

SECOND EDITION

PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-07

Levels 5-8

A Most Wondrous Exchange!

By Kendra Leigh Speedling



AUTHOR

Kendra Leigh Speedling

DEVELOPMENT LEAD

Linda Zayas-Palmer

ADDITIONAL DEVELOPMENT

Mike Kimmel

EDITING LEAD

Solomon St. John

EDITOR

Simone D. Sallé

COVER ARTIST

Nicholas Phillips

INTERIOR ARTISTS

Wassim Adkhal, Josef Kučera, Damien Mammoliti,
Guilherme Motta, Mirco Paganessi

CARTOGRAPHER

Jason Engle

ART DIRECTION

Emily Crowell and Sonja Morris

GRAPHIC DESIGN

Emily Crowell

DEVELOPMENT MANAGER

Linda Zayas-Palmer

ORGANIZED PLAY COORDINATOR

Alex Speidel

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF COMMUNITY

Tonya Woldridge

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens Grand Bazaar*, *Pathfinder Lost Omens Pathfinder Society Guide*, and *Pathfinder Secrets of Magic*

Maps: *Pathfinder Flip-Mat: City Sites Multi-Pack*

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/>.



REPEATABLE

SUMMARY

While cataloging treasures obtained from the Onyx Alliance, the Pathfinder Society has discovered several items meriting investigation, repair, or recovery. The Society dispatches a team to consult proprietors of the Grand Bazaar regarding these treasures, including a mysterious parchment, a magical storytelling loom, a haunted phylactery, a set of shadowy grimoires, a missing clockwork familiar, and a damaged skymetal greatsword.

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ADVENTURE BACKGROUND

The night hag Aslynn recently manipulated the Pathfinder Society into conflict with the Onyx Alliance, a mercantile organization of the Shadow Plane with whom the Society had previously maintained an uneasy truce. She tricked the Alliance into stashing many of its treasures in a secure vault on the Shadow Plane, and a group of her changeling children nearly absconded with its contents, stopped only by the Pathfinder Society's intervention. With the fragile peace between the organizations restored, the Alliance's leader, **Sarnia Blakros** (LE female fetchling psychic), entrusted the vault's contents to the Society, siphoning Aslynn's power and using an interplanar rift to transfer the relics.

Concerned about Aslynn's next moves, the Society's chief archivist **Zarta Dralneen** (LN female human archivist) has prioritized cataloguing these treasures. The Society has been analyzing items that seem to be key to Aslynn's schemes, but countless other items within the collection pose a danger or contain valuable information for adventures across Golarion. Zarta and a pair of new allies who arrived in the Society's vaults alongside the treasures, **Biglock** (N male mimic spy) and **Mr. Glovely** (NG male awakened unseen servant bouncer), would like a Pathfinder team to consult merchants of Absalom's Grand Bazaar for their expertise.

GETTING STARTED

The PCs are called into the Grand Lodge for a briefing by chief archivist Zarta Dralneen. They convene in the vaults beneath the lodge, in an office lined with bookshelves and ancient relics in glass cases. An ornate treasure chest rests at the foot of the solid oak desk where Zarta is busily writing.

Read or paraphrase the following once the PCs arrive.

Zarta holds up a finger, scribing a few lines on the page in front of her before looking up. "Good, you're here. Thank you for coming; I fear our newer agents lack the experience necessary to handle some of the tasks at hand." She gestures to the chest at the foot of the desk. "This is Biglock, who's been unusually quiet. Aren't you going to say hello, Biglock?"

WHERE ON GOLARION?

A Most Wondrous Exchange! takes place in Absalom, in and around the Grand Bazaar in the Coins District. For more information on the Absalom, see *Pathfinder Lost Omens: Absalom, City of Lost Omens*. For more information on the Grand Bazaar and the shops in this adventure, see *Pathfinder Lost Omens Grand Bazaar*.



The front of the chest splits open into a gaping, toothy grin. "Just trying not to interrupt the briefing—until it'd be funny."

Zarta shakes her head, though the corner of her mouth quirks up in a smile. "Biglock, as you can see, is cursed with a sense of humor. He and his associate, Mr. Glovely, will be giving you the details on these missions. As some of you may recall, we recently obtained a treasure vault formerly held by the Onyx Alliance. They entrusted it to us after a tangle with the night hag Aslynn; it appears there's something in the vault she wants. To make sense of her plans, it's vital we properly catalog and secure the vault's contents. In the process, we've found some items that require additional attention. You'll be heading to the Grand Bazaar to consult with merchants about four of these treasures, as their expertise will be invaluable in identifying, fixing, or locating the items in question."

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Below are some answers to the PCs' likely questions.

What are these items? Zarta answers, "Various magical treasures. I've tasked Biglock and Mr. Glovely with prioritizing them. Biglock spent a lot of time inside the vault while he was hiding from Aslynn, so he's very familiar with the collection. He'll get you the items one at a time to minimize how many we have outside the vault at once, so check in with him after you've finished with each."

Why do we need to consult the shopkeepers? "The Society has a great deal of expertise," Zarta says, "but these shopkeepers specialize in a subject area related to the item or hold something else we need. I'm sure your own talents will be vital in gaining their assistance."

Are these items related to Aslynn's schemes? Zarta shakes her head. "No, we don't believe these are the items Aslynn is interested in. That doesn't mean they're unimportant, however. Some are dangerous, while others hold secrets that could prove quite valuable."



MR. GLOVELY

BOUNDLESS TREASURES

Once the PCs are ready, Biglock and Mr. Glovely present them with a treasure to investigate, along with an item or two the Society is willing to loan them for the mission. For each treasure, they point the PCs toward a Grand Bazaar shopkeeper to consult. The "Treasures of Interest" sidebar lists the six possible treasures that Biglock might give the PCs.

Choose Four Treasures: Each time you run the adventure, choose four treasure missions for the PCs, creating as diverse a range of experiences as possible for players who are replaying the adventure. The missions may be completed in any order. When preparing a mission, be sure to review the mission's variable elements as detailed in the mission's description. Each mission presents slight variations to allow for replayability and customizability. GMs may either select these options randomly (use d4s to roll on the associated table) or choose options that would suit their players particularly well.

The chosen missions must include at least one of the two combat-oriented missions, Treasure 2 or Treasure 5. Treasure 2 is a standard combat with several variations for the creatures that attack, while Treasure 5 is a difficult combat. For groups that prefer roleplay to combat, consider using Treasure 2 and not Treasure

TREASURES OF INTEREST

Choose four of the following six treasures each time you run the adventure; these must include at least one of the combat-oriented missions (Treasure 2 and Treasure 5). Use the Variations tables in each mission's description to create slight differences in the missions.

Treasure 1: Anamnesis (roleplaying and skill; page 5)

Treasure 2: The Fateweaver's Tale (combat and roleplaying; page 7)

Treasure 3: Mournful Echoes (roleplaying and skill; page 10)

Treasure 4: Open Book (roleplaying and skill; page 12)

Treasure 5: Sins of the Past (combat and skill; page 14)

Treasure 6: Tea for Tesyovensku (roleplaying and skill; page 17)

5. For groups that particularly enjoy combat, consider using both Treasure 2 and Treasure 5.

If you are running for a group that has not played this adventure before, the simplest way to run the adventure is to present Treasures 1 through 4 in order, selecting the first option on all variability tables.

Opportunistic Strike: After the PCs complete their fourth treasure mission, proceed to Opportunistic Strike on page 18.

Rest Opportunity: Zarta recommends the PCs take an 8-hour rest after they complete their first two missions.

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check or a DC 15 Absalom Lore check to Recall Knowledge knows some gossip around the Grand Bazaar. These checks should be rolled secretly.

Critical Success As success, but the PC learns three pieces of gossip.

Success The PC learns two of the following six pieces of gossip, chosen from among the pieces that correspond to the four treasures appearing in the scenario. Provide the PCs with the relevant information on the following page after Biglock mentions the treasure's location.

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Treasure 1: Omira Descinaria of the Barghest's Bin retired from the Pathfinders after a disastrous exploration of a daemon-worshipping necromancer's tomb resulting in the loss of her companions.

Treasure 2: Khisa of Relics & Remembrance is always on the lookout for relics stolen from their homelands in southern Garund, as she wishes to return them to their rightful homes.

Treasure 3: Raliadra of the Resplendent Rose has a new singing student with great potential but little confidence, and is having difficulty encouraging him.

Treasure 4: Erikanesh of the Historia Reliquary has recently submitted several requests for admittance to a special archive at the Forae Logos, but so far been denied.

Treasure 5: The Assembler, mysterious warden of the Clockwork Cathedral, is unhappy with the Clockwork Caravan's proprietor, Sihn Siphandon, for displaying this technology so openly.

Treasures 6: Tesyovensku's Warehouse's eponymous proprietor is intrigued by Raliadra of the Resplendent Rose, due to her musical skill and her escape from Zon-Kuthon's faith, but is unsure whether they can trust her.

Critical Failure Competition in the Grand Bazaar is cutthroat, and most proprietors aren't above sabotaging one another to advance their own business prospects.

TREASURE 1: ANAMNESIS

Biglock directs Mr. Glovely to bring out a tattered scroll, a *major codebreaker's parchment* (*Pathfinder Secrets of Magic* 182). Read or paraphrase the following.

The mimic grins, showing off his gold-plated teeth, as the two gloves hovering next to him present a tattered parchment scroll. "This little number is a major codebreaker's parchment! Some Pathfinder codebreakers tried to decipher it, but it didn't go so well. The words on the page flashed red and partially dissolved before coming back. They took it as a warning and left off messing with it, but they managed to decipher two words: Omira Descinaria. Apparently, she's a retired Pathfinder who runs a shop in the Grand Bazaar now,

called the Barghest's Bin. No idea what connection she might have to the thing, but it's worth an inquiry, no?"

Biglock suggests the PCs meet with Omira to see if she can decipher the parchment. He lends the PCs a *diviner's nose chain* (*Pathfinder Lost Omens Pathfinder Society Guide* 77) to assist in determining the veracity of Omira's report.

When the PCs arrive at the Barghest's Bin, read or paraphrase the following.

The front window of the Barghest's Bin showcases a dizzying variety of curios. A weathered dragon skull sits at the center of the display, surrounded by multicolored bottles of liquid, bejeweled wands and weapons, and a chest overflowing with glittering coins. Inside the shop, racks of weapons, wands, and potions are neatly displayed and

labeled, and a sign overhead reads, "Ask any questions you like!" In the middle of the room stands a glowering statue of a barghest, its body and limbs festooned with cloaks, robes, and belts.

Omira Descinaria (N female human arcane trickster, art on page 40) is organizing displays when the PCs arrive and greets them cheerfully. Omira is an upbeat woman who views younger adventurers almost as apprentices, and she reacts positively to the PCs as fellow Pathfinders. Though her own adventuring days are behind her, she enjoys giving advice and hearing of others' exploits.

When the PCs ask about the parchment, she frowns, murmuring, "It can't be," before requesting to see it. She confirms the parchment once belonged to an adventuring companion of hers; she didn't know of this specific parchment's existence until now, but it was a method her former team used to log sensitive information. Omira knows its command word, but before she offers it, she asks if the PCs can do her a favor.

Omira explains that on the day she opened her store, there was a shop with a purple door across the street. She recalls stopping in, but doesn't remember her experiences within. She hasn't seen the door since, so she believes the shop must have closed or remodeled. However, anytime she smells pesh or a caustic chemical, the memory of that purple door returns. This troubles her, as does her lack of memory



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for her time inside, and she's consulted several scholars for assistance with no luck.

Unbeknownst to Omira, the purple door led to the private demiplanar pesh parlor of a meladaemon, Inusalia, the Lady of Wasting Intoxication. Omira attracted her attention after destroying an unholy thurible dedicated to the Horseman Trelmarixian during her final mission as an active field agent of the Pathfinder Society before she retired to open up her own shop. In retaliation, Inusalia took up residence across from Omira's new shop, lured her inside, and performed a ritual that allows her to observe through Omira's senses. She's remained in her demiplane since, as the portal manifests only when she chooses, using her connection to prey on any of Omira's customers who catch her attention. She's careful not to do so in a way that leads back to the Barghest's Bin, as she doesn't want to endanger her hunting supply.

To locate her missing memories, Omira's created an immersive mindscape linked to her own consciousness, in theory allowing others to enter and view her memories. She's been uncertain whom to trust with this deeply personal endeavor, but views the PCs as reliable due to their shared affiliation with the Pathfinders.

Entering the Mindscape: With Omira's preparations, the PCs can enter the mindscape when she opens it, but to navigate it effectively, they must attune themselves to the disorienting swirl of thoughts within. When entering, each PC must attempt a DC 20 Occultism, Religion, or Medicine check (DC 23 for levels 7–8). On a success, a PC gains a +1 circumstance bonus to skill checks inside the mindscape (+2 on a critical success). A PC who critically fails takes a –1 circumstance penalty to skill checks within the mindscape.

Once the PCs are in the mindscape, read or paraphrase the following.

Spiraling sets of stairs, weaving through one another in a byzantine pattern, lead up and down from a central platform. Doors are interspersed along their paths in improbable locations, and it's difficult to make sense of where one path ends and another begins. Every so often, a bright purple door appears in view, though it seems to vanish whenever it's viewed directly.



CODEBREAKER'S PARCHMENT

Recovering the Memory: This encounter takes place over the course of 4 rounds. Each round, each PC can attempt a DC 18 Daemon Lore (DC 22 for levels 7–8) check or a DC 22 Occultism, Religion, or Survival check (DC 25 for levels 7–8) to navigate the mindscape and earn Memory Points. If the PCs learned information about Omira from their checks to Recall Knowledge

at the beginning of the adventure, reduce the DC of checks to earn Memory Points by 1, as this understanding of Omira's experiences informs them in navigating the memories. Additionally, the DC is reduced by 2 for a PC wearing the *diviner's nose chain*, as the scent granted by the chain allows them to follow the pesh scent to the relevant memories. These decreases are cumulative.

The PCs' attempts to gain Memory Points have the following results.

Critical Success The PCs gain 2 Memory Points.

Success The PCs gain 1 Memory Point.

Critical Failure The PCs lose 1 Memory Point.

