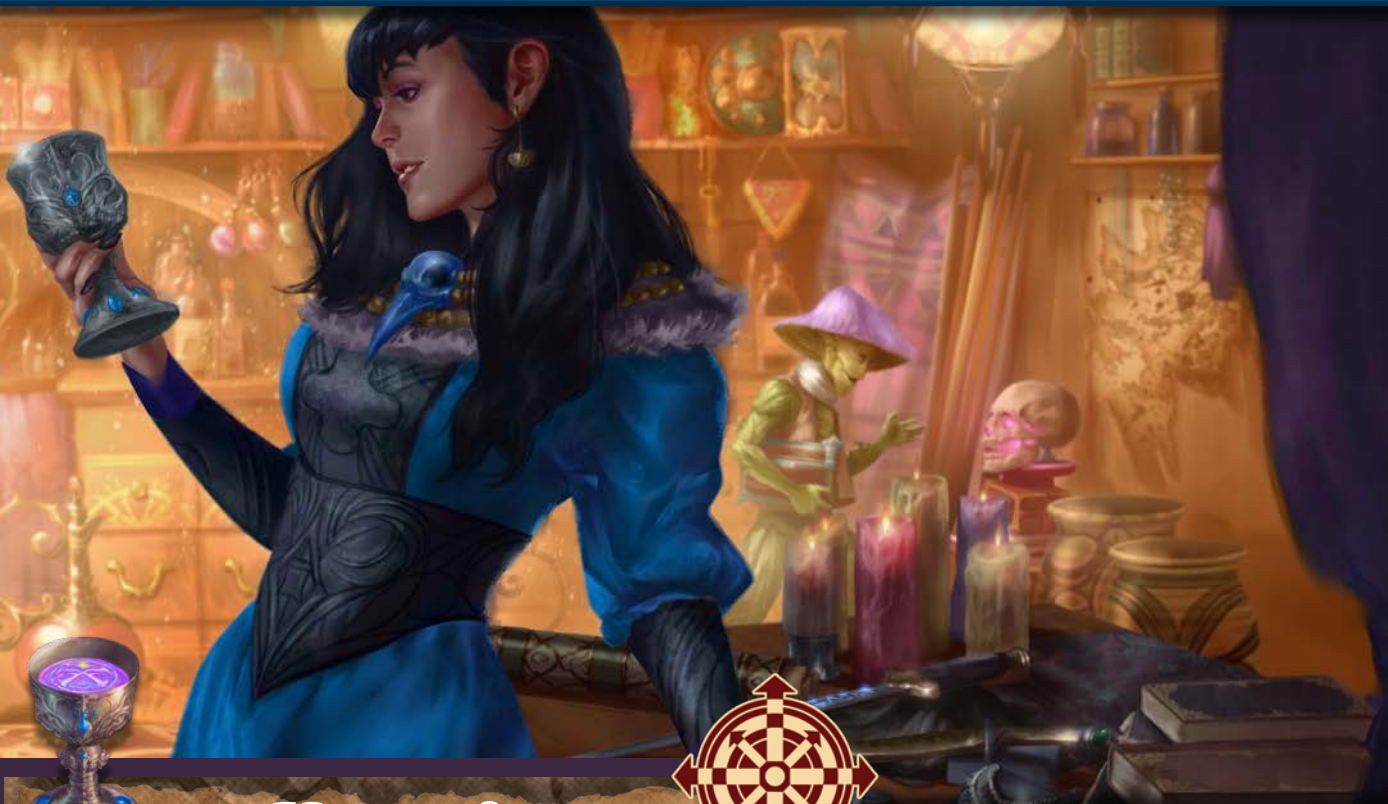


SECOND EDITION

PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-01

Levels 1-4

Intro: Year of Boundless Wonder

By Mike Kimmel

AUTHOR

Mike Kimmel

DEVELOPMENT LEAD

Linda Zayas-Palmer

ADDITIONAL DEVELOPMENT

Jessica Catalan

EDITING LEAD

Solomon St. John

EDITOR

Ianara Natividad

COVER ARTIST

Nicholas Phillips

INTERIOR ARTISTS

Marko Horvatin, Josef Kucera

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

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Bestiary*, *Pathfinder Core Rulebook*, *Pathfinder Lost Omens Ancestry Guide*

Maps: *Pathfinder Flip-Mat: Arcane Library*, *Pathfinder Pawns: Traps & Treasures Pawn Collection* (Optional)

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

SCENARIO TAGS

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



METAPLOT (YEAR OF BOUNDLESS WONDER)



REPEATABLE

SUMMARY

Wonder abounds! An enormous vault of treasure, magical relics, and at least one wise-cracking creature has been entrusted to the Pathfinder Society. What are these items? What should the Society do with them? Why does the Society's old nemesis, the night hag Aslynn, seek to claim the items for herself? As a group of agents explores the vault in search of answers, they discover that the psychic magic used to transfer the vault to the Grand Lodge inadvertently carried a fragment of Aslynn's mind along with it. This "shard" of Aslynn manifests as dangerous creatures and an imposing double of Aslynn herself! The PCs must learn about the vault's contents, make some new allies, and confront Aslynn's manifestation before it can send knowledge of the vault's treasures to the scheming night hag.

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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

paizo.com

Intro: Year of Boundless Wonder

By Mike Kimmel

ADVENTURE BACKGROUND

Wonder abounds! In a dramatic confrontation between the Pathfinder Society and their old foe, the night hag merchant Aslynn, the Society acquired a vast hoard of magical treasures from across Golarion—and beyond! The treasures had been collected in the vaults of the mercantile organization known as the Onyx Alliance, an old rival with which the Society had formed an uneasy truce. Aslynn spent the past year manipulating the Society into open conflict with the Onyx Alliance, shattering the fragile truce and tricking the Alliance into amassing its treasures in a secure vault on the Shadow Plane. A group of Aslynn’s changeling children very nearly managed to abscond with the vault’s contents, but the Pathfinder Society intervened. When the events of the Year of Shattered Sanctuaries came to a head and the Society repelled Aslynn’s forces, the leader of the Onyx Alliance, Sarnia Blakros, entrusted the contents of the Alliance’s vaults to the Society. She accomplished this wondrous feat by drawing on Aslynn’s own power and using an interplanar rift the night hag had created. The Society found itself with an abundance of mysterious treasure and little knowledge of Aslynn’s ultimate plans for the objects. Knowing the night hag and her remaining children are still out there, the Society’s chief archivist Zarta Draldeen has made it a priority to catalog these treasures and uncover clues about Aslynn’s plots.

Shortly after the treasures arrived, Zarta and her staff went to work cataloging the items. As they progressed through this considerable task, they discovered the origin and purpose of some of the objects and began dispatching groups of Pathfinder agents across Golarion to return them to their rightful creators and owners when they could, but several items presented unique dilemmas. Some radiated magical energy, but their purpose remained elusive. Others came from places far too dangerous for novice agents. Others should, perhaps, be destroyed, but how the Society would manage such destruction remained unclear. Some simply needed further study. Zarta called a meeting of the Society’s leaders to make a plan. Meanwhile, she asked Rain in Cloudy Day to assemble a small team of agents to continue cataloging items that hadn’t yet been identified and sorted. Unfortunately, when Sarnia sent the treasure hoard into the Society’s vaults beneath the Grand Lodge in Absalom, a piece of Aslynn’s mind inadvertently went with it! It’s only a matter of time before this “shard” of Aslynn exerts its will and attacks the Society’s agents.

WHERE ON GOLARION?

Intro: Year of Boundless Wonder takes place in the Vaults of the Grand Lodge, the Pathfinder Society’s headquarters in Absalom, the City at the Center of the World. For more information about Absalom and the Grand Lodge, see *Pathfinder Lost Omens Pathfinder Society Guide* pages 64–69 and *Pathfinder Lost Omens Absalom, City of Lost Omens*.



Thankfully, among the many objects transported to the Grand Lodge was a mimic spy, Biglock. Aslynn owns a significant portion of Biglock’s soul and had previously tasked him with spying on the Pathfinder Society and Onyx Alliance’s vaults—a task he performed for the past several years before finally escaping the night hag’s clutches. After traveling from lodge to lodge for a time, the unfortunate mimic fell into a trap and wound up in the Onyx Alliance’s vaults, along with the other “objects.” Thanks to the Society, Aslynn missed her chance to finally collect her wayward spy. Now, lurking in the vault with his trusty companion, Biglock might be the Pathfinder Society’s best hope to prevent the shard of Aslynn’s mind from gathering enough strength to become a true threat. Working together, the Pathfinder Society and their new unlikely ally might be able to thwart Aslynn’s plans!

Intro: Year of Boundless Wonder

GETTING STARTED

The adventure begins in the Vaults of the Grand Lodge in Absalom. Grand Archivist **Zarta Dralneen** (LN female human archivist) asked **Rain in Cloudy Day** (NG male fungus leshy Pathfinder agent; *Pathfinder Lost Omens Ancestry Guide* 40) to assemble a group of Pathfinders in a vault filled with newly acquired treasures, which Rain calls the “Vault of Boundless Wonder!”—a phrase he exclaims while excitedly waving his hands. Rain has a bright green body and a purple mushroom “cap” atop his head, and he wears a white scarf and brown vest emblazoned with the Glyph of the Open Road. Zarta has long dark hair and black nail polish and is wearing a vibrant blue dress.

The PCs begin the adventure in area **A1** (see the map on page 7). Rain introduces himself, proclaiming that he’s a new Pathfinder agent who has been chosen to help with important tasks around the Grand Lodge.

