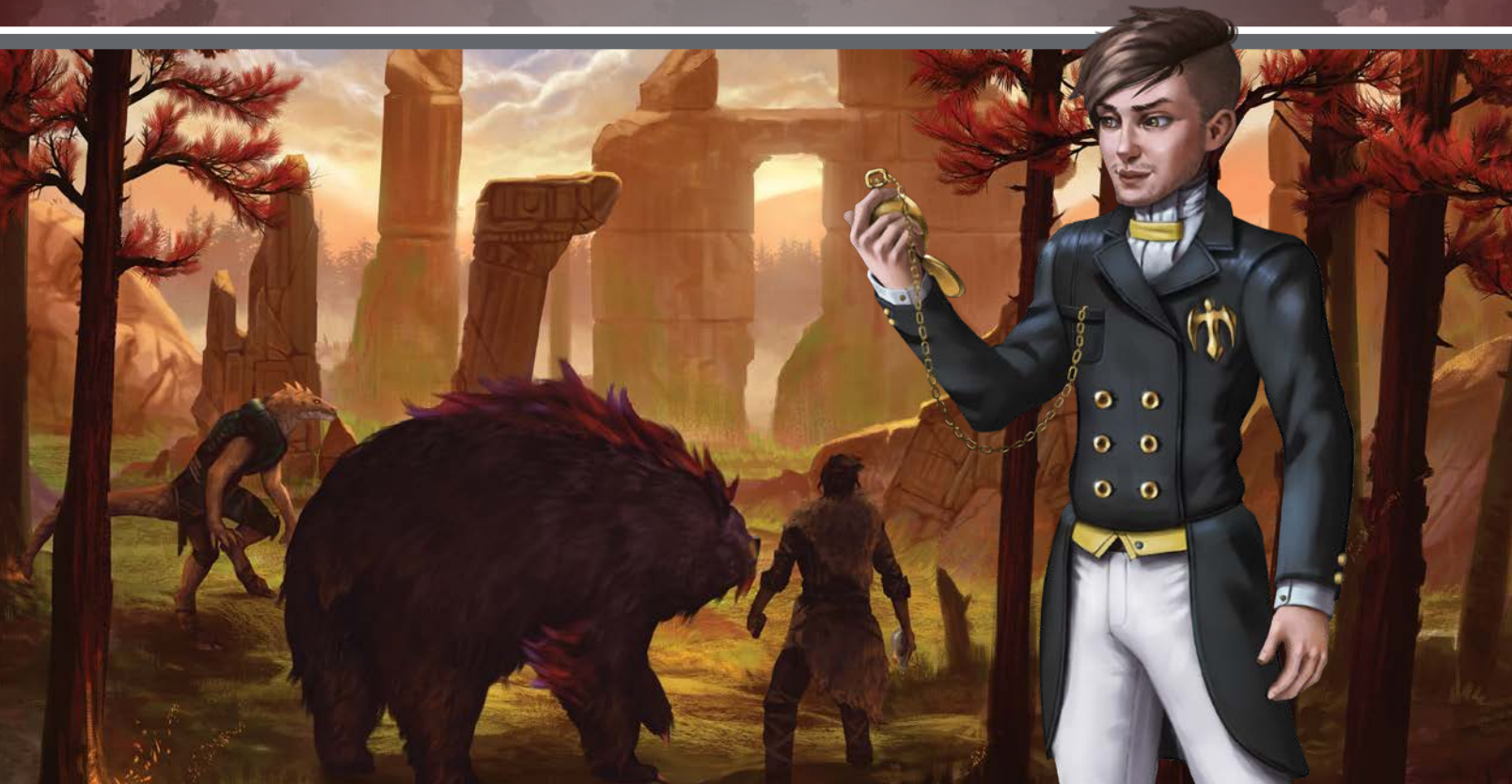


SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-09

Levels 1-4

**THE SEVEN SECRETS
OF DACILANE
ACADEMY**

By Rigby Bendele





THE SEVEN SECRETS OF DACILANE ACADEMY

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary 2*, *Pathfinder Lost Omens: Pathfinder Society Guide*

Maps: None

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

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. This adventure has no scenario tags. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.

SUMMARY

The PCs meet their benefactor, J Dacilane, outside the academy that bears his name. J asks the PCs to investigate several urban legends being spread among the students. After making their way around the school, the PCs find each mystery and determine whether it's just a common rumor in an old, creaky building, or is caused by something deeper.

When they've investigated all the mysteries, the source of the mischief, a protean known as the Scholar of Sorts, makes themselves known and attempts to force a mountain of work on the PCs, who will have to drive the protean off if they hope to return Dacilane Academy to relative normalcy.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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ADVENTURE BACKGROUND

Dacilane Academy, formerly the Urbane District Academy, educates the children of agents stationed in the Grand Lodge. While the Pathfinder Society encourages agents to embed their children in local community education practices, it provides an option for children who may need additional support due to educational gaps from frequent moves between lodges and different education systems. Dacilane Academy has two stated missions: to provide equitable education to all children, and to create a stable environment for children whose lives are marked by the demands of the Pathfinder Society.

Just a few weeks ago, the headmaster of the school, **Primula Rosedell** (LN female halfling teacher), found a group of students trespassing after hours to investigate a series of hauntings. Given the students' concern that the school may be in danger and to quell any anxiety caused by fast-spreading rumors, she requested a full team of Society agents investigate the occurrences.

J Dacilane (CG male Eagle Knight) has enjoyed a cursed but happy life. When he was 11 years old, his school flooded and he disappeared in the chaos. Ten years later, Pathfinder Society agents investigated the school and discovered him in unaging stasis inside a sarcophagus. That brief taste of adventure stayed with him and, as a young adult, he underwent field agent training. This proved fortuitous, as his work with the Pathfinder Society came to the attention of the Eagle Knights and he quickly transitioned from awkward young lady to a handsome captain. In memory of his parents and as a formal thanks to the Pathfinder Society, J donated a substantial amount of his personal fortune to their associated school. In recognition of the gift, the Urbane District Academy was renamed to Dacilane Academy. However, a rumor circles among the school's students that this transferred J Dacilane's bad luck to the school itself.

While the renaming isn't responsible for a curse, the students' concern is well-founded. Decades prior, a student "borrowed" a bracelet from her mother's

WHERE ON GOLARION?

This scenario occurs in the Foreign Quarter of Absalom at the esteemed Dacilane Academy, only a few blocks from the Grand Lodge. Information about The Grand Lodge appears on page 64 of *Lost Omens: Pathfinder Society Guide*.



jewelry case. Unbeknownst to anyone at the school, that bracelet served as a planar focus for summoning proteans: extraplanar creatures native to the Maelstrom and incarnations of chaos and suborder. When her mother discovered the bracelet missing, the student hid it in a loose wall panel in the northeastern bathroom to conceal her theft. The focus drew in an akizendri—a low-ranking protean that loves to corrupt texts and knowledge—who, in turn, discovered a small school perfect for meddling. The akizendri took it for their home and adopted the honorific title of "The Scholar of Sorts." In addition to their intentional mischief, latent chaotic energy also seeps from them into the school, causing the strange occurrences that plague Dacilane Academy.

GETTING STARTED

The PCs begin the adventure approaching the gates of Dacilane Academy in the late afternoon. J Dacilane, a man in his early twenties with a military bearing,

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gazes wistfully past the gate at the building, where students bustle about. When he becomes aware of the approaching agents, he snaps to attention. Read or paraphrase the following.

The iron gates of Dacilane Academy shut the school away from the bustle of Absalom's Foreign Quarter. J Dacilane stands with the military posture of an Eagle Knight by the gate, checking the time and fiddling with a key on a red ribbon.

"Welcome," J says with a warm smile. "I appreciate that you took the time out of your schedule to meet me. This may seem like a strange request for field-trained agents, but I need you to investigate the school. There's a rumor that Dacilane Academy is haunted." He winces as he adds, "Or cursed."

"The pupils assembled a list of legends about the school for you. Apparently, there are seven secrets of Dacilane Academy. Honestly, most sound like urban legends that the students have picked up from their parents. But, when someone says that they're in danger, it should be investigated. And a more formal report from the Society would be a great opportunity for the students to see Pathfinder skills in action!

"These hauntings began long before the supposed cursed, so I'm sure they're mostly mundane occurrences. You'll probably find the foundation settling, old drafts, and the like. If there's something more to it, try to excise any spirits or other beasts that stalk the halls. In addition to the transcribed legends, the pupils provided a ghost-hunting kit for your investigation." J shakes his head as he hands over a leather bag and a thin folder.

