Thandmere wrote a short appendix for it.

Two days later, the PCs also receive thank you gift baskets containing notes and small presents from the students.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective and earn 2 Reputation for their chosen faction if the students activate the *Material Failsafe* and normal reality is restored.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective and earn 2 Reputation for their chosen faction if the students complete all four parts of their assignment from **Handout #1** (satisfying the students and their parents), or if they stop Alec Gracekin from breaking into the restricted section of the library (helping Armeline Jirneau avoid some unpleasant conversations with the school's administrators). Either condition fulfills the secondary objective.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

APPENDIX 1: LEVEL 1-2 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 1st-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 A3 (LEVELS 1-2)

COOKING DISASTER

HAZARD 1

UNIQUE

CHAOTIC

COMPLEX

MAGICAL

TRAP

Stealth +7 (trained)

Description Skillet sputter and pots threaten to boil over, splashing their contents onto careless cooks or kitchen counters. The counters are covered with small dishes ready to add, along with 3 heavy cookbooks and a healthy coating of flour.

Disable DC 14 Cooking Lore (trained) or DC 17 Crafting to add the proper ingredients to finish the dish. DC 17 Diplomacy or Occultism to communicate with students when to stir or adjust the heat on a dish. Each disable attempt requires two actions, and three successful checks are required to disable the hazard.

Bubble Over ➤ **Trigger** A creature enters the room; **Effect** The hazard rolls initiative.

Revolting Mixture ♦ **Trigger** A creature fails an attempt to Disarm the trap; **Effect** The incorrect execution of the recipe releases a nauseating odor. The triggering creature must succeed at a DC 17 Fortitude save or be sickened 1.

Routine (3 actions) The trap uses each of its actions to make a splatter attack against a random creature in the kitchen. The trap never targets a student, as they are out of phase with it. For every successful disable attempt on the trap, it loses an action.

Ranged ♦ splatter +9 (range 30 feet), **Damage** 1d6+3 fire

Reset The trap deactivates after 1 minute, destroying all of the food. If left untouched, it resets automatically in 24 hours.

SCALING ENCOUNTER A3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

12+ Challenge Points: For every 4 Challenge Points above 8, add one action to the trap's routine and one additional success required to disarm the trap.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

ENCOUNTER A4 (LEVELS 1-2)

VOIDWORMS (2)

CREATURE 1

CN TINY MONITOR PROTEAN

Pathfinder Bestiary 266

Perception +4; entropy sense (imprecise) 30 feet, darkvision

Languages Abyssal, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7

Str -1, **Dex** +4, **Con** +0, **Int** -1, **Wis** -1, **Cha** +1

Entropy Sense (divination, divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

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

HP 16, fast healing 1; **Resistances** precision 3, protean anatomy 5

Protean Anatomy (divine, transmutation) A voidworm's vital organs shift and change shape and position constantly. Immediately after the voidworm takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The voidworm is immune to polymorph effects unless it is a willing target. If blinded or deafened, the voidworm automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ♦ jaws +9 (chaotic, finesse, magical), **Damage** 1d8-1 piercing plus 1d4 chaotic

Melee ♦ tail +9 (chaotic, finesse, magical), **Damage** 1d4-1 slashing plus 1d4 chaotic and confounding lash

Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The voidworm takes on the appearance of a Tiny animal. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

SCALING ENCOUNTER A4

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

10-11 Challenge Points: Apply the elite adjustment to one of the voidworms.

12-13 Challenge Points: Add one voidworm to the encounter.

14-15 Challenge Points: Add one elite voidworm to the encounter.

16-18 Challenge Points (5+ players): Add two voidworms to the encounter.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

ENCOUNTER A7 (LEVELS 1-2)

GRIMPLES (3)

CREATURE -1

CE TINY FEV GREMLIN

Pathfinder Bestiary 3 120

Perception +6; low-light vision

Languages Undercommon

Skills Crafting +5 (+7 traps), Deception +2, Nature +4, Stealth +5, Thievery +5

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

Items satchel with 5 rocks

AC 15; **Fort** +5, **Ref** +7, **Will** +4

HP 16; **Weaknesses** cold iron 2

Gremlin Lice Whenever a living creature touches or is touched by a grimple (including via a successful unarmed melee Strike), it must succeed at a DC 13 Reflex save or become infested by gremlin lice. While infested, the targeted creature is distracted by the itching sensation and is stupefied 1, though it can use an Interact action to scratch at the itching lice to suppress the stupefied condition from the lice for 1d4 rounds. The infestation ends after 24 hours or until the creature is submerged in water or exposed to a severe cold environment, whichever comes first.