As the PCs accumulate Memory Points, they continually unlock portions of Omira's memories. Specific hints are up to the GM, but the PCs should be able to develop a full idea of what transpired after they obtain a number of Memory Points equal to twice the number of PCs. Consider mentioning things such as the heady scent of pesh, a ritual circle and chanting in Daemonic, whispers about vengeance, the silhouette of a wasted wolf-like creature with hideous claws, Omira destroying a sinister-looking thurible, or an adventuring party bearing Omira's merchandise being slain by daemons. Early hints should be vague, gradually getting more precise as they progress.

Although she's not fully present in the mindscape, Inusalia can use her connection to Omira to interfere once she realizes someone's meddling. At the end of the second round, she manifests a disruption in the mindscape to impede the PCs. This disruption varies by playthrough, detailed as follows.

TREASURE 1 VARIATIONS

d4	Mindscape Disruptions
1	Fogged Mind
2	Misleading Memory
3	Nightmarish Creature
4	Warped Landscape

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Fogged Mind: All PCs must attempt a DC 19 Will save (DC 22 for levels 7–8). On a failure, they're stupefied 1 (stupefied 2 on a critical failure) for the next hour.

Misleading Memory: Inusalia plants a false memory into the mindscape to mislead the PCs. One PC (determined randomly) must succeed at a DC 20 Perception check to Sense Motive (DC 23 for levels 7–8), or the PCs lose 1 Memory Point (2 Memory Points on a critical failure).

Nightmarish Creature: One PC (determined randomly) is targeted with a 4th-level *phantasmal killer* with a save DC of 19 (DC 22 for levels 7–8). If a PC would be killed by this effect, they're instead shunted out of the mindscape and are frightened 2 for the next hour.

Warped Landscape: The stairs the PCs are on disappear beneath their feet. All PCs take 6d6 falling damage (basic Reflex, DC 19; DC 22 and 6d12 damage for levels 7–8), landing on another set of stairs below. A PC who critically fails the save is frightened 1.

Development: If the PCs obtain a number of Memory Points equal to twice the number of PCs, they fully recover Omira's memories and immediately return to their bodies in the real world. If they don't obtain that number of Memory Points by the end of 4 rounds, Inusalia uses her connection to Omira to eject them from the mindscape. It fractures behind them, cutting off Omira's lost memories permanently. If her memory is fully restored, Omira is disturbed by the revelations

and sets off to consult a priest about severing Inusalia's connection to her. If her memory wasn't fully restored, but the PCs earned a number of Memory Points equal to the number of PCs, her memory is partially restored. Omira vows to keep investigating, troubled by her half-remembered experiences. If the PCs earned fewer Memory Points, they fail to restore her memories entirely.

Regardless of whether the PCs recover Omira's memories, she unlocks the *parchment* for them. It details the fate of one of Omira's former companions, Mauhrim; he and Omira were separated in the tomb when a hallway collapsed. Trapped below in the tomb's vault, Mauhrim observed that the sarcophagus exuded a dark miasma that appeared to be slowly rebuilding the corpse within. Though he knew he'd perish before any help came, he wrote down his findings and pushed the *parchment* through a crack in the stone ceiling, hoping someone would eventually discover his warning.

The PCs know the Pathfinder Society will be interested in this account of an ancient tomb and its potentially undead inhabitant, and they can offer it to Biglock when they report back in.

Rewards: If the PCs fully restored Omira's memories, she rewards them with a *misdirecting haversack* (*Grand Bazaar* 10); for levels 7–8, the reward is an *encompassing lockpick* (*Grand Bazaar* 10). If the PCs partially restored her memories, she gives them a 1st-level *wand of longstrider* (2nd-level for levels 7–8) instead. If they failed to restore her memories, she thanks them for trying but offers no additional reward.

TREASURE 2: THE FATEWEAVER'S TALE

At Biglock's direction, Mr. Glovely presents the PCs with a small, lap-sized hand loom, setting it on the table before them. A handwritten note is affixed to its frame, reading, "Only a master storyteller may hear my tale."

Read or paraphrase the following.

"Now, this one's a real beauty," Biglock says, as Mr. Glovely gestures over the darkwood loom to show it off. "You don't see these around too often anymore. It's called a taleweaver! They're ancient storytelling devices once popular in the Mwangi Expanse, especially among followers of Grandmother Spider. They've mostly fallen out of use, and knowledge of them is obscure nowadays. I was tempted to play around with it myself when I was in that vault, but none my forms have fingers, and Mr. Glovely wasn't willing to experiment!"

The gloves make an impatient motion, and Biglock chuckles. "Each individual taleweaver holds a story," he continues, "which plays out as an illusion around the weaver."



TALEWEAVER

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The neat thing is, the weaver doesn't need to know the story in advance; the threads move of their own accord. When the story ends, the threads unwind and coil back into the frame, ready for the next retelling. Now, this loom is *old*. The Society's analysis indicates it dates back to the time of Old-Mage Jatembe, so they're curious about its story. Fortunately, there's a storytelling expert in the Grand Bazaar. Zarta wants you to head to Relics & Remembrance to see if its proprietor can figure this loom out."

Zarta recommended the PCs consult with **Khisa** (NG female human historian, art on page 41) of Relics & Remembrance, as she specializes in collecting stories. Aware of Khisa's habit of enjoying tales from patrons, Biglock lends the PCs a *greater persona mask* for the mission.

When the PCs arrive at Relics & Remembrance, read or paraphrase the following.

The interior of this stucco-and-wood building is crammed with bookshelves, creating a veritable maze through the shop's rooms. The high ceiling would feel cavernous, were it not for the shelves stretching almost tall enough to brush it. Each shelf is full of leather-bound books interspersed with items of all sorts; beneath each item is a scroll telling of its origin and significance. To the right of the front door, several tables and comfortable chairs are arranged to form a small tea nook, and the scent of jasmine and rooibos wafts through the shop.

Khisa welcomes the PCs to her shop when they enter; she's a warm and friendly person with a passion for the art of storytelling. Though she runs a business revolving around historical relics and their tales, she's a strong proponent of returning items obtained unethically to their places of origin and takes a dim view of those who plunder such relics for profit.

When the PCs show her the *taleweaver*, her eyes widen in fascination. Before jumping straight to business, though, she invites the PCs to take a seat in the tea nook and offers them refreshments. She chats with them as she prepares the tea, then asks the PCs to each share a story with her. Each PC can attempt a DC 20 Diplomacy or Performance check (DC 23 for levels 7–8), or a relevant DC 17 Lore check (DC 20 for levels 7–8) to tell Khisa a brief tale.

Khisa is open to tales of all sorts, from past exploits to reimagined fables to stories of treasured possessions, and she eagerly listens to any the PCs choose to tell. If a PC seems reluctant, she tries to gently draw them out, smiling and telling them, "All storytellers start somewhere, and you're among friends here!" Encourage the players to tell a brief story in-character or describe the story their PC tells. A PC who tells a tale appealing to Khisa's strong sense of justice, or about protecting objects from being

stolen from their homelands, gains a +1 circumstance bonus on this check.

Note how many successes the PCs earn with their storytelling, as Khisa gifts them something from her shop if they impress her (see **Rewards**). Regardless of how successful their storytelling goes, when the PCs have finished, Khisa nods in satisfaction and proceeds to examine the *taleweaver*. She frowns, commenting that its aura is unusual, though she's unable to pin down why. Before beginning the story, she suggests the PCs accompany her outside to see the illusions' full effects without the background of her shop's clutter. Once they're outside, read or paraphrase the following.

Khisa begins to weave, her fingers flying over the loom as the shimmering image of a tall Mwangi man in scholarly robes appears behind her. "Long ago," she says, her voice echoing strangely, "there lived a mage of the Magaambya, Awani of the Tempest." The illusionary man points a staff to the sky, and storm clouds gather over his head. "Awani was talented; it seemed that every month, he created a new spell or relic. He built the first taleweaver, which held a power that none has since: the power to make illusion into reality. But as his power to hold the strings of others' fates grew, Awani became arrogant and selfish."

As Khisa continues, she describes how Awani began to use his power for selfish ends, hindering or even eliminating his academic rivals and those who offended him by using his *taleweaver* to craft terrible fates for them. While she recounts these events, the illusions created by the *taleweaver* reenact them around her. Eventually, she says, the *taleweaver* itself became corrupted from the mage's greed, and when Awani next tried to call forth creatures to do his bidding, he lost control of the summons and they turned on him instead.

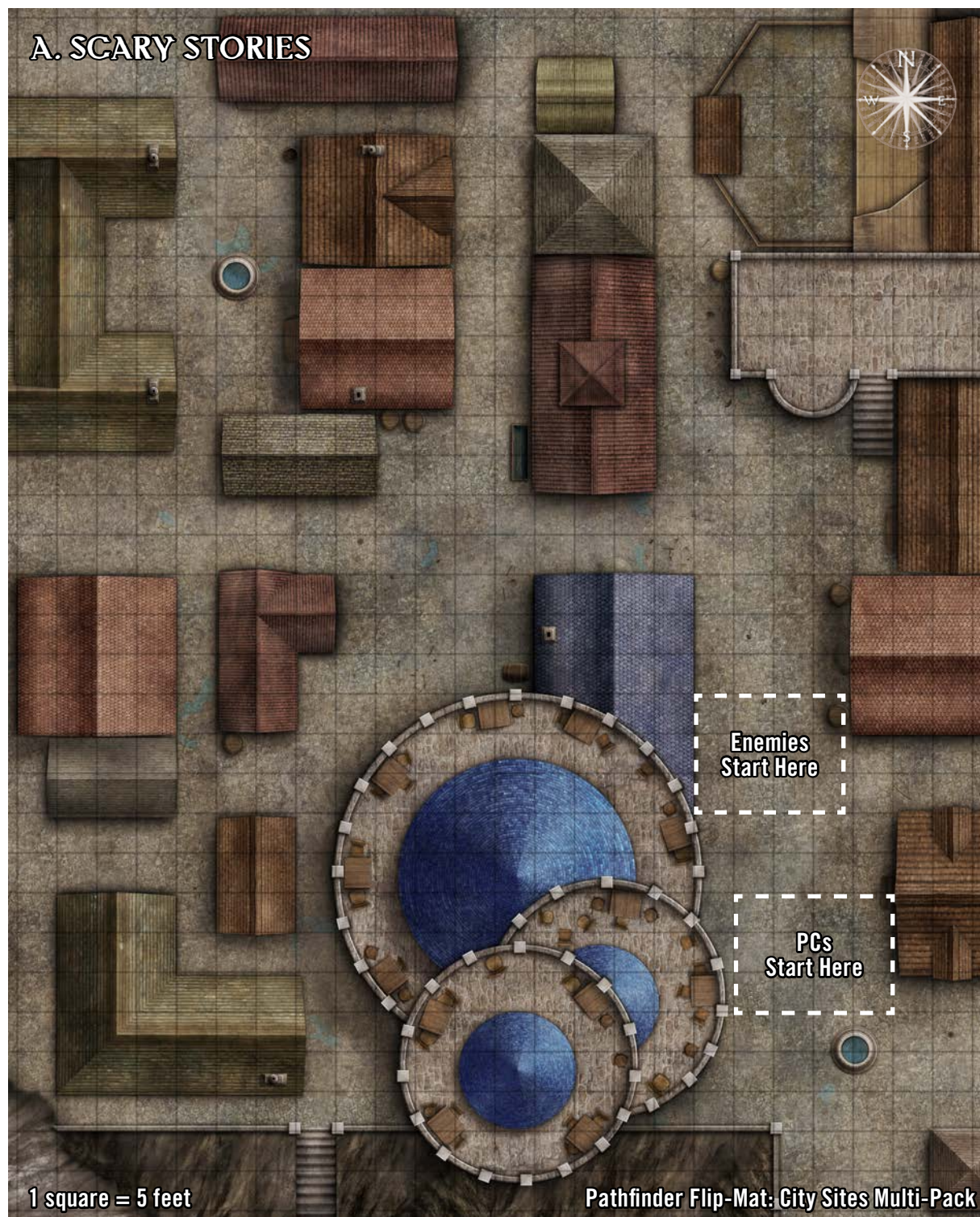
A. SCARY STORIES MODERATE

As Khisa nears the end of the tale, the climactic encounter of the story turns to reality as the *taleweaver* manifests the creatures responsible for Awani's demise. When the monsters materialize, Khisa gasps and quickly rushes the small group of bystanders away to safety, leaving combat to the PCs. Use the map on page 9.

Creatures: For levels 5–6, the *taleweaver* summons a brimorak, representing the demon Awani attempted to send against his enemies, and its gnoll minions. For levels 7–8, Awani instead tried to bind a greater barghest and two brimoraks.

Their unique origins affect the creatures created by the *taleweaver* in different ways, as noted in the variation table. The mechanical effects of each variation are described in the appropriate appendix (page 21 for levels 5–6 and page 31 for levels 7–8).

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TREASURE 2 VARIATIONS

d4	Embellishment
1	Standard
2	Intangible
3	Primal
4	Woven

LEVELS 5–6

GNOLL CULTISTS (2)

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CREATURE 3

BRIMORAK

Page 22

CREATURE 5

LEVELS 7–8

BRIMORAKS (2)

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CREATURE 5

GREATER BARGHEST

Page 32

CREATURE 7

Development: Once the PCs defeat the creatures, Khisa returns and thanks them, apologizing that she hadn't realized the *taleweaver's* corruption before. The PCs know the Pathfinder Society would be fascinated to learn the origin of the *taleweavers* as well as this original one's capabilities to manifest its illusions into reality. When they report in, Biglock is thrilled with this discovery and goes to inform Zarta immediately.

Rewards: If at least half of the number of PCs (rounded down) succeeded at their storytelling checks, Khisa gifts them two *sky serpent bolts* (*Grand Bazaar* 81); for levels 7–8, she instead gives them a *wand of fey flames* (*Grand Bazaar* 81).

TREASURE 3: MOURNFUL ECHOES

Biglock and Mr. Glovely present the PCs with a *phylactery of faithfulness* contained within a *greater sealing chest* (*Pathfinder Society Guide* 37). The box is engraved with beautiful roses and Shelynite iconography, but a shadowy miasma surrounds it, and the parchment scroll that should be inside is missing.

"Careful when you handle the box inside there," Biglock warns, as Mr. Glovely holds out a small chest. "Seems it has some sort of curse on it. Judging by the nice roses, it used to be dedicated to Shelyn, but see those shadows? It's been corrupted somehow, slowly realigning it to Zon-Kuthon. Weird, huh? Not only that, it radiates a sense of undeath, but none of the usual purifications have worked. Zarta thinks the proprietor of the Resplendent Rose, Ralliadra, might be able to make sense of it. She's a devotee of Shelyn, but apparently, she used to be a Kuthite. I wouldn't ask her too much about that, though... people can be sensitive about their pasts, and you wouldn't want to be rude, would you?"