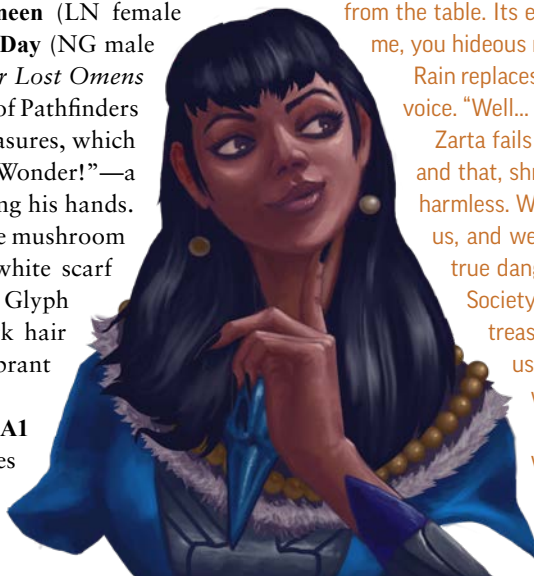
If any of the PCs have a Chronicle Sheet for *Pathfinder Society Intro #1: The Second Confirmation*, his face lights up when he sees them. He gushes about how much fun their adventure together was, thanks them for helping him pass his Confirmation, and proclaims that the ruins they uncovered drew the attention of all sorts of important faction leaders for a special new training mission. If any PCs have a Chronicle Sheet for *Pathfinder Society Intro #2: United in Purpose*, this new training mission has already happened, and those PCs were the ones who undertook it. After a moment’s pause, Rain excitedly recognizes their role from reading the reports about the mission and asks them for a firsthand account of their adventure. Zarta Dralneen watches the conversation with amusement, but if it begins to drag, she clears her throat to remind Rain of his current mission.

“The Archives get more exciting every day,” Rain states then adds, “And who better to manage the excitement than Zarta! Oh, have you all met Grand Archivist Zarta Dralneen?” Rain prompts the PCs to introduce themselves. Zarta smiles and thanks them for coming. Rain and Zarta then lead the group to a table covered in interesting objects.

Read or paraphrase the following to begin the adventure.

Rain in Cloudy Day waves exuberantly to indicate the piles of treasure in the vaulted chamber. “Wow! Just look at all these magic items! And enchanted weapons! And a skull that always looks at me funny! Big magic books about even bigger magic books! Well, I’m not sure about that last one. I haven’t read them. Cataloging all this treasure is bound to be exciting! It sure beats sorting the mail.”

Zarta runs her fingertips along the table, lifts a strange hourglass, and inspects it with dubious curiosity. “Exciting, yes, and possibly quite dangerous.”



ZARTA DRALNEEN

Rain frowns. “Well, yes, but... at least we’re in the safety of the Lodge? Can’t be that bad! You said these items are harmless.” He picks up a skull from the table. Its eyes glow with pink fire, and it speaks, “Unhand me, you hideous rotten mushroom! Harmless?! How dare you!”

Rain replaces the skull and covers it with a cloth, muffling the voice. “Well... mostly harmless?”

Zarta fails to stifle a grin. She tilts the hourglass this way and that, shrugs, and sets it back on the table. “Yes, mostly harmless. We believe these items present no major threat to us, and we’ve secured those we believe to be cursed. The true danger comes from an old enemy of the Pathfinder Society, the night hag Aslynn. She nearly claimed these treasures for herself before they were entrusted to us. We don’t know why she needs the items, or which ones are most central to her wicked plans.

“I’m off to a meeting to discuss the situation with Eliza, Ambrus, and the faction leaders. You’ll stay here with Rain and continue cataloging these objects. We need to learn where the items come from and understand what they do. Then we can decide what to do with them. Any questions?”

Rain and Zarta answer the PCs’ questions as best they can. It’s common knowledge among Pathfinder Society agents that Eliza Petulengro and Ambrus Valsin are two key figures around the Grand Lodge. Eliza is the only member of the Pathfinder Society’s ruling Decemvirate who has revealed her identity, while the rest remain concealed behind masks. Ambrus is the venture-captain of the Grand Lodge.

Who’s Aslynn? Zarta says, “She caused trouble for the Society a few years back, even tried to capture and sell the soul of our former Master of Spells. We thought we’d seen the last of her after we helped stop her from raiding a magical demiplane known as the Hao Jin Tapestry. Apparently, she’s still hunting for treasures, and she has something horrible planned for the Pathfinder Society.”

Tell us more about how we got these treasures. Rain says, “Oh! It’s such a cool story! There’s this place called Shadow Absalom, where a mercantile group called the Onyx Alliance had a massive vault of treasure! Aslynn wanted it all, and she almost got it, but some Society agents learned about her plot just in time! There’s more to it... but you’ll have to read the chronicle yourselves. I don’t want to spoil the story!” Rain is referring to the events of *Pathfinder Society Scenario #3-19: Mean Streets of Shadow Absalom*; none of the PCs could’ve played this higher-level adventure, but players might be familiar with it from experiencing it with other characters.

What is the plan for all the treasures? Zarta says, “That depends. We’ll return some to wherever they belong. Some might be dangerous, some should be destroyed, some might hold valuable knowledge. Some might be all those things. That’s why your work, and my meeting with the Society’s leaders, is so important. We need to make a plan!”

Intro: Year of Boundless Wonder

That skull can talk! / Are there magic creatures here too? Zarta says, “At least one of the ‘objects’ seems to be alive, in a sense, yes. So far, the skull just insults everyone. Maybe you can talk to it and learn more. We haven’t found any other creatures in the vault—yet! It’s not our business to keep creatures captive, so we’d like to help get them home if we can, and to keep them safe from Aslynn.”

Development: Zarta advises the PCs to be ready for anything, suggesting they make a quick trip to purchase supplies, if necessary, before they begin their work. Then, she departs for her meeting. See *Running the Adventure* below for details on how the rest of the adventure plays out.

RUNNING THE ADVENTURE

The PCs receive their mission briefing in area **A1**. After the briefing concludes, they can spread throughout the vault to begin the process of cataloging items; they have one opportunity to perform the special activity *Explore the Vault of Boundless Wonder*, as



REPEATABLE ELEMENTS

This scenario has the “Repeatable” tag, so players can earn credit for replaying the adventure with different characters. This adventure contains some variable elements to keep the experience fresh, though the story the adventure tells is more or less the same even if it unfolds in slightly different ways. For example, the PCs may acquire dramatically different treasure in the vault when repeating the adventure. The foes the PCs face during **Event 3: Aslynn’s Dreams** have slight variations in their abilities, and each variation hints at an aspect of Aslynn’s schemes.

detailed in the *Exploring the Vault* section below. From there, the PCs experience a series of events (**Events 1–5**) beginning on page 9, interspersed with additional opportunities to *Explore the Vault of Boundless Wonder*. Once **Event 1: Rain’s Nightmares** begins, the entrance to the vault seals off, preventing the PCs from leaving until the adventure’s conclusion. The complete timeline of the adventure is as follows.

- Getting Started
- Explore the Vault of Boundless Wonder (one check per PC)
- **Event 1: Rain’s Nightmares**
- Explore the Vault of Boundless Wonder (two checks per PC)
- **Event 2: Aslynn’s Arrival**
- **Event 3: Aslynn’s Dreams**
- **Event 4: New Friends**
- Explore the Vault of Boundless Wonder (one check per PC)
- **Event 5: Boundless Nightmares**
- Conclusion

EXPLORING THE VAULT

Opportunities for the PCs to explore the vault occur multiple times. Each time, it involves the PCs spending about 10 minutes searching through the vault, either as part of their initial work to catalog the treasures within or, as events progress through the adventure, to find items to help them combat Aslynn’s intrusion.

The first time the PCs have an opportunity to explore the vault is following the initial briefing when the PCs have returned from acquiring supplies. Rain in Cloudy Day meets them in area **A1** and asks each of them to decide what task they would like to help with first. He hands them a page from his overstuffed journal. It lists what Rain believes are some of the most interesting or most important items to analyze and areas to search. Distribute **Handout: Rain’s To Do List** (page 25). Use the *Explore the Vault of Boundless Wonder* activity on page 6 to adjudicate the PCs’ efforts to search for items and information.

Intro: Year of Boundless Wonder

EXPLORE THE VAULT OF BOUNDLESS WONDER

EXPLORATION SECRET

Searching an area of the vault takes about 10 minutes. When you Explore the Vault of Boundless Wonder, attempt a skill check, choosing from the skills indicated in the area you're searching. Other Lore checks might be appropriate at the GM's discretion. The DC of most skill checks is 15 (DC 18 for levels 3–4); for checks using an appropriate Lore skill, lower the DC to 12 (DC 15 for levels 3–4). The overwhelming presence of magic in the vault makes *detect magic* and similar magic less accurate than usual, but if you use such spells, you gain a +1 status bonus to your check. Based on the results of your check, you might discover something useful.

Critical Success You make a significant discovery in the area you're searching. (See the area description for details.)

Success You make a discovery in the area you're searching. (See the area description for details.)

Critical Failure You make a mistaken discovery in the area you're searching. (See the area description for details.)

There are many objects scattered throughout the vault beyond those the PCs can discover during this adventure. A failure doesn't necessarily mean the PC finds nothing. Rather, a failure might indicate that whatever items they sorted through didn't contain anything immediately relevant, that they couldn't be sure of an item's properties, or that they found conflicting information.

Other Activities: When the PCs have time to Explore the Vault of Boundless Wonder, they can instead choose to conduct other activities. For example, if they have 20 minutes, they can Explore the Vault of Boundless Wonder once and then Treat Wounds instead of attempting to Explore the Vault of Boundless Wonder twice.

Rewards: The PCs can find a variety of useful items when they Explore the Vault of Boundless Wonder. Some areas can be searched multiple times, offering variable rewards on subsequent searches, while others have nothing else useful to find on subsequent searches. Rather than letting the PCs waste time searching an area with nothing left to discover, encourage them to search some other area of the vault.

A. VAULT OF BOUNDLESS WONDER

Encounters and events in this area use the map on page 7.

This vault is one of many such chambers in the Archives beneath the Grand Lodge. Located several floors below the surface, this area quite secure from intruders. The surrounding walls are several feet thick, and the new head of security placed powerful wards to prevent anyone from teleporting in or out. The only way to enter or exit the vault is through the arched passage in the northwest corner, which leads to a reinforced



ZYKYRYZ

OPTIONAL PAWNS

You can use pawns from *Pathfinder Pawns: Traps & Treasures Pawn Collection* to better represent the features of the vault. You can use a 4x4 "Large Treasure Pile" pawn to replace the orrery in the center of the map. You can also use the various chests to indicate areas where the PCs can Explore the Vault of Boundless Wonder for treasure, or simply to add flavor to the map. If you don't have these pawns, you can substitute other tokens, pawns, or miniatures. Alternatively, you can use the Flip-Mat on its own and describe the additional features to your players instead.

door about 10 feet off the edge of the map. There are no windows or skylights.