Speed 10 feet, climb 20 feet, fly 20 feet

Melee ♦ bite +7 (agile, finesse), **Damage** 1d4+1 piercing

Ranged ♦ rock +7 (agile, range increment 20 feet), **Damage** 1d4+1 bludgeoning

Primal Innate Spells DC 16; **1st** *grease*; **Cantrips (1st)** *mage hand*, *prestidigitation*

Putrid Vomit ♦ The grimple spews a 30-foot line of vomit. Each creature in the line must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure). The grimple can't use Putrid Vomit again for 1d4 rounds.

SCALING ENCOUNTER A7

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

10-11 Challenge Points: Apply the elite adjustment to one grimple.

12-13 Challenge Points: Apply the elite adjustment to all three grimples.

14-15 Challenge Points: Add two grimples to the encounter.

16-18 Challenge Points (5+ players): Add one grimple to the encounter and apply the elite adjustment to all of the grimples.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

ENCOUNTER B8 (LEVELS 1-2)

PELAGASTR TAIL

CREATURE 3

UNIQUE CN MEDIUM MONITOR PROTEAN

Perception +10; darkvision, entropy sense (imprecise) 30 feet

Languages Abyssal, Celestial, Common, Protean

Skills Athletics +10, Deception +10, Diplomacy +8, Religion +6, Stealth +11, Thievery +9

Str +3, **Dex** +4, **Con** +2, **Int** +3, **Wis** +1, **Cha** +3

Out of Phase The pelagastr tail weakens as the Lodge's connection to reality is reestablished by the *Material Failsafe*. The first time the failsafe is activated, the pelagastr tail loses the Discordant Diversion reaction. The second time the failsafe is activated, it loses the Constrict ability. The third time the failsafe is activated, the pelagastr tail loses fast healing, takes 3d6 damage, and becomes slowed 1 until it leaves the Woodsedge Lodge and returns to the Maelstrom.

Entropy Sense (divination, divine, prediction) The pelagastr tail can anticipate the most likely location of a creature through their supernatural insight into the forces of chaotic probabilities and chance. This grants the pelagastr tail the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 18; **Fort** +9, **Ref** +11, **Will** +8; +1 status to all saves vs. magic
HP 48, fast healing 1; **Weaknesses** lawful 3; **Resistances** precision 3, protean anatomy 6

Protean Anatomy (divine, transmutation) A pelagastr tail shifts and changes shape and position constantly. Immediately after the pelagastr tail takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first. The pelagastr tail is immune to polymorph effects unless it is a willing target. If blinded or deafened, the pelagastr tail automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Discordant Diversion **Trigger** A creature within 30 feet attempts to Communicate from Beyond. **Effect** A shimmer of distracting chaos flashes out from the pelagastr tail. Unless the triggering creature succeeds at a DC 17 Will save, the activity is disrupted.

Speed fly 10 feet, *freedom of movement*

Melee **◆** tail slap +10 (chaotic, magical, reach 10 feet),

Damage 1d12+3 bludgeoning plus 1d4 chaotic and Grab

Divine Innate Spells DC 20, attack +12; **2nd** *telekinetic maneuver*; **1st** *detect alignment* (at will; lawful only);

Cantrips (3rd) *dancing lights*, *ghost sound*, *mage hand*;

Constant (4th) *freedom of movement*

SCALING ENCOUNTER B8

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

10-11 Challenge Points: Give the pelagastr tail an additional 15 Hit Points.

12-13 Challenge Points: Give the pelagastr tail an additional 15 Hit Points and increase the DCs of its spells and abilities by 2.

14-15 Challenge Points: Apply the elite adjustment to the pelagastr tail.

16-18 Challenge Points (5+ players): Apply the elite adjustment to the pelagastr tail and increase its fast healing to fast healing 3.