Due to Ralliadra's experiences with both faiths, Zarta feels her perspective will be invaluable in cleansing the item. Biglock loans the PCs a *moderate thurible of revelation* from the Pathfinders' vaults to aid in this mission.

When the PCs arrive at the Resplendent Rose, read or paraphrase the following.



BRIMORAK

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A brightly colored stained glass roof, portraying a mosaic of Shelyn's religious symbol, crowns this building, with its many windows flung open to let in the fresh air. The cheerful jingle of wind chimes mingles with the sound of a woman singing in Elven, her voice beautifully haunting. A garland of spiked chains drapes around the arched front door, intertwined with blooming rose vines. Inside, the walls are lined with musical instruments on shelves, along with colorful weapons and armor.

At the corner of the room sits a small stage, with chairs scattered in front of it, and the scent of freshly baked cookies drifts from a door ajar at the back of the shop.

Ralliadra (NG female elf bard, art on page 42) greets the PCs warmly, offering them a plate of cookies as she emerges from the shop's kitchen. Despite her shyness, she always appreciates visitors, particularly fellow Shelynites or music lovers.

Although she doesn't hide her past as a morose Kuthite, she grows defensive if others focus on it too much, as she fears it means they don't accept the person she's become.

When the PCs show her the *phylactery*, she grows pale. Initially, Ralliadra nervously attempts to deflect away from the subject. A PC who succeeds at a DC 18 Diplomacy check (DC 21 for levels 7–8) earns her trust enough to confide into them. If the PCs learned of her trouble motivating her student from their earlier check to Recall Knowledge, they can instead attempt a Performance check to share strategies of overcoming stage fright, winning her trust with their compassion. If the PCs don't succeed, they eventually talk Ralliadra into sharing her secret, although she's too shaken by her own doubts to assist in the ritual and doesn't give them a gift (see **Rewards**).

After this initial conversation, Ralliadra beckons the PCs to the shop's back stockroom and takes out a rolled parchment—the sort belonging to a *phylactery of faithfulness*—from a drawer, inscribed with Shelynite prayers but wreathed in shadows. She explains the parchment was brought to her by someone who found it at an antique sale in the city; they hoped she could purify it, but so far, she's been unable to. Worse, an eerie, mournful singing sometimes emanates from the parchment at night, accompanied by a ghostly harp, and at times Ralliadra even finds herself standing over the parchment when she awakens, singing along with the

wordless melody. Reluctant to burden anyone, she hasn't yet asked for help, but she's run out of ideas to fix the problem. Secretly, she fears her past may somehow be bringing on this strange haunting, although rationally she knows that's unlikely.

When the PCs take the *phylactery* out of its box, the shadows around both it and the parchment begin to roil.

Any PC trained in Arcana or Religion recognizes that reuniting the objects seems to be calling up some type of spirit, and a PC who succeeds at a DC 18 Religion check (DC 21 for levels 7–8) realizes the haunting couldn't fully manifest until the two portions were brought together. One round after the shadows begin moving, a ghost manifests in front of the PCs!

The ghost isn't hostile, but their communications are garbled, initially making it difficult for the PCs to talk to them coherently.

Now that she's realized the nature of the haunting, Ralliadra tells the PCs she knows a Shelynite ceremony that can purify the *phylactery* and lay the ghost to rest. The purification process takes three stages, in which one PC rolls the primary check; this PC can change between stages. The DC for these skill checks is 20 (23 for levels 7–8). In the first stage, the PCs must attempt a Performance or Religion check to begin the ritual song. In the second stage, they must attempt an Occultism check to talk to the ghost or Perception check to Sense Motive to determine what's tying them to the *phylactery*. In the third stage, the PCs must attempt a skill check determined by the individual ghost. The ghost's identity varies by playthrough, as detailed under Treasure 3 Variations on page 12.

In each stage, Ralliadra can Aid the PCs' Diplomacy, Performance, Religion, or Shelyn Lore checks, granting them a +1 circumstance bonus, though she only does so if the PC earned her trust. Other PCs can also attempt to Aid. If the PCs fail a check, they can try again, but if they obtain three failures before obtaining three successes, the *phylactery* cracks in two and the ghost screams as they're whisked up out of the shop. If a PCs critically fail a check, all of the PCs take 6d6 negative energy damage (basic Fortitude, DC 19; DC 22 and 6d12 damage for levels 7–8); a PC who critically fails their Fortitude save is drained 1.



SHADOW-SHROUDED
PHYLACTERY

A Most Wondrous Exchange!

TREASURE 3 VARIATIONS

d4	Ghost
1	Demran
2	Evielle
3	Mekana
4	Surain

Demran: Demran was a priest of Zon-Kuthon who converted to Shelyn's faith, much as Ralliadra did years later. He crafted this *phylactery* personally, but was later killed and the sacred object corrupted by one of his former colleagues, enraged at his perceived betrayal. He has a grim, resolute demeanor. The relevant skill check for Demran is Religion or Shelyn Lore; if the PCs use Shelyn Lore, the DC of the skill check is 3 lower.

Evielle: Evielle was a performer in Nidal who held secret Shelynite services in defiance of the Kuthite government. When she was executed by an Umbral Court agent, they attempted to rededicate her *phylactery* to Zon-Kuthon, with mixed results. She's determined and defiant, even in death. The relevant skill check for Evielle is Performance.

Mekana: Mekana was a thief who stole relics from several temples, including this *phylactery* and a Kuthite artifact that corrupted it when they were brought together. After seeing the effect her theft had on the object, she regretted her actions and sought to return the *phylactery* to the temple, but was hit by a carriage on her way. Mekana is wry and sardonic, and her relevant skill check is Thievery.

Surain: Surain was a noble and a devotee of Shelyn who fell in love with a follower of Zon-Kuthon. Tragically, though their feelings were reciprocated, their disparate faiths and circumstances of their births parted the two, as Surain's family whisked them away from their "lowborn" lover and the Kuthite church moved their lover far away from Surain's "dangerous" influence. Heartbroken, Surain ended their own life, the *phylactery* dimming from their despair. They have a quiet, forlorn demeanor and their relevant skill check is Society.

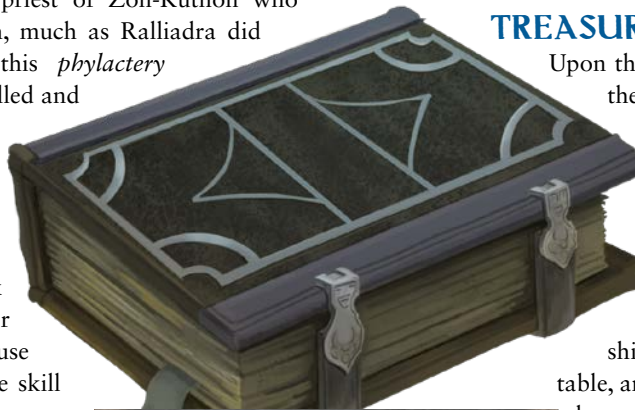
Development: If the PCs purify the *phylactery* and place the parchment within it, the ghost smiles before disappearing, and the shadows fade from the box. Ralliadra thanks them for setting the lost soul to rest and assures them they're always welcome at her shop.

If the PCs fail to purify the *phylactery*, the ghost is no longer bound to the box and begins roaming throughout the city, and the Pathfinder Society must dedicate resources to finding and exorcising them.

Rewards: If the PCs convinced Ralliadra to confide in them willingly, she gifts them a set of *holy prayer beads*, initially attuned to Shelyn.

TREASURE 4: OPEN BOOK

Upon the PCs' arrival, Biglock greets them and asks Mr. Glovely to bring out "the ol' doorstops." The gloves disappear through a door momentarily and return with a set of four grimoires, bound in black leather with metal clasps. Biglock shifts forms from a chest to a table, and Mr. Glovely sets the books down on top of him.



SHADOWCASTER GRIMOIRE

"Nice tomes, huh?" Biglock says, as Mr. Glovely gestures over the books.

"They're grimoires, written by five different wizards, each one a student of the last. The authors were all shadowcasters, and their grimoires contain a lot of insights into shadow magic and spells. Unfortunately, this isn't a complete set; the last grimoire is missing. The Society *did* find all five of them in the vault—they're catalogued as such—but we lost track of one. Seems it was mistakenly placed in a batch of other items the Society was selling, some artifacts discovered on an expedition in Varisia."

The table quivers slightly, as if shaking a non-existent head. "Luckily, we managed to trace where the grimoire ended up, and even more luckily, it hasn't gone far! Only as far as the Grand Bazaar, in fact; it was purchased by the proprietor of the Historia Reliquary, a lizardfolk named Erikanesh. They're a bit... persnickety—I'm sure you know the type—so getting the grimoire might take more finagling than just buying it back. But I'm sure you can work something out, resourceful lot like you! Here's a few silvers for the shop admission fee."

In addition to covering the entrance fee, Biglock lends the PCs a *brooch of inspiration* (Grand Bazaar 110) and a *greater choker of elocution* granting fluency in Aklo, Draconic, and Shadowtongue, hoping it will allow them to impress Erika with their scholarly knowledge.

When the PCs arrive at the Historia Reliquary, they find the front of the building is covered in a black curtain, blocking off the view of the windows. A box sitting next to the door is labeled, "Admission: 1 silver.

A Most Wondrous Exchange!

Item sellers, please ring bell.” Once the PCs place their coins in the box, the door unlocks and swings open. Read or paraphrase the following.

The inside of the Historia Reliquary gives the impression of being a museum rather than a shop, with neat exhibits encased in glass, all carefully labeled with lengthy descriptions of their contents. The items showcased near the front of the shop are Avistani, arranged by region, while a painted sign reading “Garundi Artifacts” points toward the shop’s rear. Floating orbs above the displays provide illumination, giving off a warm glow, and the scent of sweet rolls and tea suffuses the room.

Erikanesh (LN agender lizardfolk anthropologist; *Pathfinder Lost Omens Character Guide* 56, art on page 42), or Erika for short, greets the PCs politely but coolly, looking up from their desk as though bemused by the interruption. When they hear the PCs’ reason for visiting, they frown, scratching the frills at the top of their head thoughtfully. They inform the PCs that although they don’t wish to impede the Pathfinders, they purchased the grimoire for their own studies because of its author, an Issian shadowcaster who specialized in crafting shadow-infused relics. As Erika’s working on a treatise about these relics, the grimoire is invaluable to their research, which they eagerly describe in great detail for as long as the PCs are willing to listen.

Erika’s determined to keep continual access to the grimoire; however, they soon realize they might be able to come to an arrangement. They explain that their research is currently forestalled by difficulty viewing a special collection at the Forae Logos, Absalom’s famed library. This collection, the Dakrivil Archives, is restricted and requires visitors to be members of a university or other scholarly institution; as an independent proprietor, Erika doesn’t qualify, much to their vexation. They say that if the PCs could obtain the research they need from this collection, they’d be able to finish their notes and could turn the grimoire over to the Society, as they’re interested in its historical context rather than its magical secrets. Once they hit upon this idea, Erika is resistant to any other bargain the PCs might attempt to strike, viewing this as an excellent chance to get the information they need.

The PCs may have learned of Erika’s interest in the Dakrivil Archives with their check to Recall Knowledge at the beginning of this adventure. If they did so and suggest this course of action themselves, rather than Erika requesting it, the lizardfolk appreciates their initiative and regards their efforts more favorably.

The Forae Logos is in Absalom’s Wise Quarter, north of the Coins District where the Grand Bazaar is located. As members of the Pathfinder Society, the PCs are readily

granted access to the Dakrivil Archives upon request. During the discussion, the librarian comments that they have good timing; the collection is scheduled to be sent out the next day on long-term loan to a university in Goka, so the PCs only have one day to research!

This encounter uses the research rules (*Gamemastery Guide* 154–155), focusing on the Dakrivil Archives rather than the entire Forae Logos. Each research check attempt takes 2 hours, and the PCs have a total of 8 hours to research. A PC wearing the *brooch of inspiration* applies its item bonus to their research checks, and a PC wearing the *greater choker of elocution* gains a +1 circumstance bonus on research checks due to their ability to find materials in its granted languages. Instead of attempting their own research check, a PC can Aid another PC by succeeding at a DC 20 Athletics check (DC 23 for levels 7–8) to bring books to their companion or Perception check to spot relevant volumes.

LEVELS 5–6

DAKRIVIL ARCHIVES

LIBRARY 5

Page 23

LEVELS 7–8

DAKRIVIL ARCHIVES

LIBRARY 7

Page 33

Once the PCs reach the first research threshold or have been researching for 4 hours, whichever comes first, they encounter a complication. This complication varies by playthrough, as detailed below.

TREASURE 4 VARIATIONS

d4	Complication
1	Bad Translation
2	Damaged Text
3	Rival Researcher
4	Trapped Book

Bad Translation: The PCs find several texts with misleading translations and must succeed at a DC 20 Perception check to Sense Motive (DC 23 for levels 7–8) or lose 2 Research Points.

Damaged Text: The tomes the PCs consult next are damaged and delicate, and the PCs must succeed at a DC 20 Thievery check (DC 23 for levels 7–8); on a failure, all subsequent research check DCs increase by 2.

Rival Researcher: Another researcher is studying the remainder of the relevant volumes. The PCs must succeed at a DC 20 Deception, Diplomacy, or Intimidation check

A Most Wondrous Exchange!

(DC 23 for levels 7–8) or lose 2 hours waiting for the other scholar to finish.

Trapped Book: One of the grimoires the PCs consult is trapped and explodes when opened. All PCs take 6d6 fire damage (basic Reflex, DC 19; 6d12 damage and DC 22 for levels 7–8).

Development: Once the PCs finish their research or 8 hours has elapsed, they can return to Erika with their findings. If they reached the 8 RP research threshold, Erika is satisfied with their findings and gives them the shadowcaster grimoire.

Rewards: If the PCs reached the 12 RP research threshold, Erika is impressed with their keen eye and gifts them a 3rd-level *scroll of comprehend languages* (4th-level for levels 7–8). If the PCs suggested going to the Dakrivil Archives themselves, Erika helps the PCs piece together the last bits of the puzzle and gives them the reward as long as they came within 2 Research Points of the final threshold (in the default version of this encounter, this requires the PCs to earn 10 RP).