Light: When Zarta's staff opens the vault each morning, they cast *light* spells on dozens of small pieces of quartz placed at regular intervals throughout the entirety of the vault. These pieces shed bright light throughout the area.

Explore the Vault: The PCs have multiple opportunities to Explore the Vault of Boundless Wonder (above). The results of their attempts depend on where they're searching. The Explore the Vault heading in each of the following locations indicates what the PCs discover based on their check results. Some locations have more discovery options than others. Rain encourages the PCs to split up, lest they step on each other's toes. While there's no mechanical penalty to sending many PCs to the same location, a focused effort on a location with fewer discoveries might lead to the PCs wasting successful checks after having already discovered everything in a location.

A1. SORTING TABLE

This area is where Rain and Zarta initially brief the PCs on the details of their mission. The large table and shelves in this area hold many interesting objects.

Explore the Vault: Most of the items here have already been sorted. The most interesting "object" on the sorting table is in fact a living creature, in a sense: it's a talking skull! **Zykyryz** (CG female "all powerful wizard") doesn't remember her actual name nor anything else about her life before she became a skull and wound up in the Onyx Alliance's vault. However, she holds an impressive repertoire of arcane knowledge, and she's convinced she can cast powerful spells—she just can't remember how!

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A. Vault of Boundless Wonder



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PCs can Explore the Vault of Boundless Wonder in this area using Arcana, Diplomacy, Occultism, or Religion, with the following results.

Major Discovery As discovery, but the PC also discerns that Zykyryz isn't undead. It's more likely that some supernatural aspect of her became trapped in this unusual vessel. Zykyryz says, "That sounds about right. Thanks for using your head!" When she casts *heroism*, the spell is heightened to level 6.

Discovery The skull says, "Call me Zykyryz! No, it isn't my name, but it's shorter than 'all powerful wizard.' That's right, I can do magic! Just wait. Keep me close, and I'll prove it to you." If the PC carries Zykyryz in their hand or a suitable container, the next time the PC rolls initiative, Zykyryz casts *heroism* on them. This reward can only be earned once.

Mistaken Discovery The skull claims to be far too smart and powerful to talk to the PC. She asks to talk to someone who isn't "heading in the wrong direction."

A2. PILE OF TREASURE

The center of the vault has an enormous pile of unsorted treasure, including several powerful items.

Explore the Vault: PCs can Explore the Vault of Boundless Wonder in this area using Arcana, Crafting, or Perception, with the following results.

Major Discovery The PC finds a *wand of manifold missiles 1st*. This reward can only be discovered once.

Discovery The PC finds a *brooch of shielding*. This reward can only be discovered once.

Mistaken Discovery The PC finds many objects that seem valuable, but the pile doesn't seem to contain anything magical. Their ineffective sorting actively hampers future exploration. The next PC to search this area takes a -2 circumstance penalty to their check.

A3. ASSORTED OBJECTS

These three areas (A3a, A3b, and A3c) each contain assorted items.

Explore the Vault: PCs can Explore the Vault of Boundless Wonder in this area using Arcana, Crafting, or Perception, with the following results.

Major Discovery The PC finds one of the following (determined randomly): a *climbing bolt*, *fear gem*, *moderate healing potion*, or *potion of leaping*.

Discovery The PC finds one of the following (determined randomly): an *oil of mending*, *potency crystal*, *vine arrow*, or *wolf fang*.

Mistaken Discovery The PC finds only mundane objects. Among them is a tiny bag of itching powder, which the PC unfortunately discovers only after spilling said powder on their hands. The PC must succeed at a DC 15 Fortitude save or be clumsy 1 for 1 hour or until they spend 10 minutes washing themselves.

A4. PILE OF EMPTY CHESTS

This area is where Rain is keeping the chests he has already emptied. He's unaware an unlikely ally is hiding here (see **Event 4: New Friends**).

A5. PRECARIOUS SHELVES

These shelves are precarious not only because they're piled high and hard to reach, but because the items stored here are of a dangerous or frightful nature.

Explore the Vault: PCs can Explore the Vault of Boundless Wonder in this area using Acrobatics, Athletics, Medicine, Thievery, or Underworld Lore, with the following results.

Major Discovery The PC finds a *dagger of venom*. This discovery can be found only once.

Discovery The PCs find a *demon mask*. This discovery can be found only once.

Mistaken Discovery The PC falls and takes 1d6 bludgeoning damage (DC 15 basic Reflex save; 2d6 damage and DC 18 for levels 3-4).

A6. WEAPON SHELVES

Most of the weapons here are decorative, and most are valuable but mundane. A few of them, however, are magic items.

Explore the Vault: PCs can Explore the Vault of Boundless Wonder in this area using Arcana, Crafting, Gladiatorial Lore, or Warfare Lore, with the following results.

Major Discovery The PC finds a random +1 *striking weapon* (roll 1d6 to determine if it's a battle axe, dagger, flail, greatsword, longsword, or rapier). This discovery can be found only once; a PC who makes another major discovery in this area makes a standard discovery instead.

Discovery The PC finds a random +1 *weapon* (roll 1d4 to determine if it's a dagger, mace, spear, or staff).

Mistaken Discovery The PC finds a simple melee weapon of their choice. There's a 50% chance that the weapon has a subtle flaw, which causes it to gain the broken condition after the first time it hits a target. This flaw goes undetected unless the PC or whoever they pass the weapon to succeeds at a secret DC 15 Crafting check (DC 18 for levels 3-4).

A7. SCROLLS AND SUCH

Shelves filled with scrolls line the walls, along with a few other items useful to spellcasters. Some contain magic spells.

Explore the Vault: PCs can Explore the Vault of Boundless Wonder in this area using Arcana, Nature, Occultism, or Religion, with the following results.

Major Discovery The PC finds a *wand of widening* (1st-level spells). This discovery can be found only once; a PC who makes another major discovery in this area makes a standard discovery instead.

Discovery The PC finds a useful magic item. Roll 1d6 to determine what they find: 1: *scroll of glitterdust*, 2: *scroll of remove fear*, 3: *scroll of darkness*, 4: *scroll of telekinetic maneuver*, 5: *wand of heal*, or 6: *wand of comprehend language*. There's only one *wand of heal* and one *wand of comprehend language* in the pile.

Mistaken Discovery The PC finds several long items that look like wands, but they're just paintbrushes, silverware, quills, and the like.

A8. VAULT ENTRY

While the PCs can come and go freely through this entry at the beginning of the adventure, they can't leave the vault after **Event 1: Rain's Nightmares** until they fend off Aslynn's influence.

Intro: Year of Boundless Wonder

EVENT 1: RAIN'S NIGHTMARES MODERATE

This event takes place the first time after the PCs have completed the Explore the Vault of Boundless Wonder activity following their briefing. Rain in Cloudy Day tried to exit the vault but came face to face with a horrifying manifestation of Aslynn instead. The shard of Aslynn's mind latched onto Rain's terror and used it to spawn several horrific foes, doing serious supernatural damage to Rain's morale in the process. Read or paraphrase the following to begin the event.

"They're not real! They can't be real!" The panicked voice of Rain in Cloudy Day precedes his rapid footsteps as he races back into the vault. "I can't... I don't... help! Please, help! They're after me!" Rain collapses just inside the vault, clutching the sides of his head and whimpering in fear. A hideous snarl from just past the entryway causes Rain to go completely still.

Creatures: Rain's sheer terror at the sight of the night hag caused several deadly foes to appear in the vault. These creatures are dreams embodied in the form of nightmarish bugbears, and they unrelentingly pursue the PCs after Rain himself collapses just inside the vault (in area **A8**), overcome with supernatural dread. The creatures ignore Rain until they've defeated any other opposition.

One of the stronger enemies in the group begins in the entrance to the vault, but the other enemies manifest in other locations, spread around the vault and positioned just out of sight of any PCs (such as around corners or behind shelves). They appear out of nowhere and use Stealth for initiative. These nightmarish foes relish in terrifying their prey. Whenever possible, they employ hit and run tactics, taking advantage of the vault's many nooks and crannies, and use cover as a temporary hiding spot from which to ambush their foes. As manifestations of Rain's nightmares and Aslynn's psyche, these creatures have no sense of free will or self-preservation. They fight to the death. During battle, they ramble about "a world of boundless nightmares" and "the three of thirteen." These ramblings are vague references to Aslynn's plots, but the creatures are mere echoes of her mind and can divulge nothing further even if taken captive.