Constrict **◆** 1d6+3 bludgeoning, DC 17

Inflict Lesser Warpwave **◆** (divine, transmutation) The pelagastr tail inflicts a lesser warpwave on a creature within 30 feet (see Lesser Warpwave below; DC 20 Fortitude save to resist).

Warping Squeeze (divine, transmutation) Any creature damaged by the pelagastr tail's Constrict ability must succeed at a DC 20 Fortitude save or be subject to a lesser warpwave.

LESSER WARPWAVE

Many proteans can subject their foes to disorienting alterations perceived in time and space by creating ripples of unstable reality in the environment called warpwaves. When a creature fails its saving throw and is affected by a warpwave, roll 1d8 and consult the table below for the specific effect on that creature. A lesser warpwave effect lasts for 1 round, and a new warpwave effect negates any previous warpwave effect already affecting a creature. As the pelagastr tail is only partially in phase with reality, its warpwave has a reduced effect.

D8	LESSER WARPWAVE EFFECT
1	Clumsy 1 (2 on a critical failure)
2	Flat-footed and gain 1d6 temporary Hit Points
3	Dazzled
4	Enfeebled 1 (2 on a critical failure)
5	Immobilized by filaments of energy
6	Quickened (Stride, Strike, or Step only)
7	Slowed 1
8	Stupefied 1 (2 on a critical failure)

DACILANE ACADEMY'S DELIGHTFUL DISASTER

APPENDIX 2: 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 A3 (LEVELS 3-4)

COOKING CATASTROPHE

HAZARD 3

UNIQUE

CHAOTIC

COMPLEX

MAGICAL

TRAP

Stealth +10 (trained)

Description Skillets sputter and pots threaten to boil over, splashing their contents onto careless cooks or kitchen counters. The counters are covered with small dishes ready to add, along with 3 heavy cookbooks and a healthy coating of flour.

Disable DC 17 Cooking Lore (trained) or DC 20 Crafting to add the proper ingredients to finish the dish. DC 20 Diplomacy or Occultism to communicate with students when to stir or adjust the heat on a dish. Each disable attempt requires two actions, and three successful checks are required to disable the hazard.

Bubble Over ➤ **Trigger** A creature enters the room; **Effect** The hazard rolls initiative.

Revolting Mixture ♦ **Trigger** A creature fails an attempt to Disarm the trap; **Effect** The incorrect execution of the recipe releases a nauseating odor. The triggering creature must succeed at a DC 20 Fortitude save or be sickened 1.

Routine (3 actions) The trap uses each of its actions to make a splatter attack against a random creature in the kitchen. (The trap never targets a student, as they are out of phase with it.) For every successful disable attempt on the trap, it loses an action.

Ranged ♦ splatter +12 (range 30 feet), **Damage** 1d10+6 fire

Reset The trap deactivates after 1 minute, destroying all of the food. If left untouched, it resets automatically in 24 hours.

SCALING ENCOUNTER A3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

24+ Challenge Points: For every 4 Challenge Points above 20, add one action to the trap's routine and one additional success required to disarm the trap.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

ENCOUNTER A4 (LEVELS 3–4)

VOIDWORMS (4)

CREATURE 1

CN TINY MONITOR PROTEAN

Pathfinder Bestiary 266

Perception +4; entropy sense (imprecise) 30 feet, darkvision

Languages Abyssal, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7

Str –1, **Dex** +4, **Con** +0, **Int** –1, **Wis** –1, **Cha** +1

Entropy Sense (divination, divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

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

HP 16, fast healing 1; **Resistances** precision 3, protean anatomy 5

Protean Anatomy (divine, transmutation) A voidworm's vital organs shift and change shape and position constantly. Immediately after the voidworm takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The voidworm is immune to polymorph effects unless it is a willing target. If blinded or deafened, the voidworm automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ♦ jaws +9 (chaotic, finesse, magical), **Damage** 1d8–1 piercing plus 1d4 chaotic

Melee ♦ tail +9 (chaotic, finesse, magical), **Damage** 1d4–1 slashing plus 1d4 chaotic and confounding lash

Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips** (4th) *dancing lights*, *ghost sound*, *prestidigitation*; **Constant** (4th) *freedom of movement*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The voidworm takes on the appearance of a Tiny animal. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

SCALING ENCOUNTER A4

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

19–22 Challenge Points: Remove 1 voidworm and add 1 akizendri to the encounter.