TREASURE 5: SINS OF THE PAST

For this mission, Biglock and Mr. Glovely don't bring out an item. Instead, they tell the PCs that one of the treasures the Society hoped to study, a clockwork familiar (*Grand Bazaar* 23), is missing!

Biglock grins as Mr. Glovely's hands gesture over him in an exaggerated shrug. "What treasure do I have this time, you ask? Well... we don't have it. At least, we don't anymore. The Pathfinders found a clockwork familiar in the vault. Zarta thinks its internal memory could have information about the Alliance, which might be handy in the future. But the little critter's absconded; we thought it was inactive, so we didn't expect it to escape. It was spotted scampering through the Grand Bazaar the other day. Zarta suspects it's taken refuge with the Clockwork Caravan of Sihm Siphandon—he's a traveling inventor who passes through the Grand Bazaar sometimes, and it's exactly the sort of thing he'd take an interest in. But you'd better hurry and find him before his caravan moves on!"

Biglock lends the PCs *Cordelia's construct key* (*Pathfinder Society Guide* 123), a tool developed by one of the Society's venture-captains, and a *greater crafter's eyepiece*. He explains the key's capabilities and urges them to use it on the familiar to render it dormant for easy transport, though he doesn't expect it'll be hostile.

B. CLOCKWORK SIEGE

SEVERE

When the PCs near the Clockwork Caravan, they find that section of the bazaar in chaos. Read or paraphrase the following.

With an array of colorful tents and stalls surrounding a crystal-clear fountain, this plaza would normally be buzzing with activity and cheer. Today, it is in utter chaos, as a horde of screaming shoppers rush away from a curious clockwork wagon, upending tents and stalls as they flee. Battered clockwork creatures are arrayed around the wagon, bearing blackened scorch marks and deep gashes. More clockwork creatures are smashing at the caravan's doors in an attempt to reach its occupant, a disheveled, dark-haired man taking cover behind a broken window.

"If you're here to see the caravan," he calls, in between ducking flying shards of metal, "I'd suggest you come back later! But if you're here to lend a hand, I won't turn it down!"

Creatures: Mysterious clockwork creatures are attacking the caravan, as **Sihn Siphandon** (CG male human clockwork magician, art on page 43) attempts to fend it off from inside the wagon. He's rapidly fatiguing from the effort of fighting the onslaught,

however, and clearly stands little chance without the PCs' intervention. Use the map on page 15 for the encounter. Sihm spots the *construct key* if a PC has it in view and calls to them to use it against at least one of the constructs to shut it down, as he wants to analyze it to figure out who sent it after him.

If the PC who reduces the creature to 0 HP is wearing the key, they can automatically activate this effect. Otherwise, the PCs have one round to "stabilize" the construct enough for a PC to use the *construct key* on it; a PC can stabilize it by succeeding at a DC 20 Crafting check (DC 23 for levels 7–8).

LEVELS 5–6

CLOCKWORK SOLDIERS (2)

CREATURE 6

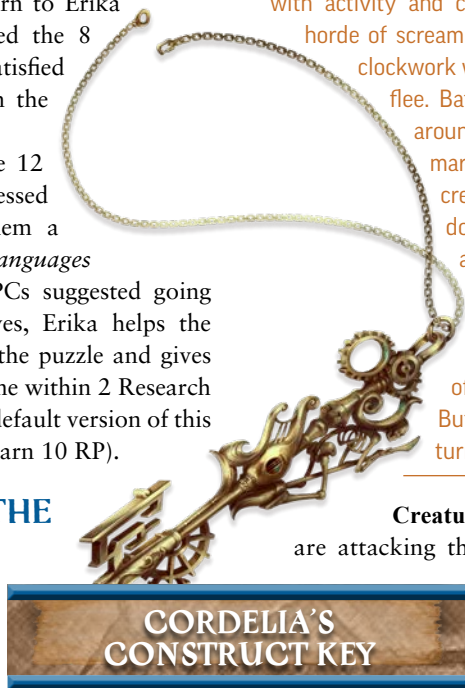
Page 24, art on page 43

LEVELS 7–8

CLOCKWORK MAGE

CREATURE 9

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A Most Wondrous Exchange!



A Most Wondrous Exchange!

CLOCKWORK SOLDIER

Page 34

CREATURE 6

Development: Once the clockwork creatures are dealt with, Sihh emerges from the wagon and thanks the PCs for their assistance. If they were able to render a construct dormant for analysis, he's particularly appreciative, as he wishes to know which of his many enemies is after him this time.

When asked about the clockwork familiar, he tuts and says he found the "poor little thing" wandering the Grand Bazaar and took it in. He's wary of the Society's motives for wanting it back, but a successful DC 22 Deception or Diplomacy check (DC 25 for levels 7–8) wins his trust. Lower the DC by 2 if the

PCs rendered a construct dormant. If the PCs learned of the Clockwork Cathedral's displeasure with Sihh from a successful Recall Knowledge check earlier and share this information, they gain a +1 circumstance bonus on this check. Sihh is not unappreciative for his rescue and grudgingly agrees to hand the familiar over even if the PCs fail, but in this case, he doesn't assist them in repairing it (see below).

Unfortunately, the clockwork familiar was caught in the scuffle and badly damaged, requiring repair to obtain its information. The type of familiar and the information it contains varies by playthrough, as noted in the variation description below.

TREASURE 5 VARIATIONS

d4	Familiar
1	Cat
2	Frog
3	Raven
4	Snake

Cat: The cat's memory contains some of the strategies for the Onyx Alliance's previous attack on Absalom; this knowledge helps the Society shore up its defenses against future assailants. Zarta gifts the PCs a *bracelet of dashing*.

Frog: The frog's memory contains routes of secret "shadow roads" between Absalom and its shadowy counterpart. For learning of these, Zarta rewards the PCs with a *dusty rose prism aeon stone* (*Pathfinder Society Guide* 120).

Raven: The raven's memory holds the Onyx Alliance's observations of Aslynn's movements during the prior scuffles, giving the Society some insight into her tactics. Zarta gives the PCs a 1st-level *wand of feather fall*.

Snake: The former owner of the snake was a close associate of Sarnia Blakros, and its memory holds hints as to her personality, potentially aiding the Society in future negotiations. Zarta rewards the PCs for this discovery with a 1st-level *wand of magic fang*.

Development: The PCs can repair the familiar with a DC 20 Crafting check (DC 23 for levels 7–8) or DC 22 Thievery check (DC 25 for levels 7–8). A PC can Aid this check with a DC 20 Arcana or Occultism check (DC 23 for levels 7–8). The PCs can attempt this check again if they fail, but if they critically fail, they break the familiar and its information is lost.

Alternatively, if the PCs won over Sihh and don't mind him learning the information stored in the construct's memory, they can ask him to perform the repair; he automatically succeeds at the check.

Rewards: If the PCs earned Sihh's good opinion, he gives them the formula for a pummeling snare (*Grand*



A Most Wondrous Exchange!

Bazaar 43) that he picked up from Lost & Found elsewhere in the bazaar. For levels 7–8, he instead gives them the formula for an envenomed snare (*Grand Bazaar* 15) purchased from Bellwether Lodge. For both, he also gives them enough raw materials to craft two snares, commenting that he'd intended to use these to ward off his enemies, but he'll likely be moving out of town "until the trouble dies down."

TREASURE 6: TEA FOR TESYOVENSKU

When assigning this mission, Biglock asks Mr. Glovely to bring out "the poison sword," upon which Mr. Glovely emerges bearing a sickly green abysium (*Grand Bazaar* 97) greatsword encased in a translucent sheath.

"Quite the blade, eh?" Biglock says cheerfully, as Mr. Glovely gingerly holds out a glowing green sword. The blade is chipped and cracked, leaking an unpleasant liquid into the bottom of its translucent sheath. "Or it would be, if it were intact. Don't take it out of the sheath! It's made from abysium, a poisonous skymetal, but it's been damaged. The thing's leaking all over the place, contaminating everything else in its storage area. We've got to get it fixed soon, but skymetals are hard to come by. The only supplier in Absalom is a fetchling by the name of Tesyovensku, who runs a warehouse in the bazaar. Zarta wants you to negotiate purchase of an abysium ingot from them to fix the sword. Easy peasy—or so you'd think, but Tesyovensku has had some run-ins with the Onyx Alliance leader's agents, so they might be hesitant to touch a job relating to them, even tangentially. The Society's already arranged a meeting, so your mission is to win them over. Oh! And bring some tea if you can. Tesyovensku always offers customers Shadow Plane teas during business negotiations, so if you bring a gift of your own, it might help your first impression!"

Biglock lends the PCs a *messenger's ring*, embossed with the Pathfinder Society's insignia above a small beagle, to verify their identities to Tesyovensku. Before meeting with the witch, the PCs can locate a suitable tea for negotiations elsewhere in the Grand Bazaar with a DC 20 Diplomacy or Society check (DC 23 for levels 7–8). When the PCs arrive at Tesyovensku's Warehouse, read or paraphrase the following.

Two loading doors open onto the floor of this large warehouse, with stacks of lumber and sealed barrels lined up against the walls inside. A colorful fresco is painted on the western wall of the otherwise utilitarian building, depicting various fey creatures and centaurs frolicking amid a lush green forest.

On the warehouse's eastern side, a smaller interior office juts from the wall, its windows overlooking the fresco. The door bears an engraved plaque reading "By Appointment Only."

Tesyovensku (N nonbinary fetchling witch, art on page 43) greets their new customers pleasantly but warily, welcoming them into their office. Tesyovensku is a cautious person, and they quickly recognize the seal of the Onyx Alliance upon the sword's hilt even if the PCs don't tell them its origins. As the Alliance's agents have tried to intercept them several times on their supply runs, hoping to obtain their skymetal sources, Tesyovensku is concerned about their wares potentially getting into the group's hands.

Before starting the negotiations, each PC can attempt a DC 20 Diplomacy check (DC 23 for levels 7–8) or a DC 18 Mercantile Lore check (DC 20 for levels 7–8) to Make an Impression on Tesyovensku. Tesyovensku's attitude begins as indifferent, and they'll hear out the PCs regardless of their results, but PCs who succeed gain a +1 circumstance bonus on their skill checks in this encounter (+2 on a critical success). PCs who critically fail instead take a –1 penalty.

The negotiations take place over 2 rounds.

In each round, every PC can attempt a skill check to earn Negotiation Points; the skill used depends on the round and the variation, as noted below. If the PCs found a suitable tea to bring, they begin the encounter with 1 Negotiation Point.

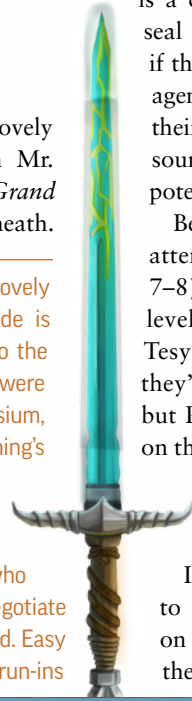
Attempts to earn Negotiation Points have the following results.

Critical Success The PCs gain 2 Negotiation Points.

Success The PCs gain 1 Negotiation Point.

Critical Failure The PCs lose 1 Negotiation Point.

In the first round, Tesyovensku mentions their reservations about the Onyx Alliance and tries to assess the Pathfinder Society's intentions in obtaining the skymetal. Each PC must attempt one of the following skill checks: DC 18 Pathfinder Society Lore (DC 21 for levels 7–8) or DC 22 Diplomacy (DC 25 for levels 7–8) to assuage Tesyovensku's concerns about the Society's ties to the Alliance, or a DC 20 (DC 23 for levels 7–8) Crafting check to emphasize the danger posed by the sword. If the PCs learned of Tesyovensku's interest in Ralliadra by Recalling Knowledge at the start of the adventure, they can alternatively attempt a DC 20 Society check (DC 23 for levels 7–8) to earn Tesyovensku's trust by discussing the kindhearted bard.



ABYSIUM SWORD

A Most Wondrous Exchange!

After the first round, Tesyovensku mentions they have another customer interested in obtaining their supply of abysium, complicating the situation and adding another problem for the PCs to solve. This customer varies by playthrough, altering the second round's skill checks as noted in the variation description. The DC of these skill checks is 20 (DC 23 for levels 7–8) or 18 for the relevant Lore (DC 21 for levels 7–8); the PCs can also attempt DC 22 Diplomacy checks (DC 25 for levels 7–8) in this round.

TREASURE 6 VARIATIONS

d4	Customer
1	Gladiator
2	Noble
3	Priest
4	Scholar

Gladiator: An Irorium gladiator wants to infuse their sword with abysium; relevant skills are Gladiatorial Lore and Intimidation.

Noble: A noble alchemist wants the metal to craft into abysium powder; relevant skills are Absalom Lore and Society.

Priest: A priest of Gorum wants an abysium shield; relevant skills are Gorum Lore and Religion.

Scholar: A professor at the Arcanamirium wishes a sample of abysium to study; relevant skills are Arcana and Engineering Lore.

Development: If the PCs earn a number of Negotiation Points equal to or greater than the number of PCs, Tesyovensku draws up the paperwork to seal the deal. If not, they politely bid the PCs farewell. Though the Society is eventually able to secure another source of abysium, the sword's leakage damages several valuable relics in the meantime.

Rewards: If the PCs earned more Negotiation Points than the number of PCs, Tesyovensku is impressed and gives them two arrows of *spellstrike ammunition type II* (type III for levels 7–8) as a personal gift.

C. OPPORTUNISTIC STRIKE

On their way back to the Grand Lodge after completing their fourth mission, the PCs are attacked by a final group of opponents. Use the map on page 19 for this encounter.

AREA C VARIATION

d4	Encounter
1	Close Shave
2	Infernal Interference
3	Menagerie Mayhem
4	Waking Nightmare

Creatures: The PCs' foes emerge from the nearby alleyways to surround them.

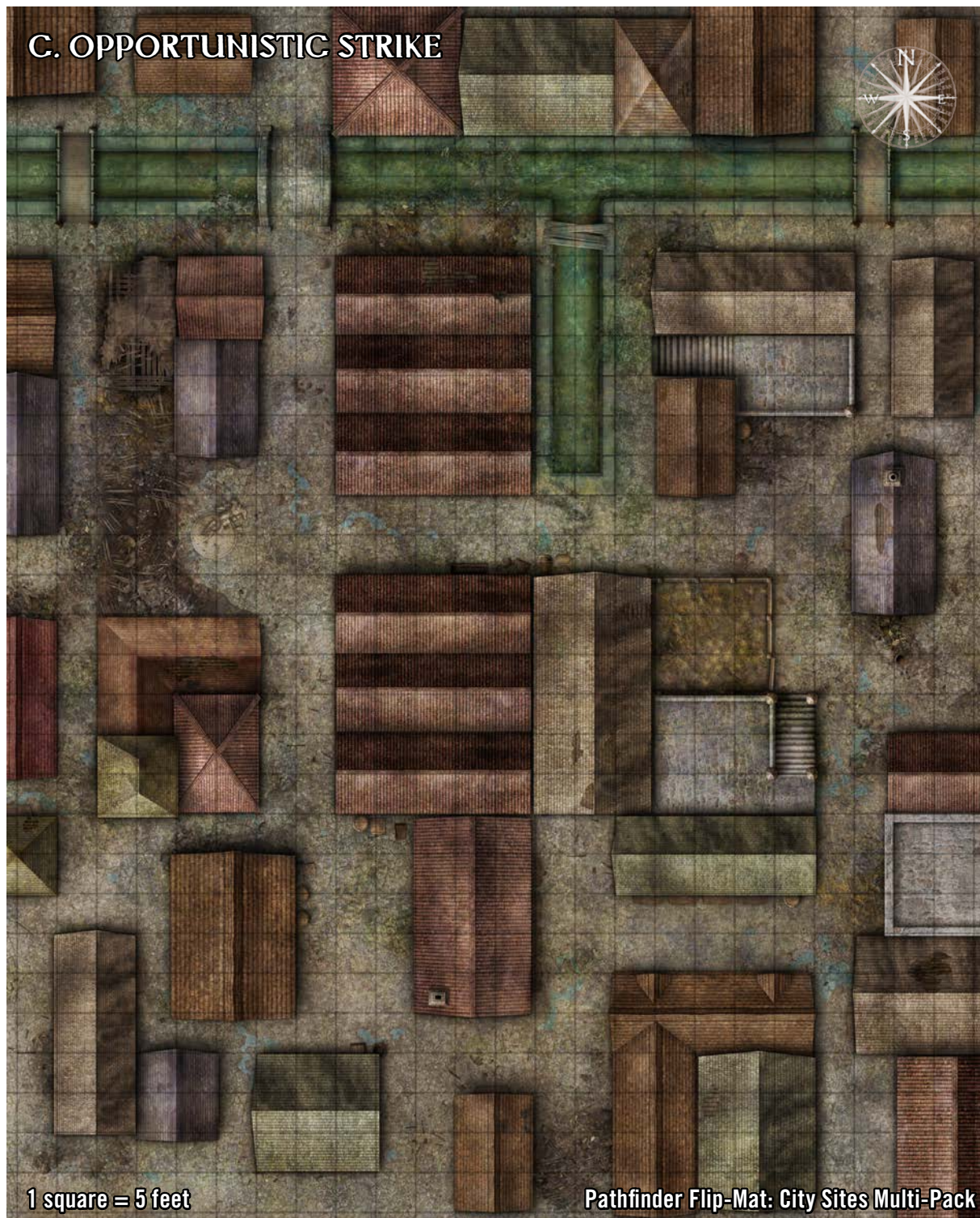
Close Shave: An elite strike force from Absalom's most notorious gang, the Bloody Barbers, attacks the PCs in an attempt to secure the valuable items that they have been flaunting around the marketplace. The gang members fight doggedly to protect their allies, but the last remaining gang member flees if reduced to one-quarter of their maximum Hit Points or fewer. The Bloody barbers emerge from the alleyways on the south edge of the map.

Infernal Interference: **Larcus** (LE male human diabolist) believes that Zarta Dralneen is a traitor to Cheliah. He plans to use his devil allies to kill the Pathfinder agents acting on her behalf and steal the items that had caught her interest. The devils are compelled to fight until destroyed. Larcus flees if reduced to one-quarter of his maximum Hit Points or fewer, leaving the devils behind to cover his retreat. Larcus begins on the deck on the east side of the map, while the devils defend the stairs leading up to it. The deck is 10 feet above ground level.

Menagerie Mayhem: Aspis Consortium agent **Marra** (NE female halfling animal tamer) prefers not to get her hands dirty in combat. Instead, she has trained a group of beasts for battle to act as her proxies in any close encounters, and she sets these animals loose on the PCs. She stays far away from the battle to avoid being caught, hoping to pass off the attack as an unfortunate menagerie accident and sneak back on the scene after the fact to collect the spoils. However, PCs who succeed at a DC 20 Nature check notice that the animals' behavior is not a panicked rampage but is in fact the result of careful training, and that they are hostile toward the PCs. Despite being hostile, the animals retain their survival instincts. An animal flees if it is reduced to one-quarter of its maximum Hit Points or fewer. The animals emerge from the channels for water runoff on the north edge of the map. These channels are 5 feet deep, and the water in them flows slowly (DC 15 Athletics to Swim).

Waking Nightmare: Some of Aslynn's servants, eager to gain her favor, have caught wind of the PCs' investigations. They intend to kill the PCs and take the items they carry back to Aslynn. These servants fight to the death, knowing well the fate that awaits them if Aslynn learns of their failure is worse than mere destruction. Nightgaunts enjoy grabbing PCs, lifting them into the air, and dropping them, particularly if they can take someone who prefers to fight at range and drop them next to a dream of doom. Dreams of doom cast *impending doom* before closing to melee, where they relish the opportunity to use their claws to afflict targets with persistent mental damage. The nightmarish creatures spring forth from the debris on the west side of the map.

A Most Wondrous Exchange!



A Most Wondrous Exchange!

C1. CLOSE SHAVE

LEVELS 5-6

BLOODY BARBER RUFFIANS (3) CREATURE 2

Page 25

BLOODY BARBER THIEF CREATURE 5

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LEVELS 7-8

BLOODY BARBER THIEVES (2) CREATURE 5

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BLOODY BARBER GANG LEADER CREATURE 7

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C2. INFERNAL INTERFERENCE

LEVELS 5-6

ZEBUBS (2) CREATURE 3

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LARCIUS CREATURE 5

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LEVELS 7-8

BARBAZU CREATURE 5

Page 36

LARCIUS CREATURE 5

Page 36

LEVALOCH CREATURE 7

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C3. MENAGERIE MAYHEM

LEVELS 5-6

GRIZZLY BEARS (2) CREATURE 3

Page 28

HIPPOPOTAMUS CREATURE 5

Page 28

LEVELS 7-8

HIPPOPOTAMUSES (2) CREATURE 5

Page 38

ELITE CAVE BEAR CREATURE 7

Page 38

C4. WAKING NIGHTMARE

LEVELS 5-6

ELITE NIGHTGAUNTS (2) CREATURE 5

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LEVELS 7-8

DREAMS OF DOOM (2) CREATURE 7

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CONCLUSION

Once the PCs defeat the assailants, they can return to the Grand Lodge to report the last of their findings and take a moment to rest. Zarta's keen to hear of any information the PCs learned about the treasures, as well as any other discoveries they made during their investigations, and listens with interest to their final report. She is concerned about the attack they faced on the way back, and pledges to invest resources into investigating its source. She thanks them for their aplomb in obtaining the merchants' assistance, commenting that their efforts not only gained the Society valuable leads and information, but won them new allies to call on in the future.

REPORTING NOTES

If the PCs fully restored Omira's memory of the meladaemon, check box A. If they failed to purify the *phylactery* and released the ghost, check box B.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective and earn 2 Reputation with their chosen faction if they successfully complete all four missions to investigate the treasures.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they accomplish any two of the following: successfully restoring Omira's memories, earning a gift from Khisa, winning Ralliadra's trust, learning all the information from the Dakrivil Archives, helping Sihm analyze his clockwork assailant, or earning a gift from Tesyovensku. Doing so earns each PC 2 additional Reputation with their chosen faction.

A Most Wondrous Exchange!

APPENDIX 1: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the Organized Play appendix on page 44 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).

A: SCARY STORIES (LEVELS 5-6)

Apply the modifications associated with your chosen variant of Treasure 2 (page 7). All creatures except the standard version are uncommon.

1. STANDARD

The monsters are common versions of themselves with no special adjustments.

2. INTANGIBLE

The *taleweaver*’s magic has weakened, and the called creatures don’t fully manifest.

Add the incorporeal trait to the gnoll cultists and make the following adjustments.

Immunities disease, poison, precision damage; **Resistances** all 3 (except force, ghost touch, or positive; double resistance vs. non-magical)

HP 33

Add the incorporeal trait to the brimorak and make the following adjustments.

Immunities disease, poison, precision damage; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

HP 60

3. PRIMAL

The *taleweaver*’s summoned creatures are infused with primal energy, and vines sprout from their bodies.

Add the following to the gnoll cultists.

Skills Athletics +10

Vine Snare ⤿ (primal) **Trigger** A creature within 10 feet of the gnoll cultist hits the cultist with a melee attack; **Effect** The gnoll cultist attempts an Athletics check to grab the triggering creature with their vines. Unlike with a normal grab, the creature isn’t immobilized, but it can’t move more than 10 feet away from the gnoll cultist. A creature can sever the vines by hitting AC 15 and dealing

SCALING ENCOUNTER A

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

10-11 Challenge Points: Add one gnoll cultist to the encounter.

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

14-15 Challenge Points: Add one gnoll cultist and one brimorak to the encounter.

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

at least 4 slashing damage. Though this doesn’t deal any damage to the gnoll cultist, it prevents them from using their vine snare again until the vines regrow, which takes a week.

Add the following to the brimorak.

Skills Athletics +13

Vine Snare ⤿ (primal) **Trigger** A creature within 10 feet of the brimorak hits the brimorak with a melee attack; **Effect** The brimorak attempts an Athletics check to grab the triggering creature with their vines. Unlike with a normal grab, the creature isn’t immobilized, but it can’t move more than 10 feet away from the brimorak. A creature can sever the vines by hitting AC 19 and dealing at least 6 slashing damage. Though this doesn’t deal any damage to the brimorak, it prevents them from using their vine snare again until the vines regrow, which takes a week.

4. WOVEN

The loom’s magic suffuses the creatures as they materialize, granting them a woven, yarn-like appearance. Add the following to all creatures present.

Resistances bludgeoning 5; **Weaknesses** slashing 5

Replace the brimorak’s boiling blood ability with the following.

Stubborn Strands Each time a creature hits the brimorak with a melee attack, they must attempt a DC 19 Reflex save. On a failure, their grasp on the weapon is weakened as the yarn winds around it, as a successful Disarm attempt. On a critical failure, the weapon becomes stuck in the brimorak, requiring a DC 21 Athletics check to remove.

A Most Wondrous Exchange!

GNOLL CULTISTS (2)

CREATURE 3

CE MEDIUM GNOLL HUMANOID

Pathfinder Bestiary 179

Perception +8; darkvision

Languages Abyssal, Common, Gnoll

Skills Intimidation +7, Medicine +7, Religion +10, Stealth +7, Survival +8

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

Items falchion, hide armor, wooden religious symbol

AC 19; **Fort** +8, **Ref** +6, **Will** +10

HP 45

Speed 25 feet

Melee ♦ falchion +10 (forceful, sweep), **Damage** 1d10+3 slashing

Melee ♦ jaws +10 (agile), **Damage** 1d6+3 piercing

Divine Prepared Spells DC 22, spell attack +10; **2nd** darkness, harm (×4), spiritual weapon; **1st** command, fear, magic weapon; **Cantrips (2nd)** daze, detect magic, light, read aura, sigil

Pack Attack A gnoll cultist deals 1d4 extra damage to any creature that's within reach of at least two of the gnoll cultist's allies.

Rugged Travel A gnoll cultist ignores the first square of difficult terrain it moves into each time it Steps or Strides.

BRIMORAK

CREATURE 5

CE SMALL DEMON FIEND

Pathfinder Bestiary 3 62

Perception +12; darkvision, smoke vision

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

Skills Acrobatics +12, Deception +11, Religion +10, Stealth +12

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

Extinguishing Aversion Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

Smoke Vision Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

AC 22; **Fort** +15, **Ref** +12, **Will** +10

HP 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5

Boiling Blood Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

Speed 30 feet

Melee ♦ flaming sword +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire

Melee ♦ hoof +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire

Divine Innate Spells DC 21; **4th** dimension door; **3rd** dispel magic, fireball; **Cantrips (3rd)** produce flame

Rituals DC 21; **1st** abyssal pact

Breath Weapon ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

Flaming Weapon (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

Fume ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

A Most Wondrous Exchange!

TREASURE 4: OPEN BOOK (LEVELS 5–6)

DAKRIVIL ARCHIVES

LIBRARY 5

ARCANE OCCULT

Maximum RP 12

Research Checks DC 18 Academia Lore, Library Lore, or Shadow Plane Lore; DC 20 Arcana, Occultism, or Society

4 Research Points The PCs discover a tome on the history of shadowcasting that mentions the grimoire's author, Estailir Veritar, and his studies under his mentor. The book details several of the magical advancements Estailir and his mentor made together before the latter's death, including a long-lost spell capable of allowing a mortal to subsist on shadows without other nourishment.

8 Research Points The PCs find a biography on Estailir which posits that he sabotaged a ritual his mentor was attempting, resulting in her death. The book paints the shadowcaster in an unsavory light, though it acknowledges he made great contributions to the field. Tucked in its pages is a 3rd-level *scroll of darkvision*.

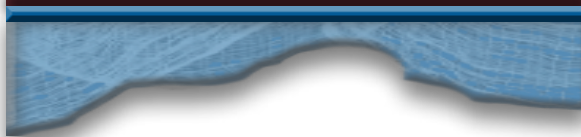
12 Research Points In another biography published shortly after the first, the PCs learn that Estailir wasn't in fact responsible for his mentor's murder, but was framed by a rival student whose name matches the author of the first biography. It also goes into his relic-crafting methods in depth, describing several of the relics he created and their last known locations.

SCALING TREASURE 4

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

10–13 Challenge Points: The library's maximum RP is 15 and its thresholds are 5, 10, and 15 Research Points, respectively.

14–18 Challenge Points: The library's maximum RP is 18 and its thresholds are 6, 12, and 18 Research Points, respectively.



A Most Wondrous Exchange!

