

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-01

Levels 1-4

INTRO: YEAR OF UNFETTERED EXPLORATION

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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook* (CR), *Pathfinder Advanced Player's Guide* (APG), *Pathfinder Bestiary* (B1), and *Pathfinder Rage of Elements* (RoE)

Maps: *Pathfinder Flip-Mat Classics: Museum*, *Pathfinder Flip-Tiles: Forest Starter Set*, *Pathfinder Flip-Tiles: Haunted Woodlands Expansion*, and *Pathfinder Flip-Tiles: Forest Perils Expansion*

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*.

- METAPLOT (UNFETTERED EXPLORATION)**
- REPEATABLE**
- ENVOY'S ALLIANCE**

SUMMARY

To wind down from all that happened within the past year, the Pathfinder Society decides to conduct a weeks-long celebration at the Grand Lodge in Absalom. The convention brings in Pathfinders from all over the world, among them the recently promoted Venture-Captain Taiwalei. Fola Barun of the Envoy's Alliance tasks the PCs to be Taiwalei's guide and help him conduct a preliminary exploration of the Maze of Open Road while she and other agents prepare a surprise for him. As Taiwalei and the PCs explore the complex interdimensional maze and the Pathfinder lodges it leads to, they come across would-be thieves and rescue a fellow Pathfinder agent. To help this agent locate some wisp familiars, the PCs head to an area of the maze that touches the elemental planes, where they stumble across a pair of unlikely planar visitors. Can the PCs help the Society make some new allies, resolve all dangers and obstacles, and get Taiwalei back to the surprise party on time?

CONTENT WARNING

This scenario contains themes of missing pet companions and deep bodies of water. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.

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ADVENTURE BACKGROUND

Thanks to the collective efforts of the Pathfinder Society's agents and allies, Aslynn the night hag merchant, dreaded foe and nemesis of the Society, has been soundly defeated! The seeds of her defeat were sown over a year ago, when Aslynn manipulated the shadowy merchant organization known as the Onyx Alliance into conflict with the Pathfinder Society. Once the ruse was exposed, the Onyx Alliance entrusted the Pathfinder Society with the large treasure trove that Aslynn originally planned to abscond with.

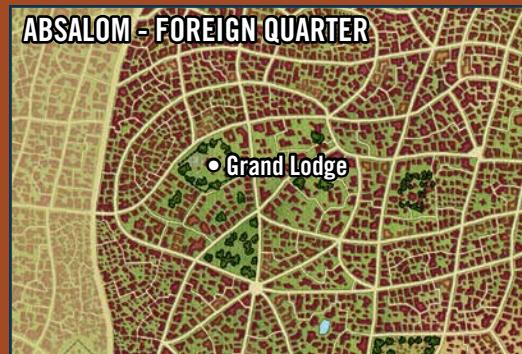
Over the last year, Pathfinder agents have documented, researched, and stowed away the magical items from this wondrous collection; all while fending off more wicked plots from Aslynn and her changeling children. Ultimately, with help from various individuals, the Pathfinder Society managed to break into Aslynn's castle, destroy her precious airship, and face the night hag head-on in one glorious final confrontation.

A sense of peace then returned. While plenty of cataloging and chronicle-reporting remains to be done, the Pathfinder Society decided its members need a break from work to officially recognize the recent achievements, acknowledge a few promotions, and applaud all for a job well done. And what better way is there to celebrate than to host a weeks-long festival at the Grand Lodge with agents and guests from all corners of Golarion?

The responsibility of organizing the massive event fell on the shoulders of the Envoy's Alliance faction leader, Fola Barun. Among the many agents invited is a good friend of hers: Taiwalei, an active Pathfinder recruiter who was recently promoted to venture-captain. Fola originally planned to personally give Taiwalei a tour of the interdimensional Maze of the Open Road, the magical hedge maze and portal network that allows Pathfinder agents to travel across the world in a blink of an eye. However, finding herself swamped with duties (in preparing a surprise for Taiwalei, no less!), Fola decides to ask a group of Pathfinder agents to act as Taiwalei's guide in her stead. This is a good opportunity for the PCs to befriend Taiwalei and explore the wonders that the Maze of the Open Road holds.

WHERE ON GOLARION?

This scenario begins at the Pathfinder Society's Grand Lodge in Absalom, then takes the PCs to a couple of other Pathfinder lodges as they explore the Maze of the Open Road. They also get a peek at the elemental planes, particularly those of wood and metal. For more information on the Grand Lodge and Pathfinder Society's various lodges around the world, see pages 60–111 of *Pathfinder Lost Omens Pathfinder Society Guide*. More information on the elemental planes can be found in *Pathfinder Gamemastery Guide* pages 136–140 and throughout *Pathfinder Rage of Elements*.



GETTING STARTED

The adventure begins in the Events Hall of the Grand Lodge a few hours after midday, as the festivities are in full swing. The hallways are chock full of agents and guests filing in and out, jovially introducing themselves, discussing recent ventures, and swapping stories. In one of the offices of the Envoy's Alliance faction lounge, the PCs gather at the behest of **Fola Barun** (CG female half-elf ambassador). Fola and several other familiar agents are in the middle of undoing and resewing some gilded

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letters stitched onto a large green banner when the PCs arrive. She momentarily stops her needlework to greet the PCs.

Read or paraphrase the following to begin the adventure.

Fola waves hello as she approaches. Once she arrives, she places hands together before her face. Thimbles cover the tips of all her plaster-bandaged fingers. "I sincerely apologize for pulling you away from all the fun, but as you can see, we have something urgent to remedy." She nods in the direction of the green silk banner. One of the agents yelps, having stabbed themselves with a needle. "The seamsters misspelled a crucial word and I only caught it this morning. Originally at this hour, I was scheduled to give a fellow Envoy's Alliance member, Taiwalei, a guided tour of the Maze of the Open Road. Since I'm unable to part with my duties, however, I would like you all to act as his guide instead. Of course, this counts as a regular Pathfinder mission, so you will be compensated. It also shouldn't take very long. I informed Taiwalei there's an event here he must attend around late afternoon. You have three hours before the event starts. Once the time is up, you can all return to the ballroom in the Event Hall to join the party and consider your mission complete. Any questions?"

Fola answers any questions the PCs have to the best of her abilities.

Are you sure you don't want us to help with the sewing and/or party preparations instead so you can meet your friend? Fola nods with absolute certainty. "There are many details which I must personally see to because we have... a surprise planned. A pleasant one!" That last remark is quite welcome given the Pathfinder Society's natural affinity to disruptions, particularly during celebrations. "Taiwalei mentioned in his last correspondence that he is looking forward to making some new friends. You should take the opportunity to get to know him." Fola winks when she gives her suggestion.

Who is Taiwalei? "Taiwalei is one of the Envoy's Alliance's most esteemed recruiters, and one of several recently promoted venture-captains. He comes from the eastern Okaiyo Ocean and is quite the accomplished seafarer."

What does he look like? "He is human, male, quite well-built and tan, as most seafarers are, and he should be

easily identified by the traditional tattoos on his right shoulder and neck." Fola hesitates, "Unless he's decided to wear a tunic today. Let's hope he's still in his usual white sash."

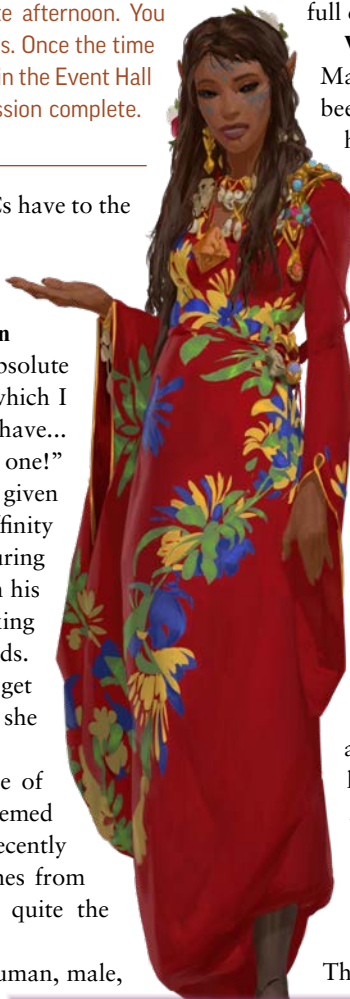
Where is Taiwalei currently? "We agreed to meet before the heads of Baphory's Walk. Knowing him, he should have come this way when I didn't show up on time, but there is quite a crowd to mingle with between the statues and here. So, he's likely somewhere among the crowd." Fola smiles a little awkwardly. "Maybe we planned too many distracting attractions during this event..."

What's the Maze of the Open Road? "It is a grand historical hedge maze on the grounds of our Woodsedge Lodge in Galt. It was a gift from the Forest King Narven Feathereyes, who filled it with portals to various locations of interest to the Pathfinder Society to help with travel. That was hundreds of years ago; it has played a great part in some of our recent ventures. I can show you the full chronicles after the tour, if you would like."

Wait, how do we get to Galt? "Through the Maze, of course!" Fola remarks, "It's how we've been able to bring agents from all over the world here. There are groups regularly coming in at scheduled times of the day. The Grand Lodge's end currently opens up in the Seeker's Plaza, so that is your destination once you have located Taiwalei."

What can we expect while exploring the maze?/What sites or sights can we show Taiwalei in the maze? "There are portals to places on and off Golarion, and some guardian creatures about. But there are new sites to be found today. In recent years, there had been some trouble with portal instability, but that has since been repaired. Whenever the magical energy suffusing the maze surges, instead of disrupting existing portals, the maze now creates new portals. And such a surge occurred just this past week. This is why Taiwalei is so interested in exploring it further, you see. He loves diving the unknown as much as Calisro." As she steps away, the leader of the Horizon Hunter's faction thus referenced sneezes and scratches her ear.

Development: Once the PCs are ready, Fola reminds them to buy and prepare any supplies they need now, as there is always the risk that stepping into a portal becomes a one-way trip. That said, Fola is confident that Taiwalei and the PCs will find a way back in time for the surprise.



FOLA BARUN

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Pathfinder Society Lore or Society (Recall Knowledge)

A PC who succeeds at a DC 13 Pathfinder Society Lore or DC 15 Society check to Recall Knowledge learns more about how **Taiwalei** (LG male human seafarer) joined the Pathfinder Society and his accomplishments. A failure grants no information, and a critical success grants additional information in the critical success entry. Remember these checks should be rolled secretly.

Critical Success Taiwalei once fended off a megalodon by himself with his bare hands. The experience didn't decrease his love for sharks, who he advocates are usually harmless.

Success In addition to any information Fola would provide, the PCs also know Taiwalei became a Pathfinder Society agent while exploring Tian Xia with his cousins, having sailed there from their home islands in the eastern Okaiyo Ocean. He is known for generously offering free passage to those who wish to join the Society.



FAMILIAR FACES

Event 1 is a place for the players to meet or reunite with recurring characters. Before beginning Event 1, check each player's Chronicle Sheets for the scenarios listed in each NPC's description to see which NPCs are familiar to the group and how the Pathfinder Society has assisted them in the past. Players who have played at least one of the relevant scenarios with any of their characters gain a +1 circumstance bonus on their check to interact with that NPC; the bonus increases to +2 if the Chronicle Sheet is on the PC playing this scenario. At the GM's discretion, other scenarios that are released in the future might also provide these bonuses.