23–27 Challenge Points: Remove 2 voidworms and add 2 akizendris to the encounter.

28–32 Challenge Points: Remove 3 voidworms and add 3 akizendris to the encounter.

33+ Challenge Points: Remove all 4 voidworms and add 4 akizendris to the encounter.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

AKIZENDRI (0)

CREATURE 3

CN SMALL MONITOR PROTEAN

Pathfinder Bestiary 2 204

Perception +8; darkvision, entropy sense (imprecise) 30 feet

Languages Abyssal, Celestial, Protean; telepathy (touch)

Skills Acrobatics +9, Deception +10, Occultism +11, Society +10, Stealth +9, Thievery +9

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

Entropy Sense (divination, divine, prediction) An akizendri can anticipate the most likely location of a creature through their supernatural insight into the forces of chaotic probabilities and chance. This grants the akizendri the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 19; **Fort** +6, **Ref** +11, **Will** +10

HP 42, fast healing 1; **Resistances** precision 3, protean anatomy 6; **Weaknesses** lawful 3

Protean Anatomy (divine, transmutation) An akizendri's vital organs shift and change shape and position constantly. Immediately after the akizendri takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The akizendri is immune to polymorph effects unless it is a willing target. If blinded or deafened, the akizendri automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 25 feet, fly 25 feet, swim 25 feet; *freedom of movement*

Melee ♦ jaws +12 (chaotic, finesse, magical), **Damage** 2d8+3 piercing plus 1d4 chaotic and garbled thoughts

Melee ♦ tail +12 (chaotic, finesse, magical), **Damage** 2d6+3 bludgeoning plus 1d4 chaotic and Grab

Divine Innate Spells DC 20, attack +12; **3rd** *glyph of warding*, *secret page*; **1st** *detect alignment* (at will, lawful only);

Cantrips (2nd) *acid splash*, *daze*, *ghost sound*, *mage hand*, *sigil*; **Constant (4th)** *freedom of movement*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The akizendri takes on the appearance of any Small or smaller creature. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Constrict ♦ 1d8+3 bludgeoning, DC 20

Garbled Thoughts (divine, emotion, enchantment, mental) A creature hit by the akizendri's bite Strike must attempt a DC 20 Will save.

Success The creature is unaffected.

Failure The creature is stupefied 1 for 1d4 rounds.

Critical Failure As failure, but the creature is also confused for 1 round.

Text Immersion (divine, transmutation) When the akizendri casts *secret page*, it can physically immerse itself in the text, changing the message of the text in the process. It can exit the book at any point by Dismissing *secret page*, at which point it appears in a space adjacent to the text. If it does so to begin combat, it rolls a Deception check for initiative. As long as it remains immersed in the text, the akizendri has no body. It can communicate telepathically with a creature as long as the creature touches the book or scroll that contains the *secret page*. It can sense nearby creatures using its entropy sense, but not in any other way, nor can it use any attack, manipulate, or move actions or speak aloud. If the object it is immersed in is destroyed, the akizendri reappears in an adjacent square and is stunned 1.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

ENCOUNTER A7 (LEVELS 3–4)

NUGLUBS (2)

CREATURE 2

CE SMALL FEY GREMLIN

Pathfinder Bestiary 2 135

Perception +5; darkvision

Languages Undercommon

Skills Acrobatics +8, Crafting +5 (+7 traps), Intimidation +7, Stealth +8

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

AC 18; **Fort** +9, **Ref** +10, **Will** +5

HP 34; **Weaknesses** cold iron 2

Kneecapper ➤ **Trigger** A Medium creature within the nuglub's reach leaves a square during its move action; **Effect** The nuglub lashes out at the triggering creature's knees and tries to knock them prone. The nuglub makes an Acrobatics check against the creature's Reflex DC. On a success, the target falls and lands prone.

Speed 30 feet, climb 20 feet

Melee ➤ bite +11 (finesse), **Damage** 1d8+1 piercing plus Grab

Melee ➤ claw +11 (agile, finesse), **Damage** 1d6+1 slashing

Primal Innate Spells DC 18, attack +8; **2nd** *shatter*; **1st** *grease*, *shocking grasp*; **Cantrips (1st)** *prestidigitation*

Sneak Attack A nuglub's Strikes deal an additional 1d6 precision damage to flat-footed targets, or 1d10 if the target is prone.