"You'll have this evening to do as you please. The school grounds are in use until sunset for extracurricular activities. I don't want to incite more rumors or scare any of our more promising pupils with armored agents in the halls.

"Oh, and one final thing—please try to limit any damage to the facilities. Be careful."

J gladly answers inquiries but doesn't know any more about the mysteries than what the students have written down. Answers to some questions the PCs may ask are listed below.

What is the history of Dacilane Academy? "The school was established 4643 to educate the children of Society agents. Many agents and venture-captains were concerned about the educational prospects of children being moved between countries on a regular basis. I don't know the history prior to that, but it's probably not anything too peculiar."

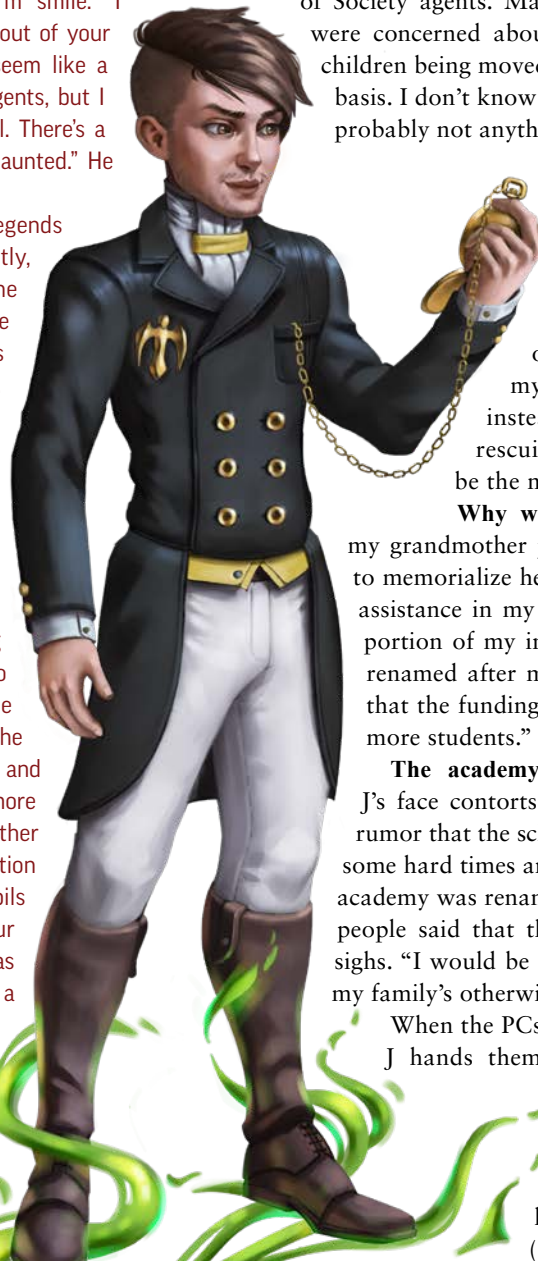
What is your history with the Pathfinder Society? "Ever since Society agents rescued me as a child, I've been interested in the work you do. While I did complete part of the agent training, I found my path into the Eagle Knights instead. If it weren't for the Society rescuing me as a girl, I don't think I'd be the man I am today!"

Why was the school renamed? "After my grandmother passed away last year, I wanted to memorialize her. Given the Pathfinder Society's assistance in my childhood, I opted to donate a portion of my inheritance to this school. It was renamed after my family in recognition. I hope that the funding helps provide opportunities for more students."

The academy may be cursed or haunted? J's face contorts into a grimace. "Yes, there's a rumor that the school is cursed. I've lived through some hard times and rumors get around. When the academy was renamed in honor of my family, some people said that the name itself was cursed." He sighs. "I would be much obliged if you could clear my family's otherwise pristine name."

When the PCs have finished asking questions, J hands them a copy of **Handout #1: The Seven Mysteries** (page 28), the master key to the academy (the key on the red ribbon), and a ghost hunting kit assembled by the students (see below).

Treasure: The ghost hunting kit created by the students (and subsequently confiscated when



J DACILANE

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Headmaster Rosedell found them wandering after hours) includes a vial of holy water, an *oil of potency*, and a handmade protective amulet with no monetary value, made from air-dry clay with a sigil painted on in gloppy ink (likely produced in the school's art class). For Levels 3–4, the kit additionally contains two moderate ghost charges (*Pathfinder Advanced Player's Guide* 253).

SOCIETY, PATHFINDER SOCIETY LORE OR ABSALOM LORE (RECALL KNOWLEDGE)

A PC who succeeds at DC 16 Society, or DC 14 Pathfinder Society Lore or Absalom Lore check to Recall Knowledge knows more about Dacilane Academy and its history. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success Decades of students have shared stories and spread rumors about the mysteries of Dacilane Academy, all of which predate the school's recent renaming. The oldest rumor says that the ghost of a halfling stalks the halls, wearing all white and trapping students who remain in the school after hours.

Success The Pathfinder Society purchased the mansion that serves as the school campus several decades ago. During the purchase, the sellers stated that the building was not haunted, a standard disclosure in Absalom real estate transactions.

Critical Failure Dacilane Academy was originally unsellable due to the centuries of mysterious hauntings around it. The Pathfinder Society was able to purchase it at a discount, though they then also spent significant resources clearing malevolent spirits from the grounds.

HERO POINTS

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

TONE NOTES

This adventure assumes a group of players that approaches the mysteries in a serious but skeptical manner. While the adventure can accommodate a darker tone if this matches the players' (including the GM's) interests, playing this adventure in a public setting with strangers can make it harder to create an immersive atmosphere. If you choose to run the scenario closer to horror, be sure to be open with players about potentially distressing content and provide safety tools during play. The *Pathfinder Core Rulebook* provides recommendations on safety tools in a sidebar on page 485 for GMs.

LIGHTHEARTED

Consider the following story adjustments to make the adventure more lighthearted.

The School: Consider moving the investigation to take place in the late afternoon or having the school be well lit when the PCs arrive. Describe the school in a fashion that doesn't quite emphasize the horrific elements.

The Mysteries: Emphasize the mundane explanations for the mysteries over supernatural explanations (even if the players do well on their investigations), focusing on more comedic reveals or gags, such as opening the storage shed and finding a fat opossum eating an apple.

The Scholar: When the Scholar of Sorts appears, describe their halfling disguise with lighter details; perhaps their disguise is ineffective because their tail occasionally sticks out. Having to handle the homework can also lighten the mood, as it becomes clear that the creepy trick is truly the result of poor time management.

HORROR

Consider the following adjustments to introduce a theme of horror to the story.

The School: Dacilane Academy provides several rooms and passages that can easily separate the PCs or otherwise confound them. Start the school with the lights off and dark as the PCs explore it. Carefully monitor exactly how far light sources reach or darkvision can see, as making players aware of their limitations helps to increase tension. Play up the dramatic reveal of hazards and creatures. You can heighten the tension by specifying that PCs must move closer to examine objects or otherwise imply that actions can be dangerous.

The Mysteries: Pass secret notes to players in the laboratory as they hear whispers. Describe any claw marks as likely made by jagged or serrated claws.

The Scholar: Focus on the way the Scholar of Sorts's halfling guise closely resembles, but doesn't quite match, normal humanoid features. Having the doors or the gate audibly lock can put pressure on the PCs to resolve the final mystery. The Scholar's request to complete their homework comes with a thinly veiled threat of violence if the PCs do not perform well enough.

DACILANE ACADEMY

Dacilane Academy sits in the Foreign Quarter of Absalom, only a short walk from the Grand Lodge, nestled behind an ivy-draped stone wall with iron gates. The schoolhouse, a former mansion purchased by the Pathfinder Society and converted into classroom space, provides an idyllic setting for pupils to learn.

The entrances, as well as all interior doors, are locked. The master key that the PCs receive from J Dacilane can

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INVESTIGATING THE MYSTERIES

As the PCs explore Dacilane Academy, they can try to figure out if there's any truth to the students' rumors. In reality, all the mysteries are due to the supernatural effects of the Scholar of Sorts, but a poor investigation turns up only a mundane rationale for the mysteries. The mysteries are listed in **Handout #1: The Seven Mysteries**, found on page 28. The students' descriptions of each mystery from the handout are reproduced at the beginning of each mystery's section in the adventure.