Critical Failure Taiwalei once defeated a kraken with a well-placed punch to the enormous cephalopod's beak. The experience left him quite wary of all cephalopods after, including as a food.

Arcana or Pathfinder Society Lore (Recall Knowledge)

A PC who succeeds at a DC 13 Arcana or DC 15 Pathfinder Society Lore check to Recall Knowledge on the Maze of the Open Road learns more about the hedge maze's history and capabilities. A failure grants no information, and a critical success grants additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success Other than being transposed from their previous entry and exit points, some of the portals of the maze have merged. This is particularly the case with portals to the various the elemental planes, likely the side effect of the Material Plane containing large amounts of all elements.

Success In addition to any information Fola would provide, the PC also know that Forest King Narven did not, in life, pass much knowledge on about how to maintain the maze's condition. The hedge maze thus declined after his death. The planar fabrics were frail in certain areas, which led to gradually worsening instabilities that have only recently been resolved. Eliza Petulengro, a member of the Decemvirate that leads the Pathfinder Society, took point on the recent stabilization efforts.

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Critical Failure A group of Pathfinder Society agents once led an expedition from the maze into the depths of Hell. The group never returned, leaving the portal still connected. Luckily, several sod hounds (*Pathfinder Bestiary* 146) yet patrol the area to deter unlucky souls from stumbling through from either side of the portal.

RUNNING THE ADVENTURE

As mentioned by Fola, the PCs are on a soft time limit of about three hours. This time is presented in **Handout #1: Tracking Time** on page 28 for tracking convenience. Usually, the better the PCs perform for the segment, the less time they spend. The GM can either use the handout to keep track of the passage of time as the scenario goes on or give it to the players to let them keep track of the time themselves. **GM Reference: Timeline** on page 28 presents the default amount of time that each part of the scenario takes to complete.

If the PCs end up with time to spare after event C, and they have not discovered all areas in area B, or they simply wish to visit another lodge, they can attempt additional Navigate the Maze of the Open Road checks before moving on to the Conclusion of the adventure. If the PCs visit a second lodge, they do not find any trouble there; do not run encounter A again.

HERO POINTS

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

EVENT J: LOCATING TAIWALEI

Once the PCs complete their preparations, they can begin the search for Taiwalei in the Grand Lodge. As many Tian Xia agents would say though, it is currently people mountain, people sea here. Fortunately, the PCs' search for information soon locates someone who can help them find Taiwalei.

REQUESTING HELP

The PCs can stay within the Events Hall or move in the direction of Baphory's Walk to look for Taiwalei. During their search, they meet one of the three NPCs below. Each PC can attempt one skill check to either Request help from the NPC or assist the NPC in their current task. The DCs of the checks are 17 for all skill checks except Lore checks, 15 for Lore checks, or 20 for Perception checks; for levels 3–4, increase the DCs by 2. On a success, the NPC lets the PCs know which direction Taiwalei headed and who he left with (see Make a Getaway). If no one succeeds, the PCs are forced to spend more time asking around among other agents, but eventually find the information they need.

- **Alyreha** (CG female human Nexian arclord), an elderly Garundi woman, is looking to visit a particular vault but has lost her way. She is a magical genius with a habit of making corny puns. PCs attempt a Survival or Pathfinder Society Lore check to point her in the right direction.

Past Encounters: *Pathfinder Society Intro: Year of Boundless Wonder*, *Pathfinder Society Scenario #4-05: The Arclord Who Never Was*, and *Pathfinder Society Scenario #4-10: Arclord's Abode*

- **Safa** (CG genderfluid genie noble), a genie from the Plane of Air is patrolling the area; they are concerned that someone might come and try to ruin the party. Safa is playful and clever, and they're always looking for chances to stay one step ahead of their foes, particularly if it involves beating them at their own game. PCs can join Safa and patrol Outer Walls with a successful Perception or Scouting Lore check.

Past Encounters: *Pathfinder Society Scenario #3-12: Fury's Toll* and *Pathfinder Society Scenario #4-14: Shattering Golden Chains*

- **Whiirri** (LG agender syrinx gunsmith), who bears a remarkable resemblance to a large screech owl, sits awkwardly at a table, not drinking. The crowd is not what the gunsmith is used to. Whiirri is thoughtful but wary of people they don't know. The PCs can attempt a Crafting or Engineering Lore check to make them feel a bit more welcome or recommend they visit the Artisan's Workshops.

Past Encounters: In *Pathfinder Society Scenario #4-13: Within the Prairies*

MAKE A GETAWAY

Once the PCs find Taiwalei, they need to pull him away from his current conversation, which is with one of the three people or groups below. As before, the PCs can simply Request the NPC or NPCs let Taiwalei go or succeed at another appropriate challenge. The DCs of the checks are 15 for Lore checks or 17 for all other skills; for levels 3–4, increase the DCs by 2. If all of the PCs fail, Taiwalei eventually steps up to excuse himself, as he catches on that the PCs need him to come with them.

- **Biglock** (N male mimic spy)—or rather, “Bigdoor” for the moment—and **Mr. Glovely** (NG male awakened unseen servant bouncer) are engaged in an intense riddle-me-this-to-open-the-door contest with Taiwalei in one of the workshops of the Quadrangle. When the PCs show up, Taiwalei is locked behind Biglock, stuck on the riddle. The PCs can attempt a Games Lore check to solve the riddle, an Athletics check against Mr. Glovely to win a hand wrestling contest, or a Thievery check to “tickle” Biglock into opening up.

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Once released, Taiwalei thanks the PCs for helping him out; Biglock would have released him if he gave up, but he really wanted to try to guess the riddle.

Past Encounters: *Pathfinder Society Intro: Year of Boundless Wonder* and *Pathfinder Society Scenario #4-07: A Most Wondrous Exchange*

- **Revecka** (NG female human sage) is a member of the Ardis Scholars, a group of inventors and researchers based out of Ustalav. She specializes in Stasian technology, which is based on electricity and originates from an alien world. When the PCs arrive, she's talking to a fascinated Taiwalei about the potential for Stasian technology as a power source for new innovations in medicine and transportation. The PCs can engage in the conversation with a Crafting or Engineering Lore check to address the inventions themselves or a Society check to discuss their broader applications.

Past Encounters: *Pathfinder Society Scenario #4-06: Signal from the Electric Laboratory* and *Pathfinder Society Scenario #4-17: Trapping the Hag's Claw*

- The **Waterfall** (N female Decemvirate member) invited Taiwalei on a tour of the Founder's Gardens. Very quickly though, the history lesson became a well-meaning interrogation scene. Taiwalei found himself being teased for information by the masked Pathfinder leader about "what his ambitions are next." The PCs can help Taiwalei make a quick exit by using Deception to create an excuse for him to leave, Stealth to help him Hide while the Waterfall is distracted, or Society to cleverly maneuver the conversation into a position where the Waterfall's continuous inquiries would be impolite. Once out of the situation, Taiwalei sighs in relief and thanks the PCs for rescuing him from the scrutiny.

Past Encounters: *Pathfinder Society Scenario #4-17: Trapping the Hag's Claw*

Development: If the PCs passed both Requesting Help and Make a Getaway, they used 20 minutes to complete Event 1. They take 10 additional minutes for each section in which all PCs failed their checks. Activities taken to locate Taiwalei such as Gather Information or Pursue a Lead are included within this time block.

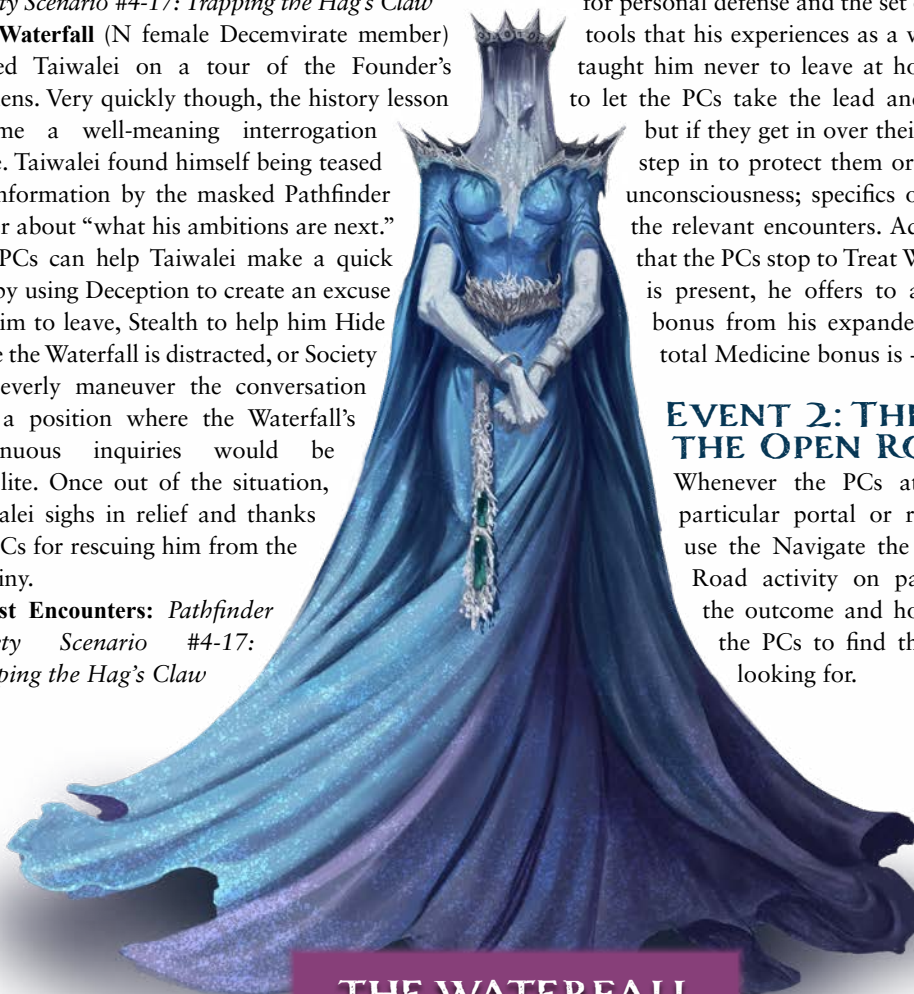
When the PCs and Taiwalei arrive at the portal, four dozen agents step through from the sailing lodge, the *Grimming Pixie*, with an incredible amount of luggage and crates. While they wait for the crowd to pass, Taiwalei takes the brief waiting time to formally introduce himself and learn the PCs' names.

"Taiwalei of the Eastern Okaiyo Ocean, pleasure to meet you all." The charming seafaring venture-captain gives a slight bow. "I leave myself in your care! So, who are you all? What've have you done lately? Fola must be really impressed with your work to ask you to be my guides!"

Taiwalei is currently unarmored, with only a dagger for personal defense and the set of expanded healer's tools that his experiences as a venture-captain have taught him never to leave at home. Taiwalei wants to let the PCs take the lead and prove themselves, but if they get in over their head, he's ready to step in to protect them or awaken them from unconsciousness; specifics on how are listed in the relevant encounters. Additionally, any time that the PCs stop to Treat Wounds and Taiwalei is present, he offers to assist. Including the bonus from his expanded healer's tools, his total Medicine bonus is +20.

EVENT 2: THE MAZE OF THE OPEN ROAD

Whenever the PCs attempt to locate a particular portal or region of the maze, use the Navigate the Maze of the Open Road activity on page 8 to determine the outcome and how long it takes for the PCs to find the location they are looking for.