LEVELS 1-2

BUGBEAR CREEPERS (2) CREATURE -1

Page 15

BUGBEAR TERROR CREATURE 1

Page 15; art on page 22

LEVELS 3-4

BUGBEAR TERRORS (2)

Page 18; art on page 22

CREATURE 1

BUGBEAR NIGHT TERROR

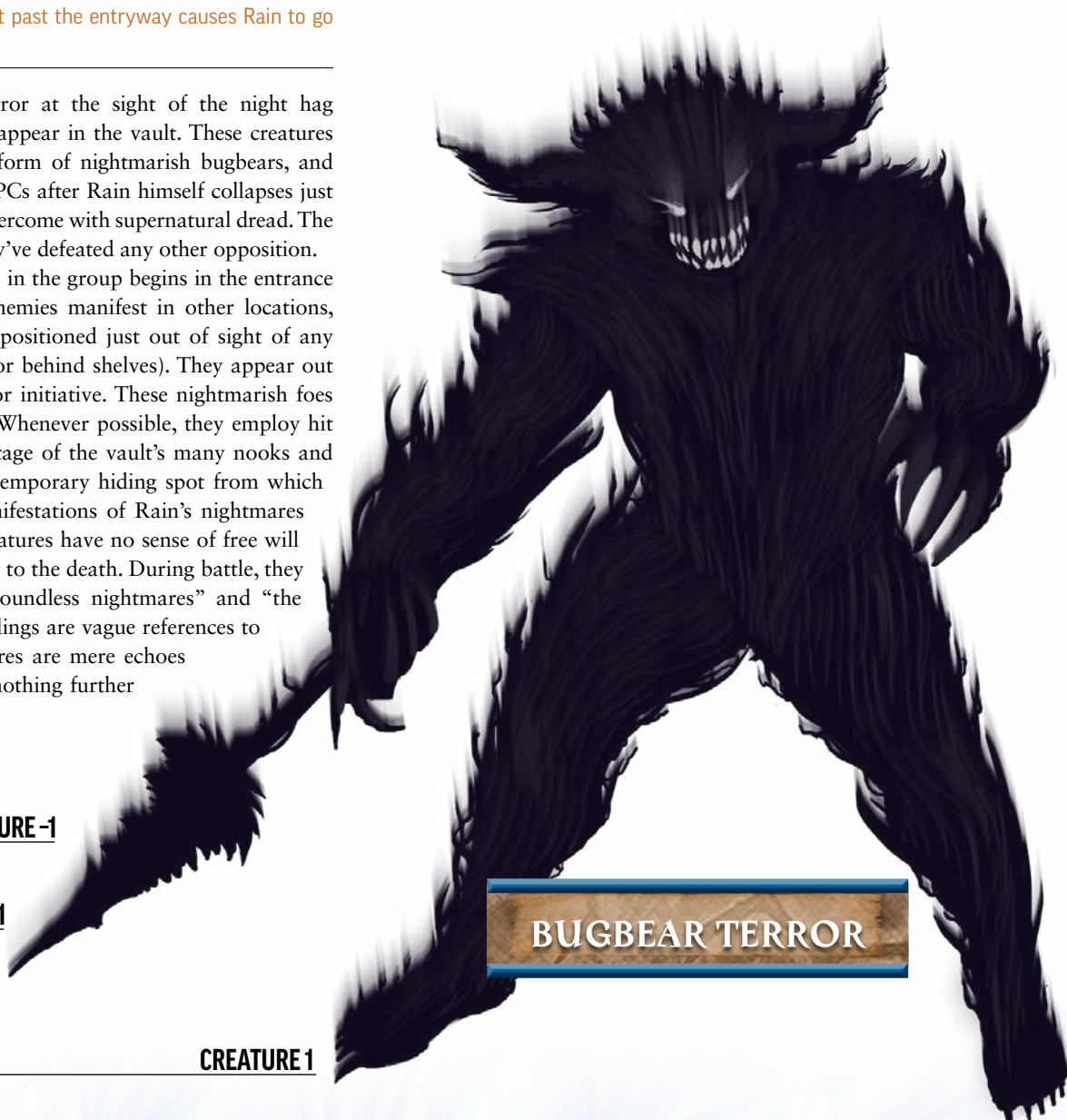
CREATURE 3

Page 18

Once the PCs defeat the nightmarish bugbears, Rain manages to regain his composure.

Rewards: In between yelping in fright and apologizing profusely for causing so much trouble, Rain reaches into his satchel for useful items. He gives the PCs four *minor healing potions* (or four *lesser healing potions* for levels 3-4). If at least half of the PCs (rounded down) succeeded at their checks to Explore the Vault of Boundless Wonder so far, or if any PC critically succeeded, Rain had time to procure extra supplies. He gives the group double the number of potions.

Development: Rain takes a few deep breaths, then describes what happened when he tried to leave the vault.



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"I took a few steps, then a few dozen more, but I couldn't reach the door! I shouted for help, but nobody could hear me! Or nobody was there? I don't know, it was like something out of a nightmare. I turned around, and there she was! I've never seen her before, but I knew it was her. Aslynn! Tall, dark, and hideous. She was dragging something, and singing... no, more like reciting poetry. That's strange, right? And terrifying. Something about my nightmares coming to take me away. I tried to run, but she touched my mind! She took my nightmares right out of me... those things! Just like she said. Right out of my nightmares. I hope she isn't still over there. I... I can barely think. It feels like the world is ending. I'm afraid I won't be much use. Could you take a look, see if she's there?"

Rain asks the PCs to see if they have any better luck leaving the vault, or at least to peek down the hallway. Aslynn isn't there, for now. Though it looks normal, the hallway is impossible to

traverse—no matter how many steps a creature takes, the door at the other end is always the same distance away, as if in a stressful dream.

In fact, the shard of Aslynn that lurks in the vaults managed to feed on Rain's fears and manifest this dreamlike circumstance. From this point onward, until they've defeated Aslynn and concluded the adventure, it's impossible for the PCs (or anyone else) to leave the vault.

After discovering the group is trapped, Rain nearly succumbs to despair. He composes himself long enough to urge the PCs to continue searching the vault. He hopes they can discover more useful information about the treasures therein or perhaps acquire useful gear to use against additional intruders. Rain himself, having come so close to Aslynn's manifestation, remains wracked with a sense of impending doom and can be of no use in the upcoming encounters.

The PCs have 20 minutes to Explore the Vault of Boundless Wonder or conduct other activities. Once they've done so, proceed to **Event 2: Aslynn's Arrival**.

EVENT 2: ASLYNN'S ARRIVAL TRIVIAL

This event takes place 20 minutes after **Event 1: Rain's Nightmares**. Read or paraphrase the following.

A cry from Rain in Cloudy Day pierces the vault. "Oh, no! She's back!" Moments later, an imposing figure steps into the vault, striding straight past the cowering Pathfinder. With her wild hair, wicked curved horns, sharp teeth, and glowing eyes, she's a fearful sight. The bones of her enormous, clawed hands make hideous cracking sounds as she heaves on a chain wrapped around her torso, dragging an iron cauldron across the stone floor. It nearly tips, spilling a glob of vile black ooze filled with vibrant constellations.

She casts her gaze around the vault and rises to her full height. She speaks, her voice like a dying goat by a crackling fire. "What is this? Ah yes, I see. Precious treasures, all for me!

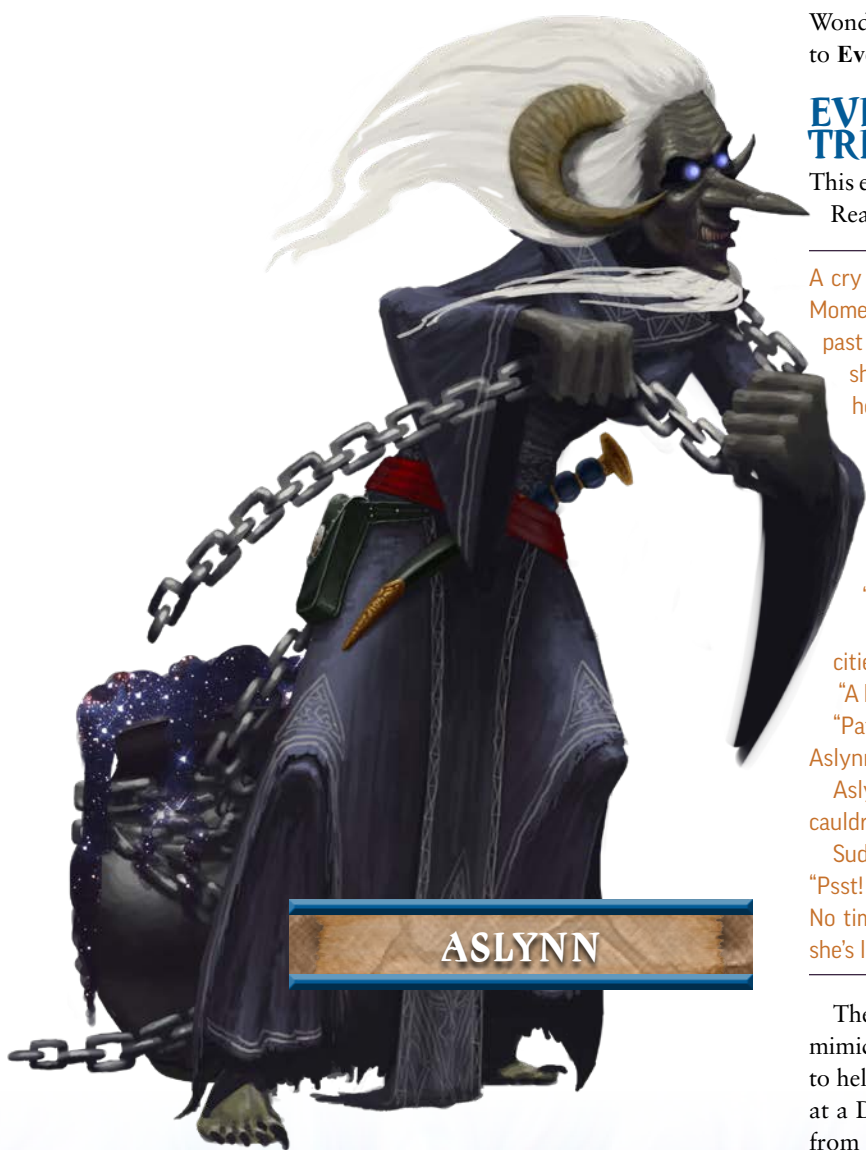
"A dagger, its twin my child wields. I command you, Star: break cities! Burn fields!

"A key, its message yet unclear. Why does it hide? What does it fear?" "Pathfinders! You'll seek boundless wonder across the land... and find Aslynn's nightmares, hand in hand!"

Aslynn stoops to grasp the chain once more and proceeds with her cauldron into the vault, still ignoring Rain and anyone else around her.

Suddenly, a new voice—a harsh whisper—carries through the air. "Psst! Hey, you! Pathfinders! She's not real. Well, not too real. Just a bit. No time to explain! You've got to distract her! Don't let her find what she's looking for! Distract her, then find a way to get rid of her!"

The voice calling out to the PCs belongs to **Biglock** (N male mimic spy), who is terrified of Aslynn discovering him and wants to help the PCs while remaining hidden for now. PCs who succeed at a DC 15 Perception check realize that the voice seems to come from every direction at once, as if from a talented ventriloquist.