When investigating a mystery, each PC can attempt a single skill check. Relevant skill checks are listed in the mystery's description. At the GM's discretion, the PCs can investigate the mystery using another skill not listed with the DC increased by 2 or an appropriate Lore skill at the base DC-2. The areas affected by the mysteries have a faint magical aura of conjuration.

Skill check DCs are 15 (DC 18 for Levels 3–4, as the Scholar has been better able to cover their tracks). For each mystery, the PCs earn Mystery Points based upon the results of their checks. A success earns 1 Mystery Point, a critical success earns 2 Mystery Points, and a critical failure loses 1 Mystery Point. If the PCs earn at least as many Mystery Points for a particular mystery as half the number of PCs (rounded up), they discover the information listed as the supernatural explanation. If they earn fewer Mystery Points, they discover the information listed in the mundane explanation.

The GM should roll a secret check for any PCs who are trained in Protean Lore in addition to any other checks those PCs are making. Success on a Protean Lore check also lets the PC recognize that a protean is involved with a particular mystery.

PCs with the On the Case class feature can declare the seven mysteries as a single lead for the Pursue a Lead activity after learning about them at the beginning of the adventure.

After the PCs have discovered an explanation for the initial six mysteries, they encounter the final mystery, as further detailed in the **Final School Mystery: Student #19** section (page 12).

be used to unlock doors with an Interact action. The doors can also be unlocked with two successful DC 18 Thievery checks to Pick a Lock (DC 21 for Levels 3–4).

The ceilings are 10 feet tall unless otherwise stated. Interior walls and doors are made of wood. The exterior walls, including the large stone wall surrounding the grounds, are made of masonry. Exterior doors are made

of reinforced wood. Statistics for walls and doors can be found on page 515 of the *Pathfinder Core Rulebook*. Each room is outfitted with a series of magical lamps that provide pleasant lighting, though all lights have been darkened as the students and faculty have gone home for the day. A PC can Activate a room's lighting with a command word to illuminate or darken a room.

A1. FRONT ENTRY

A single-story brick building sits beyond the iron gates. Brick walls and an ornately carved main door give the front entrance a stately appearance. Manicured topiaries and a well-kept lawn provide ample green space that continues between the building and the outer walls to the rear of the estate.

Three stone steps and two ramps ascend to the front entrance. The doors are currently locked, but the master key unlocks the door with a satisfying click. The doors lead into the main hallway. Walking around the building leads to the grounds at the south side.

A2. MAIN HALLWAY

Bright lights shine in sconces on the wall. Double doors lead to the outside to the north and south, while large windows reveal the grounds of the school to the east and west. Thin wood doors provide access to interior rooms.

The doors in this hallway lead to the school's various rooms. To the east, the hallway bends around the corner, where an addition to the school was built to support a laboratory. Signs hang in front of each door stating the name of the room in Common. PCs who study the sign outside the lunchroom (area **A6**) notice that it says "Launch Room." This misspelling is due to the Scholar modifying the text with their *secret page* spell to cause embarrassment.

A3-A5. CLASSROOMS

Each of these spacious rooms contains rows of desks. Windows allow both natural light and a view of the grounds to filter in. Lamps hang from the ceiling to provide additional illumination for the area.

Education at Dacilane Academy is both individualized and chosen by the student. As students bring an eclectic range of knowledge with them, teachers work with students to identify gaps and create goals for learning. The desks and chairs in these classrooms can be easily moved into new arrangements. Each desk is labeled with

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S = Secret Passage
T = Modified Texts
M = Model Starts Here
1 square = 5 feet

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a student's name, including Sabazio, Voxi, and Paisley. Peeking inside the desks' storage reveals a mishmash of notebooks, textbooks, and personal effects.

A3. MS. LAFORENT'S CLASSROOM

Colorful posters wallpaper this room, illustrating flora and fauna from across Golarion. A pet tortoise sleeps in a small terrarium in a corner of the room.

A4. MR. NGON'S CLASSROOM

On the teacher's desk in this room, dictionaries and thesauri stand in neat, right-angled stacks. SA board near the window displays posted student compositions and poetry in a variety of forms. A PC who examines the compositions notices that a disproportionate number of them seem to incorporate snake imagery. This oddity is due to the Scholar taking liberties and modifying the text with *secret page* to praise the protean form.

A5. MS. HIRASARA'S CLASSROOM

This room is notably cluttered with small baubles and minor magical knickknacks used to teach the basics of magic. Several desks contain sculpted clay figures.

A6. LUNCHROOM

Dining tables and chairs are arranged in neat rows, providing ample space for group meals. Storage cabinets sit below the window overlooking the grounds.

Group meals occur here throughout the day alongside cooking lessons. Since the room tends to be occupied and isn't typically used for formal education, the Scholar of Sorts doesn't spend much time causing chaos here.

Treasure: A PC who succeeds at a DC 15 Perception check notices a basket of hundreds of gift-wrapped cookies from Dulethre's Delights, a local bakery, that has a sign reading "Please Take These!" pinned to its handle. In total, the cookies and decorative basket are worth 4 gold pieces (13 gold pieces for Levels 3–4). If the PCs choose to leave the cookies behind for their original owner to rediscover, they find after the adventure that J Dacilane has bought them a basket as a thank-you gift, which is worth the same amount of gold.

A7. LIBRARY

Scores of books and the smell of paper fills this inviting library, which is furnished with comfortable furniture and a plush carpet. Rolling stools provide a step up for those too short to reach the top shelves. A table is divided into workstations with chalkboard nameplates and stacked books.

The library is the favorite lair of the Scholar of Sorts. When they aren't changing the answers in test keys, rewriting equations in textbooks, or leaving behind mysterious tokens to perplex the staff, they enjoy vexing the librarian and using their text immersion ability to relax inside their favorite book (*A Scholar's Guide to Unexplained Arcane Mysteries*).

The library's collection spans a wide range of topics, though the texts tend to be introductions to various fields instead of primary research. The two currently occupied workstations are labeled "Ayen" and "Zet". One of the books left in Zet's workstation has been altered by the Scholar of Sorts, and is now completely blank.

If a PC takes any book off the shelves, an *unseen servant* spell activates once they place the book down or return it to the wrong place. The spell also activates if the PCs move any of the books out of the workstation; in either case, the *unseen servant* whisks the books back to the proper shelf.

Examining the altered books or observing the *unseen servant* allows the PCs to investigate the mystery in the library.

SCHOOL MYSTERY: THE BLANK BOOKS

"Watch out if you ever leave your projects until the night before—the books in the library sneak around! They like to move between shelves or hide under the desks. When you do find the right one, the insides are blank!"

PCs can attempt Society or Library Lore checks as they watch how the books are shelved. Alternatively, PCs can examine the *unseen servant* with an Arcana or Occultism check. See the sidebar on page 6 for skill DCs and more details.

Mundane Explanation: One of the former librarians set up an *unseen servant* summoning rune decades ago. Over time, the rune degraded, making the servant overly enthusiastic with its cleaning duties.

Supernatural Explanation: The altered and blank books seem to be changed to deliberately confuse students. Several texts now include contradictory statements on the same page. PCs that find the supernatural explanation can attempt a DC 18 Religion check to Recall Knowledge and learn that akizendri proteans are well known for altering texts.

A8. BATHROOMS

These four all-gender bathrooms are tidy and well kept. Each bathroom contains a washbasin, a polished silver mirror, and a commode chair.

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The southeast, southwest and northwest bathrooms are largely unremarkable. The northeast bathroom, however, is infused with the energy of the Maelstrom. The planar focus bracelet hidden in the bathroom causes the Scholar to wander here when they sleep, though since they do so only occasionally, they haven't found the bracelet yet.

Hazards: The Scholar of Sorts's innate planar energy has resonated with the focus in this bathroom and collected there over time. This creates an intense pressure within the northeast bathroom, straining the ordinary latch and door, which can barely keep it contained. When a PC touches the door, it flies open and slams into any adjacent creature.

LEVELS 1–2

CHAOTIC DOOR

Page 16

HAZARD 1

LEVELS 3–4

CHAOTIC DOOR

Page 21

HAZARD 3

Development: After the PCs overcome the hazard, they can access the northeastern bathroom and investigate the mystery inside.

SCHOOL MYSTERY: THE WAILING BATHROOM

"Did you hear? Decades ago, a boy died at the school! His ghost is bound to the northeast bathroom. If you find the door locked and press your ear against it, you can hear him crying for help. Knock three times and promise to help him, then he'll grant you a wish."