THE WATERFALL

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NAVIGATE THE MAZE OF THE OPEN ROAD

RARE **EXPLORATION**

You spend 10 minutes following instructions given to you to locate a specific location or portal in the Maze of the Open Road. Attempt a Survival check to Sense Direction, a Scouting Lore check, or another skill check which the text specifies can be used in place of Survival. The DC of most skill checks is 15 (DC 18 for levels 3–4). Based on the results of your check, you gain additional effects when you arrive at the location you seek.

Critical Success As success, plus you make a major discovery. (See Description, below, for details.)

Success You make a discovery.

Failure You make a normal discovery but take an additional 10 minutes to reach your destination.

Critical Failure You make a mistaken discovery and take an additional 10 minutes to reach your destination. (See Description for details.)

PICKING A LODGE

After the PCs and Taiwalei enter the portal, they follow a series of five pointing statues to arrive at the entrance of the hedge maze that is the Maze of the Open Road. Across a vast paved garden courtyard is the two-story stone manor that serves as the Woodsedge Lodge. When they first arrive, Taiwalei exclaims in awe and spends a few seconds taking in the sights.

Read or paraphrase the following once the PCs and Taiwalei reach this stage.

"This place really is like the rumor says. Vast distance covered but with a few minutes of walking!" Taiwalei pulls three slips of paper from within his sash. "I managed to collect the routes for three different lodges before I arrived in Absalom, namely Heidmarch Manor in Varisia, Nexus House in... Nex, and Starrise Spire all the way in Mendev. I can't decide which I want to visit first, so how about you take your pick?"

Navigate the Maze: PCs can also use Pathfinder Society Lore for their activity check. Due to the jargon used with each instruction, they can also use the following skills: Society and Athletics for Heidmarch Manor; Arcana and Acrobatics for Nexus House; Religion and Stealth for Starrise Spire.

All locations share the discovery as described below.

Major Discovery The PCs notices a lack of security on the other side of the portal, alerting them that something is wrong. They get a +2 circumstance penalty to their next initiative roll.

Discovery The PCs locate the lodge portal they're looking for.

Mistaken Discovery The PCs end up at one of the lodges they didn't pick. Taiwalei is incredibly amused by the accident. The PCs take a –2 circumstance penalty to their next initiative roll.

A. OPPORTUNISTIC ROBBERY

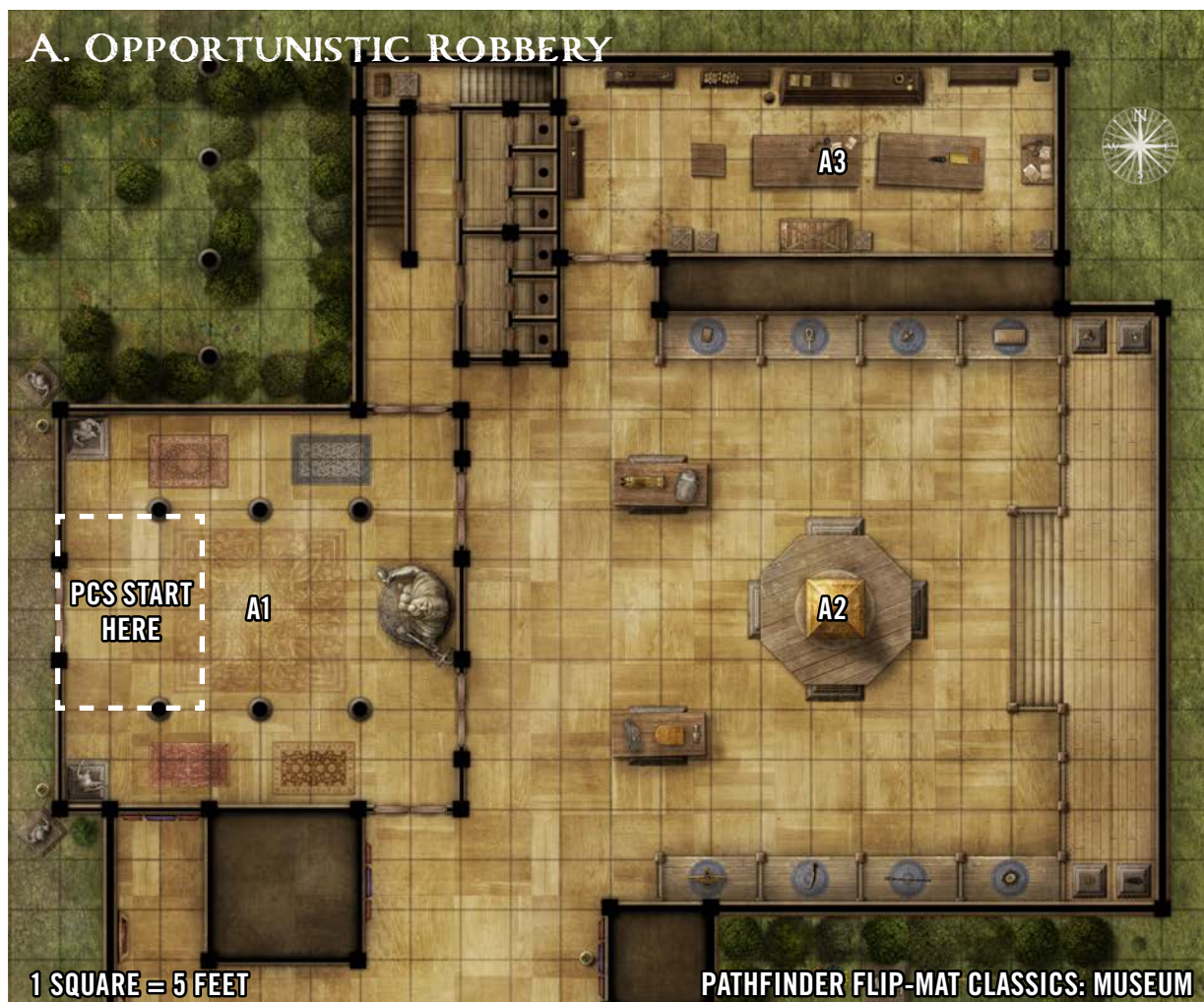
With most Pathfinder agents away and only a token force left behind, the Pathfinder Society's enemies seized the opportunity. The exact circumstances depend upon the location that the PCs chose to visit. The petty thief's guild the Night Scales planned a small heist at Heidmarch Manor. A robbery is likewise underway at the Nexus House on the orders of some arclords—perhaps those with an unhealthy rivalry with Alyreha. Starrise Spire, meanwhile, has become the target of some cultists looking to steal religious artifacts. After knocking out what few guards there were and locking them away, the criminals turned their attention to the lodge's most prominent display room.

A novice Pathfinder, **Selan Lin** (NG female human ardanite kineticist; *Pathfinder Rage of Elements* pages 12, 46), stumbled into the crime in action. Selan had been babysitting some wisps for her fellow elemental scholars at the Woodsedge Lodge, but a momentary distraction in the form of some spilled ink gave the mischievous wisps the opportunity to sneak out. Much to Selan's dismay, the wisps headed for the Maze of the Open Road. The wood planar scion has therefore spent the last several hours going portal to portal in search of these wisps. By the time Selan walked in on the heist, she didn't have an ounce of strength left to fight the criminals, who quickly disabled her and locked her behind the closest set of doors.

This is when Taiwalei and the PCs arrived. Taiwalei and any PCs who critically succeeded their Navigate the Maze of the Open Road check immediately feel something is off from the eerie silence. The venture-captain draws his weapon and uses the Pathfinder Society's universal sign language, Napsu-Sign, to communicate that the PCs should check out the display room whose doors have been left ajar while he goes to search for those who were supposed to be guarding the place.

The building the PCs enter has a single story and the rooms are about ten feet tall, with a small stone tower. The building is constructed out of different materials based on the chosen lodge. Heidmarch Manor uses wood, Nexus House uses sandstone, and Starrise Spire uses brick. In all instances, the building has no windows, but its interior is well-lit with magical light sources and chandeliers which give off bright light. Outdoors, it is currently daytime and bright for all three lodges. Use the map on page 9 for this encounter regardless of which lodge is chosen.

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A1. TRACKS IN THE FOYER

Directly opposite the main door on the wall is the coat of arms of the lodge, which all PCs recognize. This identifying symbol should put any disputes of where the PCs currently are to rest. Heidmarch Manor's is blue and white featuring a wall with two shields with three stars hanging overhead. Nexus House's is red with an orange band and bears four lotuses and a book. Starrise Spire's, meanwhile, is yellow with a black mountain flanked by two stars.

Any PCs who Search the area notice faint tracks left behind by four different shoe-wearing Medium humanoid creatures, all of which head toward the northern-most doorway. On a critical success, they notice that while three of the tracks indicate that the people who left them were sneaking, one set of tracks walks haphazardly over the others. These tracks come from Selan, who walked in without noticing the tracks of the robbers.

A2. EXHIBIT HALL

MODERATE

This large exhibition room is lined with 3-foot-tall shelves. A center display stands on a 1-foot-tall platform. On the far end of the room is a set of stairs that goes up three feet to an elevated corridor, which is fenced off by 2-foot-tall guard rails. At a glance, most items on exhibit are tastefully expensive.

Creatures: One of the stronger robbers has locked Selan in A3 and is standing by the door. The underlings are keeping an eye on the four sets of doors leading to A1, especially the northern-most one. Upon seeing the PCs, they attack without giving any chance to negotiate. The robber novices use their combat pickpocket ability to remove items they can see and consider a threat. Tough robbers attempt to use their Gang Up and Sneak Attack abilities. An experienced robber targets caster PCs first and uses their Attack of Opportunity to keep an engaged enemy occupied. While the stronger robbers fight until unconscious, the weaker ones flee if there are no strong robbers remaining.

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Levels 1-2

TOUGH ROBBER

CREATURE 1

Page 19, art on page 25

ROBBER NOVICES (2)

CREATURE -1

Page 19

Levels 3-4

EXPERIENCED ROBBER

CREATURE 3

Page 22

TOUGH ROBBER (2)

CREATURE 1

Page 22, art on page 25

Reward: Searching the body of the robber who started by the door recovers two *minor potions of retaliation* (*Pathfinder Advanced Player's Guide* 259) and 10 gp for levels 1-2, or two *lesser potion of retaliation* and 26 gp for levels 3-4. These potions though are a little unusual in that their energy appears to be in flux. If the PCs show these potions to Selan in area A3, she offers to set which energy the potion is infused with. Otherwise, when the PCs drink these potions, the PC must roll a 1d4 to randomly determine which of the energies the potion manifests: acid, cold, electricity, or fire.

Development: If the PCs are all knocked unconscious here, Taiwalei finds them 10 minutes later and takes care of any remaining robbers, after which he begins Treating Wounds to awaken the group.

A3. LOCKED ARCHIVES

This room is an archive of correspondences, administrative paperwork, and manifests of items that have come and gone. While the door's locking mechanism has been broken, the robbers brought their own set of poor quality locks; the PCs can Pick these Locks with two successful DC 15 Thievery checks. For levels 3-4, the locks are of simple quality and require three DC 20 Thievery checks. The PCs can also Force Open the door with a successful DC 17 Athletics check (DC 20 for levels 3-4). This amount of property damage is, by Pathfinder Society standards, acceptable.