Intro: Year of Boundless Wonder

Aslynn's double isn't actually Aslynn, nor is it truly a creature of any kind. It has no Hit Points or other statistics and can't take damage. It moves slowly around the vault, dragging its overflowing cauldron, repeating haunting verses, cackling with glee, raking claws along surfaces, sniffing objects, and otherwise behaving in a disturbing manner. Though it isn't a creature, it contains a small portion of Aslynn's will and desires. It's obsessed with the treasures in the vault, both in a general sense and in the sense that it seeks specific items to further Aslynn's plans. Its primary goal is to find and study these objects, and its secondary goal is to reunite with Aslynn herself.

Dealing with Aslynn: Unless the PCs find a way to trap Aslynn's double, it gets what it wants, inevitably causing catastrophic problems for the Pathfinder Society. Biglock's advice is solid: the PCs need to distract Aslynn's double from the treasures and find a way to trap it.

Talking to Biglock: If the PCs get stuck at any point or call out for help, Biglock says, "She's a mental projection of sorts, a piece of Aslynn's mind! Maybe you can speak some magic words or something? Or maybe she'll go away if she gets what she wants! She wants one thing: treasure! So, give it to her! Just... not the good stuff, you know?"

If the PCs try to ask Biglock more questions, he says, "There's no time! We'll have a nice chat after you deal with Aslynn. Wish I could help, but my hands are tied. Ha, I crack myself up! Well, get on with it."

Check DCs: For levels 3–4, increase the DC of every check in this event by 3.

Aslynn's Agitation: Aslynn's double pays little mind to the PCs—it sees them as mere nuisances at most. However, certain actions the PCs take might cause the double to lash out in agitation, as indicated below. It curses at such PCs and unleashes a blast of psychic energy, dealing 1d6 mental damage to the PC (DC 14 basic Will save; 2d6 mental damage and DC 17 for levels 3–4).

Furthermore, Aslynn's double lashes out in agitation at any PC whose total result on a die roll (of any kind) is precisely 13. If this occurs, the PC can attempt a DC 13 Occultism or Perception check. On a success, the PC gets the unnerving sense that the true Aslynn is projecting her thoughts and desires across the planes, seeking the missing fragment of her mind—and perhaps taking notice of the PCs' actions.

Create a Distraction: The first step in thwarting Aslynn's double is to divert it from the treasures it seeks. A PC can accomplish this with a successful DC 13 Deception, Occultism, or Performance check. If any PC tries to trap Aslynn's double without someone distracting it first, it lashes out with agitation at the PC, as described above, and the check to distract the double fails.

Trap the Intruder: While at least one PC distracts Aslynn's double, the remaining PCs can attempt to trap it by, for example, using Arcana, Nature, Occultism, or Religion to speak incantations, using Crafting or Deception to swap valuable magic items with shiny non-magical baubles, or using an appropriate Lore skill to Recall Knowledge about night hags and their behaviors and weaknesses. Other checks might be appropriate, at the GM's discretion, based on how the PCs describe their attempts. Whatever approach they take, the PCs must attempt a DC 16 check, and they need 2 successes (or one critical success) to trap Aslynn's double—though the effect is only temporary.

Each time a PC fails one of these checks, Aslynn's double lashes out in agitation at the PC who's currently creating a distraction, as described above. The first time a PC fails one of these checks, the PCs are free to continue their attempts. For every failed check thereafter, however, the PC acting as a distraction must attempt another Deception, Performance, or Occultism check to hold the double's attention. The DC increases by 2 for each subsequent distraction attempt after the first. If the PCs fail a check to hold the double's attention after having failed a check to trap it, the double escapes their grasp, and they fail this event.

Development: Proceed to **Event 3: Aslynn's Dreams**.

EVENT 3: ASLYNN'S DREAMS MODERATE

This event takes place immediately following **Event 2: Aslynn's Arrival**. If the PCs succeeded at **Event 2: Aslynn's Arrival**, read or paraphrase the following to begin the event.

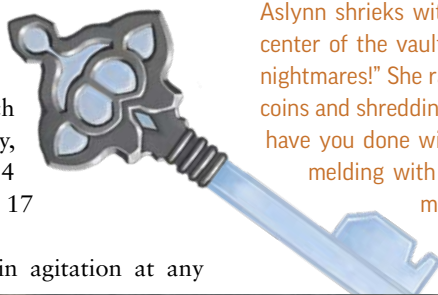
Aslynn shrieks with delight and rushes to the pile of treasure at the center of the vault. "It's here! I can taste it! Come to me, my dearest nightmares!" She rakes through the treasure with her claws, scattering coins and shredding pages. "Where is it?! Where?! I must have it! What have you done with it?!" With a final shriek, she curls in on herself, melding with the ooze from her cauldron. She and the cauldron melt into the floor, bubbling and hissing. The sounds turn to frantic chittering as dozens of rats begin pouring from the ground.

If the PCs failed at **Event 2: Aslynn's Arrival**, Aslynn's double discovers one of the objects it seeks in the vault. Read or paraphrase the following to begin the event.

Aslynn shrieks with delight and rushes to the pile of treasure at the center of the vault. She plucks a dagger from the pile and holds it aloft. "A wondrous thing, mine at last! What is it, you ask? Not so fast! For now, my schemes are just for me! To witness my dreams, just wait and see!" Aslynn cackles. She and her cauldron melt into the floor, bubbling and hissing. The sounds turn to frantic chittering as dozens of rats begin pouring from the ground.



CALAMITOUS DAGGER



CRYSTAL KEY

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The object Aslynn's double found is the *calamitous dagger*. This object, along with the "crystal key," plays an important role in future adventures in the Year of Boundless Wonder.

Creatures: Aslynn's excitement at finding the treasure, or her rage at failing to do so, causes the double to spawn dozens of hungry rats. Like the bugbears earlier, these creatures are like monsters straight out of a nightmare. They appear near the center of the vault (area A1) and aggressively swarm out to attack the PCs. They fight to the death.

Roll 1d4 to determine which variation appears. These variations are described in Appendix 1 (page 16; for levels 1–2) or Appendix 2 (page 19; for levels 3–4).

ENEMY VARIATIONS

d4	Variation
1	Standard rats (no modifications)
2	Rats from Another World
3	Rats from the Ancient Past
4	Rats from a Wizard's Experiment

LEVELS 1–2

GIANT RATS (2)

CREATURE -1

Page 16

RAT SWARM

CREATURE 1

Page 16

LEVELS 3–4

RAT SWARMS (2)

CREATURE 1

Page 19

ENORMOUS RAT

CREATURE 3

Page 20

Rewards: If Aslynn's double found the *calamitous dagger*, the PCs find that object near the pile of treasure once they vanquish the rats. For now, the PCs don't have time to discover the specific details of this powerful object, but they can learn more about it from Biglock.

Development: With the rats defeated, the vault falls silent. Aslynn's double and her cauldron have vanished for now. Biglock calls out to the PCs once more. "Whew, that was close! Hey, could you help me out over here? I'd like to say hello, maybe explain a few things, but these boxes sure are heavy." The PCs can easily discern that the voice is speaking to them from area A4. Proceed to **Event 4: New Friends**.

EVENT 4: NEW FRIENDS

This event takes place immediately after **Event 3: Aslynn's Dreams**. When the PCs follow Biglock's voice to area A4, read or paraphrase the following.

A disembodied pair of elegant blue gloves busily clears chests off a table. The gloves make a "Stop right there!" gesture before signaling toward the table. They gently pat its surface, then indicate the boxes on top of it. The voice from earlier says, "I see you've met Mr. Glovely! He wants you to help clear those boxes. I'm, uh, underneath them. It's a bit embarrassing. Help a poor guy out? Many hands are better than two! No offense, Mr. Glovely." The gloves wave dismissively, as if to say, "None taken."

Creatures: These two miscreants are a down-on-his-luck mimic named Biglock (currently disguised as a table) and his self-appointed bodyguard and "interpreter," **Mr. Glovely** (NG male awakened unseen servant bouncer). Mr. Glovely elects to wear gloves so he can communicate with others when he chooses. Mr. Glovely gestures emphatically along with whatever Biglock says at the moment. He also motions toward whatever Biglock talks about, wags his finger in admonishment when Biglock scolds someone, shrugs noncommittally when Biglock hems and haws, and so forth.

If the PCs help clear the boxes, they manage to free Biglock in a matter of minutes. If they leave Mr. Glovely to handle it himself, he takes longer, but eventually, he frees his friend. Then, Biglock takes on his usual form, that of a large, gaudy treasure chest with an enormous, shiny silver chain and padlock. He grins and introduces himself, claiming he and the Pathfinders have "lots to talk about!" If the PCs helped, Biglock's tone is friendlier. If they refused to help or otherwise behaved in a hostile manner, his tone is less friendly, but he still insists on chatting with the PCs, as he believes the only way out of this situation is to cooperate.

Biglock is an old, powerful mimic who can take on a greater variety of forms (both in terms of size and details) than a typical mimic. He's generally nonviolent, relying on Mr. Glovely when force becomes necessary. As neither of them wishes to fight the PCs, and they can't directly act against Aslynn (for reasons Biglock admits to the PCs when he explains his plan on page 13), their combat statistics are unnecessary for this adventure.

The PCs likely have questions for Biglock. His responses are as follows. He's quite talkative, and even if the PCs don't ask the specific questions below, he finds ways to raise these topics and say what he has to say.

Who/what are you? "I'm Biglock, one of the best mimics around! That means I can turn into all kinds of things. Tables, chairs, you name it! And this is Mr. Glovely. He... you know, I'm not sure. He showed up one day and lent me a hand. Or two! Ha! We have what you might call a mutually beneficial arrangement. I do the talking, and Mr. Glovely does everything else."

How did you get here? / What's your role in all this? "Now that's a long story. To be honest, I've been in quite a few of the Society's vaults over the years. I'm good at going unnoticed. Last time I got noticed, it was by that night hag, Aslynn. She saw my potential, and... well, she owns a significant share of my soul. I can barely even remember how I lost it to her in the first place. A bad bet? A worse debt? Can't rightly say, as I don't rightly know."