PCs who listen at the door do indeed hear faint wailing. PCs can attempt a Crafting, Occultism or Religion to investigate the mystery. See the sidebar on page 6 for skill DCs and more details.

Mundane Explanation: The PCs discover that the washbasin's enchantment to make water is faulty. If it isn't deactivated fully, it drips water in such a way that the room's acoustics make it sound like wailing.

Supernatural Explanation: The PCs identify the chaotically aligned planar energy infusing this area. While they find no traces of spirits or other undead, a sizable planar footprint shows that an extraplanar entity occupies this bathroom for several hours a week. A PC who recognizes this also knows that such entities are rarely entirely quiet.

Treasure: Any PC who Searches this room can discover a loose wall panel with a successful DC 17 Perception check (DC 20 for Levels 3–4, as the panel was sealed shut during a remodel). Hidden behind the panel is a bracelet made of calcite beads worth 5 gp (15 gp for Levels 3–4). While the beads are carved white crystal, a prismatic resonance shimmers beneath the surface. This bracelet serves as a planar focus for the Maelstrom, which a PC can identify with a DC 16 Religion check or a DC 14 Maelstrom Lore check to Recall Knowledge. Any PC who succeeds at the check to investigate the mystery automatically discovers the bracelet.

A9. ANNEX HALLWAY

The style of the floor changes in this hall, with the flooring noticeably newer. The walls in this area are bright and newly white-washed. A heavy wood door sits at the south end of the hall.

The lab (area A11) and the teacher's lounge (area A10) were added to the school about ten years ago. This hallway provides access to both, though only the reinforced wood door to the alchemy lab is visible all the time.

A secret door on the west side of the hall leads to the teacher's lounge, though the door is enchanted so that pupils are less likely to find it. The door appears only if precisely one creature is in the hallway. A lone PC who Searches this hall with a DC 15 Perception check notices the door (DC 18 for Levels 3–4, as the door is additionally hidden behind a championship banner won by the fencing team); if there is more than one creature in the hallway, the DCs are 3 higher. The secret door, like all other internal doors, is locked.

While the disappearing door is typically intentional, Headmaster Rosedell found the door completely gone last week. While she first thought it the act of a clever student who found the hidden door, even the door frame had been melded into the wall. However, when she summoned a specialist, the door reappeared. The Scholar of Sorts, who made the door disappear, enjoyed watching the chaos and confusion. Causing the door to reappear the moment the specialist touched it—exactly opposite its normal behavior—was a stroke of genius, if you ask them.

Development: If the PCs discover the secret entrance to the teachers' lounge (including if they use it to enter the hallway via the teachers' lounge), they can investigate why it disappeared from even the headmaster last week.

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SCHOOL MYSTERY: THE DISAPPEARING DOOR

"If you're walking alone to the lab, a door appears just before it. If you're walking with anyone else, though, the door doesn't exist!"

The PCs can examine the enchantments on the door with an Arcana or Occultism check. Alternatively, a PC can examine the mechanisms that hide the door with a Thievery or Crafting check. See the sidebar on page 6 for skill DCs and more details.

Mundane Explanation: A thorough examination of the door requires a PC to at least crack the door open. Seeing the teacher's lounge makes it clear that the door serves a secret entrance to a staff-only area and is simply enchanted so that it appears when there are no students around.

Supernatural Explanation: While the door is set to appear and disappear depending on who's around, traces of magic have warped parts of the door. This magic is unlike anything the PCs have seen the academy use, and is instead the work of a being tied to another plane of existence.

A10. TEACHER'S LOUNGE

Compared to the rest of the academy, this room seems informal and relaxed. A tufted sofa and armchairs provide comfortable seating, while a few tables offer space to spread out work. Letters and notes are pinned to the wall by the door.

This lounge provides an area for the teaching staff to prepare their lessons and enjoy their breaks. It also serves as Headmaster Rosedell's office. The notes and letters pinned to the wall are from current and former students. They range from updates on the now-adult students' lives to thank you notes from the parents of current students.

The PCs may attempt to locate a student roster to investigate the mystery of student #19. A roster is in plain sight on the table, and indeed there's no student #19, though it appears to be because a series of students have transferred in and out rapidly in recent months and it's been easier for faculty to simply leave the number unassigned.

Treasure: A PC who succeeds at a check to Search the room finds that an abandoned standard book of translation (Mahwek) has fallen beneath one of the couches and is covered in a thin layer of dust (*Pathfinder Lost Omens Pathfinder Society Guide* 93). For Levels 3–4, the PCs instead find an advanced book

of translation (Mahwek). If the PCs choose to leave the book for its owner to find, they are given a brand-new edition from Headmaster Rosedell as a thank-you gift at the scenario's conclusion, so the PCs can enjoy the study of the northeastern Arcadian language themselves.

A11. LABORATORY

Laboratory tables, flasks, vials, and alchemical equipment make the purpose of this room obvious, though the white plaster walls and stained tiles make it look both newer and cheaper than the rest of the building. Cases sit in neat rows on open shelves, each bearing a neat label listing its contents. A large window at the back of the room looks over the rest of the grounds.

This laboratory space gives students a place for practical experimentation and is currently set up for lessons in alchemy. The excitement of concoction makes this lab the Scholar of Sorts's second-favorite room in the entire building. They enjoy providing not-quite correct answers to students stressing over bubbling beakers or tests.

A poster in a corner of the room provides a handy reference of alchemical formulas, though a PC who succeeds at a DC 15 Crafting check to Recall Knowledge realizes that many of the formulas have been changed in minor ways that will result in foul-smelling fumes or disorienting flashes—another target of the Scholar's magical modification.

Creatures: Humanoid anatomical models stand beside the laboratory tables. The left side of the models show the musculoskeletal system, while the right side shows major organs. Various symbols are pinned to the organs; PCs who succeed at a DC 10 Occultism check realize that these symbols are constellations associated with different parts of the body. The chaotic energies suffusing the school cause the models to warp to life—if a PC approaches within 10 feet of an anatomical model, it jerks into motion and begins attacking. It prefers to use its slimy guts attack to immobilize foes before getting into melee combat.

LEVELS 1–2

ANATOMICAL MODEL

Page 17

CREATURE 2

LEVELS 3–4

ANATOMICAL MODEL

Page 22

CREATURE 4

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Development: After the PCs defeat the anatomical model, they can investigate the mystery within this room.

SCHOOL MYSTERY: THE CHEATER'S WHISPER

"If you can't figure out what to do in lab, just whisper a question under your breath! You'll hear the answer in your ear. Be careful, though; a lot of the answers are wrong."

If a PC whispers a question, they do indeed notice a response, though it's generally nonsensical. PCs can attempt a Religion check to identify if there are any haunts within the room, or a Perception or Performance check to examine the acoustics of the room. See the sidebar on page 6 for skill DCs and more details.

Mundane Explanation: The laboratory's acoustics are particularly bad, so if another student whispers, their voice can easily carry.

Supernatural Explanation: While the lab does have bad acoustics, the whispering doesn't consistently carry. Instead, a pocket of planar energy from the Maelstrom generates noise in response to questions asked. These answers are haphazardly strung together from other statements previously uttered in this room, though they're out of context and often wrong.

A12. STORAGE SHED

MODERATE

The door to this storage shed doesn't shut fully, leaving it swinging slightly on squeaky hinges. The dusty interior is full of all manner of clutter, including exercise equipment, tools and broken furniture.

This area serves as catch-all storage for the academy, as well as the workshop for the school's facility caretaker. Recently, another protean approached the school while investigating the planar focus. The Scholar of Sorts, not wanting to share their home, cornered the other protean in this shed and drove them off, damaging the shed in the struggle.

Creatures: A family of opossums made their home in this shed. Whenever the caretaker enters the shed, she bangs pots and pans together so that they'll scatter. However, the PCs surprise the opossums, causing them to flit into the dark corners and behind a stack of tables tipped on their end. As the PCs look through the room's clutter by Searching or Investigating, the opossums begin to hiss and bare their teeth as their hiding spots are disturbed.

A PC can attempt a DC 15 Nature check to Recall Knowledge; on a success, the PC remembers that this is a defensive stance. On a critical success, the PC recalls

that attempting to move closer to the opossum will frighten it into attacking.

PCs who want to calm the opossums can do so with a successful DC 18 Nature check (DC 21 for Levels 3–4, as the opossums were spooked by the Scholar earlier that evening). For abilities such as wild empathy, the opossums' starting attitude is unfriendly.