SCALING ENCOUNTER A7

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

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

23–27 Challenge Points: Add one nuglub to the encounter.

28–32 Challenge Points: Add one grimple and one nuglub to the encounter.

33+ Challenge Points: Add two nuglubs to the encounter.

GRIMPLES (0)

CREATURE –1

CE TINY FEY GREMLIN

Pathfinder Bestiary 3 120

Perception +6; low-light vision

Languages Undercommon

Skills Crafting +5 (+7 traps), Deception +2, Nature +4, Stealth +5, Thievery +5

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

Items satchel with 5 rocks

AC 15; **Fort** +5, **Ref** +7, **Will** +4

HP 16; **Weaknesses** cold iron 2

Gremlin Lice Whenever a living creature touches or is touched by a grimple (including via a successful unarmed melee Strike), it must succeed at a DC 13 Reflex save or become infested by gremlin lice. While infested, the targeted creature is distracted by the itching sensation and is stupefied 1, though it can use an Interact action to scratch at the itching lice to suppress the stupefied condition from the lice for 1d4 rounds. The infestation ends after 24 hours or until the creature is submerged in water or exposed to a severe cold environment, whichever comes first.

Speed 10 feet, climb 20 feet, fly 20 feet

Melee ➤ bite +7 (agile, finesse), **Damage** 1d4+1 piercing

Ranged ➤ rock +7 (agile, range increment 20 feet), **Damage** 1d4+1 bludgeoning

Primal Innate Spells DC 16; **1st** *grease*; **Cantrips (1st)** *mage hand*, *prestidigitation*

Putrid Vomit ➤ The grimple spews a 30-foot line of vomit. Each creature in the line must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure). The grimple can't use Putrid Vomit again for 1d4 rounds.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

ENCOUNTER B8 (LEVELS 3–4)

THICK PELAGASTR TAIL

CREATURE 5

UNIQUE CN MEDIUM MONITOR PROTEAN

Perception +12; darkvision, entropy sense (imprecise) 30 feet

Languages Abyssal, Celestial Common, Protean

Skills Athletics +13, Deception +11, Diplomacy +11, Religion +9, Stealth +13, Thievery +13

Str +4, **Dex** +4, **Con** +2, **Int** +3, **Wis** +1, **Cha** +3

Out of Phase The pelagastr tail weakens as the Lodge's connection to reality is reestablished by the *Lodge's Failsafe*. The first time the failsafe is activated, the pelagastr tail loses the Discordant Diversion reaction. The second time the failsafe is activated, it loses the Constrict ability. The third time the failsafe is activated, the pelagastr tail loses fast healing, takes 3d8 damage, and becomes slowed 1.

Entropy Sense (divination, divine, prediction) The pelagastr tail can anticipate the most likely location of a creature through their supernatural insight into the forces of chaotic probabilities and chance. This grants the pelagastr tail the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 20; **Fort** +11, **Ref** +13, **Will** +10; +1 status to all saves vs. magic

HP 88, fast healing 2; **Weaknesses** lawful 5; **Resistances** precision 5, protean anatomy 8

Protean Anatomy (divine, transmutation) A pelagastr tail shifts and changes shape and position constantly. Immediately after the pelagastr tail takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first. The pelagastr tail is immune to polymorph effects unless it is a willing target. If blinded or deafened, the pelagastr tail automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Discordant Diversion **Trigger** A creature within 30 feet attempts to Communicate from Beyond. **Effect** A shimmer of distracting chaos flashes out from the pelagastr tail. Unless the triggering creature succeeds at a DC 19 Will save, the action is disrupted.

Speed 10 feet, *freedom of movement*

Melee **tail slap** +12 (chaotic, magical, reach 10 feet),

Damage 1d12+6 bludgeoning plus 1d6 chaotic and Grab

Divine Innate Spells DC 22, attack +14; **3rd** *hypnotic pattern*, *slow*; **2nd** *telekinetic maneuver*; **1st** *detect alignment* (at will; lawful only); **Cantrips (3rd)** *dancing lights*, *ghost sound*, *mage hand*; **Constant (4th)** *freedom of movement*

SCALING ENCOUNTER B8

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

19–22 Challenge Points: Give the thick pelagastr tail an additional 20 Hit Points.