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Well, for years now, I've had to do as she asks. Mostly spying, a bit of stealing. But when I wised up to some of her plans, I made a break for it. She's been looking for me ever since. I think she fed information to those Onyx Alliance rascals. They captured me, so when the Society got hold of their treasures, I came with!"

What do you know about Aslynn's plans? "I don't know the details, but I know she's trying to brew some powerful magic in that weird cauldron. She needs a few of the magic items from your stash here." If Aslynn found the *calamitous dagger* because the PCs failed during **Event 2: Aslynn's Arrival**, and the PCs ask Biglock about it, he says, "Yeah, that must be one of them!" If they show him the object, he says, "This dagger here looks like it's from the Jistka Imperium. Might be a powerful magic weapon, but I'm not sure how to unlock its potential!" Mr. Glovely then presents a "crystal key" to the PCs, and Biglock says, "I think Aslynn was looking for this, too. I don't recognize the crystal it's made of, and I don't think it's from this world at all!" Biglock insists the PCs keep the items for the Society.

If the PCs prevented Aslynn from finding the *calamitous dagger*, Mr. Glovely reveals both the dagger and the "crystal key" to them. Biglock says, "While you were distracting Aslynn, we found these! I think she was looking for them." Biglock describes the items and gives them to the PCs, as above.

What do you get out of all this? "I'm doing whatever I can to stay out of Aslynn's reach and, eventually, find a way to get out of her debt. The way I see it, the only way out is to help you out!"

How can we trust you? "Look, we can trust each other, or we can wait for the real Aslynn to come looking. She'll figure out

where we are eventually and find her way in. I've got plenty of reasons to want to stay away from Aslynn, and after today, I'm sure you don't exactly want to be her new best friends."

How can you help? "I can't take hostile actions against Aslynn. That goes for Mr. Glovely here, too, for his own reasons. But I can help you find some great equipment and make a plan!"

What's the plan? Biglock asks Mr. Glovely to show the PCs "that thing you found." Mr. Glovely produces a small gold spoon. "No, not that! The other thing!" Mr. Glovely shows the PCs a jagged shard of purple glass with constellations like those visible in the ooze of Aslynn's cauldron. "That's the one! I think it's a shard of Aslynn's mind. It's projecting all those creatures into this place. She's probably looking for it. I think you should destroy it, but first, you'll want to prepare for a fight. A piece of a night hag's mind isn't bound to go out without a struggle."

Rewards: Biglock asks Mr. Glovely to get the PCs "some of the good stuff." Mr. Glovely rummages around the many discarded chests for a few minutes, then produces a *wayfinder* and proudly presents it to the PCs.

If the PCs helped Mr. Glovely dig out Biglock from the pile of chests, Biglock says, "No, no, I mean the really good stuff." Mr. Glovely smacks his nonexistent forehead. He produces a small key from thin air and unlocks some sort of invisible container. With an exaggerated display of effort, he lifts a *+1 resilient breastplate* from the container and presents it to the PCs. Biglock grins. "That oughta do it. Have fun!"

The *calamitous dagger* and "crystal key" are significant magic items with multiple functions and powers that are beyond the PCs' current ability to access. For purposes in the upcoming battle, the dagger functions as a *+1 striking dagger*, while a PC with the key on their person gains a +2 item bonus to Will saving throws due to a strange alien voice drowning out other intrusions on their mind.

Development: Biglock suggests the PCs take another 10 minutes to look for useful items. Biglock and Mr. Glovely help them search, granting each PC a +2 circumstance bonus to their check to Explore the Vault of Boundless Wonder. Rain in Cloudy Day is still in no condition to fight, but he thinks Biglock's plan sounds like the group's best chance to escape the vault with their lives.

Once 10 minutes have passed, proceed to **Event 5: Boundless Nightmares**.

EVENT 5: BOUNDLESS NIGHTMARES MODERATE

This event takes place after the PCs meet Biglock (**Event 4: New Friends**) and conduct one final exploration of the vault.

Biglock suddenly shouts in alarm. Whoever was holding the shard of Aslynn's mind finds itself unable to maintain their grip as the object wills them to release it before it flies toward the vault's center (area A1).



MR. GLOVELY



BIGLOCK

Intro: Year of Boundless Wonder

Read or paraphrase the following.

Biglock shouts, "It's too late! She's here! This is bad!"

The shard, hovering near the amassed treasures, twists and warps, taking on the familiar form of Aslynn and her cauldron. "Your plan to kill me? So brave, so bold. And yet, it matters not. Behold!" She plunges an oozing claw into the pile and brandishes a jeweled chalice. "Boundless wonder called to me. And I respond with nightmares three! Three children of my last thirteen shall join me in an endless dream. A realm where you shall vex me not—a realm where you shall be forgot! Destroy me here, but at what cost? You fight in vain, for all is lost!"

Cackling with glee, Aslynn watches as the chalice brims with swirling magical liquid. She inhales deeply, then empties the chalice into her cauldron. A fuming creature boils forth, and Aslynn commands, "Kill the Pathfinders! And should they survive, let this be the first of their boundless nightmares!"

Creatures: The shard of Aslynn is still not Aslynn herself—were she truly here, she would easily destroy the PCs. Yet, the shard has finally gained enough power to understand her surroundings, perceive the PCs, and face them in battle. The smelly, twisted creature emerging from her cauldron vaguely resembles a skunk—a manifestation of Aslynn's newest familiar. Aslynn remains near the pile of treasure; she uses magic, her spells, and her gaze to attack PCs while clawing at anyone who gets too close. She alternates between different types of attacks, rather than using the same attack multiple turns in a row. Her familiar scurries about the central area and protects her, using melee attacks on single foes or spraying PCs if it can catch two or more of them in the attack. If the PCs keep at a distance, Aslynn and her familiar pursue the nearest PCs, generally sticking together unless they have no clear path to their foes, in which case they split up to outflank the PCs. These creatures all fight to the death.

The PCs are on their own in the fight—Biglock and Mr. Glovely can't directly interfere with these enemies due to the terms of Aslynn's cruel bargain, and Rain in Cloudy Day is still too terrified due to his close contact with Aslynn's double when it first appeared.

LEVELS 1-2

FETID FAMILIAR

Page 17

CREATURE -1

SHARD OF ASLYNN

Page 17; art on page 23

CREATURE 2

LEVELS 3-4

GIANT FETID FAMILIAR

Page 21

CREATURE 1

SHARD OF ASLYNN

Page 21; art on page 23

CREATURE 4

CONCLUSION

When the PCs defeat the last of the enemies, Zarta Draldeen rushes into the vault along with Society leaders **Ambrus Valsin** (LN male human chamberlain), **Eando Kline** (CG male human explorer), **Eliza Petulengro** (N female human diviner), **Fola Barun** (CG female half-elf ambassador), and **Calisro Benarry** (CN female half-orc corsair). They look ready to fight, and they're quite impressed by the PCs' handling of the situation. Their priority is to check that none of the PCs are near death, then make arrangements to remove any diseases or other conditions the PCs acquired. They gather reports from the PCs, as well as Rain and Biglock, then meet back in the vault a few hours later.

Zarta turns the chalice over multiple times, trying to see if she can get any of the magic liquid to appear. When everyone has finally gathered for the debrief, she says, "Well, I'm still not sure what this is, but all your reports are consistent. It's obviously a central piece of Aslynn's plan. In a way, it's a good thing that shard of her mind infiltrated our vaults, as it's allowed us to understand a few things we might have otherwise missed! I wish we could've learned about this without putting your lives in danger, and for that, I apologize. I hope you're ready for more adventures. We've just scratched the surface of the vault's contents, and we need to act fast to learn more about some of these items. One thing is certain: we can't leave everything here and wait around for Aslynn to strike again."

The faction leaders quickly fall into a heated discussion over the best approach to the items—it's clear that they don't see eye to eye, but they all agree that they'll need to work together for the sake of the Society's future!

While the Society's leaders argue, Biglock gives a smug grin to the PCs. "Nice work. Hey—Zarta is pretty great. She says Mr. Glovely and I don't have to stick around this dusty vault! Don't worry, though. We'll be in touch. I've got a few schemes in mind. When I'm done making arrangements, Mr. Glovely will come calling!"

PRIMARY OBJECTIVES

The PCs complete their primary objective by defeating Aslynn's manifestations during **Event 5: Boundless Nightmares**. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs automatically fulfill their secondary objective by fulfilling their primary objective. Doing so earns each PC 2 Reputation with their chosen faction.

Intro: Year of Boundless Wonder

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 26 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 *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT 1 (LEVELS 1-2)

BUGBEAR CREEPERS (2)

CREATURE -1

UNCOMMON NE MEDIUM DREAM FIEND GOBLINOID

Variant bugbear (*Pathfinder Bestiary 47*)

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Abyssal, Aklo, Common, Goblin, Infernal

Skills Acrobatics +3, Athletics +3, Intimidation +1, Stealth +5

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

Items spear, leather armor

AC 14; **Fort** +6, **Ref** +5, **Will** +2

HP 8

Creep **Trigger** A creature within 15 feet gains the frightened condition or its frightened value increases; **Effect** The bugbear creeper Hides, Sneaks, or Steps.

Speed 25 feet

Melee **◆** spear +6, **Damage** 1d6 piercing

Melee **◆** fist +6 (agile, nonlethal), **Damage** 1d4 bludgeoning

Ranged **◆** spear +8 (thrown 20 feet), **Damage** 1d6 piercing

SCALING EVENT 1

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

10–11 Challenge Points: Add one bugbear creeper to the encounter.

12–13 Challenge Points: Add one bugbear terror to the encounter.

14–15 Challenge Points: Add one bugbear creeper and one bugbear terror to the encounter.

16–18 Challenge Points (5+ Players): Add two bugbear terrors to the encounter.