The PCs can attempt one check to calm the opossums before they attack out of fear. If combat begins, the opossums scurry underfoot in a frenzy, biting PCs where they can. All opossums Feign Death when their HP becomes sufficiently low—as long as the PCs do not continue to attack it further, that opossum continues to Feign Death and allow the PCs to conduct their investigation, but if disturbed further, the opossum uses its Revived Retaliation and fights to the death.

LEVELS 1–2

SMALL OPOSSUMS (2)

CREATURE 1

Page 18

LEVELS 3–4

SMALL OPOSSUMS (4)

CREATURE 1

Page 23

Development: Once the opossums no longer threaten the PCs, the PCs can start investigating the mystery of the shack.

SCHOOL MYSTERY: THE HAUNTED SHACK

"Just past the main building is a shack that no one ever enters or leaves. Despite this, you can hear someone moving inside and see the flicker of candlelight."

PCs can attempt a Nature check to determine if the opossums explain the unusual noises. They can also investigate the noises with an Acrobatics or Athletics check as they move furniture, fencing equipment and other stored items. See the sidebar on page 6 for skill DCs and more details.

Mundane Explanation: The family of opossums have lived in this storage shed for a while. The noises came from them knocking items off shelves or chewing through boxes.

Supernatural Explanation: Large gashes, probably claw marks, mark the northern wall by the ceiling. They're too large for most animal claws, unless a bear somehow got trapped in here. Given that the marks are nearly eight feet off the ground, a large or flying creature made them.

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A13. SCHOOLYARD

MODERATE

LEVELS 3–4

Hard-packed dirt marked with chalk lines creates a small track around most of this open yard. Within the loop of the track, a cleared oval provides a space for other types of exercise. Outside the track, statues stand on opposite sides of the yard, each posed in mid-stride, as though about to reach the finish line of a footrace. In the corner of the schoolyard grows a picturesque maple tree.

Exercise and physical education activities occur in the academy's schoolyard on a rotating schedule. The statues are of former Pathfinder agents, though the names of the agents and history of the statues aren't known to any of school staff. The statues are approximately six feet tall and articulated, allowing their arms and legs to be repositioned in the phases of the gait cycle. The schoolyard is currently clear, as any exercise equipment is stowed in the storage shed.

The maple tree in the corner is a favorite spot for students to lunch outdoors, as well as a traditional spot for courtship. A PC who succeeds at a DC 15 Perception check notices a crumpled-up letter at the foot of the tree from one student to another, asking to meet "so we can talk," but also notices that the date and time to meet have been crossed out and rewritten so many times that the letter is indecipherable. This is another one of the Scholar's magically modified texts to sow chaos.

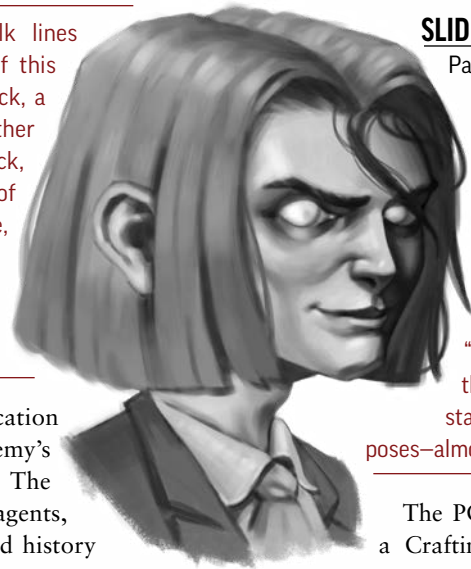
Hazards: While these statues were originally mundane, the Scholar of Sorts enjoys moving them after the students use the track. The protean has a complex method for calculating the new positions based on how well various students did in their most recent games (usually placing them in ways that are disadvantageous to whoever most recently won). Over time, the frequent movement packed the ground down, making it easier to move the statues, which also became suffused with chaotic energy from the Scholar's constant attentions. When a PC examines a statue or walks into the cleared area, the sliding statues come to life and attack.

LEVELS 1–2

SLIDING STATUES (2)

Page 19

HAZARD 1



STUDENT #19

SLIDING STATUES (2)

Page 24

HAZARD 3

Development: Once the statues are deactivated, the PCs can investigate this mystery.

SCHOOL MYSTERY: THE WALKING STATUES

"Every Wealday morning, we run in the yard. The next morning, the statues stand in different spots and in different poses—almost like they're trying to get in our way."

The PCs can investigate the statues using a Crafting check to examine the physical structures or a Perception check to examine the exercise area. See the sidebar on page 6 for skill DCs and more details.

Mundane Explanation: The PCs find scrapes on the ground indicating that the statues were probably pushed around to accommodate different layouts of the area by the staff. These scrapes are smooth and easy to slide on; thus, the statues moved under their own weight, likely aided by ergonomic construction, internal counterweights, and clockwork.

Supernatural Explanation: The statues' shoulders have jagged claw marks in them. A creature that can reach the statues' shoulders has been moving them regularly. It took just a spark of latent energy to send them across the schoolyard.

Treasure: Any PC who Searches the sliding statues or the schoolyard discovers that the statues left a bizarre trail of gold dust in the ground as chaotic planar energy spontaneously transformed the dirt of the schoolyard. A PC can collect this dust, which is worth 5 gp (15 gp for Levels 3–4).

FINAL SCHOOL MYSTERY: STUDENT #19

"Have you ever noticed how there's no student #19? The roster skips straight over them. I hear they only appear someone who's seen all six mysteries, but once you see their face, they scare you to death and take you away!"

After the PCs complete their investigation of all six initial mysteries and resolve any exploration activities they wish to complete immediately after

THE SEVEN SECRETS OF DACILANE ACADEMY

their investigation (such as Treating Wounds or Refocusing), the Scholar of Sorts appears in the guise of a young halfling, intrigued by the interlopers.

Read or paraphrase the following, changing details as necessary to suit where the PCs are when this event occurs.

A halfling dressed in a white school uniform appears and giggles. Several bells around their wrist chime with every movement. "You've been caught after hours," they say, nearly singing in glee. "Students are not allowed on Dacilane Academy grounds after hours. If I tell the headmaster, you'll be in big trouble." They giggle. The sound cuts through the otherwise quiet air of the school. "Of course, maybe there's something you can do to stay out of trouble. I wonder what you can do so I won't tell on you."

A grin spreads across their face. Their teeth are sharper than a halfling's ever should be.

"Oh, I know what you need to do. You can finish my homework! It simply must be done, and it's so very late." The halfling flashes their too-pointed teeth again as they prepare to open their satchel.

As the PCs encounter the seventh and final mystery of Dacilane Academy, they can discover the cause of the other mysteries. The Scholar of Sorts doesn't answer direct questions, but instead giggles and gives vague answers of academic jargon meant to lead the PCs astray. A PC can recognize the deliberate obfuscations with a DC 18 Perception check to Sense Motive (DC 21 for Levels 3–4, as the Scholar of Sorts is craftier with their wordplay). Common tactics the PCs can attempt to solve to this final mystery are listed below. Use the DCs listed as a guideline to resolving creative solutions.

Too Much Homework!: If the PCs agree to complete the Scholar of Sorts's homework, the Scholar leads them to Mr. Ngon's classroom (area A4). Reams of paper appears as the Scholar spreads their hands and giggles. The initial avalanche of books surrounds the PCs, making spaces adjacent to any PC difficult terrain. An initial examination reveals that the books cover nearly every subject taught at Dacilane Academy (and some clearly not taught, including planar mathematics, languages of Avistan, and the history of Absalom from Earthfall to present).

Each PC can attempt up to two skill checks to assist in solving the homework; such as a DC 18 Arcana check to complete a list of significant dragons, a DC 16 Society check to copy a worksheet on conjugations in Azlanti, a DC 17 Crafting check to describe a structure using non-Material-Plane dimensions, a DC 16 Medicine check to explain the biology of a protean creature, or a DC 14 Academia Lore check as they prove that the homework

is impossible to complete. Increase the DC by 3 for Levels 3–4. If a PC repeats the same skill they attempted previously, the second attempt takes a –1 penalty. PCs can choose to Aid an ally instead of attempting their own check. A success earns 1 Homework Point, a critical success earns 2 Homework Points, and a critical failure loses 1 Homework Point.