23–27 Challenge Points: Give the thick pelagastr tail an additional 20 Hit Points and increase the DCs of its spells and abilities by 2.

28–32 Challenge Points: Apply the elite adjustment to the thick pelagastr tail.

33+ Challenge Points: Apply the elite adjustment to the thick pelagastr tail and increase its fast healing to fast healing 4.

Constrict **tail** 1d6+6 bludgeoning, DC 19

Inflict Lesser Warpwave **tail** (divine, transmutation) The pelagastr tail inflicts a lesser warpwave on a creature within 30 feet (see Lesser Warpwave below; DC 22 Fortitude save to resist).

Warping Squeeze (divine, transmutation) Any creature damaged by the pelagastr tail's Constrict ability must succeed at a DC 22 Fortitude save or be subject to a lesser warpwave.

LESSER WARPWAVE

Many proteans can subject their foes to disorienting alterations perceived in time and space by creating ripples of unstable reality in the environment called warpwaves. When a creature fails its saving throw and is affected by a warpwave, roll 1d8 and consult the table below for the specific effect on that creature. A lesser warpwave effect lasts for 1 round, and a new warpwave effect negates any previous warpwave effect already affecting a creature. As the pelagastr tail is only partially in phase with reality, its warpwave has a reduced effect.

D8	LESSER WARPWAVE EFFECT
1	Clumsy 1 (2 on a critical failure)
2	Flat-footed and gain 1d6 temporary Hit Points
3	Dazzled
4	Enfeebled 1 (2 on a critical failure)
5	Immobilized by filaments of energy
6	Quickened (Stride, Strike, or Step only)
7	Slowed 1
8	Stupefied 1 (2 on a critical failure)

DACILANE ACADEMY'S DELIGHTFUL DISASTER

APPENDIX 3: GAME AIDS



J DACILANE

ALEC GRACEKIN



THANDMERE KRELSON

GELTRA



DACILANE ACADEMY'S DELIGHTFUL DISASTER

APPENDIX 3: GAME AIDS



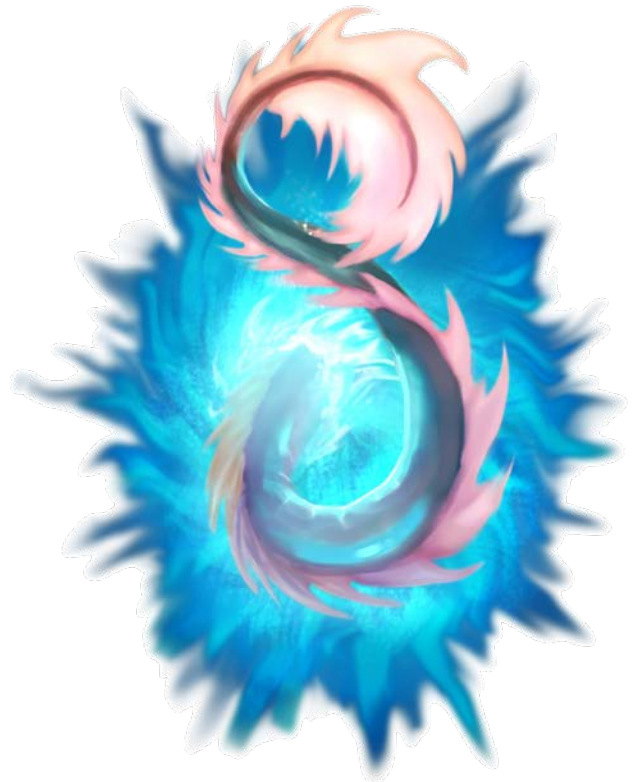
HARI

VIM MONEYMAKER



TELS OLSEN

PELAGASTR TAIL



DACILANE ACADEMY'S DELIGHTFUL DISASTER

HANDOUT #1: CHAPERONE INFORMATION

Thank you for agreeing to accompany our class to the Woodsedge Lodge! Students have been preparing for this trip for several weeks, so they should be very familiar with this information.

Field Trip Rules

- Students are guests at the Lodge and should show courtesy to Pathfinder agents and Venture-Captain Armeline Jirneau.
- No horseplay except in the battleground, and then only under the supervision of chaperones.
- Students have full run of Woodsedge Lodge, other than the restricted section of the library, where sensitive documents are kept. Remind students that the restricted section is off limits, and do not allow them access for any reason.
- Under no circumstances are unaccompanied students allowed in the Maze of the Open Road.

Class Assignment

Students are to complete the following tasks as a group to show that they have gotten something educational out of the trip:

- **In the Main Hall:** Identify an artifact with a significant tie to Taldan history.
- **In the Kitchen:** Speak with the chef to learn the secret ingredient in Woodsedge Pie.
- **In the Battleground:** Document three combat techniques frequently used by Pathfinder agents in the field.
- **In the Library:** Make note of the most common type of document in the Galtan library.

Reliable Students

While any student in the class should be happy to assist you, the following are particularly responsible:

- **Alec Gracekin** (he/him): A tall, dark-haired human from Ustalav. Alec is helpful and friendly. He often volunteers to run errands for me!
- **Geltra** (she/her): A kobold from the Sewer Dragon tribe. Geltra is quiet, but dependable. She has permission for her pigeon familiar, Ruffles, to accompany her on the trip.
- **Hari** (they/them): A studious half-elf from Osirion. I'm sure they'll be full of questions about the trip and about you! Hari is very focused on their academics and is usually the first to volunteer during class discussions.
- **Tels Olsen** (he/him): A sturdy redheaded changeling human. Tels is the captain of our ruk team and a quiet leader. He watches out for the younger students and often gives them good advice.
- **Vim MoneyMaker** (she/her): A talkative Katapeshi goblin. Vim probably knows as much about the Pathfinder Society as you or I! She writes letters to Ambrus Valsin once a week asking to start her training.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

HANDOUT #2: SCRAMBLED PLAQUES

The following plaques are meant to label artifacts on display in the Main Hall, but they have been separated from the artifacts.

Plaque 1:

*I twinkle and gleam
Gentle light I supply
You'll make a wish when
I streak down from the sky.
Starfall, 4350 AR*

Plaque 2:

*What could be lurking
Across the neighbor's field?
Put me to your eye
It will soon be revealed
Skywatch, 4698 AR*

Plaque 3:

*I can't make you honey
Or unlock a chest,
But I share the same name
As two from my nest.
Companion to Stavian I
Oppara, 4580 AR*

Plaque 4:

*I have never galloped
Through glades or past trees
If I swish my white tail
I move through the seas
Whitethrone, 4713 AR*

The following artifacts in the Main Hall have places on their display stands for plaques:

- A. A yard-long spiral horn embellished with emeralds and rubies
- B. A taxidermied owlbear posed threateningly by the door of the lodge
- C. A polished bronze spyglass
- D. A fist-sized lump of pitted metal

DACILANE ACADEMY'S DELIGHTFUL DISASTER

HANDOUT #3: IN CASE OF PLANAR EMERGENCY

Reminder! Arcanists from the Grand Lodge have warded the entire grounds with a *Material Failsafe* ritual in order to contain possible damage from extraplanar anomalies related to the Maze of the Open Road. Triggering the protections of the ritual is a straightforward process, but requires the following focus items:

- A pitcher of water
- A steel shield
- A large lodestone

To achieve maximum ritual potency, **bring the focus items as close as possible to the center of any extraplanar disturbance.** Grasping the focus item firmly, speak the activation word, “**Narven.**” To avoid accidental triggering of the ritual, simultaneous activation of all three focus items is required, so please coordinate carefully with fellow staff members. Focus items may need to be activated as many as three times to firmly re-anchor the area to the Material Plane.

A handwritten scrawl in the margin notes: “I have stored the lodestone in my quarters so it will not be misplaced.

“~A.J.”

DACILANE ACADEMY'S DELIGHTFUL DISASTER

GM REFERENCE: STUDENT COMMUNICATION

This handout includes the information necessary to track the students' attitudes toward the PCs.