Creatures: Shortly after the fight ends, Selan bangs on the doors to get their attention, if the PCs aren't already trying to get in. The perky kineticist, who almost resembles a willow dryad, answers the PCs to the best of her abilities.

She is tired from her ordeal with the robbers but glad to see friendly faces. She also has some visible injuries from being attacked and is missing 10 of her normal maximum of 15 Hit Points.

Who/what are you? "Lin Selan, or is it Selan Lin in Avistan? Pathfinder of the 4723 AR cohort, currently active at Woodsedge on a project to locate some elemental portals. And before you guess, no I'm not a dryad. I'm an ardanide, an ancestor of mine was a wood genie." Selan says without batting an eye. "I'm a kineticist. Move the elements. Make them into other things or each other. All that exciting stuff."

What are you doing here? "I was babysitting some wisp familiars for my teachers and coworkers. I had a chronicle to finish writing, so I offered to stay and watch the rascals. Got outsmarted though. The wisps took off for the maze, I ran in after them. I have been looking for the past... five hours or so?" A slight shade of despair falls over Selan's face. "Ashasar is never going to let me live this down."

Why didn't the familiars follow their masters to the Grand Lodge? "They're mischievous with a capital M. We were afraid they might wreak havoc over at the party. Imagine bringing five baby goblins to a festival, except each wields fire of a different element. Oh, and they fly 200 feet in a minute." If there is a goblin in the group, Selan awkwardly bites her lip. "I... meant no offense. Apologies."

How did you not get lost in the maze? "The trees give hints if you're friendly enough, though that might just be the wood genie in me. They were kind enough to help us find some elemental portals days ago, at least."

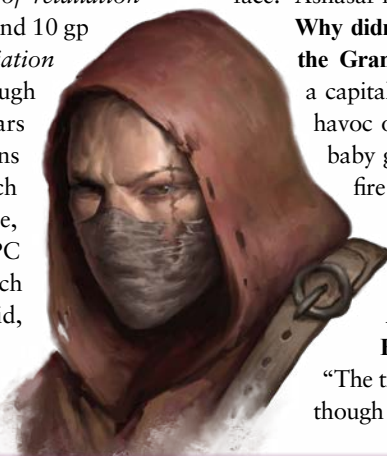
Did you consider that maybe the wisps went in the direction of the elemental portals? Selan drops an expletive. "I knew I forgot something."

Who were those people we just defeated? "I asked them that and got punched in the gut for it! We could try asking again?" Selan deadpans.

How are you right now?/Do you need help? "I feel awful, thank you." Selan smiles, clearly in pain. "Could... do... with some healing... Could you perhaps find the wisps for me?"

Where are the elemental portals? "While I can't show you myself right now, I can ask the trees again and write down what they say."

Development: When Taiwalei returns with guards he rescued, he lets the PCs know he's already informed the Grand Lodge of what was going on and that the other lodges have also been checked on and secured. Learning about the elemental portals, Taiwalei shows an incredible interest and begs the PCs for the chance to explore the



ROBBER

INTRO: YEAR OF UNFETTERED EXPLORATION

area. Selan gladly goes and speaks with the trees (in Muan, the elemental language of wood) and obtains the instructions for three portals. The instructions—rather, several perplexing riddles—are available as **Handout #2: The Maze's Riddle** on page 28. She reminds the PCs that the trees' instruction shouldn't be taken at face value, as they do like to see people get lost sometimes. She then goes back to Woodsedge Lodge to rest. If the PCs provide her with healing magic or Treat her Wounds, Taiwalei approves of their decision and doesn't object to waiting; if they instead prioritize handling the trouble in the maze, he asks the guards he rescued to fetch someone to tend to her wounds from the Grand Lodge.

Completing area **A** takes 20 minutes, plus any additional time the PCs used for activities such as Refocus or Treat Wounds.

B. CONFLUENCES OF ELEMENTS

Following the instructions provided by Selan, the PCs and Taiwalei set off in search of the elemental portals. Use the map on page 12 for the following encounters. The trees of the hedge maze are 15 feet tall and too dense to move through. They can be climbed up to 10 feet before the branches become too weak to hold a PC's weight. Even if the PCs manage to fly up or otherwise gain a birds-eye view, the dense trees obscure which paths connect to each other and which are dead ends. Arrows on the map show the locations of concealed passageways to areas **B3** and **B4**, which the PCs can discover, as well as the obvious path to area **B5**.

The paths are all exposed to the sky and thus under bright light, but the paths muffle sound more than normal for a hedge maze. If a straight line between a sound source and receiving point passes through two walls, it cannot be heard.

B1. MAIN PATH

The main pathway of the hedge maze is a circular path that ultimately comes back to the starting point.

Navigate the Maze: The PCs have two opportunities to take the Navigate the Maze of the Open Road activity as they explore the main path. One

check is used to discover area **B3**, while the other is used to discover area **B4**. See those area descriptions for the outcome of the checks. As the PCs are seeking elemental portals, they can use Arcana and Nature for these Navigate activities. If they want to take a more physical approach, they can also use Acrobatics and Athletics; on a critical failure, however, the PC become sickened 1 for 1 minute for pushing through the maze's disorientating dimensions.

B2. RESTING POOL

This small artificial pond gives a calm and peaceful aura and is the perfect place to rest in. The water is clear, easily letting the viewer see what is at the bottom of the pond.

Reward: A rucksack tied to a stone has sunk to the bottom of the pool 10 feet below. If the PCs dive in and retrieve it, they find the bag contains a magical shield, either a *glamorous buckler* for levels 1–2 (*Advanced Player's Guide* 261) or a *minor sturdy shield* for levels 3–4.

B3. PATH OF SCORCHED EARTH

Due to the proximity of the planes, the area leading up to the currently inactive portals of the Planes of Earth and Fire have merged into one stony and fiery path whose rocks give off considerable heat. Runes pulsing with light litter the surfaces of the stones. Occasionally, flames flicker from the carved symbols.

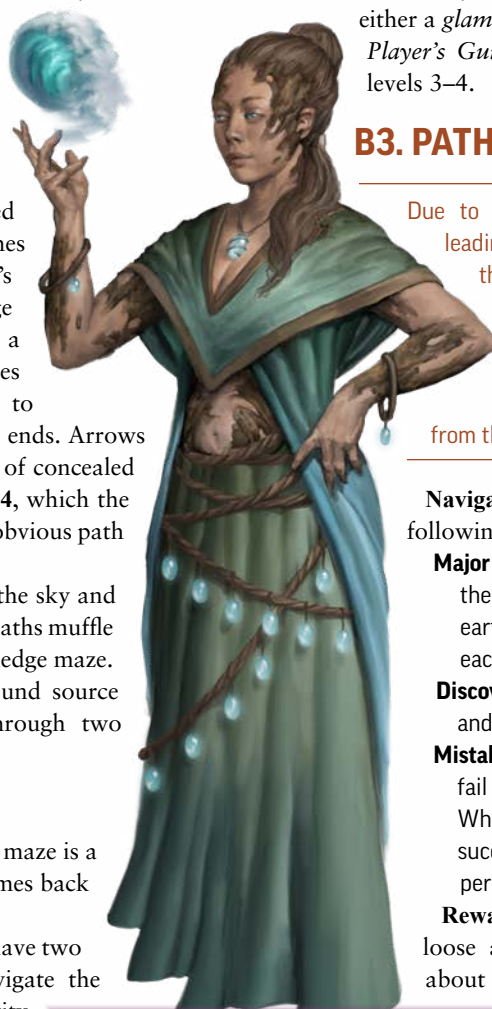
Navigate the Maze: The PCs can make the following Discoveries.

Major Discovery The runes on the stones uses the elemental connection between fire and earth to make the portals mutually suppress each other.

Discovery The PCs become aware of this area and can explore it.

Mistaken Discovery The PCs locate the area but fail to notice the presence of fire in the region. When they first step into **B3**, they must succeed at a DC 15 Fortitude save or take 1d4 persistent fire damage (DC 18 for levels 3–4).

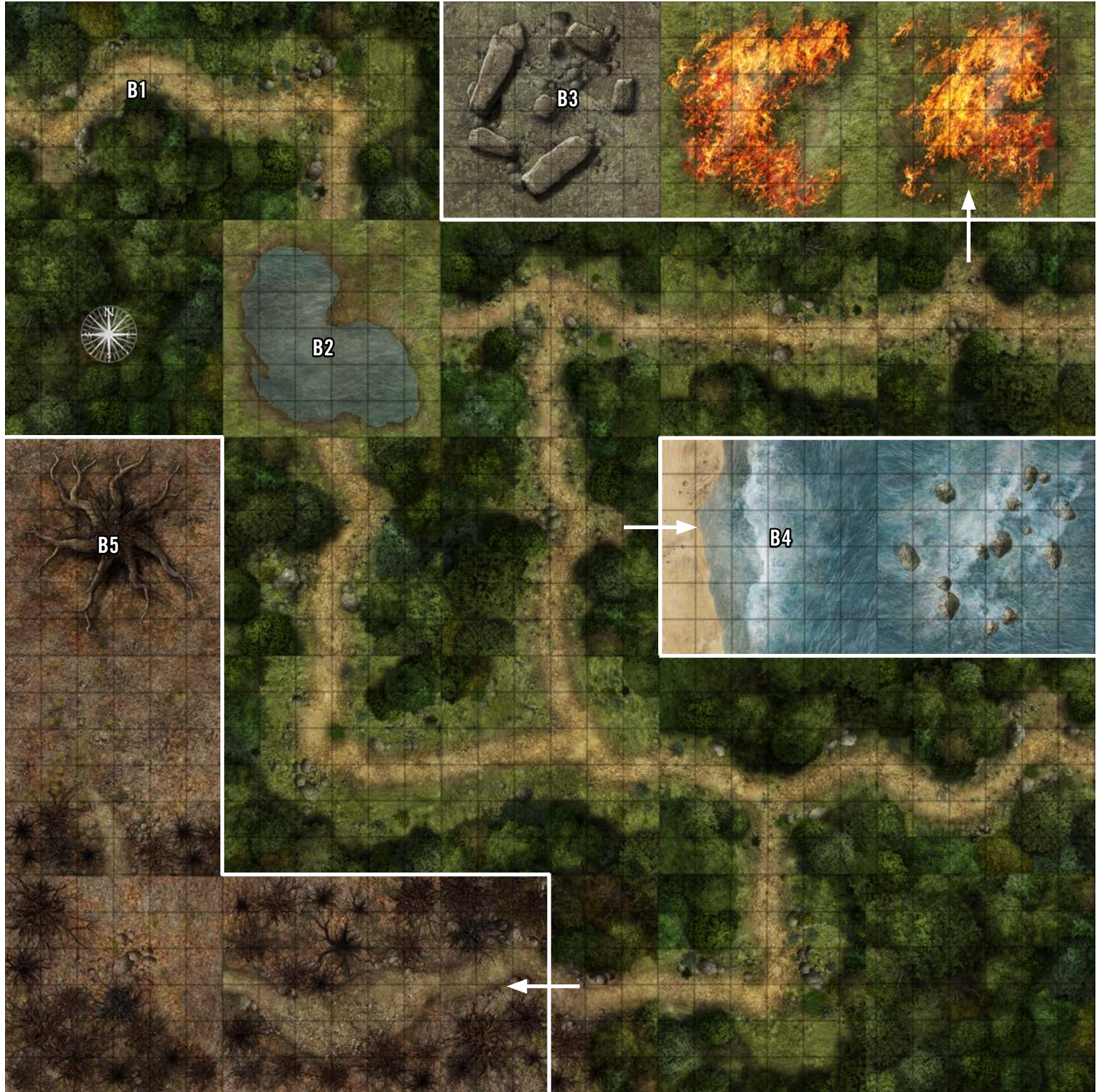
Reward: PCs who Search **B3** finds small loose agates fragments on the floor, worth about 7 gp (20 gp for levels 3–4), and a *hunter's bane* talisman (instead a *dragon turtle scale* for levels 3–4).



SELAN LIN

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B. CONFLUENCES OF ELEMENTS



1 SQUARE = 5 FEET

PATHFINDER FLIP-TILES: FOREST STARTER SET

PATHFINDER FLIP-TILES: WILDERNESS PERILS EXPANSION SET

PATHFINDER FLIP-TILES: HAUNTED WOODLANDS EXPANSION SET

PATHFINDER SOCIETY SCENARIO

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B4. RUNNING CURRENTS AND DRAFTS

Unlike the other portals, the portals to the Planes of Air and Water (located in the far-left square of the area) are actively pulling in elemental power from the maze. This creates a strange waterfall—or water-rise, rather—that is approximately 5 feet tall. The water here is seemingly never-ending. While the currents are rapid, the river here is only knee-deep and can be easily crossed, though it counts as difficult terrain.

Navigate the Maze: The PCs can make the following Discoveries.

Major Discovery The PCs notice an upward air draft above the water-rise. They gain a +2 circumstance bonus to saves and skill checks against the air and water currents in the area. They also realize that anyone who spends more than a second or two peering into the water would fall into depths that expand to become far deeper than they appear.

Discovery The PCs become aware of this area before they step into it and can explore it normally.

Mistaken Discovery The PCs stumble into the area, failing to gauge how dangerous the currents are. The PCs automatically fail the Athletics check when they enter this area and must choose to look up or down.

Pulling and Pushing: The first time the PCs enter this area, a strong gale threatens to push them to look down or up. All PCs must make an Athletics check of DC 15 (18 for levels 3–4) to keep firm. On failure, they must choose to look down or up. PCs that look up are picked up by strong winds and pulled into the sky. PCs that look down, meanwhile, feel a pull that force them into the water.

These PCs have the chance to use their reaction to Grab an Edge. If they fail, they take 1d6 bludgeoning damage (2d6 for levels 3–4) from falling out of the sky or hitting the water's surface once the elemental planes eject them back into the maze. This damage can be avoided with abilities like the spell *feather fall* or the feat Cat Fall. Any PCs who fall into the water become aware that looking at the water pulls you in, a phenomenon that becomes relevant later in the adventure, in area C.

B5. UNLIKELY PARTNERS MODERATE

With their recent return, the Planes of Metal and Wood ended up exerting their forces in the same spatial niche, resulting in fractal trees in a state of decay manifesting near the fused and unstable portals to the planes. This

unusual appearance is so stark that PCs do not need to use the Navigate the Maze activity to discover the area. Instead, using the Search, Investigate, or Detect Magic activities is sufficient.

Creatures: The unusual landscape drew the attention of the missing wisps, who came across two elementals who have just arrived from the Plane of Wood. Not knowing any better, the wisps goaded and insulted the pair of notorious interplanar outlaws: the metal planar scion **Gedun** (CN genderfluid human talos scout) and wood genie **Yeyacha** (N bigender kizidhar collector). The two brazen criminals steal from the rich to help the destitute. Having gained too high a profile on the elemental planes lately, they escaped to Golarion with the idea of laying low, though it appears they would need to discipline some obnoxious wisps first.

When the PCs come into the area, Yeyacha has trapped the wisps in a convenient “cage” located in their torso, while Gedun interrogates the

tiny elementals about their current location. Upon seeing the two, Taiwalei decides to go fetch Selan, but tells the PCs to proceed as they wish.

Regardless of whether the PCs approach, Hide, or avoid the pair, the cautious Yeyacha becomes aware of the PCs' presence due to their natural attunement with the trees of the maze. The kizidhar moves to confront the nearest PC, pointing their wooden spear hand as a warning. Gedun is quite alarmed by their partner's reaction. The talos is far more diplomatic, not to mention curious about their unfamiliar surroundings. Between them, Gedun likes to give Yeyacha a good ribbing during conversations. Though the kizidhar can't show it, they quite enjoy the teasing and see it as an affectionate gesture.

“Wow! Hold your hostility, everyone. Especially you, my friend. We've only just met these folks! No need to come to blows just because we've found each other, right?” The humanoid in leather armor with metallic veins shows their empty hands. Their voice has the timbre of fine metal particles rubbing against a singing wind chime. “As you can see, I'm quite unarmed here. My good friend... well, that is their hand, so do pardon us. I'm sure from their face you can tell they're actually extending a friendly handshake. Right, budding? That was totally what you wanted to do?”

The figure, resembling a carved wood statue, turns to stare at their companion, articulate joints fluid as they transition between poses. “Not if you call me that in front of strangers again.” The spear point retracts as the elemental's arm rotates at the elbow. Their expression remains unchanged.



GEDUN

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If the PCs have questions, Gedun answers most of the time. Yeyacha only speaks if directly asked, as the kizidhar thinks themselves above the PCs at first and would rather patrol and Investigate the entirety of area **B**. They allow the PCs to follow and continue talking as long as their search is not disrupted. The two elementals answer the PCs' questions to the best of their abilities.

The answers below are written mostly for Gedun, who follows up every answer with questions. Yeyacha's answers are far more serious in tone, though the content remains nearly the same. Yeyacha is also not as inquisitive, though lets Gedun ask questions, particularly if the topic broaches this "Pathfinder Society."

Who are you two? "Gedun and Yeyacha, a pleasure to meet you all! I'm a scout and my partner here's a collector. We mostly collect valuables from the hands of the undeserving and gift them to those in need. What about you all?"

What are you? "Ah, never met a talos or a kizidhar before? I'm what they call a planar scion, I believe, around these parts. A mix of metal and some humanoid in essence, literally. Yeyacha here is an authentic wood genie head to roots. Now, do pardon me turning the question back but what are you too? I've never seen people like some of you before."

Why are you here? The talos puffs out their chest in pride. "We became big names back home after a job. I'm talking wanted posters and bounties big. We're not exactly celebrity material though, so after hearing the Material Plane is quite nice around this season, we decided to take a vacation. Might even make it a staycation if things get interesting. Speaking of what is this place? Where are we? Can you show us around?"

Why did you capture the wisps?/Can you release the wisps? "They were very impolite! Positively the rudest clumps of essences I've ever met in my life. One of them—the fire one—even called me something very insulting! Who raised these rascals? I have a word or two to say on their discipline and manners! Though if you'll answer a few answers for us, I can coax Yeyacha here and see if we can't release them to your custody."

Negotiations: PCs can Make an Impression on the two elemental outlaws, who share an attitude and are

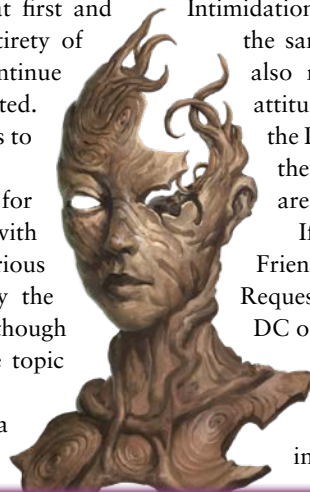
Indifferent to begin. The PCs can instead scold the wisps and make them apologize to the two elementals with

Intimidation, Diplomacy, or an appropriate skill against the same DC. If successful, Gedun and Yeyacha also release the humbled wisps. The outlaws attitude becomes Friendly as well. Alternatively, the PCs can offer to show the outlaws around as they talk; if they show them both area **B3** and area **B4**, their attitudes improve to Friendly.

If Gedun and Yeyacha's attitudes are Friendly or better, the PCs do not need to roll to Request them to release the wisps. Otherwise, the DC of the Request is 15 (18 for levels 3–4).

Turning Hostile: The encounter turns hostile if the PCs escalate the situation after Yeyacha's confrontation, either in general or over the wisps. Gedun does their best to make sure there is a chance for civil conversation, and only gives up if the PCs persist with violence. Yeyacha releases the

wisps once attacked, as they're obviously not worth the trouble. The kizidhar then summons some elementals and creatures to cover their retreat while dragging a reluctant Gedun back and teleporting to an unknown destination.



YEYACHA



FIRE WISP

Levels 1-2

HARDWOOD SCAMP

CREATURE 1

Page 20

FLASH BEETLES (2)

CREATURE -1

Page 20

Levels 3-4

KINZARUK

CREATURE 3

Page 23

HARDWOOD SCAMPS (2)

CREATURE 1

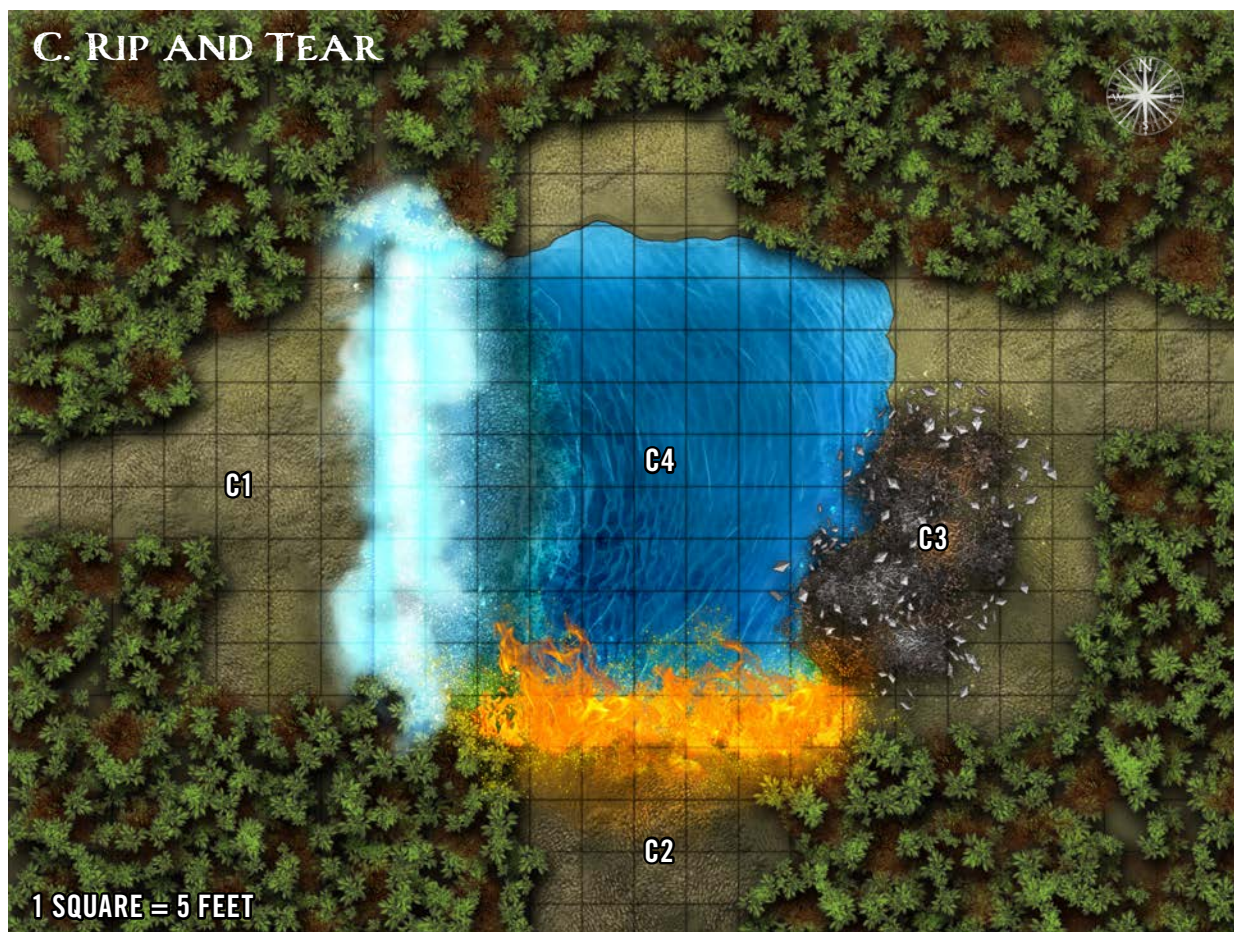
Page 23

Reward: If Gedun or Yeyacha's attitudes are Friendly or better,

Gedun gifts the PCs a pair of nonmagical wooden and metal rings worth 15 gp; for levels 3–4, they are instead *doubling rings*.

Development: If the encounter turned violent, the battle only takes 10 minutes, with Taiwalei and Selan returning too late to intervene. If the PCs kept things friendly, Taiwalei shows up with Selan at around the

INTRO: YEAR OF UNFETTERED EXPLORATION



15 minute mark. Together, the kizidhar, talos, and ardan de enter a perplexing conversation in a mix of Muan and Talican (the elemental language of metal), which Taiwalei looks on in awe. The encounter lasts 30 minutes as a result; the PCs are free to use the time to participate in some activities while the NPCs are occupied in conversation.

If the PCs so desire, they can invite the duo (and Selan if the wisps can behave) to the party at the Grand Lodge. If not, Gedun and Yeyacha decide to take their return trip to find a less maze-like place to take refuge. Gedun hopes to see the PCs again, even if they're on bad terms.

C. RIP AND TEAR

After finally getting their hands on the naughty wisps (and perhaps with new friends in tow), the PCs, Taiwalei, and Selan begin to head back to a lodge of their choosing. However, as they arrive at a t-intersection, the planar fabric rips and elemental energy begins to pour in. With the tear came unsuspecting elemental brine sharks who are bewildered by their sudden planar adventure.

While the sun is much lower in the sky now, the area is still under bright light conditions. From the PCs' previous travel through the area, they know the path to the right leads to the portals to the lodges, the path right leads to the elemental portals, and the path south leads back to the Grand Lodge.

Read or paraphrase the passage below.

Three things happen at once. From the sky, water begins to pour down into the intersection, creating an ankle-deep pool in its center. Though clear enough to see, the currents push Taiwalei back and away and separate him from the rest of the group. As Selan turns back with the intention to help, a wall of swirling red flame erupts, stopping her in her tracks. As the fire burn away a patch of foliage it touched, the bark peels away to expose a metal core, as if someone used the wood of the tree as a mold for a metal sculpture.

Shadows dart in the water below. A back fin breaches the surface, then goes under again. "That's definitely a shark!" Taiwalei calls out. "I don't think it's one I've seen before though, so be careful!"

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C1. BEHIND WATER

Taiwalei is in this area, separated from the PCs, who begin in C4. The strong force of the water prevents him from entering C4 and prevents anyone from reaching him. He can hear and see well enough through the waterfall to help the PCs, however. If Gedun is present, they're also stuck in this region.

Assistance: At the beginning of each round, Taiwalei can provide one of the following observations or pieces of knowledge to help the PCs. How his knowledge helps mechanically, if at all, is also described. In addition, Taiwalei can also use the Point Out action in place of providing knowledge to help the PCs locate an invisible shark.

- Big sharks grab prey with their bites and drag them underwater. The young sharks here would be too small to drag the PCs around. However, their movements seem hypnotic, so it could be dangerously distracting to watch them too closely.
- Most sharks bite out of curiosity or hunger. Letting them realize you're not tasty or an easy meal might work out in the long run. PCs can choose to let a shark succeed at a Strike targeting them. If the PC who takes damage isn't wearing metal armor or carrying a metal shield, the shark will target another creature until the end of its next turn.
- A shark's eye is its greatest weakness. The PCs can choose to aim for the eyes with a -2 circumstance penalty against the shark. On a success, the shark will release any target it has currently Grabbed, and then use one action to Swim or Stride away from the PC that attacked it on its turn.

Development: If two or more PCs fall unconscious, Taiwalei powers his way through the waterfall (taking a bludgeoning damage in the process), gives the closest shark an uppercut, then picks up the unconscious PCs and carries them to the safety of the nearest dry land he can reach and stabilizes them.



C2. BEHIND FIRE

Like Taiwalei, Selan is separated from the group by a line of flames with the statistics of *wall of fire*. Being an ardanee, she cannot risk running through the flames like Taiwalei, and the flames block any visuals from C4 but still allows sound through. If the PCs describe the creatures, she can provide knowledge in return. If Yeyacha is present, they are also in this area. If the PCs haven't deduced how the strange properties of the water work by the end of the second round, Selan tells them about that strange feature, saving the advice about sharks and metal for the third round.

Assistance: At the end of each round, Selan can provide one of the following observations or knowledge to help the PCs in their battle if called upon. How her knowledge helps mechanically, if at all, is also described.

- These are brine sharks, which are water elementals that are slow on land and fast in the water.
- Elemental water consumes metal, so these sharks likely prefer to chew on metal too. PCs with this knowledge who wield a metal melee weapon, a metal shield, or wear metal armor gain a +2 circumstance bonus to Feint against the brine sharks.
- The lamprey on the sharks appears to be hyacinth lampreys, a common elemental wood parasite that feeds primarily on water elementals, though they don't discriminate if given the chance.

Development: If three or more rounds pass and combat continues, Selan successfully weakens the *wall of fire* so it only deals 1d4 fire damage (2d4 for levels 3–4). This allows Taiwalei to travel through without any significant damage if he's trying to get a PC to safety.

C3. ALUMINUM CONIFERS

This patch of trees has become ash-covered and barren, save for the spiky metallic branches left behind. The area counts as difficult terrain. Any PCs who enters or exits the patch must succeed at a DC 15 Acrobatics check (DC 18 for levels 3–4) or take 1d4 piercing damage for each square they travel through, plus 1 persistent bleed damage if they traveled through at least 1 square.

Yummy Trees: When a shark first falls below 10 Hit Points, they use all their actions in their next turn to move up to this patch of forest and make Strikes against the wood to consume it. The shark then gains a number of temporary Hit Points equal to twice its level. A shark can only benefit from this effect once.

C4. PARADOXICAL POOL MODERATE

While this large pool of water is ankle-deep for the PCs, it's regular terrain and does not impede movement. The brine sharks can treat it as a pool with infinite depth

INTRO: YEAR OF UNFETTERED EXPLORATION

at will. A brine shark that is underwater automatically becomes invisible to any creature that isn't also underwater. A brine shark cannot Strike a target on the water surface from below, however; it must move up to the surface first as part of its Swim action.

Don't Look Down... or Do! For the PCs, the pool only becomes liquid if they take an action to look straight down into the water. This could be a Seek action to locate a brine shark, an action taken deliberately to automatically fall 5 feet into the water, or even an action spent to attempt to analyze the pool's properties that results in an immediate answer. If the PCs previously experienced falling in the water in area **B4** or made the major discovery in area **B4**, they are automatically aware of this phenomenon.

Creature: A school of brine sharks with parasitic hyacinth lampreys was drawn in through a planar rift. Finding themselves suddenly elsewhere, the school is rather alarmed and fights to the death. The brine sharks are extra interested in those wearing or using metallic armor or items, and chose such targets whenever possible. The lampreys begin adjacent to a shark, then attack whoever last harmed the shark.

Levels 1-2

BABY BRINE SHARK

CREATURE 1

Page 21, art on page 27

HYACINTH LAMPREYS (2)

CREATURE -1

Page 21, art on page 27



HYACINTH LAMPREY

Levels 3-4

BRINE SHARK

CREATURE 3

Page 24

BABY BRINE SHARK

CREATURE 1

Page 24, art on page 27

HYACINTH LAMPREYS (2)

CREATURE -1

Page 24, art on page 27

Development: Once the elementals are taken care of, the elemental rifts slowly close, leaving behind only the shallow pool, a line of burnt grass, and the odd-looking trees. Depending on how the PCs previously performed, they might still have time to explore and discover any areas they previously missed in area **B**, or they can visit another lodge.

If they return to the Grand Lodge before the 3 hours and 20-minute mark, they are either early, on time, or fashionably late for the surprise party. If they go beyond this time, several Pathfinder faction leaders, including Fola, come charging into the maze, clearly expecting to rescue the PCs and Taiwalei. The PCs are reprimanded for their poor time management by "Society Dad" Eando Kline, but Taiwalei will stand up for them as he saw the PCs do their very best.

CONCLUSION

When the PCs and NPCs return to the Grand Lodge's Events Hall, they find the ballroom packed full of people who begin clapping and cheering upon seeing Taiwalei. On the far side of the room, a large banner with the words "Congratulations on Your Promotion" hangs off the walls. The first word looks a little crooked and crinkled but does not distract the energy from the hyped-up crowd.

Fola pulls Taiwalei up to the small stage set up before the banner.

"Friends, fellow agents, as you are all aware by now, Taiwalei has now joined the ranks of our excellent venture-captains, in recognition for all he has done in helping us recruit talent from all corners of Golarion. Many would not be here if not for your enthusiasm or charity. You, Taiwalei, have been a compass to many, and we hope to see that passion continue. It is with pride and pleasure, therefore, that I present you with this opportunity: an assignment for as long as you wish at the Woodsedge Lodge, where you will be working on an effort to map out the Maze of the Open Road."

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As Taiwalei jumps in excitement and accepts a token pin bearing the Woodsedge Lodge's coat of arms, the room erupts into applause. Many shout their congratulations for the venture-captain. A few of the faction leaders look a little less enthusiastic with concern in their eyes but clap sincerely. It's clear that they are ready to support Taiwalei in his work ahead. Besides, any doubts and reservations they had are quickly swept aside as Taiwalei approaches each of them with drinks and questions on if they have any advice going forward.

The rest of the evening goes swimmingly, full of music, performances, dances, and games. At some point during the party, Fola approaches the party to inquire how the tour went. She expresses delight if the PCs made new friends with Gedun and Yeyacha, or dismay if things turned hostile. It's uncertain what befriending the duo might bring, but Fola is optimistic. A budding rivalry, meanwhile, can spell trouble for the Society's collection of items and wealth.

Taiwalei also finds time to sit down with the PCs and thank them for the eventful tour. Depending on his impression of them, he eagerly invites them to come help out any time on exploring the maze further. He also asks, "So, have any of you worked with Janira Gavix or Rain in Cloudy Day before? What are they like?"

REPORTING NOTES

If Gedun and Yeyacha are Friendly or better in attitude, check box A on the reporting sheet. If they are not friendly or better, but did not turn hostile, check box B. If the encounter with the elemental duo ended in a fight, check box C. If the PCs did not get the wisps released, check box D.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they give Taiwalei a tour of the Maze of the Open Road. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they discovered all areas in Area **B** or if they both tended to Selan's wounds and rescued the wisps. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The Envoy's Alliance are keen to establish new contacts and allies from the elemental planes. If the PCs befriended Gedun and Yeyacha, they earn 2 additional Reputation with the Envoy's Alliance faction.

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APPENDIX I: LEVEL 1–2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 31 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

ENCOUNTER A2 (LEVELS 1–2)

TOUGH ROBBER

CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Deception +6, Intimidation +8, Stealth +5, Underworld Lore +5

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

Item dagger (2), leather armor

AC 16; **Fort** +10, **Ref** +7, **Will** +6

HP 20

Speed 25 feet

Melee ♦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Ranged ♦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing

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

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

ROBBER NOVICES (2)

CREATURE -1

UNCOMMON NE MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Deception +2, Stealth +5, Thievery +5

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

Item hide armor

AC 15; **Fort** +7, **Ref** +7, **Will** +3

HP 9

Speed 25 feet

Melee ♦ fist +7 (agile, finesse, nonlethal), **Damage** 1d4+1 bludgeoning

Combat Pickpocket ♦♦ **Requirements** The robber novice is in the same square or adjacent to the target; **Effect** The robber novice can attempt to Steal an object they can see on the target using their Thievery modifier against the target's Perception DC.

SCALING ENCOUNTER A2

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

10–11 Challenge Points: Add one robber novice.

12–13 Challenge Points: Add one tough robber.

14–15 Challenge Points: Add one robber novice and one tough robber.

16–18 Challenge Points (5+ players): Add two tough robbers.



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ENCOUNTER B5 (LEVELS 1-2)

HARDWOOD SCAMP

CREATURE 1

UNCOMMON N SMALL ELEMENTAL PLANT WOOD

Variant wood scamp (*Pathfinder Rage of Elements* 205)

Perception +3; darkvision

Languages Muan

Skills Acrobatics +5, Stealth +7

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

AC 14; **Fort** +6, **Ref** +4, **Will** +10

HP 24; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 2, piercing 2; **Weaknesses** fire 3, slashing 3

Speed 20 feet, fly 25 feet

Melee ♦ claw +8, **Damage** 1d6 piercing plus thorn puncture

Arcane Innate Spells DC 15; **1st** *verdant sprout* (*Rage of the Elements* 199)

Breathe Pollen ♦♦ (arcane, plant) The wood scamp breathes choking pollen in a 15-foot cone that deals 2d6 poison damage to each creature within the area (DC 17 basic Reflex save; creatures who don't need to breathe are immune). The wood scamp can't use Breathe Pollen again for 1d4 rounds.

Thorn Puncture The wood scamp breaks off one of its thorn-like claws in the target's skin, dealing 1 persistent bleed damage until the thorn is removed, which requires an Interact action. This damage is cumulative with each thorn caught in a creature's skin.

FLASH BEETLES (2)

CREATURE -1

N SMALL ANIMAL

Pathfinder Bestiary 41

Perception +6; low-light vision

Skills Acrobatics +6, Athletics +4

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

AC 16; **Fort** +6, **Ref** +8, **Will** +4

HP 6

Luminescent Aura (aura, light) 10 feet. The flash beetle's bioluminescent organs fill the area with bright light.

Speed 20 feet, fly 15 feet

Melee ♦ mandibles +8 (agile, finesse), **Damage** 1d4+1 piercing

Light Flash ♦ (concentrate, light) The flash beetle creates a brilliant flash of light. All creatures in its luminescent aura must succeed at a DC 17 Fortitude save or be dazzled for 1 minute. The flash beetle's glow then goes out, disabling its aura for 24 hours, during which time it can't use Light Flash.

SCALING ENCOUNTER B5

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

10-11 Challenge Points: Add one flash beetle.

12-13 Challenge Points: Add one hardwood scamp.

14-15 Challenge Points: Add one flash beetle and one hardwood scamp.

16-18 Challenge Points (5+ players): Add two hardwood scamps.



INTRO: YEAR OF UNFETTERED EXPLORATION

ENCOUNTER C4 (LEVELS 1-2)

BABY BRINE SHARK

CREATURE 1

UNCOMMON N SMALL AQUATIC ELEMENTAL WATER

Variant brine shark (*Pathfinder Bestiary* 152)

Perception +6; darkvision

Skills Athletics +7, Stealth +9, Survival +6

Str +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

AC 16; **Fort** +7, **Ref** +9, **Will** +4

HP 20; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 3

Speed 10 feet, swim 30 feet

Melee ♦ jaws +7 (agile), **Damage** 1d6+2 piercing

Disorienting Dance ♦ (mental, visual) The baby brine shark spins quickly in place, disorienting observers. All creatures within 15 feet must attempt at DC 17 Will save, with the following effects. The baby brine shark can't use disorienting dance again for 1d4 rounds.

Success The creature is unaffected.

Failure The creature is flat-footed for 1 round.

Critical Failure The creature is slowed 1 for 1 round.

HYACINTH LAMPREYS (2)

CREATURE -1

UNCOMMON N TINY AQUATIC ELEMENTAL PLANT WOOD

Perception +6; darkvision

Skills Athletics +3, Stealth +6

Str +0, **Dex** +3, **Con** +2, **Int** -5, **Wis** +1, **Cha** -2

AC 15; **Fort** +7, **Ref** +8, **Will** +2

HP 6

Speed 5 feet, swim 20 feet

Melee ♦ mandibles +8 (finesse), **Effect** attach

Attach When a hyacinth lamprey hits a target larger than itself, its circular rows of teeth attach it to that creature. This is similar to grabbing the creature, but the lamprey moves with that creature rather than holding it in place. The lamprey is flat-footed while attached. If the lamprey is killed or pushed away while attached to a creature it has drained water from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the lamprey in other ways doesn't cause bleed damage.

Drain Water ♦ **Requirements** The hyacinth lamprey is attached to a creature; **Effect** The hyacinth lamprey drains water from the creature it is attached to. This deals 1d4 damage, and the hyacinth lamprey gains temporary Hit Points equal to the damage dealt. A creature that has its water drained by a hyacinth lamprey is drained 1 until it receives healing (of any kind or amount).

SCALING ENCOUNTER C4

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

10-11 Challenge Points: Add one hyacinth lamprey.

12-13 Challenge Points: Add one baby brine shark.

14-15 Challenge Points: Add one baby brine shark and one hyacinth lamprey.

16-18 Challenge Points (5+ players): Add two baby brine sharks.



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APPENDIX 2: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 31 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

ENCOUNTER A2 (LEVELS 3–4)

TOUGH ROBBERS (2)

CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Deception +6, Intimidation +8, Stealth +5, Underworld Lore +5

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

Item dagger (2), leather armor

AC 16; **Fort** +10, **Ref** +7, **Will** +6

HP 20

Speed 25 feet

Melee ♦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Ranged ♦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing

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

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

SCALING ENCOUNTER A2

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

19–22 Challenge Points: Add one tough robber.

23–27 Challenge Points: Add one experienced robber.

28–32 Challenge Points: Add one tough robber and one experienced robber.

33+ Challenge Points: Add two experienced robbers.

EXPERIENCED ROBBER

CREATURE 3

UNCOMMON NE MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Athletics +10, Deception +8, Intimidation +10

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

Item club, studded leather armor

AC 19; **Fort** +12, **Ref** +9, **Will** +8

HP 48

Attack of Opportunity ⤴

Speed 25 feet

Melee ♦ club +10, **Damage** 1d6+7 bludgeoning

Ranged ♦ club +10 (thrown 10 feet), **Damage** 1d6 bludgeoning

Stunning Critical When the experienced robber deals damage on a critical hit, the target is knocked back 10 feet and must succeed at a DC 20 Fortitude save or be stunned 1. On a critical failure, the target also falls prone.

Sneak Attack The tough robber leads an extra 1d6 precision damage to flat-footed creatures.

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ENCOUNTER B5 (LEVELS 3-4)

KINZARUK

CREATURE 3

N **MEDIUM** **ELEMENTAL** **METAL**

Pathfinder Rage of Elements 154

Perception +9; darkvision

Skills Acrobatics +11, Stealth +9, Survival +7

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

AC 19; **Fort** +8, **Ref** +11, **Will** +7

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed fly 10 feet (can't ascend more than 5 feet off the ground)

Melee ♦ razor's edge +11 (finesse), **Damage** 1d10+3 slashing

Fold Form ♦ (concentrate, polymorph, primal, transmutation)

The kinzaruk swiftly unfolds and refolds its body into a new shape chosen from the options of *animal form*. This grants it the movement Speeds and Strikes of the chosen form, but none of the other benefits. Its attack bonus is unchanged, and its damage bonus is +3. The kinzaruk can return to its natural form by taking this action again, and automatically returns if it falls unconscious.

HARDWOOD SCAMPS (2)

CREATURE 1

UNCOMMON **N** **SMALL** **ELEMENTAL** **PLANT** **WOOD**

Variant wood scamps (*Pathfinder Rage of Elements* 205)

Perception +3; darkvision

Languages Muan

Skills Acrobatics +5, Stealth +7

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

AC 14; **Fort** +6, **Ref** +4, **Will** +10

HP 24; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 2, piercing 2; **Weaknesses** fire 3, slashing 3

Speed 20 feet, fly 25 feet

Melee ♦ claw +8, **Damage** 1d6 piercing plus thorn puncture

Arcane Innate Spells DC 15; **1st** *verdant sprout* (*Rage of the Elements* 199)

Breathe Pollen ♦♦ (arcane, plant) The wood scamp breathes choking pollen in a 15-foot cone that deals 2d6 poison damage to each creature within the area (DC 17 basic Reflex save; creatures who don't need to breathe are immune). The wood scamp can't use Breathe Pollen again for 1d4 rounds.

Thorn Puncture The wood scamp breaks off one of its thorn-like claws in the target's skin, dealing 1 persistent bleed damage until the thorn is removed, which requires an Interact action. This damage is cumulative with each thorn caught in a creature's skin.

SCALING ENCOUNTER B5

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

19-22 Challenge Points: Add one hardwood scamp.

23-27 Challenge Points: Add one kinzaruk.

28-32 Challenge Points: Add one hardwood scamp and one kinzaruk.

33+ Challenge Points: Add two kinzaruks.

INTRO: YEAR OF UNFETTERED EXPLORATION

ENCOUNTER C4 (LEVELS 3-4)

BRINE SHARK

CREATURE 3

N **MEDIUM** **AQUATIC** **ELEMENTAL** **WATER**

Pathfinder Bestiary 152

Perception +8; darkvision

Skills Athletics +10, Stealth +11, Survival +8

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

AC 19; **Fort** +9, **Ref** +11, **Will** +6

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Speed 15 feet, swim 50 feet

Melee ♦ jaws +11 (agile, finesse), **Damage** 1d12+7 plus Grab

Deep Plunge ♦ The brine shark dives straight down into the water, moving up to twice its swim Speed in a straight vertical line. It can use this ability while grabbing a creature.

BABY BRINE SHARK

CREATURE 1

UNCOMMON **N** **SMALL** **AQUATIC** **ELEMENTAL** **WATER**

Variant brine shark (*Pathfinder Bestiary* 152)

Perception +6; darkvision

Skills Athletics +7, Stealth +9, Survival +6

Str +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

AC 16; **Fort** +7, **Ref** +9, **Will** +4

HP 20; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 3

Speed 10 feet, swim 30 feet

Melee ♦ jaws +7 (agile), **Damage** 1d6+2 piercing

Disorienting Dance ♦ (mental, visual) The baby brine shark spins quickly in place, disorienting observers. All creatures within 15 feet must attempt at DC 17 Will save, with the following effects. The baby brine shark can't use disorienting dance again for 1d4 rounds.

Success The creature is unaffected.

Failure The creature is flat-footed for 1 round.

Critical Failure The creature is slowed 1 for 1 round.

SCALING ENCOUNTER C4

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

19-22 Challenge Points: Add one baby brine shark.

23-27 Challenge Points: Add one brine shark.

28-32 Challenge Points: Add one baby brine shark and one brine shark.

33+ Challenge Points: Add two brine sharks.

HYACINTH LAMPREYS (2)

CREATURE -1

UNCOMMON **N** **TINY** **AQUATIC** **ELEMENTAL** **PLANT** **WATER**

Perception +6; darkvision

Skills Athletics +3, Stealth +6

Str +0, **Dex** +3, **Con** +2, **Int** -5, **Wis** +1, **Cha** -2

AC 15; **Fort** +7, **Ref** +8, **Will** +2

HP 6

Speed 5 feet, swim 20 feet

Melee ♦ mandibles +8 (finesse), **Effect** attach

Attach When a hyacinth lamprey hits a target larger than itself, its circular rows of teeth attach it to that creature. This is similar to grabbing the creature, but the lamprey moves with that creature rather than holding it in place. The lamprey is flat-footed while attached. If the lamprey is killed or pushed away while attached to a creature it has drained water from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the lamprey in other ways doesn't cause bleed damage.

Drain Water ♦ **Requirements** The hyacinth lamprey is attached to a creature; **Effect** The hyacinth lamprey drains water from the creature it is attached to. This deals 1d4 damage, and the hyacinth lamprey gains temporary Hit Points equal to the damage dealt. A creature that has its water drained by a hyacinth lamprey is drained 1 until it receives healing (of any kind or amount).

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APPENDIX 3: GAME AIDS



FOLA BARUN



VENTURE-CAPTAIN TAIWALEI

THE WATERFALL



ROBBER



INTRO: YEAR OF UNFETTERED EXPLORATION



SELAN LIN



GEDUN

YEYACHA



FIRE WISP



INTRO: YEAR OF UNFETTERED EXPLORATION



BABY BRINE SHARK



HYACINTH LAMPREY

INTRO: YEAR OF UNFETTERED EXPLORATION

HANDOUT #1: TRACKING TIME

Fola Barun told you that you have three hours before the party begins. There's room to arrive fashionably late, which gives you an additional 20 minutes to complete your mission.

Hour 1: ☐ ☒ ☐ ☐ ☐ ☐

Hour 2: ☐ ☐ ☐ ☐ ☐ ☐

Hour 3: ☐ ☐ ☐ ☐ ☐ ☐

Fashionably Late: ☐ ☐

GM REFERENCE: TIMELINE

The places where the PCs are likely to spend time, and how much time they might spend at each location, is listed below. If the PCs take the maximum amount of time listed below, they'll take exactly 3 hours, leaving them 20 minutes to Treat Wounds, Refocus, and perform other activities before they pass being fashionably late and instead run out of time. More efficient completion of challenges provides them with additional flexibility.

- Getting Started (10 minutes)
- Requesting Help (10 minutes if successful, otherwise 20 minutes)
- Make a Getaway (10 minutes if successful, otherwise 20 minutes)
- Navigating the Maze (one check per PC; 10 minutes if successful, otherwise 20 minutes)
- Area A (20 minutes)
- Navigate the Maze, twice (two checks per PC; for each navigation 10 minutes if successful, otherwise 20 minutes)
- Areas B1–B4 (10 minutes)
- Area B5 (10 minutes or 30 minutes)
- Area C (10 minutes)

HANDOUT #2: THE MAZE'S RIDDLE

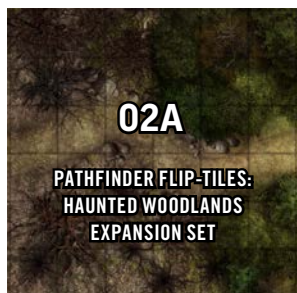
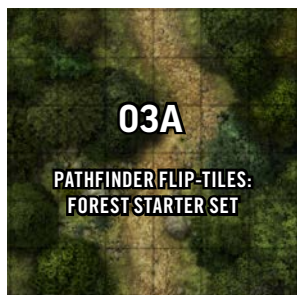
To find the land of growth and decay
Ignore the spring but not the fray

Choose the spring if you seek summer
But step back if you've gone three steps further

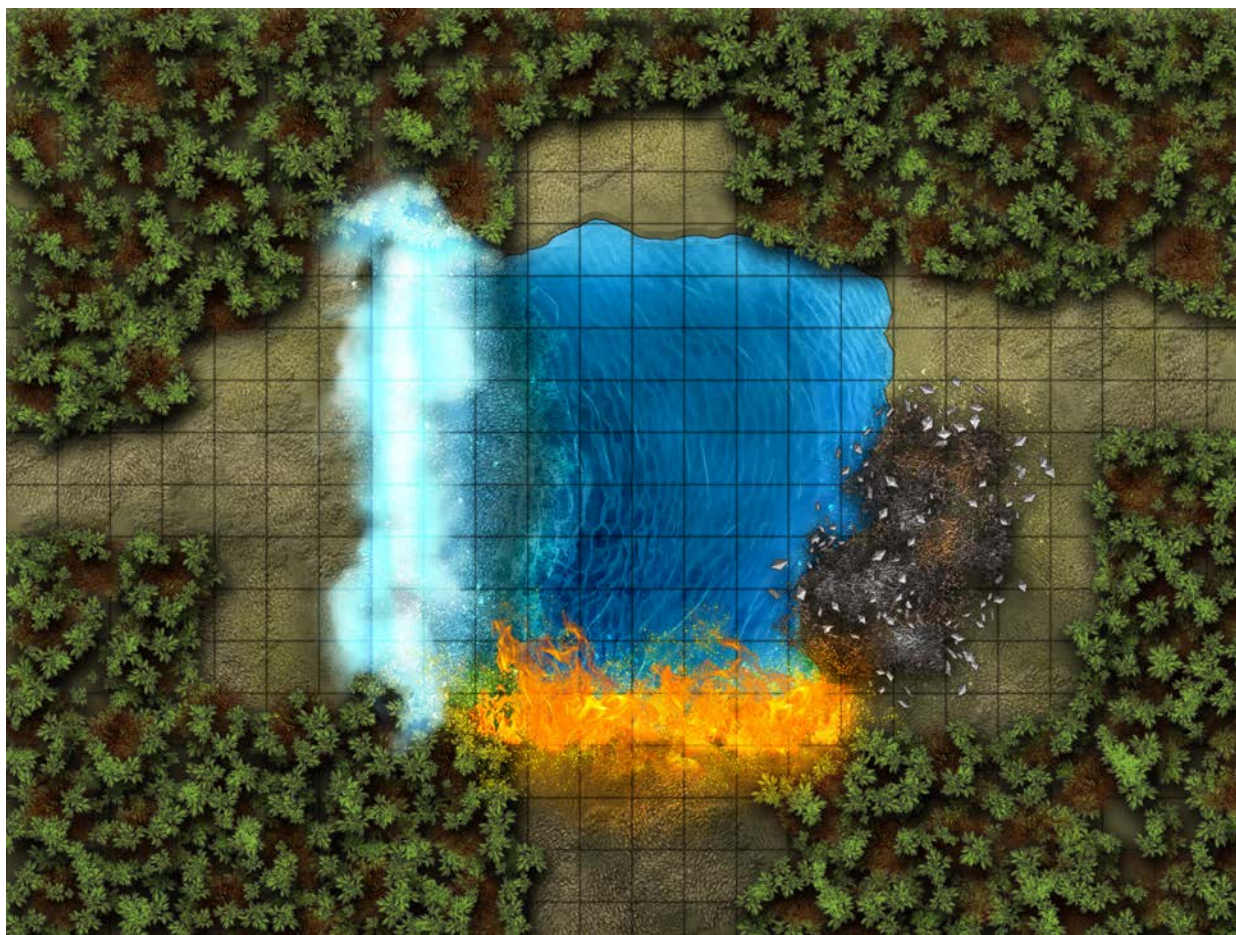
Step back from the growth and the harvest
Winter awaits in the opposite forest

Caution, mortals! To not fall and drown.
You must remember, do not look down!

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PATHFINDER SOCIETY SCENARIO

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ORGANIZED PLAY

Treasure Table

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

Treasure Bundles

- ☐ Event 1, page 6: 1 Treasure Bundle for locating and extracting Taiwalei.
- ☐ ☐ ☐ Navigating the Maze, page 8: 3 Treasure Bundles each time the PCs makes a discovery or major discovery via Navigate the Maze of the Open Road.
- ☐ ☐ Area **A2**, page 9: 2 Treasure Bundles for defeating the would-be robbers.
- ☐ ☐ Area **B5**, page 13: 2 Treasure Bundles for befriending Gedun and Yeyacha or defeating their elemental defenders.
- ☐ ☐ Area **C4**, page 16: 2 Treasure Bundles for defeating the elementals.

Challenge Points

CP Total	Level Range
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

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.

1st-level PCs = 2 points each

2nd-level PCs = 3 points each

3rd-level PCs = 4 points each

4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1–2 encounters appear in Appendix 1, and level 3–4 encounters appear in Appendix 2.

INTRO: YEAR OF UNFETTERED EXPLORATION



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"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

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

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

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

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

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

INTRO: YEAR OF UNFETTERED EXPLORATION

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Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineer • Erik Keith

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Mari

Webstore Coordinator • Katina Davis

Customer Service Lead • Austin Phillips

Customer Service Representatives • Kait Chase, James Oakes, and Jackson Wood

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

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Warehouse Team • Alexander Crain, Summer Foerch, James Mafi, Evan Panek, and Jesus Reynoso Ortiz

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Scenario #5-01: Intro: Year of Unfettered Exploration

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You were tasked with guiding Venture-Captain Taiwalei through the Maze of the Open Road in order to distract him from the surprise Fola Barun was planning for him. You were able to extract him from a busy conversation and presented him with the Maze, visiting another Pathfinder Lodge, only to discover the lodge was in the middle of being robbed! You stopped the robbers and freed the ardanite kineticist, Selan Lin, who confessed that she'd been overseeing a bunch of elemental wisps that had escaped. You offered to help and found that the Maze had received some spillover from the Elemental Planes! During your explorations you found the wisps with the duo Gedun and Yeyacha and ☐ were able to make friends with the elemental pair, or ☐ unfortunately wound up in a fight. On your way back to the party, the Elemental Planes briefly converged, and you were attacked by brine sharks! Once handled you made your way back to the party ☐ on time, or perhaps ☐ fashionably late.

Boons

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.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

potion of retaliation, lesser (level 3, 12 gp;
Pathfinder Advanced Player's Guide 259)
doubling rings (level 3, 50 gp)
dragon turtle scale (level 4, 13 gp)
hunter's bane (level 2, 6 gp)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 6CUT

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