The Scholar of Sorts expects each PC to take an active role in completing the homework. If a PC refuses to take part, the Scholar of Sorts asks them to join in the work. If the PC continues to refuse to take part, the Scholar lashes out and attacks (see Combat below). To complete the homework, the PCs must earn at least as many Homework Points as the number of PCs. If the PCs do not earn enough, the Scholar of Sorts bores of the PCs' struggles and attacks.

If the PCs successfully complete the homework, the Scholar of Sorts returns to their true protean form, claps their hands together excitedly, and says that they've had all the fun they can have and will be "graduating" from the academy. They then leave of their own free will.

If the PCs are unsuccessful, the Scholar resumes their protean form and attacks out of boredom, hoping that the PCs will prove more interesting in combat than they are at studies.

Dismiss the Scholar: If the PCs located the planar focus bracelet from the bathrooms, the calcite begins to hum as its energy resonates with the books. With a successful DC 16 Religion check, a PC can identify that the planar focus can be used to dismiss the protean from the Material Plane. Before the PCs can attempt the dismissal, they must first distract the Scholar of Sorts from their machinations. One PC can attempt a DC 18 Deception check to Create a Diversion (DC 21 for Levels 3–4, as the Scholar of Sorts is more suspicious) or another relevant skill check. Once the protean is distracted, one PC can then attempt to use the planar focus's resonance with the Maelstrom to open a minor rift with a DC 17 Religion check (DC 20 for Levels 3–4). With the rift open, PC can attempt a DC 18 Athletics check (DC 21 for Levels 3–4) to push the Scholar in. If all three checks are successful, the Scholar is shocked as they're pulled back to their natural plane, bested by the PCs. Otherwise, the protean catches on and disrupts the rift or otherwise resists the attempt to banish them and attacks. If the PCs successfully created the rift but did not push the scholar in, any PCs that beat the Scholar in initiative can also attempt to shove them in.

Combat: If the PCs ignore the request, or otherwise become hostile against the Scholar, their face flashes with anger, elongating as they shift back to their natural akizendri form. "Are you sure you don't want to do

THE SEVEN SECRETS OF DACILANE ACADEMY

your work?” the creature asks with newly reptilian features before moving to attack.

Creatures: The Scholar starts by returning to their natural shape and lashing out, as their disappointment momentarily overpowers their typical crafty patience. They focus on doing the most damage to the creature that attacked them last, ignoring the nuances of tactical decision-making. The Scholar can use their Text Passage ability to teleport to various text passages around the

academy that they’ve modified in advance, both to gain a tactical advantage and to aid in mischief. The initial locations of these texts are marked on the map with a T; if the PCs have collected or moved any of these texts, be sure to update accordingly.

LEVELS 1-2

THE SCHOLAR OF SORTS

CREATURE 3

Page 20, art on page 26

LEVELS 3-4

THE SCHOLAR OF SORTS

CREATURE 5

Page 25, art on page 26

Treasure: As the Scholar of Secrets transforms into their natural shape or is banished from the academy, their bracelet of bells chimes and falls to the ground. The bells are artfully crafted, though the chaotic energy of the Maelstrom means that the sound they emit is always the wrong tone and volume than expected. The planar oddity is worth 13 gp to the right collector (33 gp for Levels 3–4).

CONCLUSION

When the Scholar of Secrets either leaves of their own choice, is banished back to the Maelstrom, or is defeated in combat, the academy grows quiet. Any lingering effects of the seven mysteries dissipate. The PCs are free to leave or complete any remaining investigations. They learn the true explanation to Dacilane Academy’s seventh mystery, in that the ghost was the Scholar of Secrets exerting its planar mischief throughout the academy. After a full night’s sleep, the PCs are summoned to the Grand Lodge to report on the mysteries and their conclusions. J Dacilane meets with them in a well-appointed tearoom and listens carefully to the full account.

If the PCs discovered at least three supernatural explanations behind the mysteries, J sighs

THE SCHOLAR OF SORTS

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and mutters, “What strange luck. At least the pupils are safe now.” If the PCs did not discover at least three supernatural explanations, he instead shakes his head and quips that there should be better safety standards. No matter what the final report’s conclusions are, he thanks the PCs for ensuring Dacilane Academy’s safety.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they learn the secret of the seventh mystery and end the hauntings of Dacilane Academy, whether by successfully completing the Scholar’s challenge so they graduate, banishing them back the Maelstrom, or defeating them in combat. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

If the PCs uncover the supernatural explanation for at least 4 of the original 6 mysteries, they complete their secondary objective. Doing so earns each PC 2 Reputation with their chosen faction.

THE SEVEN SECRETS OF DACILANE ACADEMY

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

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

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

A8. BATHROOMS (LEVELS 1-2)

CHAOTIC DOOR

HAZARD 1

CHAOTIC

MAGICAL

TRAP


Stealth DC 20 (expert)

Description The frame splinters as the door flings open, the force hitting those nearby.

Disable DC 17 Athletics (trained) to hold the door shut against the force, or DC 18 Thievery (trained) to deftly relieve pressure from the door

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

Hardness 5, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Slam  **Trigger** A creature touches any part of the door. **Effect** The door flies open with incredible force. The triggering creature must attempt a DC 17 Reflex save as the door explodes outward into them, which deals 3d8 bludgeoning damage.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and is knocked 10 feet toward the window behind them.

Critical Failure The creature takes full damage and is knocked 20 feet toward the window. The window shatters and the PC falls 5 feet before colliding with the ground, taking an additional 1d6 piercing damage from passing through the broken glass.

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A11. LABORATORY (LEVELS 1-2)

ANATOMICAL MODEL

CREATURE 2

N **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +11

Skills Athletics +7, Stealth +9

Str +4, **Dex** +2, **Con** +3, **Int** -5, **Wis** +1, **Cha** +0

AC 17 (13 when broken); construct armor; **Fort** +8, **Ref** +8, **Will** +4

HP 32; **Hardness** 3; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, the anatomical model has Hardness. This Hardness reduces any damage the model takes by an amount equal to the Hardness. Once an anatomical model is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 12.

Speed 25 feet

Melee ♦ slam +11, **Damage** 1d8+4 bludgeoning

Ranged ♦ guts +9 (range increment 30 feet), **Damage** slimy guts

Slimy Guts A creature hit by the anatomical model's guts attack is flat-footed until it takes an action to remove the guts. A creature critically hit by the anatomical model's guts attack is immobilized until it Escapes.

ELITE ANATOMICAL MODEL (0)

CREATURE 3

N **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +13

Skills Athletics +9, Stealth +11

Str +4, **Dex** +2, **Con** +3, **Int** -5, **Wis** +1, **Cha** +0

AC 19 (15 when broken); construct armor; **Fort** +10, **Ref** +10, **Will** +6

HP 47; **Hardness** 3; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, the anatomical model has Hardness. This Hardness reduces any damage the model takes by an amount equal to the Hardness. Once an anatomical model is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 15.

Speed 25 feet

Melee ♦ slam +13, **Damage** 1d8+6 bludgeoning

Ranged ♦ guts +11 (range increment 30 feet), **Damage** slimy guts

Slimy Guts A creature hit by the anatomical model's guts attack is flat-footed until it takes an action to remove the guts. A creature critically hit by the anatomical model's guts attack is immobilized until it Escapes.

SCALING ENCOUNTER A11

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

10-11 Challenge Points: Apply the elite adjustment to the anatomical model.

12-13 Challenge Points: Apply the elite adjustment to the anatomical model, then give it an additional 15 Hit Points.

14-15 Challenge Points: Add the elite adjustment to the anatomical model, then give it an additional 15 Hit Points. The slimy guts ranged attack deals 2d6 acid damage in addition to its other effects.

16-18 Challenge Points (5+ Players): Add a second anatomical model to the encounter.

THE SEVEN SECRETS OF DACILANE ACADEMY

A12. STORAGE SHED (LEVELS 1-2)

SMALL OPOSSUMS (2)

CREATURE 1

N **SMALL** **ANIMAL**


Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Athletics +6, Stealth +6, Survival +4


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

AC 15; **Fort** +9, **Ref** +6, **Will** +3; +2 circumstance to all saves vs. disease

HP 25; **Resistances** poison 2


Feign Death  **Trigger** The opossum is reduced below 15 HP;


Effect The opossum collapses. It is flat-footed and can use actions that require only its mind, but any other action ends the ruse. A successful DC 16 Perception check to Seek or Medicine check to Recall Knowledge is required to determine that the animal is not, in fact, dead.