B. CLOCKWORK SIEGE (LEVELS 5–6)

CLOCKWORK SOLDIERS (2)

CREATURE 6

UNCOMMON N MEDIUM CLOCKWORK CONSTRUCT MINDLESS

Pathfinder Bestiary 3 49

Perception +16; darkvision

Skills Athletics +15 (+17 to Disarm, Grapple, or avoid being Disarmed)

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

Items +1 halberd

Wind-Up 24 hours, DC 22, standby

AC 24; **Fort** +16, **Ref** +14, **Will** +12

HP 80; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 5, orichalcum 5; **Resistances** physical 5 (except adamantite or orichalcum)

Attack of Opportunity ⚔

Speed 25 feet

Melee ⚔ *halberd* +18 (magical, reach 10 feet, versatile S), **Damage** 1d10+9 piercing

Melee ⚔ fist +16 (agile, unarmed), **Damage** 1d8+9 bludgeoning plus Grab

Activate Defenses ⚔ One of the soldier's external plates extends on a mechanical actuator to defend the soldier or an adjacent creature of the soldier's choice. The creature gains a +2 circumstance bonus to AC until the start of the soldier's next turn, or until it is no longer adjacent to the soldier, whichever comes first. The soldier can have no more than one plate extended at a time.

SCALING ENCOUNTER B

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one dig-widget to the encounter.



DIG-WIDGETS (0)

CREATURE 4

N SMALL CONSTRUCT MINDLESS

Perception +8; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +12, Athletics +9 (+11 to Leap or Climb), Stealth +10, Thievery +12

Str +3, **Dex** +4, **Con** +1, **Int** –5, **Wis** +0, **Cha** –5

Infiltration Tools A dig-widget's face consists of a set of infiltrator thieves' tools. They can be salvaged from a destroyed dig-widget with a successful DC 20 Crafting check. On a failed check, the tools are destroyed.

AC 22; **Fort** +9, **Ref** +13, **Will** +6

HP 65; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Mechanical Vulnerability Flaw in the construction of dig-widgets leave them vulnerable to disassembly. An adjacent creature with expert proficiency in Thievery can spend two actions to attempt a DC 20 Thievery check to Disable a Device to damage a dig-widget. If the check succeeds, the dig-widget takes 20 damage.

Speed 30 feet, burrow 15 feet

Melee ⚔ drill +12 (fatal d10, finesse), **Damage** 2d6+3 piercing plus 1d4 persistent bleed

Melee ⚔ corkscrew +12 (finesse), **Damage** 2d8+3 piercing

Fastening Leap ⚔ The dig-widget Leaps up 20 feet onto a creature or object and attempts a corkscrew Strike against it. If the Strike damages the target, the dig-widget attaches to the target (typically to the back of a creature). This is similar to grabbing the creature, but the dig-widget moves with that creature rather than holding it in place. While attached, the dig-widget is flat-footed and it can't use its corkscrew Strike. The dig-widget can be Shoved off, or it can detach itself with an Interact action.

Sneak Attack A dig-widget's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

A Most Wondrous Exchange!

C1. CLOSE SHAVE (LEVELS 5-6)

BLOODY BARBER RUFFIANS (3)

CREATURE 2

NE **MEDIUM** **HUMAN** **HUMANOID**
Ruffian (*Pathfinder Gamemastery Guide* 209)

Perception +8

Languages Common

Skills Athletics +7, Intimidation +6, Stealth +6

Str +3, **Dex** +2, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Items club, sling (10 bullets), studded leather armor

AC 18; **Fort** +9, **Ref** +8, **Will** +6

HP 32

Attack of Opportunity ⤵

Speed 25 feet

Melee ⤵ club +9, **Damage** 1d6+5 bludgeoning

Ranged ⤵ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+5 bludgeoning

Ranged ⤵ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning

Brutal Beating The ruffian's brutality shakes foes' confidence. When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can knock the target up to 10 feet away (this is forced movement).

Snagging Strike ⤵ **Trigger** The ruffian has one hand free, and its target is within reach of that hand; **Effect** The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of the ruffian's next turn or until it leaves the ruffian's reach, whichever comes first.

Sneak Attack The ruffian deals an extra 1d6 precision damage to flat-footed creatures.

SCALING CLOSE SHAVE

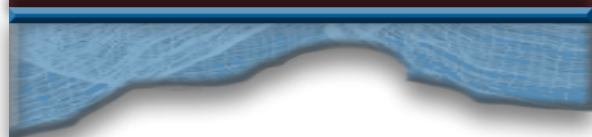
To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one Bloody Barber ruffian to the encounter.

12-13 Challenge Points: Add one Bloody Barber thief to the encounter.

14-15 Challenge Points: Add two Bloody Barber ruffians and one Bloody Barber thief to the encounter.

16-18 Challenge Points (5+ players): Add three Bloody Barber ruffians and one Bloody Barber thief to the encounter.



BLOODY BARBER THIEF

CREATURE 5

UNCOMMON **NE** **MEDIUM** **HUMAN** **HUMANOID**

Perception +11 (+12 to find traps)

Languages Common

Skills Acrobatics +11, Athletics +9, Deception +10, Society +8, Stealth +13, Thievery +13 (can Disable traps that require master proficiency), Underworld Lore +10

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

Items composite shortbow (20 arrows), *lesser darkvision elixir*, leather armor, sap, +1 *striking shortsword*, thieves' tools

AC 22 (23 vs. traps); **Fort** +9, **Ref** +13, **Will** +11; +1 circumstance bonus to all saves vs. traps

HP 75

Deny Advantage The thief isn't flat-footed to creatures of 5th level or lower that are hidden, undetected, flanking or using surprise attack.

Nimble Dodge ⤵ **Trigger** The thief is targeted with a melee or ranged attack by an attacker it can see; **Effect** The thief gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ⤵ *shortsword* +14 (agile, finesse, versatile S), **Damage** 2d6+6 piercing

Melee ⤵ sap +11 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ⤵ composite shortbow +14 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing

Mobility When the thief Strides half their Speed or less, that movement does not trigger reactions.

Sneak Attack The thief deals an extra 1d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, if the thief rolls Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to them.

A Most Wondrous Exchange!

C2. INFERNAL INTERFERENCE (LEVELS 5-6)

ZEBUBS (2)

CREATURE 3

LE SMALL DEVIL FIEND

Pathfinder Bestiary 2 72

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

Speed 15 feet, fly 50 feet

Melee ♦ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ♦♦♦ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures

SCALING INFERNAL INTERFERENCE

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

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

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

14-15 Challenge Points: Add one zebub and one barbazu to the encounter.

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



LARCIUS

CREATURE 5

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Infernal

Skills Athletics +10, Deception +13, Diplomacy +12, Intimidation +13, Performance +13, Society +12, Warfare Lore +10

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

Items *lesser darkvision elixir*, *minor healing potion* (2), spiked gauntlet

AC 19; **Fort** +9, **Ref** +9, **Will** +13

HP 56

Speed 25 feet

Melee ♦ spiked gauntlet +11 (agile), **Damage** 1d4+4 piercing

Divine Spontaneous Spells DC 23, attack +13; **3rd** (3 slots) *chilling darkness*, *enthrall*, *harm*; **2nd** (4 slots) *calm emotions*, *flaming sphere*, see *invisibility*, *undetectable alignment*; **1st** (4 slots) *charm*, *command*, *fear*, *sanctuary*; **Cantrips (3rd)** *chill touch*, *daze*, *message*, *produce flame*, *shield*

Sorcerer Bloodline Spells DC 22, 1 Focus Point; **3rd** *diabolic edict* (Core Rulebook 403)

Bloodline Magic When Larcuis casts a bloodline spell, *enthrall*, *flaming sphere*, or *charm*, either a target takes 1 fire damage per spell level, or he gains a +1 status bonus to Deception checks for 1 round.

Dangerous Sorcery When Larcuis Casts a Spell from a spell slot, if the spell deals damage and doesn't have a duration, he gains a status bonus equal to the spell's level to that spell's damage.

A Most Wondrous Exchange!

BARBAZU (0)

CREATURE 5

LE MEDIUM DEVIL FIEND

Pathfinder Bestiary 88

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

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

Items glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

Attack of Opportunity ⤴

Speed 35 feet

Melee ♦ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ♦ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ♦ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernus fever

Divine Innate Spells DC 19; **5th** *dimension door*; **4th** *dimension door* (at will)

Rituals DC 19; *infernal pact*

Avernus Fever (disease); Saving Throw DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery. The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ♦ **Trigger** The devil hits a creature with a glaive Strike; **Effect** The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ♦ **Frequency** once per round; **Effect** The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

A Most Wondrous Exchange!

C3. MENAGERIE MAYHEM (LEVELS 5-6)

GRIZZLY BEARS (2)

CREATURE 3

N **LARGE** **ANIMAL**

Pathfinder Bestiary 40

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Athletics +11, Survival +8

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

AC 19; **Fort** +12, **Ref** +6, **Will** +8

HP 45

Speed 35 feet

Melee ♦ jaws +11, **Damage** 2d8+4 piercing

Melee ♦ claw +11 (agile), **Damage** 1d10+4 slashing plus Grab

Mauler The grizzly bear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed.

Rush ♦♦ The grizzly bear Strides and makes a Strike at the end of that movement. During the Stride, the grizzly bear gains a +10-foot circumstance bonus to its Speed.

SCALING MENAGERIE MAYHEM

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

10-11 Challenge Points: Add one grizzly bear to the encounter.

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

14-15 Challenge Points: Add one grizzly bear and one hippopotamus to the encounter.

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

HIPPOPOTAMUS

CREATURE 5

N **LARGE** **ANIMAL**

Pathfinder Bestiary 2 144

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Athletics +13, Stealth +11 (+13 in water), Survival +11

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

Deep Breath The hippopotamus can hold its breath for 5 minutes.

AC 21; **Fort** +15, **Ref** +9, **Will** +11

HP 85

Speed 25 feet, swim 20 feet

Melee ♦ jaws +15 (deadly d10), **Damage** 2d8+8 piercing

Melee ♦ foot +13, **Damage** 1d10+8 bludgeoning

Aquatic Ambush ♦ 30 feet

Capsize ♦ (attack) The hippopotamus tries to capsize an adjacent aquatic vessel of its size or smaller. The hippopotamus must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot's Sailing Lore DC, whichever is higher.

Trample ♦♦♦ Medium or smaller, foot, DC 23

A Most Wondrous Exchange!

C4. WAKING NIGHTMARE (LEVELS 5-6)

ELITE NIGHTGAUNTS (2)

CREATURE 5

UNCOMMON CN MEDIUM ABERRATION DREAM

Pathfinder Bestiary 3 6, 186

Perception +12; darkvision, thoughtsense (precise) 60 feet

Languages Aklo (can't speak any language)

Skills Acrobatics +13, Athletics +15, Stealth +13

Str +5, **Dex** +3, **Con** +2, **Int** -2, **Wis** +2, **Cha** +0

Thoughtsense (divination, mental, occult) A nightgaunt senses all non-mindless creatures at the listed range.

AC 23, all-around vision; **Fort** +12, **Ref** +15, **Will** +12

HP 75; **Resistances** cold 5

Faceless The nightgaunt has no face, but it can still see in all directions as if its entire body were an eye. It has no need to breathe, and it is immune to all inhaled toxins and other olfactory effects.

Attack of Opportunity Tail only.

Speed 25 feet, fly 30 feet

Melee ♦ claw +15 (agile), **Damage** 2d6+9 plus Grab

Melee ♦ tail +15 (agile, reach 10 feet), **Effect** tickle

Clutches A nightgaunt can Fly at full Speed while it has a Medium or smaller creature grabbed or restrained in its claws, carrying that creature along with it.

Tickle The nightgaunt can use its tail to tickle a foe with horrible efficiency. A creature hit by its tail Strike must attempt a DC 23 Fortitude save; if the creature is grabbed by the nightgaunt, it uses the outcome one degree of success worse than the result it rolled.

Critical Success The creature is unaffected and is temporarily immune for 1 minute.

Success The creature is overcome with laughter and can't perform reactions for 1 round.

Failure As success, and the creature is sickened 1.

Critical Failure As success, and the creature is sickened 2 and can't speak for 1 round

SCALING WAKING NIGHTMARE

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

10-11 Challenge Points: Replace one elite nightgaunt with two nightgaunts.

12-13 Challenge Points: The PCs fight four nightgaunts.

14-15 Challenge Points: The PCs fight two nightgaunts and one dream of doom.

16-18 Challenge Points (5+ players): The PCs fight two elite nightgaunts and one dream of doom.

DREAM OF DOOM (0)

CREATURE 7

RARE NE MEDIUM DREAM INCORPOREAL

Variant animate dreams (*Pathfinder Bestiary* 2 18)

Perception +13; darkvision

Languages telepathy 100 feet

Skills Acrobatics +13, Deception +17, Intimidation +17, Occultism +11, Stealth +11

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 22; **Fort** +14, **Ref** +17, **Will** +13; +1 status to all saves vs. magic

HP 90; **Immunities** disease, paralyzed, poison, precision, sleep; **Resistances** all 5 (except force, ghost touch, or negative; double resistance vs. non-magical)

Imminent Demise (aura, occult, illusion, mental) 15 feet. Creatures within the aura experience an acute awareness of their own mortality, and are doomed 1 for as long as they remain within the aura. Creatures with the dream trait are immune to this ability.

Speed fly 40 feet

Melee ♦ nightmare tendril +18 (agile, finesse), **Damage** 3d8 negative plus 1d6 persistent mental damage and endless nightmare

Occult Innate Spells DC 24; **4th dimension door** (at will), *impending doom* (*Secrets of Magic* 110), *nightmare*, *sleep*; **3rd fear**

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) A dream of doom's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 24 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day)

A Most Wondrous Exchange!

NIGHTGAUNTS (0)

CREATURE 4

UNCOMMON

CN

MEDIUM

ABERRATION

DREAM

Pathfinder Bestiary 3 186

Perception +10; darkvision, thoughtsense (precise) 60 feet

Languages Aklo (can't speak any language)

Skills Acrobatics +11, Athletics +13, Stealth +11

Str +5, **Dex** +3, **Con** +2, **Int** -2, **Wis** +2, **Cha** +0

Thoughtsense (divination, mental, occult) A nightgaunt senses all non-mindless creatures at the listed range.

AC 21, all-around vision; **Fort** +10, **Ref** +13, **Will** +10

HP 60; **Resistances** cold 5

Faceless The nightgaunt has no face, but it can still see in all directions as if its entire body were an eye. It has no need to breathe, and it is immune to all inhaled toxins and other olfactory effects.

Attack of Opportunity ⤴ Tail only.

Speed 25 feet, fly 30 feet

Melee ⤴ claw +13 (agile), **Damage** 2d6+7 plus Grab

Melee ⤴ tail +13 (agile, reach 10 feet), **Effect** tickle

Clutches A nightgaunt can Fly at full Speed while it has a Medium or smaller creature grabbed or restrained in its claws, carrying that creature along with it.

Tickle The nightgaunt can use its tail to tickle a foe with horrible efficiency. A creature hit by its tail Strike must attempt a DC 21 Fortitude save; if the creature is grabbed by the nightgaunt, it uses the outcome one degree of success worse than the result it rolled.

Critical Success The creature is unaffected and is temporarily immune for 1 minute.

Success The creature is overcome with laughter and can't perform reactions for 1 round.

Failure As success, and the creature is sickened 1.

Critical Failure As success, and the creature is sickened 2 and can't speak for 1 round

A Most Wondrous Exchange!

APPENDIX 2: LEVEL 7-8 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 7th-level PCs. If your group has a different composition or size, refer to the Organized Play appendix on page 44 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).

A: SCARY STORIES (LEVELS 7-8)

Apply the modifications associated with your chosen variant of Treasure 2 (page 7). All creatures except the standard version are uncommon.

1. STANDARD

The monsters are common versions of themselves with no special adjustments.

2. INTANGIBLE

The *taleweaver*’s magic has weakened, and the called creatures don’t fully manifest.

Add the incorporeal trait to the brimoraks and make the following adjustments.

Immunities disease, poison, precision damage; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

HP 60

Add the incorporeal trait to the greater barghest and make the following adjustments.

Immunities disease, poison, precision damage; **Resistances** fire 10, all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

HP 85

3. PRIMAL

The *taleweaver*’s summoned creatures are infused with primal energy, and vines sprout from their bodies.

Add the following to the brimoraks.

Skills Athletics +13

Vine Snare ⤿ (primal) **Trigger** A creature within 10 feet of the brimorak hits the brimorak with a melee attack; **Effect** The brimorak attempts an Athletics check to grab the triggering creature with their vines. Unlike with a normal grab, the creature isn’t immobilized, but it can’t move more than 10 feet away from the brimorak. A creature can sever the vines by hitting AC 19 and dealing at least 6

SCALING ENCOUNTER A

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

19-22 Challenge Points: Add one brimorak to the encounter.

23-27 Challenge Points: Add one greater barghest to the encounter.

28-32 Challenge Points: Add one brimorak and one greater barghest to the encounter.

33+ Challenge Points: Add two greater barghests to the encounter.



slashing damage. Though this doesn’t deal any damage to the brimorak, it prevents them from using their vine snare again until the vines regrow, which takes a week.

Add the following to the greater barghest.

Skills Athletics +15 (+17 to grab with Vine Snare)

Vine Snare ⤿ (primal) **Trigger** A creature within 10 feet of the greater barghest hits the barghest with a melee attack; **Effect** The barghest attempts an Athletics check to grab the triggering creature with their vines. Unlike with a normal grab, the creature isn’t immobilized, but it can’t move more than 10 feet away from the barghest. A creature can sever the vines by hitting AC 22 and dealing at least 8 slashing damage. Though this doesn’t deal any damage to the barghest, it prevents them from using their vine snare again until the vines regrow, which takes a week.

4. WOVEN

The loom’s magic suffuses the creatures as they materialize, granting them a woven, yarn-like appearance. Add the following to all creatures present.

Resistances bludgeoning 5; **Weaknesses** slashing 5

Replace the brimorak’s boiling blood ability with the following.

Stubborn Strands Each time a creature hits the brimorak with a melee attack, they must attempt a DC 19 Reflex save. On a failure, their grasp on the weapon is weakened as the yarn winds around it, as a successful Disarm attempt. On a critical failure, the weapon becomes stuck in the brimorak, requiring a DC 21 Athletics check to remove.

A Most Wondrous Exchange!

BRIMORAKS (2)

CREATURE 5

CE SMALL DEMON FIEND

Pathfinder Bestiary 3 62

Perception +12; darkvision, smoke vision

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet

Skills Acrobatics +12, Deception +11, Religion +10, Stealth +12
Str +4, **Dex** +3, **Con** +4, **Int** +1, **Wis** +1, **Cha** +2

Extinguishing Aversion Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

Smoke Vision Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

AC 22; **Fort** +15, **Ref** +12, **Will** +10

HP 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5

Boiling Blood Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

Speed 30 feet

Melee ♦ flaming sword +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire

Melee ♦ hoof +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire

Divine Innate Spells DC 21; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame*

Rituals DC 21; **1st** *abyssal pact*

Breath Weapon ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

Flaming Weapon (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

Fume ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

GREATER BARGHEST

CREATURE 7

UNCOMMON CE LARGE FIEND MUTANT

Pathfinder Bestiary 37

Perception +16; darkvision, scent (imprecise) 30 feet

Languages Abyssal, Common, Goblin

Skills Acrobatics +15, Athletics +15, Deception +18, Diplomacy +14, Intimidation +16, Stealth +15, Survival +14

Str +6, **Dex** +2, **Con** +4, **Int** +3, **Wis** +3, **Cha** +5

AC 25; **Fort** +17, **Ref** +15, **Will** +12

HP 105; **Weaknesses** good 5, lawful 5; **Resistances** fire 10, physical 10 (except magical)

Attack of Opportunity ↻

Speed 35 feet, fly 25 feet

Melee ♦ jaws +17, **Damage** 2d10+6 piercing

Melee ♦ claw +17 (agile), **Damage** 2d8+6 slashing

Divine Innate Spells DC 25; **4th** *blink* (at will), *confusion*, *dimension door*, *enlarge*; **3rd** *levitate* (at will); **2nd** *invisibility* (at will); **1st** *charm*

Change Shape (concentrate, divine, polymorph, transmutation)

The barghest takes on the shape of a goblinoid (a goblin, hobgoblin, or bugbear) or a wolf, or it transforms back into its true form. When the barghest is a goblinoid, it loses its jaws and claw Strikes, it becomes Small if it is a goblin, and its Speed changes to 20 feet. When the barghest is a wolf, its Speed changes to 40 feet and its jaws gain Knockdown. Each individual barghest has only one goblinoid form and one wolf form.

A Most Wondrous Exchange!

TREASURE 4: OPEN BOOK (LEVELS 7-8)

DAKRIVIL ARCHIVES

LIBRARY 7

ARCANE OCCULT

Maximum RP 12

Research Checks DC 21 Academia Lore, Library Lore, or Shadow Plane Lore; DC 23 Arcana, Occultism, or Society

4 Research Points The PCs discover a tome on the history of shadowcasting that mentions the grimoire's author, Estailir Veritar, and his studies under his mentor. The book details several of the magical advancements Estailir and his mentor made together before the latter's death, including a long-lost spell capable of allowing a mortal to subsist on shadows without other nourishment.

8 Research Points The PCs find a biography on Estailir which posits that he sabotaged a ritual his mentor was attempting, resulting in her death. The book paints the shadowcaster in an unsavory light, though it acknowledges he made great contributions to the field. Tucked in its pages is a 5th-level *scroll of darkvision*.

12 Research Points In another biography published shortly after the first, the PCs learn that Estailir wasn't in fact responsible for his mentor's murder, but was framed by a rival student whose name matches the author of the first biography. It also goes into his relic-crafting methods in depth, describing several of the relics he created and their last known locations.

SCALING TREASURE 4

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

19-27 Challenge Points: The library's maximum RP is 15 and its thresholds are 5, 10, and 15 Research Points, respectively.

28+ Challenge Points: The library's maximum RP is 18 and its thresholds are 6, 12, and 18 Research Points, respectively.



A Most Wondrous Exchange!

B: CLOCKWORK SIEGE (LEVELS 7–8)

CLOCKWORK MAGE

CREATURE 9

UNCOMMON N MEDIUM CLOCKWORK CONSTRUCT MINDLESS

Pathfinder Bestiary 3 50

Perception +17; darkvision

Skills Acrobatics +17

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

Items *clockwork wand*

Wind-Up 24 hours, DC 26, standby

AC 27; **Fort** +17, **Ref** +19, **Will** +17

HP 115; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 10, orichalcum 10; **Resistances** physical 5 (except adamantine or orichalcum)

Clockwork Wand The clockwork mage uses a mechanical wand as a focus to channel magical energy. This wand is built into the clockwork mage's chest, with only the crystal at the end exposed. The mage can Interact to the remove the wand, or someone else can remove it with a DC 31 Thievery check to Disable a Device. The clockwork mage becomes unable to cast any spells except cantrips while the wand is removed.

When removed, the clockwork wand is a magic wand containing the last 2nd-level innate spell the clockwork mage cast (the GM determines the spell randomly if it has not cast any eligible spells). The spells are placed within the wand while the mage is created, and the creator can substitute other arcane spells of the appropriate level.

Speed 25 feet

Melee ♦ fist +19 (agile, finesse), **Damage** 2d10+6 bludgeoning

Arcane Innate Spells DC 28, attack +20; **5th** *black tentacles*, *cone of cold*; **4th** *blink*, *fly*, *wall of fire*; **3rd** *haste*, *invisibility*, *stinking cloud*; **2nd** *glitterdust*, *obscuring mist*, *web*; **1st** *feather fall*, *floating disk*, *grease*; **Cantrips (5th)** *daze*, *detect magic*, *ray of frost*, *shield*, *tanglefoot*

Energize Clockwork Wand ♦ (concentrate) **Frequency** once per 10 minutes; **Effect** The clockwork mage regains a spell it has already cast that day. It must spend 1 hour of its operational time, or 2 hours if the spell is 3rd level or higher.

SCALING ENCOUNTER B

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one clockwork soldier to the encounter.

CLOCKWORK SOLDIER

CREATURE 6

UNCOMMON N MEDIUM CLOCKWORK CONSTRUCT MINDLESS

Pathfinder Bestiary 3 49

Perception +16; darkvision

Skills Athletics +15 (+17 to Disarm, Grapple, or avoid being Disarmed)

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

Items +1 *halberd*

Wind-Up 24 hours, DC 22, standby

AC 24; **Fort** +16, **Ref** +14, **Will** +12

HP 80; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 5, orichalcum 5; **Resistances** physical 5 (except adamantine or orichalcum)

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ *halberd* +18 (magical, reach 10 feet, versatile S), **Damage** 1d10+9 piercing

Melee ♦ fist +16 (agile, unarmed), **Damage** 1d8+9 bludgeoning plus Grab

Activate Defenses ♦ One of the soldier's external plates extends on a mechanical actuator to defend the soldier or an adjacent creature of the soldier's choice. The creature gains a +2 circumstance bonus to AC until the start of the soldier's next turn, or until it is no longer adjacent to the soldier, whichever comes first. The soldier can have no more than one plate extended at a time.

A Most Wondrous Exchange!

C1. CLOSE SHAVE (LEVELS 7-8)

BLOODY BARBER THIEVES (2)

CREATURE 5

UNCOMMON NE MEDIUM HUMAN HUMANOID

Perception +11 (+12 to find traps)

Languages Common

Skills Acrobatics +11, Athletics +9, Deception +10, Society +8, Stealth +13, Thievery +13 (can Disable traps that require master proficiency), Underworld Lore +10

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

Items composite shortbow (20 arrows), *lesser darkvision elixir*, leather armor, sap, +1 *striking shortsword*, thieves' tools

AC 22 (23 vs. traps); **Fort** +9, **Ref** +13, **Will** +11; +1 circumstance bonus to all saves vs. traps

HP 75

Deny Advantage The thief isn't flat-footed to creatures of 5th level or lower that are hidden, undetected, flanking or using surprise attack.

Nimble Dodge **Trigger** The thief is targeted with a melee or ranged attack by an attacker it can see; **Effect** The thief gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee **shortsword** +14 (agile, finesse, versatile S), **Damage** 2d6+6 piercing

Melee **sap** +11 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged **composite shortbow** +14 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing

Mobility When the thief Strides half their Speed or less, that movement does not trigger reactions.

Sneak Attack The thief deals an extra 1d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, if the thief rolls Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to them.

BLOODY BARBER GANG LEADER

CREATURE 7

RARE CE MEDIUM HUMAN HUMANOID

Gang leader (*Pathfinder Gamemastery Guide* 249)

Perception +14

Languages Common

Skills Acrobatics +13, Athletics +13, Deception +15, Intimidation +17, Society +11, Stealth +13, Thievery +15, Underworld Lore +15

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

Items +1 *shortsword*, *minor healing potion*, sling (10 bullets), studded leather armor, tanglefoot bag

AC 26; **Fort** +13, **Ref** +17, **Will** +10

HP 104

Deny Advantage The gang leader isn't flat-footed to creatures of 7th level or lower that are hidden, undetected, flanking, or using surprise attack.

Evasion When the gang leader rolls a success on a Reflex

SCALING CLOSE SHAVE

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

19-22 Challenge Points: Add one Bloody Barber thief to the encounter.

23-27 Challenge Points: Add two Bloody Barber thieves to the encounter.

28-32 Challenge Points: Add one Bloody Barber thief and one bloody barber gang leader to the encounter.

33+ Challenge Points: Add two Bloody Barber thieves and one bloody barber gang leader to the encounter.



save, they get a critical success instead.

Surprise Attack On the first round of combat, if the gang leader rolls Deception or Stealth for initiative, creatures who haven't acted are flat-footed to the gang leader.

Nimble Dodge **Trigger** The gang leader is targeted with an attack by an attacker they can see; **Effect** The gang leader gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee **shortsword** +18 (agile, magical, versatile S), **Damage** 1d6+10 piercing

Ranged **sling** +18 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+8 bludgeoning

Brutal Rally **Trigger** (auditory, emotion, linguistic, mental) **Effect** The gang leader rolls a critical hit against a creature; **Effect** All allies that can see the gang leader gain a +1 circumstance bonus to attack rolls until the start of the gang leader's next turn.

Gang Up Any enemy is flat-footed against the gang leader's melee attacks due to flanking as long as the enemy is within melee reach of both the gang leader and one of the gang leader's allies.

Quick Draw The gang leader Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack The gang leader deals an extra 2d6 precision damage to flat-footed creatures.

A Most Wondrous Exchange!

C2. INFERNAL INTERFERENCE (LEVELS 7-8)

BARBAZU

CREATURE 5

LE MEDIUM DEVIL FIEND

Pathfinder Bestiary 88

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

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

Items glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

Attack of Opportunity 2

Speed 35 feet

Melee ♦ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ♦ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ♦ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernus fever

Divine Innate Spells DC 19; **5th dimension door**; **4th dimension door** (at will)

Rituals DC 19; *infernal pact*

Avernus Fever (disease); Saving Throw DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery. The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ♦ **Trigger** The devil hits a creature with a glaive Strike; **Effect** The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ♦ **Frequency** once per round; **Effect** The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

SCALING INFERNAL INTERFERENCE

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

19-22 Challenge Points: Add one barbazu to the encounter.

23-27 Challenge Points: Add one levaloch to the encounter.

28-32 Challenge Points: Add one barbazu and one levaloch to the encounter.

33+ Challenge Points: Add two levalochs.

LARCIUS

CREATURE 5

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Infernal

Skills Athletics +10, Deception +13, Diplomacy +12, Intimidation +13, Performance +13, Society +12, Warfare Lore +10

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

Items *lesser darkvision elixir*, *minor healing potion* (2), spiked gauntlet

AC 19; **Fort** +9, **Ref** +9, **Will** +13

HP 56

Speed 25 feet

Melee ♦ spiked gauntlet +11 (agile), **Damage** 1d4+4 piercing

Divine Spontaneous Spells DC 23, attack +13; **3rd** (3 slots) *chilling darkness*, *enthrall*, *harm*; **2nd** (4 slots) *calm emotions*, *flaming sphere*, *see invisibility*, *undetectable alignment*; **1st** (4 slots) *charm*, *command*, *fear*, *sanctuary*; **Cantrips** (3rd) *chill touch*, *daze*, *message*, *produce flame*, *shield*

Sorcerer Bloodline Spells DC 22, 1 Focus Point; **3rd** *diabolic edict* (*Core Rulebook* 403)

Bloodline Magic When Larcuis casts a bloodline spell, *enthrall*, *flaming sphere*, or *charm*, either a target takes 1 fire damage per spell level, or he gains a +1 status bonus to Deception checks for 1 round.

Dangerous Sorcery When Larcuis Casts a Spell from a spell slot, if the spell deals damage and doesn't have a duration, he gains a status bonus equal to the spell's level to that spell's damage.

A Most Wondrous Exchange!

LEVALOCH

CREATURE 7

LE LARGE CONSTRUCT DEVIL FIEND

Pathfinder Bestiary 3 65

Perception +16; greater darkvision

Languages Celestial, Infernal; telepathy 100 feet

Skills Acrobatics +14, Athletics +17, Intimidation +14, Religion +14

Str +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1

Hellstrider A levaloch ignores the effects of non-magical difficult terrain. They take no damage from caltrops or from damaging terrain that deals physical, acid, or cold damage. A levaloch can move through liquids up to 5 feet deep at their full Speed.

AC 25; **Fort** +17, **Ref** +14, **Will** +12; +1 status to all saves vs. magic

HP 105; **Immunities** death effects, disease, doomed, drained, fatigued, fire, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** good 5; **Resistances** physical 5 (except silver)

Phalanx Fighter All devils of equal or lower level adjacent to a levaloch gain a +1 circumstance bonus to their AC as the levaloch shields them from harm.

Stable Stance A levaloch gains a +2 circumstance bonus to their Fortitude DC against being Shoved and to other saving throws to resist being moved against their will.

Speed 30 feet, climb 30 feet

Melee ♦ *trident* +19 (evil, magical), **Damage** 2d8+9 piercing plus 1d6 evil and merciless thrust

Ranged ♦ *trident* +16 (evil, magical, thrown 20 feet), **Damage** 2d8+9 piercing plus 1d6 evil

Ranged ♦ barbed net +16 (magical, range increment 20 feet), **Effect** barbed net

Rituals DC 22; *infernal pact*

Barbed Net When a levaloch hits a creature with their barbed net, the net wraps around the target, which becomes clumsy 1 and takes a -10-foot circumstance penalty to its Speeds. If the Strike was a critical success, the target is also immobilized. When a creature Escapes (DC 22), or if the Strike misses, the net crumbles into rust. Each time a creature attempts to Escape, it takes 1d6 slashing damage from the net's barbs, regardless of whether the attempt succeeds.

Forge Weapon ♦ (manipulate) A levaloch reforges part of their barbed iron substance into a new +1 *striking trident* or barbed net. Their previous trident crumbles to rust. When the levaloch is destroyed, any tridents or barbed nets they created crumble to rust.

A Most Wondrous Exchange!

C3. MENAGERIE MAYHEM (LEVELS 7-8)

HIPPOPOTAMUSES (2)

CREATURE 5

N **LARGE** **ANIMAL**

Pathfinder Bestiary 2 144

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Athletics +13, Stealth +11 (+13 in water), Survival +11

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

Deep Breath The hippopotamus can hold its breath for 5 minutes.

AC 21; **Fort** +15, **Ref** +9, **Will** +11

HP 85

Speed 25 feet, swim 20 feet

Melee ♦ jaws +15 (deadly d10), **Damage** 2d8+8 piercing

Melee ♦ foot +13, **Damage** 1d10+8 bludgeoning

Aquatic Ambush ♦ 30 feet

Capsize ♦ (attack) The hippopotamus tries to capsize an adjacent aquatic vessel of its size or smaller. The hippopotamus must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot's Sailing Lore DC, whichever is higher.

Trample ♦♦♦ Medium or smaller, foot, DC 23

SCALING MENAGERIE MAYHEM

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

19-22 Challenge Points: Add one hippopotamus to the encounter.

23-27 Challenge Points: Add one elite cave bear to the encounter.

28-32 Challenge Points: Add one hippopotamus and one elite cave bear to the encounter.

33+ Challenge Points: Add two elite cave bears to the encounter.



ELITE CAVE BEAR

CREATURE 7

UNCOMMON **N** **LARGE** **ANIMAL**

Pathfinder Bestiary 6, 40

Perception +115; low-light vision, scent (imprecise) 30 feet

Skills Athletics +17, Survival +13

Str +6, **Dex** +1, **Con** +6, **Int** -4, **Wis** +1, **Cha** -1

AC 26; **Fort** +18, **Ref** +13, **Will** +15

HP 115

Speed 35 feet

Melee ♦ jaws +16, **Damage** 2d10+6 piercing

Melee ♦ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab

Mauler The bear gains a +4 circumstance bonus to damage rolls against creatures it has grabbed.

Rush ♦♦ The cave bear Strides and makes a Strike at the end of that movement. During the Stride, it gains a +10-foot circumstance bonus to its Speed

A Most Wondrous Exchange!

C4. WAKING NIGHTMARE (LEVELS 7-8)

DREAMS OF DOOM (2)

CREATURE 7

RARE NE MEDIUM DREAM INCORPOREAL

Variant animate dreams (*Pathfinder Bestiary* 2 18)

Perception +13; darkvision

Languages telepathy 100 feet

Skills Acrobatics +13, Deception +17, Intimidation +17, Occultism +11, Stealth +11

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 22; **Fort** +14, **Ref** +17, **Will** +13; +1 status to all saves vs. magic

HP 90; **Immunities** disease, paralyzed, poison, precision, sleep; **Resistances** all 5 (except force, ghost touch, or negative; double resistance vs. non-magical)

Imminent Demise (aura, occult, illusion, mental) 15 feet.

Creatures within the aura experience an acute awareness of their own mortality, and are doomed 1 for as long as they remain within the aura. Creatures with the dream trait are immune to this ability.

Speed fly 40 feet

Melee ♦ nightmare tendril +18 (agile, finesse), **Damage** 3d8 negative plus 1d6 persistent mental damage and endless nightmare

Occult Innate Spells DC 24; **4th dimension door** (at will), *impending doom* (*Secrets of Magic* 110), *nightmare*, *sleep*; **3rd fear**

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 24 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day)

SCALING WAKING NIGHTMARE

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one elite nightgaunt to the encounter.

ELITE NIGHTGAUNTS (0)

CREATURE 5

UNCOMMON CN MEDIUM ABERRATION DREAM

Pathfinder Bestiary 3 6, 186

Perception +12; darkvision, thoughtsense (precise) 60 feet

Languages Aklo (can't speak any language)

Skills Acrobatics +13, Athletics +15, Stealth +13

Str +5, **Dex** +3, **Con** +2, **Int** -2, **Wis** +2, **Cha** +0

Thoughtsense (divination, mental, occult) A nightgaunt senses all non-mindless creatures at the listed range.

AC 23, all-around vision; **Fort** +12, **Ref** +15, **Will** +12

HP 75; **Resistances** cold 5

Faceless The nightgaunt has no face, but it can still see in all directions as if its entire body were an eye. It has no need to breathe, and it is immune to all inhaled toxins and other olfactory effects.

Attack of Opportunity ⤴ Tail only.

Speed 25 feet, fly 30 feet

Melee ♦ claw +15 (agile), **Damage** 2d6+9 plus Grab

Melee ♦ tail +15 (agile, reach 10 feet), **Effect** tickle

Clutches A nightgaunt can Fly at full Speed while it has a Medium or smaller creature grabbed or restrained in its claws, carrying that creature along with it.

Tickle The nightgaunt can use its tail to tickle a foe with horrible efficiency. A creature hit by its tail Strike must attempt a DC 23 Fortitude save; if the creature is grabbed by the nightgaunt, it uses the outcome one degree of success worse than the result it rolled.

Critical Success The creature is unaffected and is temporarily immune for 1 minute.

Success The creature is overcome with laughter and can't perform reactions for 1 round.

Failure As success, and the creature is sickened 1.

Critical Failure As success, and the creature is sickened 2 and can't speak for 1 round

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Appendix 3: Game Aids



Mr. Glovely

Codebreaker's Parchment



Biglock

Omira Descinaria



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Appendix 3: Game Aids



Taleweaver
Brimorak



Khisa
Shadow-Shrouded Phylactery



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Appendix 3: Game Aids



Ralliadra
Erikanesh



Shadowcaster Grimoire
Cordelia's Construct Key



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Appendix 3: Game Aids



Sihn Siphandon
Abysium Sword



Clockwork Soldier
Tesyovensku



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ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

TREASURE BUNDLES

□ □ □ □ The PCs earn 1 Treasure Bundle for each mission they attempt (to a maximum of four).

□ □ Area C (page 18): The PCs earn 2 Treasure Bundles for completing the encounter in area C.

In addition to these rewards, the PCs can earn an additional Treasure Bundle by meeting a specific condition for each of the four treasures they investigate.

□ **Treasure 1: Anamnesis** (page 5): 1 Treasure Bundle for fully restoring Omira's memory.

□ **Treasure 2: The Fateweaver's Tale** (page 7): 1 Treasure Bundle for defeating the creatures and informing the Society of the loom's properties.

□ **Treasure 3: Mournful Echoes** (page 10): 1 Treasure Bundle for purifying the phylactery and laying its ghost to rest.

□ **Treasure 4: Open Book** (page 12): 1 Treasure Bundle for successfully obtaining the grimoire.

□ **Treasure 5: Sins of the Past** (page 14): 1 Treasure Bundle for learning the familiar's secret.

□ **Treasure 6: Tea for Tesyovensku** (page 17): 1 Treasure Bundle for successfully negotiating the sale of the abysium.

CHALLENGE POINTS

CHALLENGE POINTS TABLE

CP TOTAL	LEVEL RANGE
8–15	5–6
16–18 (5+ players)	5–6
16–18 (4 players)	7–8
19+	7–8

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

5th-level PCs = 2 points each

6th-level PCs = 3 points each

7th-level PCs = 4 points each

8th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 5–6 encounters appear in Appendix 1, and level 7–8 encounters appear in Appendix 2.

A Most Wondrous Exchange!



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
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"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

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

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

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

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

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

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

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Scenario #4-07: A Most Wondrous Exchange!

		2
Character Name	Organized Play #	Character #
Adventure Summary		
<p>You ventured into an eclectic group of shops across Absalom's Grand Bazaar to investigate a collection of unusual items. <input type="checkbox"/> In the Barghest's Bin, you entered a mindscape to recover missing memories. <input type="checkbox"/> You experienced a woven tale spun by the master storyteller Khisa of Relics & Remembrance. <input type="checkbox"/> At the Resplendent Rose, you aided a tormented spirit. <input type="checkbox"/> You performed research in an exclusive library at the behest of Erikanesh of the Historia Reliquary. <input type="checkbox"/> You defended Clockwork Caravan's leader Sihh Siphandon from a deadly attack. <input type="checkbox"/> You negotiated with the merchant Tesyovensku to procure a sample of the rare starmetal abyssium. On your way back, you faced <input type="checkbox"/> a close shave, <input type="checkbox"/> infernal interference, <input type="checkbox"/> menagerie mayhem, or <input type="checkbox"/> a waking nightmare.</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>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
Reputation Earned		Total GP
Items		Purchases
<p>You can purchase up to two items from this Chronicle Sheet. Once you have made these purchases, the other options become unavailable for purchase from this Chronicle Sheet, though you can still purchase them normally if you otherwise have access to them.</p> <p><i>encompassing lockpick</i>^U (item 8, 450 gp; <i>Grand Bazaar</i> 10) <i>envenomed snare</i>^U (item 7, 60 gp; <i>Grand Bazaar</i> 15) <i>holy prayer beads</i>^U (item 5, 160 gp) <i>misdirecting haversack</i>^U (item 6, 200 gp; <i>Grand Bazaar</i> 10) <i>pummeling snare</i>^U (item 5, 25 gp; <i>Grand Bazaar</i> 43) <i>scroll of comprehend language</i> (4th level, item 7, 70 gp) <i>scroll of darkvision</i> (5th level, item 9, 150 gp) <i>sky serpent bolts</i>^U (item 5, 25 gp each; <i>Grand Bazaar</i> 81) <i>spellstrike ammunition</i> (type III; item 7, 70 gp) <i>wand of fey flames</i>^U (item 7, 360 gp; <i>Grand Bazaar</i> 81)</p>		Items Sold / Conditions Gained
TOTAL VALUE OF ITEMS SOLD <small>Add 1/2 this value to the GP Gained Box</small>		
Items Bought / Conditions Cleared		
TOTAL COST OF ITEMS BOUGHT		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
		GM Organized Play #

Chronicle Code: 2FT3

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