BUGBEAR TERROR

CREATURE 1

UNCOMMON NE MEDIUM DREAM FIEND GOBLINOID

Variant bugbear thug (*Pathfinder Bestiary 47*)

Perception +6; darkvision, scent (imprecise) 30 feet

Languages Abyssal, Aklo, Common, Goblin, Infernal

Skills Acrobatics +5, Athletics +6, Intimidation +3, Stealth +5

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

Items spear (2), leather armor

AC 15; **Fort** +8, **Ref** +7, **Will** +4

HP 22

Speed 25 feet

Melee **◆** spear +9, **Damage** 1d6+3 piercing

Melee **◆** fist +9 (agile, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged **◆** spear +8 (thrown 20 feet), **Damage** 1d6+3 piercing

Startling Grasp **◆** The bugbear Strides up to 10 feet and attempts to Grapple a creature they’re undetected by. If they succeed, the creature is frightened 1, or frightened 2 if the bugbear critically succeeds at their Athletics check to Grapple.

Wicked Mauler The bugbear gains a +2 circumstance bonus to damage rolls against frightened creatures.

Intro: Year of Boundless Wonder

EVENT 3 (LEVELS 1-2)

Apply the modifications associated with the “Enemy Variation” you select (page 12). All creatures except the standard version are uncommon.

1. STANDARD RATS

Use the standard statistics presented below.

2. RATS FROM ANOTHER WORLD

Remove filth fever from all the rats. The rats have unusually long necks and legs: increase each giant rat’s reach with their jaws Strike to 10 feet, and increase each rat swarm’s speed to 45 feet.

3. RATS FROM THE ANCIENT PAST

Use the standard statistics presented below for the rat swarms. Remove filth fever from all the giant rats. The giant rats have ancient armor. Increase each giant rat’s AC by 1, and give each giant rat Hardness 2 as well as the following ability.

Ancient Rat Armor The shadowy rat’s unusual armor has fused with its skin, granting it Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once it’s reduced to less than half its Hit Points, or upon being damaged by a critical hit, its armor breaks, its armor class is reduced by 2, and it loses its Hardness.

4. RATS FROM A WIZARD’S EXPERIMENT

The rats came from the laboratory of a wizard who was attempting to apply the unusual magical resistances of golems to living creatures.

Remove filth fever from the giant rats, and replace their Strike with the following.

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus elemental resonator

Elemental Resonator ♦ This giant rat harbors a reservoir of elemental energy within its body. After hitting with a jaws strike, it can send a jolt of elemental energy through its teeth into the target, dealing 1d4 damage, determined randomly from the following list. Roll 1d6.

1-2: cold

3-4: electricity

5-6: fire

Remove filth fever from the rat swarm, and add the following.

Elemental Idiosyncrasy The rats’ bodies respond oddly to elemental damage that originates from spells. They’re immune to cold, electricity, and fire damage from spells. Whenever a spell would inflict damage of one of those types, they experience the following effects.

When they would take cold damage, they’re instead slowed 1 for 2d6 rounds. If they start their turn in an area of cold magic, they’re slowed 1 for 1 round.

When they would take electricity damage, they instead heal a number of Hit Points equal to half the damage the effect would’ve dealt and lose the slowed condition. If they start their turn in an area of electricity magic, they gain 1d4 Hit Points.

When they would take fire damage, they instead take 2d4 untyped damage. If they start their turn in an area of fire magic or are affected by persistent damage, they take 1d4 untyped damage instead.

SCALING EVENT 3

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

10–11 Challenge Points: Add one giant rat to the encounter.

12–13 Challenge Points: Add one rat swarm to the encounter.

14–15 Challenge Points: Add one giant rat and one rat swarm to the encounter.

16–18 Challenge Points (5+ players): Add two giant rats and one rat swarm to the encounter.

GIANT RATS (2)

CREATURE -1

N SMALL ANIMAL

Pathfinder Bestiary 276

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

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

AC 15; **Fort** +6, **Ref** +7, **Will** +3

HP 8

Speed 30 feet, climb 10 feet

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus filth fever

Filth Fever (disease) The sickened and unconscious conditions from filth fever don’t improve on their own until the disease is cured. **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

RAT SWARM

CREATURE 1

N LARGE ANIMAL SWARM

Pathfinder Bestiary 276

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +4 (+6 to Climb or Swim), Stealth +6

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

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 14; **Immunities** precision, swarm mind; **Resistances** physical 6 (except bludgeoning); **Weaknesses** area damage 3, splash damage 3

Speed 30 feet, climb 10 feet

Filth Fever (disease) The sickened and unconscious conditions from filth fever don’t improve on their own until the disease is cured. **Saving**

Throw DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours),

Stage 2 sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day),

Stage 4 unconscious (1 day), **Stage 5** dead

Swarming Bites ♦ Each enemy in the swarm’s space takes 1d6 piercing damage and must attempt a DC 17 basic Reflex save. A creature that fails its save is exposed to filth fever.

Intro: Year of Boundless Wonder

EVENT 5 (LEVELS 1-2)

FETID FAMILIAR

CREATURE -1

UNCOMMON NE TINY ANIMAL FIEND

Variant skunk (*Pathfinder Bestiary* 3 246)

Perception +5; low-light vision, scent (imprecise) 40 feet

Skills Acrobatics +5, Athletics +2, Stealth +5

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

AC 15; **Fort** +4, **Ref** +7, **Will** +3

HP 7

Speed 20 feet

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d8 piercing

Evil Musk ♦♦ (evil, poison) The fetid familiar propels a stream of acrid musk in a 10-foot line. Each creature in the line must attempt a DC 15 Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 2.

Critical Failure The target is sickened 2, and becomes doomed 1 until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.

SHARD OF ASLYNN

CREATURE 2

UNIQUE NE MEDIUM DREAM FIEND HAG HUMANOID

Perception +10; darkvision

Languages Abyssal, Aklo, Celestial, Common, Infernal

Skills Arcana +7, Deception +8, Diplomacy +8, Intimidation +6, Occultism +11, Religion +8

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

AC 18; **Fort** +9, **Ref** +6, **Will** +10; +1 status to all saves vs. magic

HP 35; **Weaknesses** cold iron 4

Speed 25 feet

Melee ♦ claw +11 (agile, magical), **Damage** 1d6+4 slashing plus nightmarish wounds

Occult Innate Spells DC 17, attack +9; **1st** *magic missile* (*2), *ray of enfeeblement* (*2), *sleep*; **Constant (1st)** *detect alignment* (all alignments simultaneously), *detect magic*

Aslynn's Gaze ♦♦ (curse, emotion, enchantment, fear, mental, occult)

Aslynn gazes upon a creature, afflicting it with intense distress and a gnawing sense of impending doom; the creature must attempt a DC 17 Will save. Since this effect isn't visual, the creature doesn't need to be able to see Aslynn to be affected.

Critical Success The target is unaffected and is temporarily immune to Aslynn's gaze for 1 day.

Success The target is frightened 1.

Failure The target is frightened 1 and slowed 1 for 1 round.

Critical Failure The target is frightened 2 and slowed 1 for 1 minute.

Nightmarish Wounds (necromancy, occult) Wounds caused by Aslynn's claws cause creatures to dwell on their worst nightmares. A creature damaged by Aslynn's claw must succeed at a DC 17 Fortitude save or be stupefied 1 for 1 day. On a critical failure, or if it gets hit again and fails its save a second time, it's stupefied 2 for 1 day.

SCALING EVENT 5

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 fetid familiar to the encounter.

Intro: Year of Boundless Wonder

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 26 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 *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT 1 (LEVELS 3–4)

BUGBEAR TERRORS (2)

CREATURE 1

UNCOMMON **NE** **MEDIUM** **DREAM** **FIEND** **GOBLINOID**
Variant bugbear thug (*Pathfinder Bestiary* 47)
Perception +6; darkvision, scent (imprecise) 30 feet
Languages Abyssal, Aklo, Common, Goblin, Infernal
Skills Acrobatics +5, Athletics +6, Intimidation +3, Stealth +5
Str +3, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0
Items spear (2), leather armor
AC 15; **Fort** +8, **Ref** +7, **Will** +4
HP 22
Speed 25 feet
Melee **◆** spear +9, **Damage** 1d6+3 piercing
Melee **◆** fist +9 (agile, nonlethal), **Damage** 1d4+3 bludgeoning
Ranged **◆** spear +8 (thrown 20 feet), **Damage** 1d6+3 piercing
Startling Grasp **◆** The bugbear Strides up to 10 feet and attempts to Grapple a creature they’re undetected by. If they succeed, the creature is frightened 1, or frightened 2 if the bugbear critically succeeds at their Athletics check to Grapple.
Wicked Mauler The bugbear gains a +2 circumstance bonus to damage rolls against frightened creatures.

SCALING EVENT 1

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

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

23–27 Challenge Points: Add one bugbear night terror to the encounter.

28–32 Challenge Points: Add one bugbear terror and one bugbear night terror to the encounter.

33+ Challenge Points: Add two bugbear night terrors to the encounter.

BUGBEAR NIGHT TERROR

CREATURE 3

UNCOMMON **NE** **MEDIUM** **DREAM** **FIEND** **GOBLINOID**
Variant bugbear thug (*Pathfinder Bestiary* 47)
Perception +8; darkvision, scent (imprecise) 30 feet
Languages Abyssal, Aklo, Common, Goblin, Infernal
Skills Acrobatics +7, Athletics +9, Intimidation +5, Stealth +9
Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0
Items spear (3), leather armor
AC 18; **Fort** +10, **Ref** +9, **Will** +6
HP 50
Speed 25 feet
Melee **◆** spear +11, **Damage** 1d6+8 piercing
Melee **◆** fist +11 (agile, nonlethal), **Damage** 1d4+8 bludgeoning
Ranged **◆** spear +9 (thrown 20 feet), **Damage** 1d6+8 piercing
Startling Grasp **◆** The bugbear Strides up to 10 feet and attempts to Grapple a creature they’re undetected by. If they succeed, the creature is frightened 1, or frightened 2 if the bugbear critically succeeds at their Athletics check to Grapple.
Wicked Mauler The bugbear gains a +4 circumstance bonus to damage rolls against frightened creatures.

Intro: Year of Boundless Wonder

EVENT 3 (LEVELS 3-4)

Apply the modifications associated with the “Enemy Variation” you select (page 12). All creatures except the standard version are uncommon.

1. STANDARD RATS

Use the standard statistics presented below.

2. RATS FROM ANOTHER WORLD

Remove filth fever from all the rats. The rats have unusually long necks and legs: increase each enormous rat’s reach with their jaws Strike to 10 feet, and increase each rat swarm’s speed to 45 feet.

3. RATS FROM THE ANCIENT PAST

Use the standard statistics presented below for the rat swarms. Remove filth fever from all the enormous rats. The enormous rats have ancient armor. Increase each enormous rat’s AC by 1, and give each enormous rat Hardness 3 as well as the following ability.

Ancient Rat Armor The shadowy rat’s unusual armor has fused with its skin, granting it Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once it’s reduced to less than half its Hit Points, or upon being damaged by a critical hit, its armor breaks, its armor class is reduced by 2, and it loses its Hardness.

4. RATS FROM A WIZARD’S EXPERIMENT

The rats came from the laboratory of a wizard who was attempting to apply the unusual magical resistances of golems to living creatures.

Remove filth fever from the enormous rats, and replace their Strike with the following.

Melee ♦ jaws +12, **Damage** 1d10+5 piercing plus elemental resonator, gnaw bones, and Knockdown

Elemental Resonator ♦ This enormous rat harbors a reservoir of elemental energy within its body. After hitting with a jaws strike, it can send a jolt of elemental energy through its teeth into the target, dealing 1d10 damage, determined randomly from the following list. Roll 1d6.

1-2: cold

3-4: electricity

5-6: fire

Remove filth fever from the rat swarm, and add the following.

Elemental Idiosyncrasy The rats’ bodies respond oddly to elemental damage that originates from spells. They’re immune to cold, electricity, and fire damage from spells. Whenever a spell would inflict damage of one of those types, they experience the following effects.

When they would take cold damage, they’re instead slowed 1 for 2d6 rounds. If they start their turn in an area of cold magic, they’re slowed 1 for 1 round.

When they would take electricity damage, they instead heal a number of Hit Points equal to half the damage the effect would’ve dealt and lose the slowed condition. If they start their turn in an area of electricity magic, they gain 1d6 Hit Points.

When they would take fire damage, they instead take 2d4 untyped damage. If they start their turn in an area of fire magic or are affected by persistent damage, they take 1d4 untyped damage instead.

SCALING EVENT 3

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

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

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

28–32 Challenge Points: Add one rat swarm and one enormous rat to the encounter.

33+ Challenge Points: Add two enormous rats to the encounter.



RAT SWARMS (2)

CREATURE 1

N LARGE ANIMAL SWARM

Pathfinder Bestiary 276

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +4 (+6 to Climb or Swim), Stealth +6

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

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 14; **Immunities** precision, swarm mind; **Resistances** physical 6 (except bludgeoning); **Weaknesses** area damage 3, splash damage 3

Speed 30 feet, climb 10 feet

Filth Fever (disease) The sickened and unconscious conditions from filth fever don’t improve on their own until the disease is cured. **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

Swarming Bites ♦ Each enemy in the swarm’s space takes 1d6 piercing damage and must attempt a DC 17 basic Reflex save. A creature that fails its save is exposed to filth fever.

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ENORMOUS RAT

CREATURE 3

UNCOMMON N LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +12, Stealth +8

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

AC 19; **Fort** +10, **Ref** +8, **Will** +7

HP 45

Speed 35 feet

Melee ✦ jaws +12, **Damage** 1d10+5 piercing plus filth fever, gnaw bones, and Knockdown

Gnaw Bones A creature that's critically hit by an enormous rat must succeed at a DC 20 Fortitude save or become wounded 1 as the creature's bones or cartilage are crushed by the rat's jaws.

Drag ✦ The enormous rat makes a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the enormous rat Strides up to 10 feet, dragging the enemy along.

Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. **Saving**

Throw DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours),

Stage 2 sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day),

Stage 4 unconscious (1 day), **Stage 5** dead

Intro: Year of Boundless Wonder

EVENT 5 (LEVELS 3-4)

GIANT FETID FAMILIAR

CREATURE 1

UNCOMMON NE LARGE ANIMAL FIEND

Variant giant skunk (*Pathfinder Bestiary* 3 246)

Perception +6; low-light vision, scent (imprecise) 40 feet

Skills Acrobatics +7, Athletics +6, Stealth +7

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

AC 16; **Fort** +8, **Ref** +9, **Will** +4

HP 21

Speed 25 feet

Melee ✦ jaws +8, **Damage** 1d6+3 piercing

Melee ✦ claw +8 (agile), **Damage** 1d4+3 slashing

Evil Blinding Musk ✦✦ (evil, poison) The giant fetid familiar propels potent, acrid musk in a 15-foot cone. Each creature in the area must attempt a DC 16 Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 3.

Critical Failure The target is blinded for 1 round, becomes sickened 3, and is doomed 1 until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.

SHARD OF ASLYNN

CREATURE 4

UNIQUE NE MEDIUM DREAM FIEND HAG HUMANOID

Perception +12; darkvision

Languages Abyssal, Aklo, Celestial, Common, Infernal

Skills Arcana +9, Deception +10, Diplomacy +10, Intimidation +8, Occultism +13, Religion +10

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

AC 21; **Fort** +11, **Ref** +10, **Will** +12; +1 status to all saves vs. magic

HP 70; **Weaknesses** cold iron 5

Speed 25 feet

Melee ✦ claw +14 (agile, magical), **Damage** 1d10+5 slashing plus nightmarish wounds

Occult Innate Spells DC 20, attack +14; **2nd** *magic missile* (×3); **1st** *ray of enfeeblement* (at will), *sleep*; **Constant (2nd)** *detect alignment* (all alignments simultaneously), *detect magic*

Aslynn's Gaze ✦✦ (curse, emotion, enchantment, fear, mental, occult)

Aslynn gazes upon a creature, afflicting it with intense distress and a gnawing sense of impending doom; the creature must attempt a DC 20 Will save. Since this effect isn't visual, the creature doesn't need to be able to see Aslynn to be affected.

Critical Success The target is unaffected and is temporarily immune to Aslynn's gaze for 1 day.

Success The target is frightened 1.

Failure The target is frightened 1 and slowed 1 for 1 round.

Critical Failure The target is frightened 2 and slowed 1 for 1 minute.

Nightmarish Wounds (necromancy, occult) Wounds caused by Aslynn's claws cause creatures to dwell on their worst nightmares. A creature damaged by Aslynn's claw must succeed at a DC 20 Fortitude save or be stupefied 1 for 1 day. On a critical failure, or if it gets hit again and fails its save a second time, it's stupefied 2 for 1 day.

SCALING EVENT 5

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 giant fetid familiar to the encounter.

Intro: Year of Boundless Wonder

APPENDIX 3: GAME AIDS



Zarta Dralheen

Zykyryz



Rain in Cloudy Day

Bugbear Terror



Intro: Year of Boundless Wonder

APPENDIX 3: GAME AIDS



Aslynn

Crystal Key



Calamitous Dagger

Biglock



Intro: Year of Boundless Wonder

APPENDIX 3: GAME AIDS



Mr. Glovely

Intro: Year of Boundless Wonder

HANDOUT: RAIN'S TO-DO LIST

To-Do List for My Amazing Pathfinder Friends!

1. **Talking skull.** Please talk to the skull. It doesn't seem to like me. Maybe one of you will have better luck?
(Skill Check: Arcana, Diplomacy, Occultism, or Religion)
2. **Pile of treasure.** We probably shouldn't leave everything in a pile like that, but we've been short-staffed. See what's in there!
(Skill Check: Arcana, Crafting, or Perception)
3. **Assorted items.** There's all kinds of stuff up in the raised storage areas on the west wall and in the northeast corner. Did we find any magic potions in the vault? Alchemical items? Talismans? You bet we did! I know a healing potion when I see one, but some of this stuff is beyond my experience. See what you can find!
(Skill Check: Arcana, Crafting, or Perception)
4. **Pile of empty chests.** I already looked through these. If you find more empty chests, just pile them in the southwest corner of the vault.
5. **Danger!** These shelves are way up high and piled high with dangerous poisons and possibly cursed items. I think Zarta felt it would be safer if they were out of reach, but we should make sure there's nothing too dangerous up there.
(Skill Check: Acrobatics, Athletics, Medicine, Thievery, or Underworld Lore)
6. **Weapons.** There are lots of magic weapons lying around. See if you can find the most powerful ones. Our field agents sure could use them!
(Skill Check: Arcana, Crafting, Gladiatorial Lore, or Warfare Lore)
7. **Scrolls and such.** We sure did find lots of scrolls! Thought I saw some wands in there, too. Might be something useful for the Society's spellcasters in there.
(Skill Check: Arcana, Nature, Occultism, or Religion)

Thanks for your help!
—Rain in Cloudy Day

Intro: Year of Boundless Wonder



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)				<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					Reputation Earned:

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	
		<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

Intro: Year of Boundless Wonder

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

- Exploring the Vault, page 5: 1 Treasure Bundle for each time the PCs Explore the Vault of Boundless Wonder (maximum 4), regardless of success.
- Event 1**, page 9: 2 Treasure Bundles for defeating Rain's nightmares.
- Event 4**, page 12: 2 Treasure Bundles for meeting Biglock.
- Event 5**, page 13: 2 Treasure Bundles for defeating the foes in this encounter.

CHALLENGE POINTS

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 below 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.

CP TOTAL	LEVEL RANGE
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

Intro: Year of Boundless Wonder

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Director of Game Design • Jason Bulmahn

Director of Visual Design • Sonja Morris

Director of Game Development • Adam Dagle

Development Managers • Jason Keeley and Linda Zayas-Palmer

Senior Developers • Eleanor Ferron, Thurston Hillman, Luis Loza, and Patrick Renie

Developer • Jenny Jarzabski

Starfinder Lead Designer • Joe Pasini

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