Revived Retaliation  **Trigger** The opossum is attacked or disturbed by a creature within reach while Feigning Death;

Effect The opossum Strikes the triggering creature.

Speed 30 feet, climb 20 feet

Melee  jaws +9 (deadly d10), **Damage** 1d10+2 piercing

Melee  claw +8 (agile), **Damage** 1d6+2 slashing

Scurry Underfoot  The opossum Strides up to half its speed. It can pass through other creatures' spaces during this movement, though it must end its movement in an unoccupied space.

SCALING ENCOUNTER A12

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

10-11 Challenge Points: Increase both opossums' Hit Points by 10.

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

14-15 Challenge Points: Add one additional opossum to the encounter and increase all three opossums' Hit Points by 10.

16-18 Challenge Points (5+ Players): Add two additional opossums to the encounter.

THE SEVEN SECRETS OF DACILANE ACADEMY

A13. SCHOOLYARD (LEVELS 1-2)

SLIDING STATUES (2)

HAZARD 1

COMPLEX

MAGICAL

TRAP

Stealth +7 (trained)

Description With a rumble, this statue of a former Pathfinder slides across the schoolyard. Its legs pump up and down as it advances.

Disable DC 20 Athletics to hold it back, DC 17 Crafting (trained) to break the statue by exploiting a flaw, DC 16 Occultism (trained) to dispel the planar energies

AC 16; **Fort** +10, **Ref** +4

Hardness 7; **HP** 23 (BT 11)

Slide ➤ **Trigger** A creature approaches within 10 feet of the trap. **Effect** The statue Strides up to 30 feet in the direction of the triggering creature. It deals 1d6+3 damage (DC 17 basic Reflex save) to each creature whose space it enters.

Routine (3 actions) The trap uses its three actions for its Trample activity.

Speed 30 feet

Melee ➤ crushing feet +9, **Damage** 1d6+3 bludgeoning

Trample ➤➤➤ Medium or smaller, crushing feet, DC 17

SCALING ENCOUNTER A13

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

12+ Challenge Points: For every 4 Challenge Points above 8, add one additional sliding statue to the encounter.

THE SEVEN SECRETS OF DACILANE ACADEMY

FINAL SCHOOL MYSTERY: STUDENT #19

THE SCHOLAR OF SORTS

CREATURE 3

UNIQUE CN SMALL MONITOR PROTEAN

Perception +8; darkvision, entropy sense (imprecise) 30 feet
Languages Abyssal, Common, Celestial, Protean; telepathy (touch)

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

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

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

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

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

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

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

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

Melee ♦ jaws +11 (chaotic, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 chaotic and garbled thoughts

Melee ♦ tail +9 (chaotic, finesse, magical), **Damage** 2d6+3 bludgeoning plus 1d6 chaotic and Grab

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

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

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

Constrict ♦ 1d8+3 bludgeoning, DC 20

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

Success The creature is unaffected.

SCALING THE FINAL SCHOOL MYSTERY

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

10–11 Challenge Points: Give the Scholar an additional 15 Hit Points.

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

14–15 Challenge Points: Apply the elite adjustment to the Scholar.

16–18 Challenge Points (5+ Players): Apply the elite adjustment to the Scholar, and increase its fast healing to fast healing 3.

Failure The creature is stupefied 1 for 1d4 rounds.

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

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

Text Passage ♦ (conjuration, divine, teleportation)
Requirements The Scholar is adjacent to a text they have modified with *secret page*, and another such text is within 500 feet; **Effect** The Scholar has a way with words beyond other akizendris. They physically immerse themselves into the adjacent text, which they use as a medium to teleport to another text within 500 feet that they have modified with *secret page*. Once they enter the first text, they instantly know the locations of the other texts within range. Entering a text in this manner automatically dispels the *secret page* effect on it, but not the *secret page* effect on the destination text. The locations of the Scholar's modified texts are marked on the map.

THE SEVEN SECRETS OF DACILANE ACADEMY

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

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

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

A8. BATHROOMS (LEVELS 3-4)

CHAOTIC DOOR

HAZARD 3

CHAOTIC

MAGICAL

TRAP


Stealth DC 23 (expert)

Description The frame splinters as the door flings open, the force hitting those nearby.

Disable DC 20 Athletics (trained) to hold the door shut against the force, or DC 21 Thievery (trained) to deftly relieve pressure from the door

AC 21; **Fort** +12, **Ref** +13

Hardness 10; **HP** 40 (BT 20); **Immunities** critical hits, object immunities, precision damage

Slam  **Trigger** A creature touches any part of the door. **Effect** The door flies open with incredible force. The triggering creature must attempt a DC 22 Reflex save as the door explodes outward into them, which deals 5d8 bludgeoning damage.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and is knocked 10 feet toward the window behind them.

Critical Failure The creature takes full damage and is knocked 20 feet toward the window. The window shatters, and the PC falls 5 feet before colliding with the ground, taking an additional 2d6 piercing damage from passing through the broken glass.

THE SEVEN SECRETS OF DACILANE ACADEMY

A11. LABORATORY (LEVELS 3-4)

ANATOMICAL MODEL

CREATURE 4

N **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +15

Skills Athletics +12, Stealth +14

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

AC 21 (17 when broken); construct armor; **Fort** +12, **Ref** +12, **Will** +8

HP 58; **Hardness** 5; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, the anatomical model has Hardness. This Hardness reduces any damage the model takes by an amount equal to the Hardness. Once an anatomical model is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 17.

Speed 25 feet

Melee ♦ slam +14, **Damage** 2d6+5 bludgeoning

Ranged ♦ guts +12 (range increment 30 feet), **Damage** slimy guts

Slimy Guts A creature hit by the anatomical model's guts attack is flat-footed until it takes an action to remove the guts. A creature critically hit by the anatomical model's guts attack is grabbed until it Escapes.

SCALING ENCOUNTER A11

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

19-22 Challenge Points: Add the elite adjustment to the anatomical model.

23-27 Challenge Points: Add the elite adjustment to the anatomical model, then give it an additional 20 Hit Points.

28-32 Challenge Points: Add the elite adjustment to the anatomical model, then give it an additional 20 Hit Points. The slimy guts ranged attack deals 2d8 acid damage in addition to its other effects.

33+ Challenge Points: Add a second anatomical model to the encounter.

ELITE ANATOMICAL MODEL (0)

CREATURE 5

N **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +17

Skills Athletics +14, Stealth +16

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

AC 23 (19 when broken); construct armor; **Fort** +14, **Ref** +14, **Will** +10

HP 78; **Hardness** 5; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, the anatomical model has Hardness. This Hardness reduces any damage the model takes by an amount equal to the Hardness. Once an anatomical model is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 20.

Speed 25 feet

Melee ♦ slam +16, **Damage** 2d6+7 bludgeoning

Ranged ♦ guts +14 (range increment 30 feet), **Damage** slimy guts

Slimy Guts A creature hit by the anatomical model's guts attack is flat-footed until it takes an action to remove the guts. A creature critically hit by the anatomical model's guts attack is grabbed until it Escapes.

THE SEVEN SECRETS OF DACILANE ACADEMY

A12. STORAGE SHED (LEVELS 3-4)

SMALL OPOSSUMS (4)

CREATURE 1

N **SMALL** **ANIMAL**


Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Athletics +6, Stealth +6, Survival +4


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

AC 15; **Fort** +9, **Ref** +6, **Will** +3; +2 circumstance to all saves vs. disease

HP 25; **Resistances** poison 2


Feign Death  **Trigger** The opossum is reduced below 15 HP;


Effect The opossum collapses. It is flat-footed and can use actions that require only its mind, but any other action ends the ruse. A successful DC 16 Perception check to Seek or Medicine check to Recall Knowledge is required to determine that the animal is not, in fact, dead.


Revived Retaliation  **Trigger** The opossum is attacked or disturbed by a creature within reach while Feigning Death;

Effect The opossum Strikes the triggering creature.

Speed 30 feet, climb 20 feet

Melee  jaws +9 (deadly d10), **Damage** 1d10+2 piercing

Melee  claw +8 (agile), **Damage** 1d6+2 slashing

Scurry Underfoot  The opossum Strides up to half its speed. It can pass through other creatures' spaces during this movement, though it must end its movement in an unoccupied space.