Alec Gracekin (CN male human brown-noser) starts with an attitude of indifferent to the PCs, but offers them compliments and answers their questions as if he were friendly. PCs can Make an Impression on Alec using Diplomacy or Legal Lore.

Geltra (NG female kobold bookworm) starts with an attitude of indifferent to the PCs. PCs can Make an Impression on Geltra using Diplomacy or Library Lore.

Hari (LN non-binary half-elf overachiever) Hari starts with an attitude of friendly toward the PCs, whom they see as subject-matter experts. PCs can Make an Impression on Hari using Diplomacy or Academia Lore.

Tels Olsen (LG male changeling human athlete) starts with an attitude of friendly toward the PCs. PCs can Make an Impression on Tels using Diplomacy or Games Lore.

Vim Moneymaker (CG female goblin Pathfinder aspirant) starts with an attitude of friendly toward the PCs. PCs can Make an Impression on Vim using Diplomacy or Pathfinder Society Lore.

CURRENT ATTITUDE	ALEC	GELTRA	HARI	TELS	VIM
Helpful					
Friendly					
Indifferent					
Unfriendly					

A PC who attempts to Communicate from Beyond with a helpful student gains a +2 circumstance bonus to the check, while communicating with a friendly student grants a +1 circumstance bonus. Communicating with an unfriendly student imposes a -1 penalty to the check.

DACILANE ACADEMY'S DELIGHTFUL DISASTER

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

- ☐ ☐ Area **A3**, page 11: 2 Treasure Bundles for disarming the hazard.
- ☐ ☐ Area **A4**, page 12: 2 Treasure Bundles for defeating the proteans.
- ☐ ☐ Area **A7**, page 13: 2 Treasure Bundles for defeating the fey.
- ☐ ☐ Area **B8**, page 14: 2 Treasure Bundle for defeating the pelagistr tail and reviving Thandmere.
- ☐ ☐ Conclusion, page 16: 2 Treasure Bundles for completing the adventure and receiving thank-you gifts from the students.

DACILANE ACADEMY'S DELIGHTFUL DISASTER



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Faction:		
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -2	Level	

Faction:		
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -2	Level	

Faction:		
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -2	Level	

Faction:		
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -2	Level	

Faction:		
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -2	Level	

Faction:		
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -2	Level	

DACILANE ACADEMY'S DELIGHTFUL DISASTER

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Scenario #3-18: Dacilane Academy's Delightful Disaster

Character Name	Organized Play #	2 Character #
Adventure Summary		
<p>What began as a normal field trip for the students of Dacilane Academy almost ended in disaster when you and their other Pathfinder agent chaperones discovered that you'd vanished to another phase of reality, leaving the students to explore Woodsedge Lodge on their own! You found a way to communicate with the students, helped them finish their assignments, learned that the chaos at Woodsedge Lodge was the result of a protean's meddling, and found a way back to reality.</p>		
Boons		Rewards
<p>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.</p> <p>This scenario qualifies you for the following unique Achievement Point boon: Dacilane Academy Chaperone.</p>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
		Total GP
Reputation Gained		
Items		
<p>Thandmere's Pathfinder Chronicle (+1 item bonus to Recall Knowledge checks related to current and prior Pathfinder Society expeditions in the Five Kings Mountains) (item 3, discounted to 3 gp; <i>Lost Omens Character Guide</i> 110)</p>		
Purchases		
<div style="display: flex; justify-content: space-between;"><div style="width: 60%;">Items Sold / Conditions Gained</div><div style="width: 35%;"></div></div> <div style="display: flex; justify-content: space-between; margin-top: 20px;"><div style="width: 60%;"><small>TOTAL VALUE OF ITEMS SOLD</small> <small>Add 1/2 this value to the GP Gained Box</small></div><div style="width: 35%; border: 1px solid black; height: 20px;"></div></div>		
<div style="display: flex; justify-content: space-between;"><div style="width: 60%;">Items Bought / Conditions Cleared</div><div style="width: 35%;"></div></div> <div style="display: flex; justify-content: space-between; margin-top: 20px;"><div style="width: 60%;"><small>TOTAL COST OF ITEMS BOUGHT</small></div><div style="width: 35%; border: 1px solid black; height: 20px;"></div></div>		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
GM Organized Play #		

Chronicle Code: PFNU

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club