TOUGH SMALL OPOSSUM (0)

CREATURE 2

N **SMALL** **ANIMAL**


Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Athletics +10, Stealth +6, Survival +6


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

AC 17; **Fort** +9, **Ref** +6, **Will** +5; +2 circumstance to all saves vs. disease

HP 35; **Resistances** poison 3


Feign Death  **Trigger** The opossum is reduced below 15


HP; **Effect** The opossum collapses. It is flat-footed and can use actions that require only its mind, but any other action ends the ruse. A successful DC 18 Perception check to Seek or Medicine check to Recall Knowledge is required to determine that the animal is not, in fact, dead.


Revived Retaliation  **Trigger** The opossum is attacked or disturbed by a creature within reach while Feigning Death;

Effect The opossum Strikes the triggering creature.

Speed 30 feet, climb 20 feet

Melee  jaws +10 (deadly d10), **Damage** 1d12+4 piercing

Melee  claw +10 (agile), **Damage** 1d8+4 slashing

Scurry Underfoot  The opossum Strides up to half its speed. It can pass through other creatures' spaces during this movement, though it must end its movement in an unoccupied space.

SCALING ENCOUNTER A12

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

19-22 Challenge Points: The PCs face two tough small opossums and two small opossums.

23-27 Challenge Points: The PCs face four tough small opossums.

28-32 Challenge Points: The PCs face four tough small opossums and one small opossum.

33+ Challenge Points: The PCs face four tough small opossums and two small opossums.

THE SEVEN SECRETS OF DACILANE ACADEMY

A13. SCHOOLYARD (LEVELS 3-4)

SLIDING STATUES (2)

HAZARD 3

COMPLEX

MAGICAL

TRAP

Stealth +10 (trained)

Description With a rumble, this statue of a former Pathfinder slides across the schoolyard. Its legs pump up and down as it advances.

Disable DC 23 Athletics to hold it back, DC 20 Crafting (trained) to break the statue by exploiting a flaw, or DC 18 Occultism (trained) to dispel the planar energies

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

Hardness 10; **HP** 44 (BT 22)

Slide ➤ **Trigger** A creature approaches within 10 feet of the trap. **Effect** The statue Strides up to 30 feet in the direction of the triggering creature. It deals 1d10+6 damage (DC 20 basic Reflex save) to each creature whose space it enters.

Routine (3 actions) The trap uses its three actions for its Trample activity.

Speed 30 feet

Melee ➤ crushing feet +12, **Damage** 1d10+6 bludgeoning

Trample ➤➤➤ Medium or smaller, crushing feet, DC 20

SCALING ENCOUNTER A13

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

24+ Challenge Points: For every 8 Challenge Points above 16, add one additional sliding statue to the encounter.

THE SEVEN SECRETS OF DACILANE ACADEMY

FINAL SCHOOL MYSTERY: STUDENT #19

THE SCHOLAR OF SORTS

CREATURE 5

UNIQUE CN SMALL MONITOR PROTEAN

Perception +12; darkvision, entropy sense (imprecise) 30 feet
Languages Abyssal, Common, Celestial, Protean; telepathy (touch)

Skills Acrobatics +12, Deception +13, Occultism +14, Society +12, Stealth +12, Thievery +12

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

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

AC 22; **Fort** +9, **Ref** +14, **Will** +12

HP 69 (fast healing 3); **Resistances** precision 5, protean anatomy 8; **Weaknesses** lawful 5

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

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

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

Melee ♦ jaws +15 (chaotic, finesse, magical), **Damage** 2d8+4 piercing plus 2d4 chaotic and garbled thoughts

Melee ♦ tail +13 (chaotic, finesse, magical), **Damage** 2d10+4 bludgeoning plus 2d4 chaotic and Grab

Divine Innate Spells DC 22, attack +14; **3rd** *glyph of warding*, *secret page*; **1st** *detect alignment* (at will, lawful only);

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

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

Constrict ♦ 1d10+4 bludgeoning, DC 22

Garbled Thoughts (divine, emotion, enchantment, mental) A creature hit by the Scholar's bite Strike must attempt a DC 22 Will save.

Success The creature is unaffected.

SCALING THE FINAL SCHOOL MYSTERY

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

19–22 Challenge Points: Give the Scholar an additional 20 Hit Points.

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

28–32 Challenge Points: Apply the elite adjustment to the Scholar.

33+ Challenge Points: Apply the elite adjustment to the Scholar and increase its fast healing to fast healing 5.

Failure The creature is stupefied 1 for 1d4 rounds.

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

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

Text Passage ♦ (conjuration, divine, teleportation)
Requirements The Scholar is adjacent to a text they have modified with *secret page*, and another such text is within 500 feet; **Effect** The Scholar has a way with words beyond other akizendris. They physically immerse themselves into the adjacent text, which they use as a medium to teleport to another text within 500 feet that they have modified with *secret page*. Once they enter the first text, they instantly know the locations of the other texts within range. Entering a text in this manner automatically dispels the *secret page* effect on it, but not the *secret page* effect on the destination text. The locations of the Scholar's modified texts are marked on the map.

THE SEVEN SECRETS OF DACILANE ACADEMY

APPENDIX 3: GAME AIDS



J DACILANE

THE SCHOLAR OF SORTS



STUDENT #19



THE SEVEN SECRETS OF DACILANE ACADEMY



THE SEVEN SECRETS OF DACILANE ACADEMY

HANDOUT #1 THE SEVEN MYSTERIES

❑ **The Walking Statues:** Every Weald day morning, we run in the yard. The next morning, the statues stand in different spots and in different poses—almost like they're trying to get in our way.

❑ **The Blank Books:** Watch out if you ever leave your projects until the night before—the books in the library sneak around! They like to move between shelves or hide under the desks. When you do find the right one, the insides are blank!

❑ **The Wailing Bathroom:** Did you hear? Decades ago, a boy died at the school! His ghost is bound to the northeast bathroom. If you find the door locked and press your ear against it, you can hear him crying for help. Knock three times and promise to help him, then he'll grant you a wish.

❑ **The Haunted Shack:** Just past the main building is a shack that no one ever enters or leaves. Despite this, you can hear someone moving inside and see the flicker of candlelight.

❑ **The Cheater's Whisper:** If you can't figure out what to do in lab, just whisper a question under your breath! You'll hear the answer in your ear. Be careful, though; a lot the answers are wrong.

❑ **The Disappearing Door:** If you're walking alone to the lab, a door appears just before it. If you're walking with anyone else, though, the door doesn't exist!

❑ **Student #19:** Have you ever noticed how there's no student #19? The roster skips straight over them. I hear they only appear to someone who's seen all six mysteries, but once you see their face, they scare you to death and take you away!

Collected by Sab, Ayen, and Voxi, students of Dacilane Academy, 4720 AR

THE SEVEN SECRETS OF DACILANE ACADEMY

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

- Getting Started, page 3: 2 Treasure Bundles given as part of the ghost hunting kit
- Lunchroom, page 8: 1 Treasure Bundle for finding (or returning) the cookies
- Bathroom, page 8: 2 Treasure Bundles for finding the planar focus bracelet
- Teacher's Lounge, page 10: 2 Treasure Bundles for finding (or returning) the book of translation under the furniture
- Schoolyard, page 12: 1 Treasure Bundle from salvaging the mysterious gold dust
- The Seventh Mystery, page 12: 2 Treasure Bundles from the bell chimes

THE SEVEN SECRETS OF DACILANE ACADEMY



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

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

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

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

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

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THE SEVEN SECRETS OF DACILANE ACADEMY

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Scenario #2-09: The Seven Secrets of Dacilane Academy

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
<p>As a favor to Dacilane Academy's benefactor, J Dacilane, you investigated the seven secrets of the academy. You faced animated anatomical models, statues that nearly crushed you, a family of opossums living in the storage shed, and an exploding bathroom door. During your investigation you discovered that the secrets of the school were mostly (<input type="checkbox"/>mundane/ <input type="checkbox"/>supernatural) in origin. After experiencing the first six secrets, a strange creature called the Scholar of Sorts appeared and demanded you complete a mountain of work. You (<input type="checkbox"/> completed the work and the creature left / <input type="checkbox"/> banished the creature back to the Maelstrom / <input type="checkbox"/> defeated the creature in combat) and returned Dacilane Academy to relative peace.</p>			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
book of translation ^U (Mahwek; item 2, 25 gp; <i>Pathfinder Lost Omens: Pathfinder Society Guide</i> 93) book of translation, advanced ^U (Mahwek; item 5, 125 gp; <i>Pathfinder Lost Omens: Pathfinder Society Guide</i> 93)		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #